

# STAR CASTLE

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**You and other experienced intergalactic voyagers have heard about and shared the legend of Star Castle - a mysterious fortress in a far away galaxy filled with incredible riches and surrounded by revolving walls of shimmering solid gold. Yet no one, until now, has ever actually seen the Castle - or lived to tell about it!**

**As you approach, you are overwhelmed with the beauty of the Castle but you suddenly realize that the golden walls hide a deadly arsenal. To survive you must destroy the walls and the powerful Energy Cannon they shield. Perhaps you will be the first to survive the Star Castle's arsenal and prove the legend true. Perhaps not!**

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## Setting up

- Make sure the console power cord is plugged into an electrical outlet that is appropriate for your Vectrex unit.
  - Check to be sure the plug for the built-in control panel is firmly seated in the control panel outlet on the right.
  - For simultaneous 2-player game play, plug second control panel (sold separately) into the control panel outlet on the left.
  - Make sure the console is turned OFF before inserting the cartridge. Insert the cartridge into the slot with the label side up. Be sure it is firmly inserted to the guideline marked on the cartridge.
  - Insert the screen overlay behind the tabs at the top and bottom of the screen.
  - Turn the OFF/ON/VOLUME CONTROL to the ON position (clockwise). You will see the Vectrex title for a few seconds, then the name of the game.
  - Adjust the volume control to the desired listening level.
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## Star Castle Controls

**Star Castle** can be played as either a one or two-player game using the built-in control panel. In a two-player game, a second, optional control panel can also be used. The functions of the controls remain the same for all play options:

### Joystick

Controls the rotation of your star cruiser.

**Rotate Left** (button 1)

Rotates your star cruiser to the left (counter-clockwise). Also selects one or two-player game.

**Rotate Right** (button 2)

Rotates your star cruiser to the right (clockwise). Also used to select skill level 1 or 2.

**Thrust** (button 3)

Controls the forward movement of your cruiser. Also used to select skill level 1 or 2.

**Fire** (button 4)

Activates your star cruiser's missiles. Also, press to start game.

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**How to Play****Player Selection**

Star Castle can be played as a one or two-player game. When 'PLAYER 1 - GAME 1' appears on the screen, press Button 1 once to switch to a two-player game. 'PLAYER 2 - GAME 1' will then appear on the screen. Two-player games can be played with or without a second optional panel. If only the built-in control panel is used, simply alternate turns. With a second control panel you have the option of simultaneous play or alternating turns. You may return to a single player game by pressing the Reset Button on the console - then pressing Button 1 on the built-in control panel.

**Skill Level Selection**

You may begin Star Castle at either of two skill levels. Level 1 is the most difficult, Level 2 the least difficult. To select the skill level, press Buttons 2 or 3.

**Starting Game Play**

Once you have selected the number of players and the skill level, press Button 4 to begin your mission.

**Game Play**

As the commander of a highly maneuverable star cruiser, your mission in Star Castle is to destroy the powerful and deadly Energy Cannon that is shielded by three revolving octagonal walls.

Your skill and reflexes will be tested like never before as you attempt to destroy sections of the Castle's walls in order to give you a direct line of fire at the deadly Cannon. At the same time you must avoid or destroy the outer wall's energy bombs and the Cannon's awesome fireballs.

Your mission will increase in difficulty as the game progresses. The longer it takes you to destroy the protective walls of the Castle, the more aggressive the energy bombs will become. And as you blast your way through more sections of the walls, you will allow the Energy Cannon to fire directly upon your cruiser with greater and greater accuracy.

Your best chance for survival is to conduct your mission from the far corners of the screen - using your thrust to avoid the Castle's weapons. After striking the Castle, you can avoid retaliation by thrusting quickly around the screen. Use your reflexes and knowledge well - you are provided with only five star cruisers. Perhaps you will be the first to destroy the arsenal protecting the mysterious Star Castle. Or perhaps you will be one of the many never to escape its deadly beauty.

### **Star Cruiser**

In Star Castle, you are provided with five highly maneuverable star cruisers that shoot powerful missiles in bursts of four at a time. (No more than four missiles may appear on the screen at one time.)

A cruiser will be destroyed when it is hit by either a fireball or energy bomb. If you should happen to actually bump one of the Castle walls, your cruiser will bounce off in the opposite direction. Thrust your cruisers forward by pressing button 3. Change course either by pushing buttons 1 & 2 or by using your joystick.

### **Castle Walls**

The three revolving walls of the Star Castle are octagonal in shape, with eight sections each. Each section must be hit twice by your missiles in order to be destroyed. After the first hit, a wall section will glow - indicating it requires one more hit to be destroyed. The inner and outer walls revolve in the same direction; the middle wall revolves in the opposite direction. When outer Castle walls are completely destroyed, the inner walls quickly expand and a new wall forms around the Energy Cannon.

Energy bombs are released at random from the outer walls. These bombs will track your cruiser until it is destroyed. However, they can not follow you if you thrust off the screen and they can be disarmed by your missiles. There is no limit to the number of energy bombs the Castle will release and there are no points scored for disarming a bomb.

### **Energy Cannon**

The Energy Cannon, located at the center of the Castle and protected by three revolving Castle walls, is a deadly adversary. It will always track your cruiser as you move around the screen and as the game progresses it will move so quickly that it appears to blink into position.

Each time there are gaps in all three walls that are lined up together, the Energy Cannon will release a fireball directly at your star cruiser. Fireballs can not be destroyed with your missiles, they can only be avoided by thrusting your cruiser off the screen. These same gaps that allow the Cannon to release fireballs at your star cruiser also enable you to take direct aim at the Cannon to destroy it. Use extreme caution and aim well!

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## Scoring

Points are awarded as follows:

Target	Points
Outer Wall Section	10
Middle Wall Section	20
Inner Wall Section	30
Energy Cannon	A bonus star cruiser

Player one's score is displayed in the upper right corner and the second player's score is shown in the upper left corner. The number of star cruisers remaining for your use is centered at the top of the playing area below the scores. Only nine star cruisers will be displayed at the top of the screen at one time. Those that are earned and are not displayed will still be available for your use.

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## High Score Memory

As long as your machine is on, with the Star Castle cartridge in place, the high score is retained. Once the machine is turned off and the cartridge is removed, the high score is lost. To view the high score, press the Reset Button on the console.