



# Defender of the Crown™



The Exciting Days of Yesteryear  
Meet the Multimedia Technology  
of Today

**CDTV™** Publishing

Entertainment  
For Teens & Adults



# Defender of the Crown™

**T**he nation is in turmoil following the death of England's ruler, King Richard. To save their beloved country, the bold Saxon knights clash against the evil forces of the plundering Normans. Only the strongest, most skillful and courageous knight can overcome the obstacles and win the crown to become the King of England.

*Defender of the Crown™* is an interactive tale of brave knights whose days are filled with daring jousts, breathtaking sword fights, beautiful damsels in distress and enemy castle sieges.

It all comes to life through the magic of CDTV™ Multimedia – the innovative technology that integrates full-color illustrations, CD-quality music, sound effects and speech.

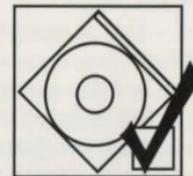
## Instructions:



Avoid touching or scratching the surface of the disc



Never place a disc in the CDTV™ player without a caddy



Store the disc in a caddy or its box whenever possible

### 1. INSTRUCTIONS

Insert the disc in its caddy into the CDTV™ player. The program will load automatically.

### 2. THE MENUS

To select an option from the game menu, simply move the sword to the desired option and press the "A" button on the remote control.

**HOLD TOURNAMENT** You must have at least five gold pieces to pay for a joust. Other Lords may hold tournaments as well, and your attendance is required under the code of chivalry. Use the remote control arrow buttons to aim the tip of Your lance at the center of your opponent's shield. (You don't have to push the button.) **HINT:** Try to hold the lance down and concentrate on lateral movements.

**SEEK CONQUEST** Choose this option at **HOME** to Build the campaign army. Transfer men from your Home Army to the Campaign Army by pointing to any of the items and pressing the "A" button. Select the right side of the number to add. Select the left side of the number to subtract. But make your choices carefully! There isn't time to change your orders. Hold down the "B" button and then press the "A" button to transfer items in groups of five. You may **SEND FORTH THE CAMPAIGN ARMY** to neighboring territories, your home territory or enlist Robin's help by pressing the "A" button on **SHERWOOD FOREST**. undefended lands are captured easily, but you usually meet some resistance and lose a few men in the effort.

**GO RAIDING** Add to your treasure by raiding an enemy Lord's castle. When your men enter the castle courtyard they follow your arrow on the screen. You are the handsome swordsman in the lead. To thrust with your sword, press the "A" button. Try to strike your opponent while his sword is in an upright position. Double-press for a double thrust, and don't delay or you may be captured. You may ask Robin for help by pressing the "A" button on **SHERWOOD FOREST** after the **SELECT CASTLE TO RAID** prompt.

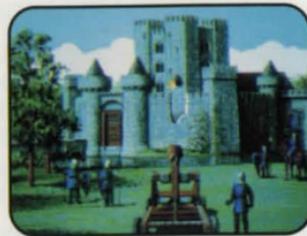
**BUILD ARMY** You may build your Home Army at any time, buying men, knights, catapults and castles to defend your lands. Select the item you want to buy or hold down the "B" button and press on the "A" button to speed up the transaction.

**READ MAP** Your advisors can give you valuable information about the other Lords and which pieces of property are richest in vassals and income.

**READ MANUAL** You can read the game rules, as well as information about historical figures and advice on how to play the game.

### 3. LAYING SIEGE TO A CASTLE

You must purchase a catapult and transfer it to your Campaign Army before you can attack territory protected by a castle. Use the arrow buttons to pull back the catapult arm. Press the "A" button to hurl the boulder. Try to hit the top of the wall first, then lower your aim to continue destroying the wall all the way down to its base. If you destroy the castle wall, the resulting battle will be easier to win.



## 4. BATTLES

When the battle display appears, you must react quickly. You may change your tactics at any time during the battle by selecting a new strategy. Use **FEROCIOUS ATTACK** only as a last resort, and avoid using it to begin a battle. Choosing this tactic too quickly may send your men into a state of confusion, and you'll have to order a hasty retreat to regroup. If your campaign army is attacked and you retreat from the battle, your army will be sent home.

When your home castle is attacked, it will be displayed before going into the battle. If you lose your castle, restart the game by pressing the "reset" button on the CDTV™ player. You will succeed more often in battle with a beautiful lady at your side. So if a Saxon lady is kidnapped, try to rescue her. Fail to even attempt a rescue and you will lose the respect of your men.

## 5. THE MAP

**THE CASTLES** Six great lords will vie for the throne; their castles dominate the island nation. In the south are the three Norman castles, to the north are the homes of the three Saxons. If a Saxon lord captures every one of the Norman fortresses, he will win the throne.

**READING THE MAP** Your advisers will decipher the map for you. They know the value of the lands that lie before you, and can estimate the strengths

and weaknesses of your enemies. Pay careful attention to their words. The knowledge can help you achieve success.

**ARMY BUILDING** What portion of your treasury will you devote to the conquest? How much will you spend on defense? Knights dominate the field of battle, but only catapults will reduce the massive walls of a Norman castle. Remember the defense of your castle—mounted knights are useless atop the battlements. You need stout men-at-arms, and the more the better.

The army you build here defends your castle when you're at home, and spearheads campaigns of conquest. When your army is on the march, the ranks will be bolstered by vassals from the lands in your possession, but the vassals are too far away to be called upon when your castle is under attack.

**BUILDING NEW CASTLES** After successful campaigns, income from new dominion will fill your treasury, but the burden of defense will be greater as well. Build castles to defend your lands. Without castles to stop them, invaders will sweep through your territories before you can respond. A line of imposing castles along your borders will make a potential invader think twice before entering your domain.

### **Sage Advice**

1. Familiarize yourself with your surroundings. Select **READ MAP** from the menu. Inspect the territory around your castle, then size up your opponents.
2. Select **BUILD ARMY** from the menu. Two columns show the cost of men and weapons, and the size of your home army. Your home army is the garrison of your castle—add knights, men and catapults to this force as your treasury allows.
3. Men-at-arms are the least expensive military commodity, and the core of an army's strength, valuable at home for defense or in fields of conquest. Fighting on horseback, knights are useful mainly for attack—they can splinter a defending army with a single terrifying charge.

**YOUR INCOME** Although you start with a modest income from your feudal estates, one or two forays of conquest can exhaust the treasury. Increase your income by adding new lands to your domain—some territories are richer than

others, but each one contributes wealth to the treasury.

At first, turmoil caused by the death of the king presents an opportunity to those who act quickly. Throughout the land there is anarchy—how can sheriffs collect taxes without the power of a king behind them? None of the lands has an overlord, and those surrounding your castle can be taken quite easily, indeed. Move too slowly, however, and the other lords may grab the lion's share of the territories before you've passed through your castle gates.

## **6. CONQUEST**

**THE CAMPAIGN ARMY** In medieval Europe, land was held by vassals in exchange for military and other services given to overlords. When you venture from your castle in search of conquest, vassals from your lands form the foundation of your campaign army. Bolster the ranks by shifting men and weapons from your home army, but remember—the careful general leaves behind a strong garrison to protect his castle unless he plans to stay close to home.

What path will you take on the road to conquest? Should you strike early at the Normans, or capture lands in the north and take time to build an invincible army? The course of your campaign may take you through Saxon land, Norman territory or unoccupied areas, but remember—if enemy territories lie across the path to your chosen destination, you'll have to capture them before continuing on your way.

**BATTLES AND SIEGES** Capturing undefended territory is easy, laying siege to a castle much costlier and much more difficult. When you begin a siege, remember that boulders can reduce a castle wall, but only Greek fire and disease will reduce the number of the castle's defenders. Operating a catapult requires a steady hand and an eye for distances. Ammunition can vary in weight, and a catapult setting that launched a great boulder directly into the castle wall may hurl a smaller stone over the highest tower.

**TACTICS** If you meet the enemy in the field, keep tight control of your

men—issuing the correct orders at the proper time is the key to success as a general. Attacking with ferocity is a gamble. It can save a day that appears to be lost, but it can also be the undoing of a great army that might have won with a more conservative approach. Also, know when to give up the field. Dishonor is preferable to the loss of your last knight.

**VASSALS** Each territory in your domain contributes vassals to your army when you begin a campaign. They will fight with valor, but can't be expected to stick around for extended campaigns. Desertions begin to mount as one battle follows another. After you return home from a campaign, the ranks of your vassals—depleted by combat and desertions—will be replenished over time.

#### **Sage Advice**

1. Any castle or territory may be attacked, Norman or Saxon. The reverse is also true—you may be attacked by Saxons, even though they are allies in the fight against Norman rule. Chivalry was a club, and some lords did not belong.
2. Choose **SELECT CONQUEST** from the menu. The two columns show the size of your Home Army and Campaign Army. If you have vassals, their numbers appear in the Campaign Army column. To assign additional forces to the campaign select the appropriate number in the campaign column and press the "A" button.
3. Of your three tactical choices in combat, **FEROCIOUS ATTACK** is the greatest gamble. It gives you a better chance of victory against stronger opponents, but it also means far greater casualties among your ranks.

**THE MEN OF SHERWOOD** Embarking on an important campaign may bring Locksley's promise to mind. He pledged his aid three times in your quest to restore the kingdom to Saxon rule. If you wish to seek his help in a campaign, go to Sherwood before marching on any territories. The men of Sherwood will join your ranks and your army will be formidable, indeed.



## 7. THE TOURNAMENT

**JOUSTING FOR LAND** Knights often journeyed to tournaments in hopes of gaining a settlement in land from a fallen opponent. The joust can be used as a means of expanding your domain, but if you fail to choose your opponents with care, they may strip you of your most prized holdings.

**WINNING THE JOUST** The tournament is accompanied by much fanfare, and novice knights can be carried away by the heady atmosphere of this courtly event. Be not deceived by the pageantry preceding the joust—the vital instant before the combatants collide is the briefest of moments. You have no more than a handful of precious seconds to steady your lance. All of your concentration and skill must come together for that moment. In a joust there is no second chance.

Know also that knights with highly refined skills in the tournament are extremely difficult to unseat. Your aim must be precise—anything but a direct blow at the center of the shield may fail to knock a practiced opponent from his saddle.

#### **Sage Advice**

1. Your character's skill in the joust can vary—you will find it easier to win jousting matches if your character has a higher rating. Be wary of risking valuable land with a character who is unskilled in the joust.

2. *The other Saxon lords are, in principle, your allies. This does not mean, however, that they will treat you as a friend on the jousting field.*
3. *The laws of chivalry forbid a knight from striking anything but the shield or helmet of his opponent. Aim your lance at a horse, and the tournament will be your last.*

## 8. RAIDING

**NORMAN CASTLES** Most lords are proficient in the science of swordplay and they train their castle guards very well. If you elect to raid an enemy castle, be prepared for a fight. Slipping over a castle wall without being detected is easy enough in the dead of night, but the heart of a castle—the keep—is more difficult to penetrate. When the alarm is raised and guards appear, act quickly to force your way inside the keep. Time is of the essence, so waste not a moment.

You'll have the entire garrison at your throat if you tarry long in pursuit of your goal. What is worth defending is usually defended well. And it is usually kept behind a chamber door framed with torches.

**SWORDSMANSHIP** The courtyard of the enemy's castle is not the best place to learn the secrets of swordsmanship. Lessons learned here are learned the hard way. Keep two things in mind and you should live long enough to reap the benefits of experience: first, the moment to thrust is when your opponent is off balance, his sword in motion away from yours; second, you must always keep moving. Keep your opponent off balance and he'll be unable to anticipate your blows.

And one last piece of friendly advice. It is best not to allow the eye to wander from the flashing blade of your opponent's sword—not even for a moment—no matter what catches your attention in the moonlit sky.

### **Sage Advice**

1. *It is possible to strike once with your sword, then strike again so quickly that your opponent may find it impossible to parry your blow. Learn this trick, and you can use it to great advantage.*

2. *Try "mixing it up" by jiggling your character back and forth—this technique can enhance your ability to keep an opponent off guard.*
3. *Like all movie heroes, you can keep fighting after you've been wounded. But even heroes run out of steam sooner or later, so remember that you can always get out the same way you came in...*

**LOCKSLEY & THE FRIAR** Just as you did before campaigning, you may seek help in Sherwood forest on your way to a night raid. When asked to select a castle for your destination, first journey to the forest. Friends abide there, and they are renowned for their prowess with a well-forged blade.



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***The exciting days of yesteryear  
meet the multimedia technology of today!***

- Heart-pounding action as you rescue your lady from a foul Norman prison
- Majestic tournaments where you joust for fame, fortune and land
- Heroic battles featuring giant castle-shattering catapults
- A unique blend of role-playing and strategy combined with dazzling, lifelike sequences
- Easy -to-use controls

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