MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

CASTLE DEFENDER
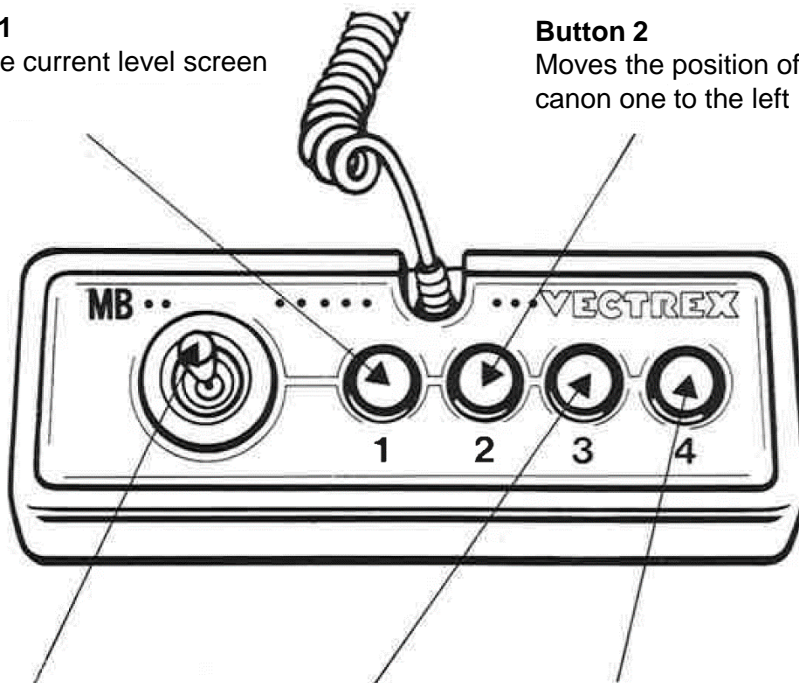
CASTLE DEFENDER

GAME CONTROLS

CASTLE DEFENDER is designed to be played with the built-in control panel only. The functions of the controls are:

Button 1
Skips the current level screen

Button 2
Moves the position of the canon one to the left

Joystick
Moves the angle of the canon

Button 3
Moves the position of the canon one to the right

Button 4
Shoots canon balls

HOW TO PLAY

PLAYER SELECTION
CASTLE DEFENDER is a single player game which can only be played alone.

GAME PLAY
The player uses the controller to move the canon and shoot the incoming missiles to prevent them from hitting the castle.
If the castle is hit by a missile, the player loses one life.
When all lives are lost the game is over and the castle is conquered by the aliens.

GAME GOAL
The goal of the game is to defend the castle as long as possible against the alien invasion.

BASE LEVEL
The base level has no increased missile speed and only one missile wave.

LEVEL DIFFERENCE
With beating levels the difficulty of every level increases.
On certain levels the speed of the missiles will be increased.
Other levels spawn more waves of missiles.
If the final level is reached, the endless mode will be activated.

ENDLESS MODE
The endless mode is the last level with a set difficulty which will not increase but the missile waves will never stop!

SCORING

Points are awarded by destroying a missile.
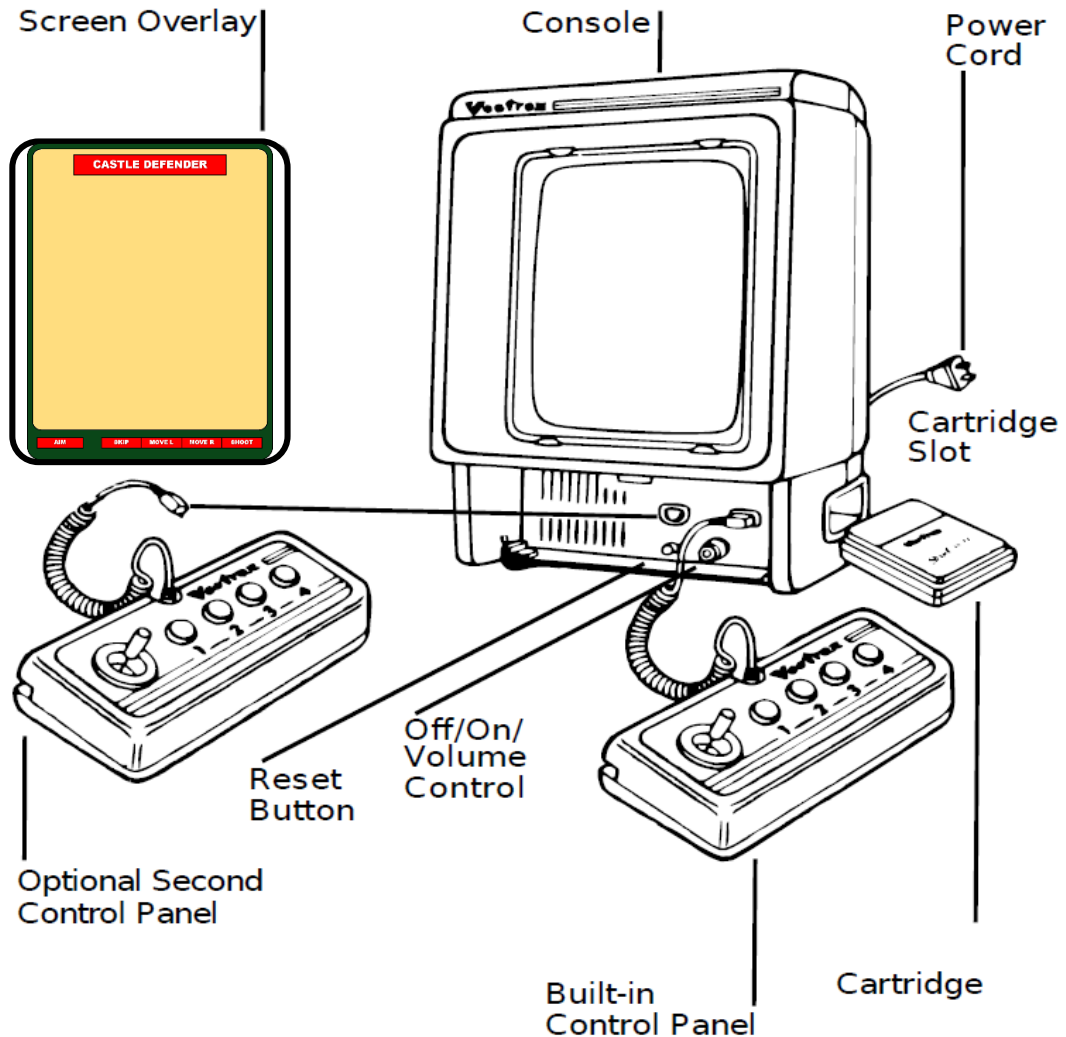A point will not be awarded when the missile hits the ground.

GAME STORY

It is the 14th century, medieval Europe just got its hands-on gunpowder. The first canon is invented which poses a threat to the highly advanced aliens. First the nearby villages are invaded and destroyed, then the aliens move onto the castle. Pforzheim Fort uses its wizards to summon a player to defend it against the waves of the alien attacks.

RESTARTING THE GAME

To restart a completed game, press button one once the game is over. If you wish to restart the game before it is completed press the Reset button.

SETTING UP

Screen Overlay | Console | Power Cord

CASTLE DEFENDER

AIM SKIP MOVE L MOVE R SHOOT

Cartridge Slot

Reset Button

Off/On/ Volume Control

Optional Second Control Panel

Built-in Control Panel

Cartridge

CREDITS

This game was developed by **Cedric Warren** and programmed in C and MC6809 assembly language. It is the outcome of a student project which was part of the elective course "Advanced hardware-oriented C and Assembly Language Programming" at Pforzheim University, Germany, in spring term 2019, supervised and tutored by Prof. Dr. rer. nat. Peer Johannsen.

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