

# CASTLE VS CASTLE

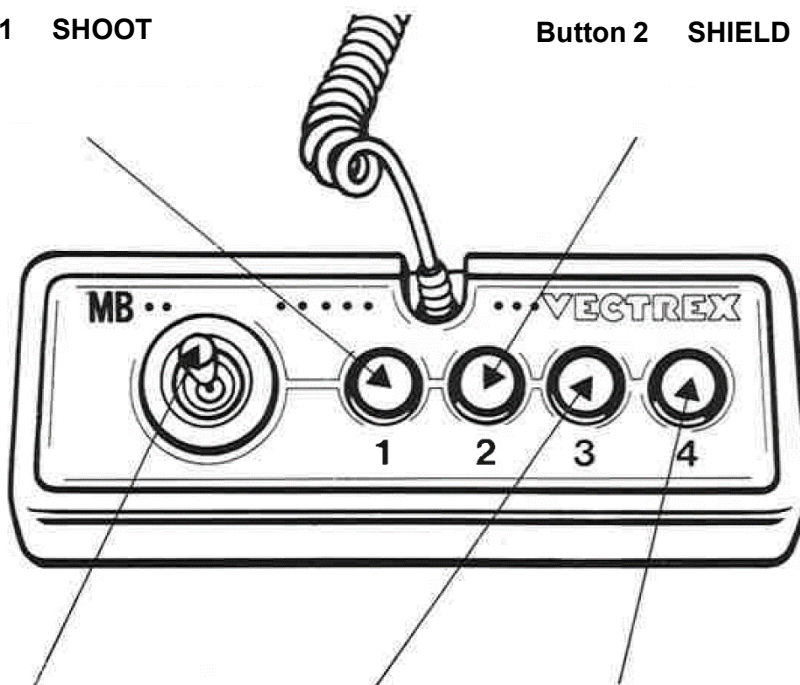
## GAME CONTROLS

### CASTLE VS CASTLE

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

Button 1 SHOOT

Button 2 SHIELD



Joystick  
MOVE PLAYER

Button 3 EMP

Button 4 BOOST

# PROLOGUE

As one of the last of your kind, you must try to destroy your opponent and take his fortress. But loyal allies will help you on your mission and join you in battle. But be careful the enemy will take every chance to take your fortress.

**Player:** As a big player you have the opportunity to play an active part in the battle for the fortresses and control everything.

**Enemies:** The enemy never sleeps and defends his fortress to the blood. He also wants to storm your castle. (Enemies vulnerable)

**Friends:** Loyal friends help you in your battle and defend your fortress. They also want to destroy the enemy and see the enemy bulwark burn. (vulnerable for enemies)

**Towers:** Opposing towers violently defend the entrances to their castle. But your towers will help you defend your fortress. (Towers invulnerable for all)

**Teams:** There are two teams. Team 1 is marked by a point in the middle and Team 2 is marked by an empty body.

# ABILITIES

**Move:** You can move in eight different directions with your joystick.

- Move in all four directions
- Move in all four diagonal directions

**Collect:** If an opponent dies, he loses an Energy-Point that you can collect to become stronger.

- Fly over it to collect the points / but hurry they will disappear
- Increases the maximum range of your shots ( when you shoot slow )
- Energy Points recharge your EMP ability
- Increases the size ( and power = ) of your figure
- In the end you can see your Energy-Point score

**Shoot:** You can shoot at enemies with projectiles( active / pressed / Button 1 )

- You can shoot really far but slow ( good for sniper )
- You can shoot short but really rapidly ( with up to 4 projectiles in space )

**Shield:** You can activate an energy shield that makes you invincible.  
( active/ held / Button 2 )

- Using the shield can be interrupted
- After it has been activated there is a wait before it can be activated again
- Shield active time is 3 s

# ABILITIES

**EMP ( electromagnetic pulse )** : As a special ability you can activate all 6 kills (and collected Energy-Points) an ability that is so powerful that all enemies are destroyed within a large radius. ( active / held / Button 3 )

- When EMP is charged with enemy energy, it can be activated for 10 seconds
- If Energy is full and EMP can be used player has a huge point in his body
- It can be interrupted and then pulses can be emitted again (10s max)
- The destructive energy of the EMP makes terrible noise !
- EMP also penetrates walls, and hit enemies behind it !

**Boost:** You can increase your drive by briefly overloading it.  
( active / pressed / Button 4 )

- Double your current speed
- You can also ram Enemies to hurt them

# GAMEPLAY

**Walls:** You can't go everywhere on the playing field. The screen has limits you can't overcome. In addition, the fortress has walls that nobody can overcome and that stops all projectiles.

Walls and borders can be used to fire diagonal projectiles at them, these then fly along the wall and can still hit distant enemies.

You can protect yourself by hiding behind the wall and waiting for the right moment to attack.

**Spawn:** The player has 3 lives per level. This 3 live chance per Level you have three times => 9 lives in total. If a player dies he will be resurrected within a fixed respawn time and can continue fighting. All enemies and allies will be resurrected after a certain time of death. ( be careful if they are resurrected right next to you). Therefore, the fight will go on until one fortress falls. Or you die and fall back to the previous defense/Level.

**NPC-Steering:** The NPC's steer randomly over the screen and they will shoot on everything within a certain range. An additional movement-component causes enemies to storm your castle. Similarly, your allies will try to storm the opponent's castle.

**Win:** You can win a level by shooting your way to the fortress and then taking the enemy castle.

To capture you have to drive over the castle, which is accompanied by an explosion. You can shoot your way through to the last castle to win completely.

**Lose:** If a tower or an enemy hits you, you are dead for a certain time before you are resurrected. If you are killed 3 times, within one level you fall back to the previous defense in a lower Level.

If an enemies gets through your defense and storm your castle you lose the hole level !

**Level:** There are 8 levels you can play your way through.

New challenges await you in each level. Everything gets stronger and faster. But when you have penetrated to the last fortress and finally conquered it you are the true victor over all castles.

# LEVEL PROGRESS

## Player

Level	Number	Modell	Speed/Move	Attack-Range	Attack	Attack-speed	Chance Direction
1	1	same	1 / 2	Energie++	4	1	Joystick
2	1	same	1 / 2	Energie++	4	1	Joystick
3	1	same	1 / 2	Energie++	4	1	Joystick
4	1	same	1 / 2	Energie++	4	1	Joystick
5	1	same	1 / 2	Energie++	4	1	Joystick
6	1	same	1 / 2	Energie++	4	1	Joystick
7	1	same	1 / 2	Energie++	4	1	Joystick
8	1	same	1 / 2	Energie++	4	1	Joystick

## Enemies

Level	Number	Modell	Speed/Move	Attack-Range	Attack	Attack-speed	Chance Direction
1	1	same	1	1	1	1	slow
2	2	same	1	0.95	1	1.05	medium
3	3	same	1	0.8	1	1,1	fast
4	4	same	1	0.85	1	1,15	faster
5	4	same	1	0.8	1	1,20	the fastest
6	4	same	1	0.75	1	1,25	high speed
7	4	same	1 / 2	0.7	1	1,30	super speed
8	4	same	1 / 2	0.65	1	1,35	lightning

## Towers

Level	Number	Modell	Speed/Move	Attack-Range	Attack	Attack-speed	Chance Direction
1	4	octagonal	0	1	1	1	0
2	4	hexagonal	0	0.95	1	0.95	0
3	4	diamond	0	0.8	1	0.9	0
4	4	diamond	0	0.85	1	0.85	0
5	4	diamond	0	0.8	1	0.8	0
6	4	diamond	0	0.75	1	0.75	0
7	4	diamond	0	0.7	1	0.7	0
8	4	diamond	0	0.65	1	0.65	0

# SCORING

**Collect:** If an NPC dies, he loses an Energy-Point that you can collect to become stronger.

- Increases the maximum range of your shots ( when you shoot slow )
- Energy Points recharge your EMP ability
- Increases the size ( and power = ) of your figure
- In the end you can see your Energy-Point score

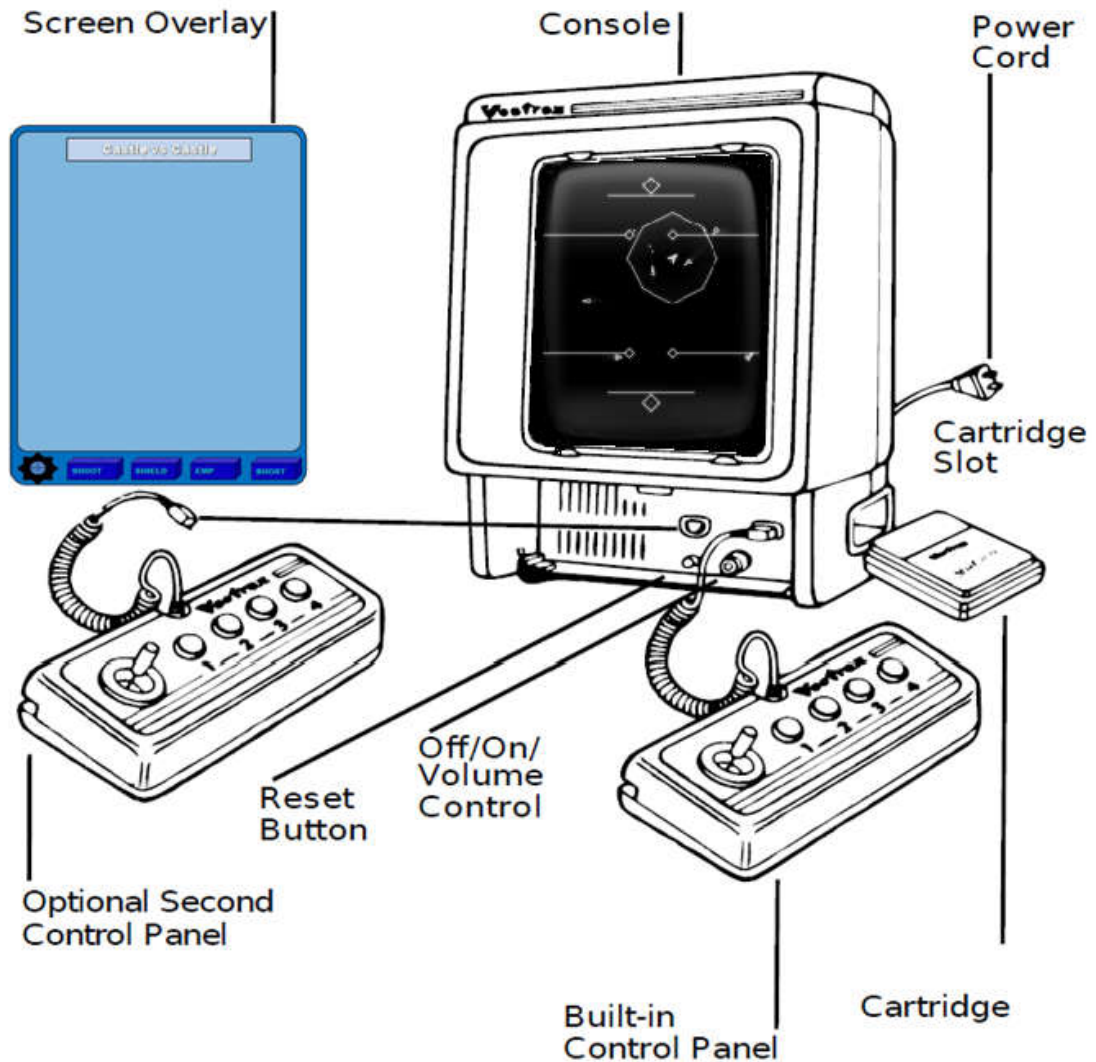
# HIGH SCORE MEMORY

As long as your machine is on, with the game cartridge in place, the highest score is retained. To see this score, press the Reset button. When the machine is turned off and the cartridge removed, the score is lost.

# RESTARTING THE GAME

To restart a completed game with the same number of players and the same game option, press any of the four buttons once the game is over. If you wish to restart the game before it is completed, or change the number of players or the game option, press the Reset button.

# SETTING UP



# CREDITS

This game was developed by **Michael Richter ( Hydrochous )** 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.