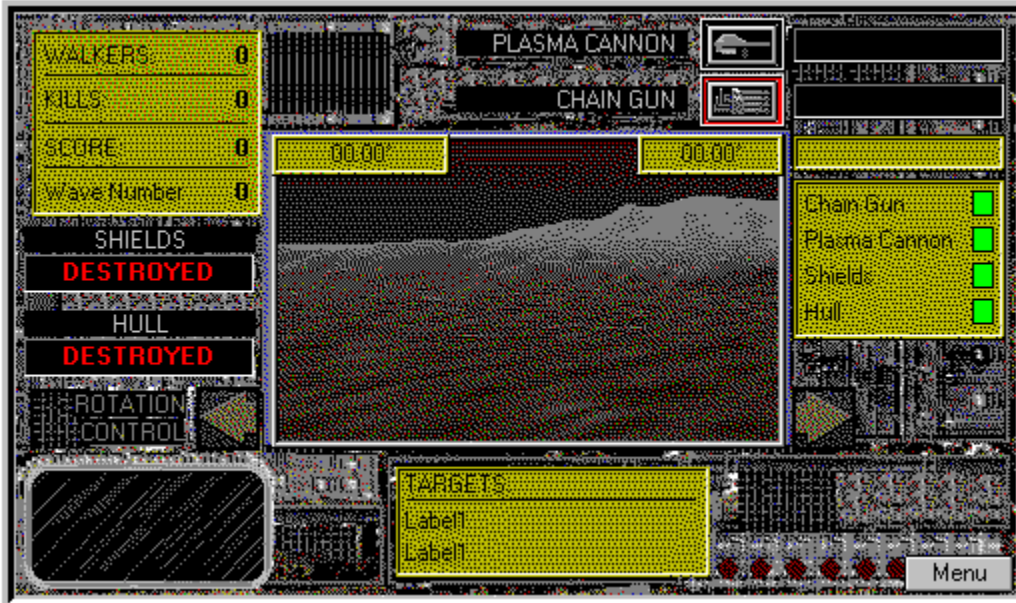# F O R T R E S S

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Settings...

The object of F O R T R E S S is to destroy waves of enemy Walkers that are descending upon your planet surface.   You are inside a heavily armed rotating fortress.   Walkers will approach your position and try to destroy you.   If they reach your position they will detonate and damage your fortress.   Use your Plasma Cannon and Chain Gun to blow them away before they do you in.   The walkers have little shielding and can be destroyed with two hits from the cannon and 3-4 hits from the gun.   Enemy numbers increase as you progress through each wave.   Your goal is to finish all ten waves.   Good Luck.


n   Menu - Opens the Settings menu and allows you to exit the game

n   Left and Right Arrows - Move the cursor over these arrows to rotate the targeting window of the Fortress.   The compass will display your direction, compare this number to the number in the Targets display to locate targets

n   Weapon Selection Buttons - Select either Plasma Cannon or Chain Gun to destroy enemy Walkers

n   Status Display - All relevant data about Weapons and Shields are displayed here and via flood bars

n   Fire at Walkers in the targeting Window by either Right or Left clicking

Settings

IMPORTANT...

FORTRESS will encounter problems with game play if a Large Font video driver is used at higher than 640x480 resolution.   Also, some video card manufacturers do not distribute correctly written Small Font drivers for high resolution video modes.   They simply substitute 800x600 drivers in place of 1024x768 and higher drivers.   If you experience problems with the scrolling targeting window at high resolutions, decrease video resolution and/or use a Small Font driver until the problem clears up.   You may also want to contact your video card manufacturer for their latest drivers.
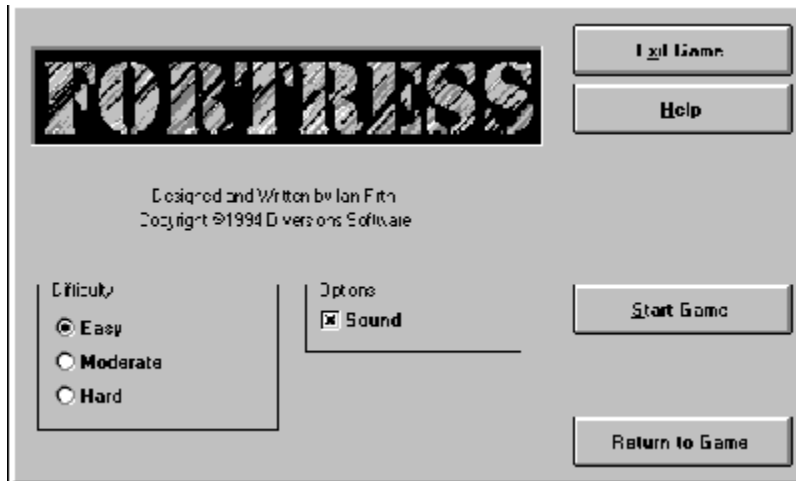
- n   Exit Game - This option will end F O R T R E S S
- n   Help - This option opens this help file
- n   Start Game - Starts a New Game
- n   Return to Game - Returns to the current game

Difficulty - Select how fast the Walkers attack the Fortress by selecting Easy, Moderate or Hard.

Sounds - Enable or Disable Sound Effects