

# FORTRESS OF NARZOD

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A long time ago, before our history began, wizards - both good and evil - battled for supremacy of the earth. It was a time of magic and adventure when all men possessed special powers.

The most evil wizard, Narzod, gained the power to enslave all mankind. You are the only remaining honorable wizard with the knowledge to harness all the forces of good to defeat Narzod and destroy his sinister fortress. But Narzod has prepared for your approach and guards his realm with deadly creatures of darkness, including the Mystic Hurler. Beware, and approach the Fortress of Narzod with great caution!

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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.
  - 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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## Fortress of Narzod Controls

**Fortress of Narzod** is played with the built-in control panel only. The functions of the controls are:

### Joystick

Moves your hovercraft forward, backward or from side-to-side.

### Number of Players (button 1)

Selects one- or two-player game.

**Skill Level Selection** (button 2)

Used to select starting skill level - either 1, 2 or 3.

**Fire** (button 4)

Activates your blaster.

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

Fortress of Narzod can be played as either a 1 or 2 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 be displayed on the screen. When played as a two-player game, use only the built-in control panel and simply take turn with the controls. You can return to a single player game by pressing Button 1 again before starting game play.

**Game Selection**

You can begin Fortress of Narzod at any of three different skill levels. Level 1 is the least difficult; Level 3 is the most difficult. To select the skill level, push Button 2. This option allows you to skip past levels you have already mastered.

**Starting Game Play**

Once you have selected the number of players and the skill level, press Button 4 to approach the first of three roadways to the fortress.

**Game Play**

Your goal in the Fortress of Narzod is to successfully travel a series of three roadways leading to the Fortress then destroy the powerful Mystic Hurler who acts as guardian to Narzod himself. Once the Mystic Hurler is destroyed, the Fortress of Narzod and all the evil it contains will disintegrate before your eyes.

**Lower Roadway**

As the game begins, you find your hovercraft at the base of the Lower Roadway. You have been sighted by Narzod and he immediately releases his lead guardians - the DoomGrabbers. Like all other guardians of the fortress, they will randomly release deadly Spikers which will destroy your hovercraft on contact. (Contact with any of the guardians will also destroy you.) Use your joystick to move your hovercraft and push button 4 to activate the blaster in an attempt to destroy DoomGrabbers and their Spikers. After destroying all DoomGrabbers, you must face the Tarantulas, then the Ghouls.

You may fire continuously by holding down button 4, but be careful, your bullets can ricochet off the roadway walls directly back into your hovercraft.

### **Middle Roadway**

On the Middle Roadway, you will face the same types of guardians, however Narzod will send them in greater numbers. You will also face two more challenges - the Spikers thrown by the guardians will split in half when hit by your blaster to double the danger, and Warbirds will accompany each wave of DoomGrabbers, Tarantulas and Ghouls.

The Warbirds on the Middle Roadway can only harm you if they are allowed to make contact with your hovercraft. You can also use them to your advantage, blasting them while they are directly over the roadway. When blasted, they will act as shields from the guardians' Spikers. However, they will only shield you for a short amount of time and will eventually disappear.

### **Upper Roadway**

You will again face the same types of guardians as you have on the previous roadways, only in even greater numbers. As on the Middle Roadway, the guardians' Spikers will split in half when blasted and you will also face the Warbirds. However, the Warbirds on the Upper Roadway will fire upon you with bullets if they come within range of your hovercraft.

### **The Fortress**

If you are able to destroy all three waves of guardians on the Upper Roadway, you will be allowed to pass through the final guard tower into the Fortress of Narzod itself. Upon entering, you will find yourself face-to-face with the Mystic Hurler - a creature so evil, even Narzod himself trembles in fear. The Mystic Hurler will aim an unlimited number of Spikers directly at your hovercraft and on either side of you to ensure that you will not progress any further. The Spikers will split in half when hit by your blaster.

In order to destroy the Mystic Hurler, you must hit it with your blaster six times.

### **Hovercraft**

You are provided with six hovercrafts per game and unlimited ammunition. One extra hovercraft is earned for destroying the Mystic Hurler. Up to nine extra hovercrafts will be displayed by a numeral. Any earned hovercrafts over nine will be represented by the infinite symbol.

## **Direct Hits**

Your hovercraft will be destroyed whenever any of the following occurs:

- contact with one of the guardians
- contact with one of the guardians' Spikers
- contact with one of the Warbirds
- contact with one of the Warbirds' bullets
- contact with bullets from your own blaster that have ricocheted off the Roadway's walls.

When you are hit, you will return to the same roadway level to face those guardians you have not yet destroyed.

## **The Guardians**

### **DoomGrabbers**

### **Tarantulas**

### **Ghouls**

All of these guardians to the Fortress of Narzod are under the spell of the evil wizard. Their only goal is to destroy an unwanted visitor to the fortress. They will move back-and-forth randomly across the roadway as they approach your hovercraft.

Each guardian can hurl one Spiker. Their Spikers may be thrown at any time and at any downward angle. When you reach the Middle and Upper Roadways, the guardians' Spikers will split in two - doubling the danger.

The guardians become easier to destroy as they come closer to your hovercraft. The farther they are up the roadway, the greater number of shots from your blaster it will take to eliminate them.

## **Warbirds**

The Warbirds are used as a secret and unpredictable weapon by the evil Narzod. On the Middle Roadway, they can only cause you harm if they come into direct contact with your hovercraft. On the Upper Roadway and beyond, Narzod arms the Warbirds with powerful bullets that will fire directly at your hovercraft if they are not destroyed or avoided. Remember, you can use all Warbirds to your advantage as shields from the guardians' Spikers.

## **Mystic Hurler**

After you have passed through the third guard tower, you will be face-to-face with the Mystic Hurler. It is supplied with an unlimited number of Spikers which will be thrown directly at your hovercraft and to either side and will split in two when hit by your blaster.

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## Scoring

Points are awarded for blasting guardians on the roadways as follows:

<b>Guardian Type</b>	<b>Points</b>
DoomGrabbers	10
Tarantulas	10
Ghouls	10
Warbirds	100
Mystic Hurler	10 (And a bonus hovercraft)
Standard Spiker	50
Split Spiker	100

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## High Score Memory

As long as your machine is on, with the Fortress of Narzod 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 check the high score, press the Reset Button on the console.

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## Restarting the Game

To restart after a completed game with the same number of players, simply press any of the buttons on the control panel.