

# Catapults

**COLLABORATORS**

	<i>TITLE :</i> Catapults		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		January 18, 2023	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>Catapults</b>	<b>1</b>
1.1	Welcome to Catapults!	1
1.2	Table of Contents	1
1.3	Reaching the Authors	2
1.4	How to Get Neat Stuff	3
1.5	Copyright Notice and Warranty	3
1.6	Introduction	4
1.7	Installation	4
1.8	Getting Started and Building a Castle	5
1.9	Catapult Movement	6
1.10	Making War	7
1.11	End of Turn Computations and Winning	7
1.12	Effects of Level Settings	7
1.13	Conclusion	8
1.14	Appendix: Castle-Building Error Codes	8
1.15	Appendix: Troubleshooting	9

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## Chapter 1

# Catapults

### 1.1 Welcome to Catapults!

CATAPULTS 1.00

Copyright © 1995 by Enchanted Blade Associates  
Created by Christopher Jennings and Christopher Cooke

#### IMPORTANT - PLEASE READ THIS

This program was originally written quite a while ago, and it has not been updated to support the AGA chipset. To run this program on an AGA machine, first boot with the original chipset. It may not like certain CPU/chipset combinations as well. This program was written in the "bad old days" of hardware hits and cache assumptions. We are releasing it now for the heck of it. We have no intentions of updating it for new systems at this point. If it runs on your machine, enjoy. If not, and you think you would really like the game as it is described, send us some mail. If we get 25 requests or more we will update it for new machines.

Chris & Chris

Continue

### 1.2 Table of Contents

#### Contents

##### Contacts

Contacting the authors

##### Neat Stuff

How to get even more neat stuff

##### Copyright

Copyright notice and warranty

Introduction  
    Introduction to Catapults

Installation  
    How to install the program

Building  
    The basics of castle-building

Movement  
    Catapult movement

Attacking  
    Warfare with rocks

Turn Phases  
    Winning the Game

Level Settings  
    Description of the various levels

Conclusion  
    Some final thoughts

#### Appendices

Error Messages  
    Table of error messages

Problems  
    Troubleshooting

## 1.3 Reaching the Authors

### Reaching Us

If you have  
    problems  
    or questions, we can be reached via any of the  
following means:

- Regular mail: Enchanted Blade Associates, R4 Langton, ON N0E 1G0, Canada
  - Telephone: We may be hard to reach, but leave a message and we'll get back to you (we cannot afford to call unregistered users long distance, however, so leave your address or tell us to call collect (or give us your name and registration number)):  
(519) 875-2137
  - E-Mail: The official E-Mail address is "lynnjenn@vef.north.net"  
Please put "EBA SUPPORT" in the subject somewhere as we get a
-

lot of mail, and this will help us get to you faster.

## 1.4 How to Get Neat Stuff

### How to Get Even More Neat Stuff

This software is distributed as shareware. It is not crippled in any way. You may try this product for free, and if you like it, we ask that you send us \$15 in Canadian funds to pay for your use. As a special incentive to register, we offer the following:

- A sappy note telling you how grateful we are.
- A registration and serial number for product support.
- A free disk with as many compressed "goodies" as we can cram onto it. If there is a more recent version of your program around, we'll be sure to put that on it, too. (Approximate retail value of at least \$7 US)
- A mail-in rebate coupon worth 10% off of any COMMERCIAL (i.e. not shareware or freely distributable) Enchanted Blade Associates product, even non-software products.

If you decide not to register, please feel free to write anyway and tell us why so we can do better next time.

### How to Register

Just print out the "Registration" text file included in this distribution and fill it out. Drop it in the mail and let us do the rest. You'll usually receive your package within three weeks or less, sometimes as short as eleven days. (It will take longer if you live outside of North America)

## 1.5 Copyright Notice and Warranty

### Copyright Notice

This software is protected under international copyright law. The software is copyright © 1993 by Christopher Jennings and Christopher Cooke. The revised documentation (including the AmigaGuide and ASCII text documentation), and the new distribution as a whole, are copyright © 1995 by Enchanted Blade Associates. All rights reserved unless otherwise noted in this documentation. This package may be distributed freely subject to the following conditions:

- It may not be distributed through any means that claims any form of copyright over materials distributed through it.
  - It may not be sold. A small fee may be charged for distribution
-

costs, not to exceed \$7 US per disk or \$60 US per compact disc.

- All of the original components of the distribution must be included, and they may not be modified in any way. If you suspect the product distribution has been modified, consult us at the given address.
- Should you like and use this product, we ask that you pay a small fee and become a registered user. This entitles you to specific benefits outlined elsewhere in this documentation.

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## 1.6 Introduction

### Catapults

Catapults is a two player game whose heritage lies in the famous "shoot the cannon at the castle" genre, but it looks at things (literally and figuratively) from a whole new perspective.

## 1.7 Installation

### Installation

You can play Catapults just as it is, from the directory you unarchived it to with the directions under

Play

. If you want to install it, just copy the directory to wherever you want to put it. If you have Commodore's "installer" program in your C: directory, an automated installation script has been provided as well.

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## 1.8 Getting Started and Building a Castle

### Play

To start *Catapults*, simply double click on the appropriate icon. The game will begin in a few moments with a title window that will let you choose a playing level from one of four (Squire, Knight, Thane, and Emperor) with the right button. Press the left button to start playing. Pressing the Esc key (in the upper left corner of the keyboard) at any time will exit back to the Workbench.

As the ruler of your kingdom, your first task will be to construct your castle. This is done using the various building blocks provided on the right side of the screen. Going from top to bottom, left to right, the pieces are as follows:

**Grass** Any areas you wish to leave blank are left as grassy plains; grassy squares will provide your castle with a supply of food during the (soon to commence) war seasons. Catapults may travel up to two squares per movement turn over grass.

**Floor** The floor pieces allow you to cover the interior of your castle. Initially, your catapult will be positioned on the first piece of floor available. Floors also provide an advantage when moving your catapult, allowing up to six squares per movement turn.

**Well** The well supplies your castle with most of its water, and thus keeps the inhabitants of your castle alive.

**Keep** The keep is the brain of your castle; it is the most heavily fortified location in your kingdom, and the place from which all your rulings will emerge (assuming it hasn't been destroyed, of course). The keep is also a type of tower, but is not placed in the corners of your walls.

**Storage** Adding food storage units to your castle will make it much better suited to surviving long sieges without fear of starvation.

**Shelter** During times of war, most of the inhabitants of your kingdom will flock to your shelters to wait things out in relative safety.

**Walls** There are both vertical and horizontal wall components; together with the towers these form the skeleton of your castle: they are your first and most valuable line of defense.

**Gates** To allow you in and out of your castle, you may place gates in vertical or horizontal wall sections. Your catapult can traverse the width of three gates in a single movement turn.

**Towers** The four types of towers (upper left, upper right, lower left and lower right) form the joints which merge your



walls into a single unit. They offer a defensive advantage in that they are higher than anything else on the map.

**Moat** There are six basic pieces for constructing moats: vertical, horizontal, and four types of corner pieces. These can be used to block the passage of your enemy.

**Bridges** There are horizontal and vertical bridge sections available to let you cross your moats in safety.

**Clear** The "C" (Clear) icon will clear your current castle, allowing you to start over from scratch.

**OK** The "OK" icon will test your castle, and if it is acceptable, continue with the game.

**About** The "?" (About) icon will redisplay the title window, allowing you to change the current difficulty level as described earlier.

#### Other Editing Functions and Instructions

Player one's castle should face left, and player two's should face right. To edit a castle, simply move the flashing cursor with the mouse. To select an icon or drawing piece, click on it with the left button. To draw with the selected item, move the mouse over the drawing area with the left button down. The right button can be used as an eraser. You may also use the four cursor keys (the four arrows to the right of the enter key) to shift your map around. This will let you center or otherwise reposition your entire castle easily.

#### Going to Battle

Once both players have built their strongholds, the game will begin. A window with initial kingdom statistics will appear, indicating both players relative strengths at the start of the game. Press the left button to continue.

## 1.9 Catapult Movement

### Movement

At this point both players will have an opportunity to reposition their catapults. Care must be taken, or you may accidentally point your catapult in the wrong direction, making it impossible to attack your opponent. To move, simply place the cursor near the catapult in the direction you want it to move, and press the left button. The catapult will move towards the cursor, if possible. Note that if you move the catapult backwards, it will turn around; make sure you turn it back the right way before you stop. If you click the left button with the cursor on the catapult, it will turn around without moving. The

right button ends your movement turn, and will also flip the catapult if the cursor is on it.

## 1.10 Making War

### Attacking

Once both players have moved, they will each get a chance to fire upon their enemy. To aim, move the mouse left or right to adjust the angle of fire. Wind is indicated with a red line, your aim with a yellow line. The longer the red line is, the stronger the wind. The catapult has a full 180\textdegree{} range in the direction it is facing. When ready, hold down the left button to fire; the longer you hold it down, the more powerful the shot. Beware, however, as the catapult may break if stressed too much. Knowledge of the nature of vectors will assist you when trying to aim a shot in the presence of strong winds.

Keep in mind that your opponent's castle is three dimensional, and that different parts have different heights. The higher something is, the easier it is it hit, because your shot can hit it at higher points in its arc. The highest points are the corner towers, the lowest are the grassy plains.

To assist your knights, your mages cast spells upon your catapult bullets so that they will pass through objects until they reach enemy territory. This allows you to fire your catapult within your castle without fear of destroying yourself. However, your own shots WILL damage you if they land on your side; not even your mages can protect you from an aim that poor!

## 1.11 End of Turn Computations and Winning

### Turns and Winning

After a few exchanges, a window will open displaying your progress, with information of population variations and food supply. If you don't have enough food, people will begin to starve. If your population is reduced to zero, you will lose.

### Disasters

Disasters will occur at random intervals, and include such events as earthquakes, drought, divine intervention, traitors, and food spoilage.

## 1.12 Effects of Level Settings

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Levels

The following table outlines how each level affects the game:

	SQUIRE	KNIGHT	THANE	EMPEROR
OVERALL SPEED	Slow	Normal	Fast	Fast
WIND TYPE	None	Constant	Realistic	Random
CHANCE OF DISASTER	3%	10%	15%	20%
POWER SENSITIVITY	Insensitive	Normal	Sensitive	Very
OVERALL DIFFICULTY	Easy	Normal	Advanced	Hard

## 1.13 Conclusion

Conclusion

We hope you enjoy playing Catapults. Any comments, criticisms or suggestions may be sent to Enchanted Blade Associates at the

address  
provided.

## 1.14 Appendix: Castle-Building Error Codes

Possible Error Codes in Castle Testing Phase

{1} Interior structure made external: You have put something that belongs inside a castle outside of castle walls.

{2} Fatal structural flaw: You have constructed walls in an illogical or impossible pattern; for example a vertical wall surrounded by grass. The walls should eventually connect to form a continuous line.

{3} Must have a well: Your castle needs at least one well.

{4} Must have a tower: Your castle needs at least one keep (tower). This does not refer to the corner towers used in walls.

{5} Illogical moat flow pattern: Your moat abruptly stops in the middle of nowhere. It must be able to flow as if it were a real moat.

{6} Castle missing exit point: You have no gates to leave your castle with.

{7} Gate blocked by moat: You need to use a bridge so you can use the gate.

{8} No free floor for catapult: Your catapult begins on the first empty section of floor. Consequentially, you must have at least one of these in your castle.

{9} No suitable human shelter: You need to build a shelter (the large brown building) in your castle.

{10} No land reserved to farm: Although you can't farm in the middle of a siege, you must have gotten your food supply from somewhere! You need to leave some grassy areas to grow food.

## 1.15 Appendix: Troubleshooting

System freezes up when I try to run the program  
You probably have an AGA chipset or accelerated CPU. See opening notes

You may also get a flashing error screen with an error message. The possible message are:

You need more memory  
Catapults was unable to allocate enough memory to run. Try closing unused tasks and windows.

Can't read EBA.xxx  
Catapults was unable to open one of its three data files (EBA000, EBA001, or EBA002).

Data file tampered with/bad!  
A data file has been corrupted. This may indicate a bad connection when the file was obtained, or that the archive has been infected with a virus.

\*\*\*\* ABORTED \*\*\*\*  
An emergency user abort was performed.

Unusable form requested  
This error should never occur; it may indicated a corrupted EBAxxx file.

Input beyond file size  
See above.

Illegal packet request  
See above.

EBA.001 file damaged!  
Indicates a corrupted EBA001 file.

EBA.002 file damaged!  
Indicates a corrupted EBA002 file.

Blitter/Timer no synch!  
For this to occur, you would have to be using a CPU slower than a standard 7MHz MC68000.

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