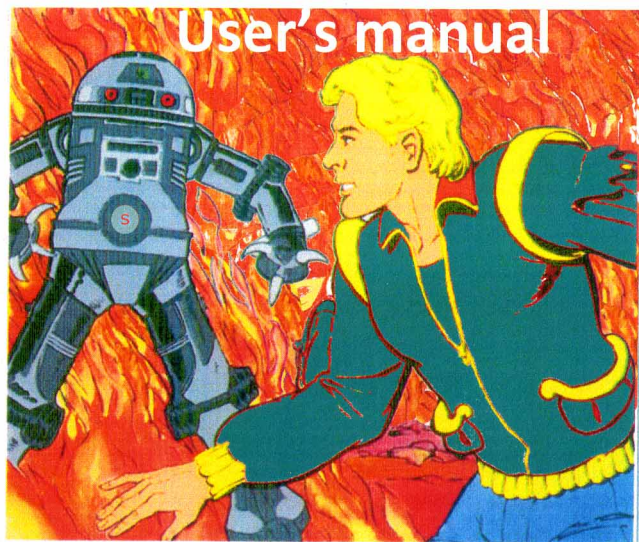


DEFENCE



SHING

Document information

Versions overview

Version	Date	Issuer	Change due	Change
1.0.0	13.07.2016	Shining	Creation	---
1.0.1	23.08.2016	Shining	Optimizations	
1.0.2	05.09.2016	Shining	ROM6	
1.0.3	23.09.2016	Shining	Savegame reset	
1.0.4	26.09.2016	Shining	Highscore transmit	

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1 Introduction

This manual should help playing the game Defence because it's quite complex.

The game should run on every CPC and Plus with 6128 compatible 128kB RAM and floppy drive (AMSDOS and PARADOS (ROM7 and ROM6) tested). Also the special version in the M4-subfolder was tested on M4_Board with firmware as ROM6.

Today Defence was only tested on Emulator, real 6128 and real 6128+. If you can provide more compatibility information, I'll be very happy to get these.

Please give the fantastic music a try on a real machine!

To start the game type: `run"disk` [ENTER]

If you like to reset one of your three savegames type: `run"reset` [ENTER]

1.1 Submit your highscore-table

If you own a M4_Board wifi-extension for your CPC, you can submit your highscore-table to my site at: [Defence Highscore-Table](#)

Please be aware of, that every personalized edition can only save 10 entries.

Please don't cheat. Cheaters will be permanently banned from submitting highscore.

To start the transmission-tool: `run"submit` [ENTER]

If something went wrong (for example sometimes nothing happens after the actual highscore table was printed on screen), please turn off the CPC and (important) also the M4, turn on again and retry.

2 Personalized collector edition

Your edition consists of:

2.1 Personalized physical edition

You will find your personalized physical edition on the provided floppy disk. For safety it was copied to both sides of the disk.



Picture 1: Personalized edition with 3"-disk

2.2 Personalized digital edition

On the provided CD, you will find the soundtrack as audio-tracks and MP3s. The last 6 tracks represent the music, played on a PC, with a modulation, the CPC isn't capable of. Also you will find the manual (PDF) and your personalized edition in digital form (DSK, HFE and for the M4_Board as plain files).

3 Prolog

It is the year A.D. 2718, 85 years after Lance Gryzor and Bill Rizer fought against Red Falcon and his army. And after they thought they won, earth was destroyed.

But this was just an illusion, implemented in their minds. There was only a local explosion which destroyed the base of Red Falcon and both heroes got heavily injured. Some of the Probotectors (robots in duty of mankind) managed to save Bill. But Lance Gryzor was captured by Red Falcon.

Bill was so heavily injured, that the Probotectors put him into cryostasis to let time heal his wounds.

Today Bill is still in cryostasis but healed and the Probotectors, persevering in the last remaining command center on earth, are under heavy attack by the army of Red Falcon. Commanded by Lance Gryzor! Why Lance changed sites is unknown. There are rumors that he was brainwashed by the hypnotic powers of Red Falcon.

So the Probotectors take their last chance and wake Bill up. He is the last hope for earth.

And that is you...

4 The Game

Defence is a so-called tower defense game.

Your task is to prevent the enemies to reach their goals by placing weapons around the playground. In the best case, you place the weapons in a way, which forces the ground enemies in a maze.

Placing weapons costs money and each weapon is different (See chapter 0).

For each enemy, which reaches its goal, you will lose health (the heart symbol).

Not only you will earn directly money ingame, when you destroy enemies to buy weapons, but you will also earn money (especially when you have won a map) to buy upgrades to your weapons or to increase starting money or health.

Some of the maps are not winnable without upgrades. Also the higher the level the harder to defeat the enemies.

Good maps to start with are: 01, 02, 04, 05 and 09. They **are winnable** at level 0 without any upgrade.



Picture 2: Ground enemies forced into a maze

4.1 Main Menu



Picture 3: Main menu

4.1.1 Start Game (Key 1)

Key 1 starts the game.

After that, choose one of the 16 maps by using cursor/joy1 left/right.

Every fourth map, the background-tileset and ingame-music changes.

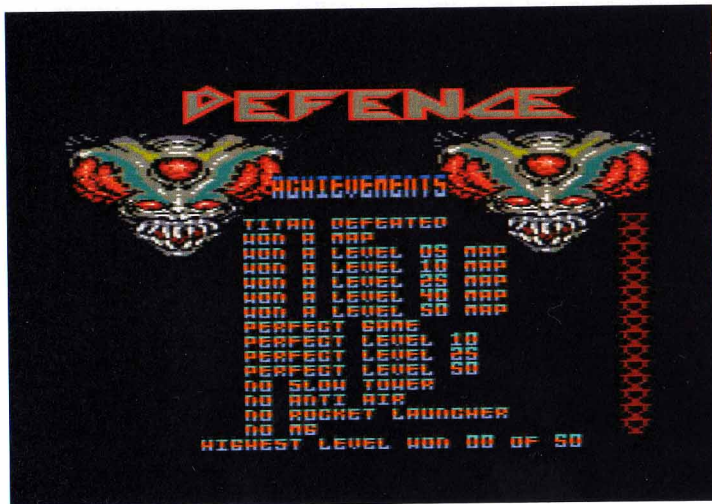
Choose your level/difficulty (0-50) by cursor/joy1 up/down.

4.1.2 Buy upgrades (Key 2)

If you have enough money, you can buy permanent upgrades here.

4.1.3 Achievements (Key 3)

Show your achievements.



Picture 4: Achievements

4.1.4 Savegame slot (Key 4)

Toggle (but not load) between all the 3 savegame-slots.

When you reached a highscore, the game also saves the current savegame-slot. So when you start the game the next time, this will be the default slot.

4.1.5 Load savegame

Load the current-chosen savegame.

When a game finishes, no matter if you won or died, and when you buy upgrades, your status will always be saved in the current savegame-slot.

4.2 Controls

The main menu can only be controlled by keyboard. The game can be controlled by keyboard or joystick, best equipped with two different fire buttons like the plus gamepad.

4.2.1 Menu

During the menus, the following keys are queried as needed:

- Number-Keys 1-5
- Cursor-Keys Up ,Down, Left, Right
- Joystick 1 Up ,Down, Left, Right (has the same meaning like the cursor-keys)
- Space and Joystick 1 Fire button 1
- ESC for leaving a menu

4.2.2 Ingame

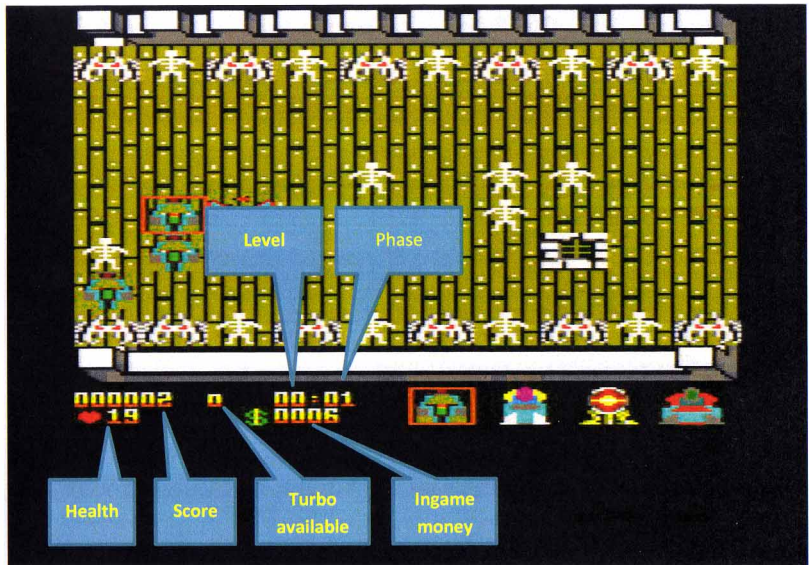
- Key 1: Choose machine gun
- Key 2: Choose slow tower
- Key 3: Choose rocket launcher
- Key 4: Choose anti air rocket
- Key 0: Choose none of them (for selling)
- Fire 2: Toggle between the weapons
- Cursor-keys or Joystick 1: move Player-Cursor
- Space or Fire 1: Place (buy) weapon or sell the weapon under the cursor when none is selected
- Key P: Pause the game
- Key T: When in the actual phase all enemies are spawn (on levels < 50), this key speeds-up the enemies to their max. speed. Pressing the key again reduces the speed back to normal. Also, when the phase is finished, the speed returns to normal. The meaning of this feature is, that if you have a long maze later in a level and you don't want or need to build something at the moment, by pressing T won't wait that long. When all enemies are spawn, the game shows the possibility to press T by writing an O between the score and the level.
- Key ESC: Through pause, abort the game

4.2.3 Highscore

- Choose character with cursor/joy1 up/down
- Choose position with cursor/joy1 left/right
- Save/end with space/joy fire 1

4.3 Playing

4.3.1 The GUI



Picture 5: Ingame user interface explained

4.3.2 The Weapons

	Key	Name	Costs	Sell	Hitpoints	Hurts
	1	Machine Gun	12	4	4	ground
	2	Slow Tower	10	4	1 ¹	both
	3	Rocket Launcher	28	4	10	both
	4	Anti Air Rocket	50	10	40	air

¹ Slow Tower does not hurt the enemy but slows it down

4.3.3 Enemy-types

	Name	Hitpoints	Earn	Speed handicap	First Phase
	Xorm	16	2	0	always
	Ghost	32	4	4	➤ 3
	Skull	150	5	8	➤ 14
	Titan	500	200	18	➤ 39
	Enterprise	30	5	0	➤ 14
	Red Ship	160	8	4	➤ 34

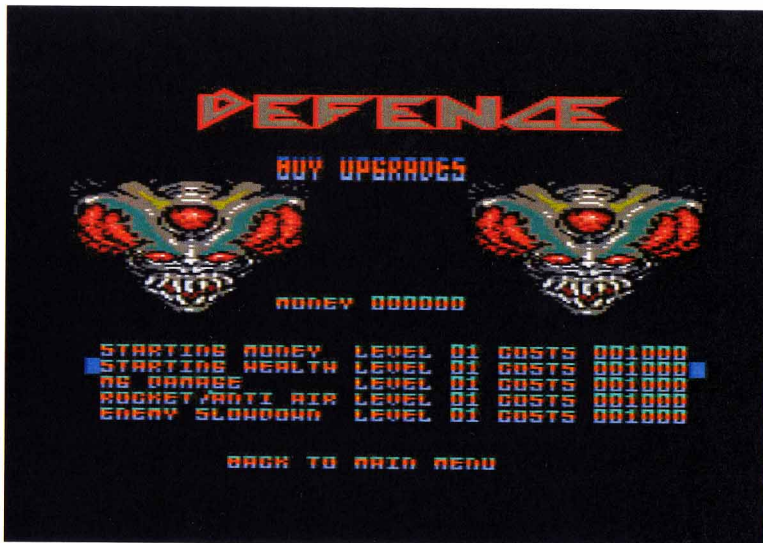
4.3.4 Technical

- Every map has 1 to 3 enemy entry points where the enemies are spawn.
- Each map has also 1 to 3 exit points.
- On the maps 5-8 (“Invading the base”, “Under pressure”, “Bite the dust” and “Killer queen”) no air-enemies will appear. Also the last map (16) has no air-enemies.
- The enemies always try to reach the exit, the shortest way they find.
- Air enemies fly directly from start to exit.
- Some maps have non-walkable fields where you also cannot place any weapon.
- The ground-enemies cannot walk through placed weapons, so you can force them on a desired route by placing the weapons.
- You cannot place a weapon when after that the enemies are not able to reach their goals anymore. If you aren’t allowed to place a weapon, the border will flicker red.
- Each weapon attacks enemies on all 8 fields surrounding the weapon.
- If there are several weapons around a specific field, the damage sums up.
- Each weapon attacks the first enemy who comes into its reach and is then stunned for some time (but it is only stunned for shooting against an enemy on the same field).
- You earn money and score by destroying enemies.
- Buying weapons costs money, when you don’t have enough, the border will flicker purple.
- By selling weapons you get back 10\$ for anti-air and 4\$ for all other weapons.
- A higher level increases enemy-speed.
- A higher level makes enemies harder to kill. At levels 10, 20, 30, 40, 50 it will get additionally harder.

- When you play a level, the game spawns a random amount of different enemies.
- The higher the phase, the more enemies will be spawn.
- The “harder to defeat” enemies will not be spawn in the first phases.
- Air enemies will appear only later in each game.
- A map is won, when you survived 51 (0-50) phases.
- The higher the phase the more often the heavy enemies appear.
- For some special goals you receive an award which will be saved into your profile.
- You also get extra money for buying upgrades when you have won an award.
- When you have enough money you can buy permanent upgrades to your weapons.
- The titan appears only one time a game and only if you don't lose any health until its arrival.
- Defence only makes sense, when you can save your progress. Therefore it uses firmware-routines for loading/saving savegame and highscore. In these cases the game temporarily initializes ROM7 (AMSDOS) and ROM6 (for other DOS). Defence was tested with Parados as ROM6 (X-MEM) and the version in the defenceM4 subfolder was tested on M4_Board (also ROM6).
- There is no check if disk is write protected. If so, highscore and progress will not be saved. Also when you use a rom which is not compatible, all highscores and upgrades fall back to zero.

5 Upgrades

By pressing 2 in the main menu, you reach the Upgrades-screen where you can buy upgrades to your weapons:



Picture 6: Upgrades screen

When you have enough money, you can buy upgrades by choosing one with up/down Joy1 or Cursor and pressing Fire/Space on the desired one.

The screen shows always the upgrade-level you buy next. Also every level will be more expensive than the previous one.

- STARTING MONEY will increase your ingame starting money by upgrade-level * 3.
- STARTING HEALTH will increase your health by one.
- MG DAMAGE will increase the MG-damage by one.
- ROCKET/ ANTI AIR will increase the damage of the Rocket Launcher and the Anti-Air Rocket by one.
- ENEMY SLOWDOWN will increase the slowdown-factor of the Slow Tower by one.

6 Contact me

I would really appreciate any comments on Defence.

Web: cpc.scifinet.org

E-Mail: shining@sf-netzwerk.de

7 Credits

- Defence was written by Shining.
- Music was composed by MmcM. Visit his Website at mmcm.ru.
- Defence was personalized to Thank you very much for your support!
- Music player by S.V. Bulba, Grim, Prodatron and Shining.
- Part of the text-routines is taken from [cpcrslib](#) written by Artaburu.
- Speech output by Xavier Grossetete.
- Thanks to [cpctech](#), [cpcmania](#) and [cpcwiki](#) for examples and tutorials.
- Special thanks to SCL, SRS and Prodatron for beta-testing.
- Thanks and kisses to Jonas, Silas and Dagmar.

8 Licence

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