

Astrocade™

THE PROFESSIONAL

Videocade™

CARTRIDGE



WAR

WAR

Four rival Lords rule Castles that guard the four corners of the land. Legions of Knights, using incredibly strong shields, protect their Lords from the Dragon's terrible Fireballs and Projectiles catapulted from the rival Castles. It is possible for Knights to throw shots back at their enemies at a strategic time by holding onto them using powerful magic. The Knights must be careful though, as this magic is so strong that it can shake their own Castle to its foundations, causing more havoc than the Projectile would have done. In the end, only one Castle will remain standing. Which will it be?



selection by pulling the trigger on hand control #1, turning the knob until 1 appears on the screen, then pulling the trigger again.

- 2) Pull the Trigger button to pass the Copyright Screen and Title Screen.
- 3) Enter the Number of Players (1-4) using the knob. There will always be four combatants. Selecting the number of players also decides how many of the Knights are computer controlled players.
- 4) Enter the Number of Games to Victory (1-8) using the Knob.

Playing the Game

The player controls the group of Knights with the knob, catches the shots (Fireballs and Projectiles) by pulling and holding the trigger, and hurls the shots by releasing the trigger (or simply not using the trigger at all, which causes the shots to bounce away).

The object of "War" is to defend your own Castle from

Starting the Game

Note: If you are facing the front of the Astrocade the hand control inputs are ordered like this: 1, 2, 4, 3.

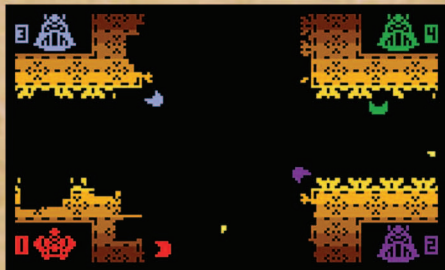
- 1) After inserting the cartridge and turning on the system, choose "War" by pressing 1 on the keypad or by using the remote game



the enemy's shots while also destroying as many of the enemy Castles as possible. The last player with a Castle left on the screen wins that battle. The first player to reach the set number of victories wins the game.

Winning the Game

After a Battle, if no player has reached the "Number of Games to Victory," then the message "First to X Wins" appears on the screen (where X is the number of games to Victory). If one player has reached the required number of Victories, then the game is over. The player who won the most has won the game. Pull the Trigger to return to the Title Screen.



Game Play Hints and Tips:

- 1) A total of four Fireballs can appear on the screen at once, making for frantic action and some possibly short battles.
- 2) A Projectile hurled by a Knight travels at tremendous speed. It also causes more damage to a player's wall than one that is bouncing around without having been caught first.
- 3) The depth that a Shot reaches into the Castle's walls before it makes contact with the walls determines how much damage is done.
- 4) The first Fireball is released by the Dragon. After some amount of time, a new Fireball is released.



War, Programmed by Michael Garber

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Original artwork, "Lord in Helmet," by Ward Shrake.

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Cartridge documentation, "box" layout and label by Adam Trionfo.

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"War" is the first machine language homebrew game released for the Bally Arcade / Astrocade on cartridge since the mid-eighties. It's easily as good as many of the efforts from that period of time, and certainly allows plenty of fun and "friendly" competition between friends in a way that few other games on the Astrocade allow. It is wonderful to see such effort put into a new game for a system that very few people even know exists.

Michael Garber, "War's" programmer, answers a few questions and gives some advice about his game...

What is your programming background?

I've been programming since 1980 when I was a kid. I've always loved video games and programming them was my dream job ever since I had my Atari 2600. My first published game was Beyond Dark Castle for the Commodore 64 published by Activision.

What other games have you written for other consoles?

5-6 games for Cell Phones, Addam's Family (Turbografx-16 CD, 1991), Beyond Dark Castle (Commodore 64, 1989), Duck Dodgers in the Marvin Missions (SNES, 1993), Jammit [Street Basketball] (SNES, 1994), Road Runner's Death Valley Rally (SNES, 1993), T.A.C. Heroes: Big Red One (Nintendo DS, 2010), Yo' Bro! (Turbografx-16, 1991)

What attracted you to create a homebrew game for the Bally Astrocade?

The Bally was my favorite console as a kid. My friend and I used to mess around with the Astrocade BASIC cartridge. We typed in the L.T. (Little Terrestrial) program and that was inspiration for making our own games. I was originally going to do a homebrew on the Vectrex, but once I discovered all of the resources on Bally Alley I decided I wanted to try a real Bally game.

Why did you choose to create a home port of Atari's Warlords?

I wanted something that made use of the Bally's bitmap display. Because of the way graphics are displayed on this console, it was easy to "destroy" bits of the screen (ala Artillery Duel), and this was a big part of the coin-op's behavior. I also wanted to make a game that was up to 4-player and made use of the Bally controllers.

What tips and advice do you have for the game player?

This would generally apply to Warlords in general. Your neighbors to the sides of you are most vulnerable to you hurling fireballs by holding the fireball away from them, swinging it quickly towards their wall, closest to the side of the screen, and then releasing the fireball. Don't hold the fireball very long or it will start to chip away at your own castle.