KING OF THE CASTLE

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You are a Norman king asleep in your castle. Suddenly you are awakened by the horns of viking invaders. You rush downstairs to discover that your guards and servants have run away. You are under attack and outnumbered. But you have some tricks up your sleeve. You've recently returned from a trip to the Orient. There you learned from the Ninja how to make gunpowder and mastered Oriental weapons. You defend yourself with throwing stars and land mines, battling vikings throughout the various rooms, up and down the stairways. Don't forget the secret passageway!

IMPLEMENTATION

King of the Castle is written in TI9900 Assembly Code. Software written in assembly code executes much faster than software written in TI Basic. Programs written in assembly code can be more complex and more responsive to the user. In order to implement assembly code on your TI-99/4A without TI software cartridges, additional hardware is required. Since Texas Instruments is no longer producing new software, you will need this hardware to implement new 3rd party assembly programs.

Implementation of King of the Castle on a TI-99/4A requires one of the following configurations:

    1)   cassette recorder, Mini-Memory cartridge, joysticks
    2)   disk drive, Mini-Memory cartridge, joysticks
    3)   disk drive, 32K memory, Editor Assembly cartridge, joysticks
    4)   disk drive, 32K memory, Extended Basic cartridge, joysticks

Loading instructions are on the back.

OPERATION

You are in a two story castle. You start upstairs. There is a stairway located in each of the 4 corners of the castle. Additionally, there is a secret passageway located in the center of the 2nd floor where you begin. The secret passageway connects to the outside of the castle. Entering the stairway or the secret passageway will instantly transport you; either to the other floor or outside. This can be disconcerting at first.

The vikings will first invade the ground floor. They can also use the stairways, but usually can't find the secret passageway. You can go downstairs or outside to attack them or you can start out by attempting to defend the top floor. However, you can not simply wait for them to come to you. To get them all, you must go after them.

The vikings attack singly and in groups. Contact with a viking results in damage points being awarded against the king and destruction of that particular viking. 10 damage points ends the game. The king can deduct damage points by surviving waves of vikings.

The king defends himself in 2 ways: he can throw spinning stars at the vikings with the fire button. He can also lay land mines by pressing the space bar on the computer. The king receives 100 points for every viking destroyed. At the end of the game the highest score is shown.

King of the Castle is a game demanding skill with a joystick. But skill won't be enough. You will discover that some strategies will work much better than others. Good luck!

LOADING INSTRUCTIONS, CASSETTE

Insert TI Mini-Memory cartridge
Press any key for menu
Press 2 for Easy Bug
Press any key for command entry
Press L for cassette loading instructions
Load tape
Press Quit (Function =)
Press any key for menu
Press 3 for Mini-Memory
Press 2 for Run
Type 'GAME', Enter
Load game map from remainder of tape (Do not rewind tape)
Disengage Alpha Lock

LOADING INSTRUCTIONS, DISKETTE, MINI-MEMORY CARTRIDGE

Insert TI Mini-Memory cartridge
Insert diskette in Drive 1
Press any key for menu
Press 3 for Mini-Memory
Press 3 for Re-initialize
Press Proceed, (Function 6), if requested to
Press 1 for Load and Run
Type file name: 'DSK1.KING', Enter
When game is loaded press enter again
Type Program name: 'GAME', Enter
Disengage Alpha Lock

LOADING INSTRUCTIONS, DISKETTE, EDITOR ASSEMBLER CARTRIDGE

Insert TI Editor Assembler cartridge
Insert diskette in Drive 1
Press any key for menu
Press 2 for Editor Assembler
Press 3 for Load and Run
Type File name: 'DSK1.KING', Enter
Press Enter again
Type Program name: 'GAME', Enter
Disengage Alpha Lock

LOADING INSTRUCTIONS, DISKETTE, EXTENDED BASIC CARTRIDGE

Insert Extended Basic cartridge
Insert diskette in Drive 1
Press any key for menu
Press 2 for Extended Basic
Wait for game to load
Disengage Alpha Lock

*TI-99/4A, Editor Assembler, Mimi-Memory, Extended Basic, Peripheral Expansion Box,
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