

# “DEFEND YOUR CASTLE”

MR.ATARI (c) 2016

## BATTLE FOR THE KINGDOM!

(FUNNY AND FAST 2 PLAYER GAME)

YOU ARE OPERATING THE CATAPULT, DEFENDER OF YOUR CASTLE.

YOUR GOAL IS TO DESTROY THE OPPONENTS' CASTLE BEFORE HE DESTROYS YOURS.....

### THREE CHALLENGING LEVELS.

WIND OR NO WIND

NUMBER OF CASTLES TO DEFEND

WIND-UP SPEED OF THE CATAPULT

### GAMEPLAY:

FIRST TO DEFEND THE NUMBER OF CASTLES WINS.

### CONTROLS (JOYSTICK):

PRESS BUTTON TO WIND-UP THE CATAPULT.

RELEASE BUTTON TO SHOOT THE BOULDER.

LEFT/RIGHT TO MOVE THE CATAPULT.

UP/DOWN TO CHANGE THE ANGLE.

### CATAPULT:

THE LONGER YOU PRESS, THE MORE YOU WIND-UP THE CATAPULT TO GIVE MORE POWER.

YOU CAN DODGE THE OPPONENTS' BOULDERS BY MOVING LEFT/RIGHT.

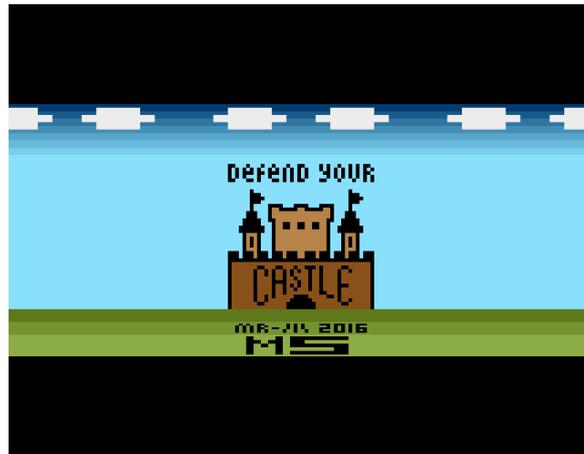
THERE ARE 3 CATAPULT-ANGLES.

GAME AND MUSIC-TRACKER BY SIJMEN SCHOUTEN AKA MR.ATARI.

INTRO MUSIC COMPOSED BY MY NEPHEW MARC JASCHUSCH.

# INSTRUCTION SHEET

## INTRO-SCREEN



USE THE **BW/COLOR**-SWITCH TO SELECT YOUR **TV-FORMAT**.

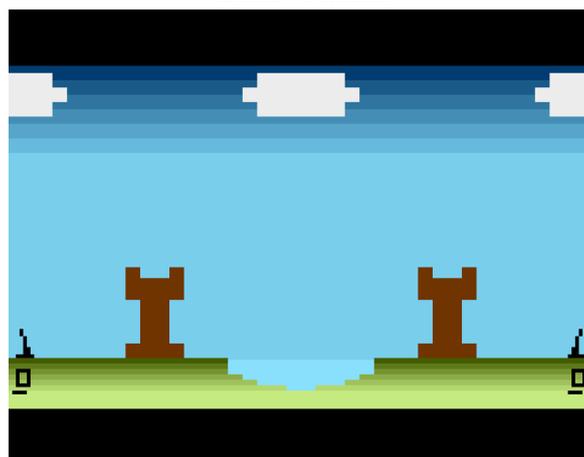
- BW** FOR **NTSC**
- COLOR** FOR **PAL**

PRESS (**SELECT**) TO CHANGE THE GAME MODE.

- WIND** OR **NO WIND** (**VISUAL**)
- NUMBER** OF **CASTLES** TO **DEFEND**
- CATAPULT** **WIND-UP** **SPEED** (**SLOW**, **MEDIUM**, **FAST**)

PRESS (**RESET**) TO ENTER THE GAME

## GAME-SCREEN



PRESS (**RESET**) TO RE-START THE GAME

**UP** - INCREASE AND **DOWN** - DECREASE ANGLE (LINE BELOW THE SCORE)

**LEFT** — **RIGHT** TO MOVE THE **CATAPULT** (WHEN UNPULLED)

PRESS **FIRE** TO **WIND-UP** AND **RELEASE** TO **SHOOT**

PRESS (**SELECT**) TO RETURN TO THE **INTRO-SCREEN**