INVICTUS

> START GAME

STAGE SELECT: ‹ 1 ›
CLEAR THE LAND

CREDITS

MSX DEV Studio

GAME BY P.D. GARAGUSO

FIELD MANUAL

A real-time strategy game for MSX1 · 7 stages · 1 player

THE LEGEND OF THE NINTH BANNER

For three hundred years the Ninth Legion held the river frontier, and for three hundred years the frontier was quiet. Its soldiers farmed the valley, bridged the river and raised a city at the crossroads. They kept their old name, *Invictus* (the Unconquered), mostly as a joke.

Then the ground opened. Out of the hills came pits that would not close, and out of the pits came the Horde: red-skinned grunts that never tire, hulking brutes, raiders quicker than a cavalry horse, and the sappers, mad things that run at a wall with a lit bomb in their arms and laugh as it goes off. The pits kept spawning them. Farms burned. The bridge fell. The city went dark behind a nest of horrors.

What is left of the Ninth now marches back under three banners: the swords of the **Infantry**, the shields of the **Defenders** and the spears of the **Attackers**. You are their commander. Raise a camp, train your cohorts, plant your banners where you want them to stand, and take the valley back one field at a time, across the river, through the city, and on to the stone fortress where the Horde's master waits.

The legion has never been beaten. Keep it that way.



"Victory!" The Ninth plants its banner on a field taken back.

> *This story is only flavour. Everything you need for the game itself is in the pages that follow.*

GETTING STARTED

CONTROLS

ACTION	KEYBOARD	JOYSTICK 1
Move the cursor / the menu selection	`←` `↑` `↓` `→`	Stick
Button 1: place / select	`SPACE`	Trigger A
Button 2: switch field ↔ menu, cancel	`RETURN` `M` `GRAPH`	Trigger B
Pick the Infantry / Defender / Attacker banner	`1` `2` `3`	—
Pause / resume	`ESC`	—

THE TITLE MENU



Stage select, with stage 2 chosen.

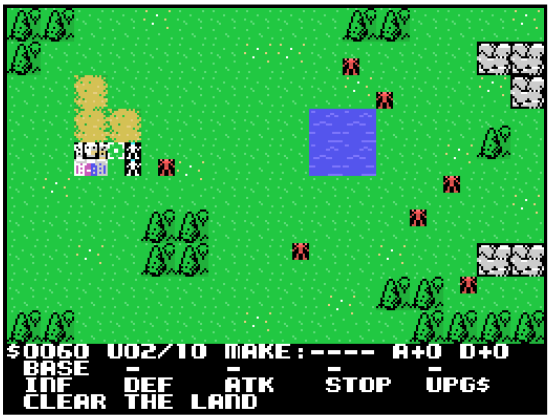
Move between the three lines with `↑`/`↓` and press button 1.

START GAME starts the stage shown on the line below it.

STAGE SELECT picks the stage with `←`/`→`. Every stage is open from the start, and its name appears underneath.

CREDITS shows who made the game. Press `SPACE` to go back.

THE SCREEN



Stage 1, "Clear the Land": your base (left) and the Horde's grunts (red).

The top 20 rows are the battlefield. The bottom four rows are the HUD:

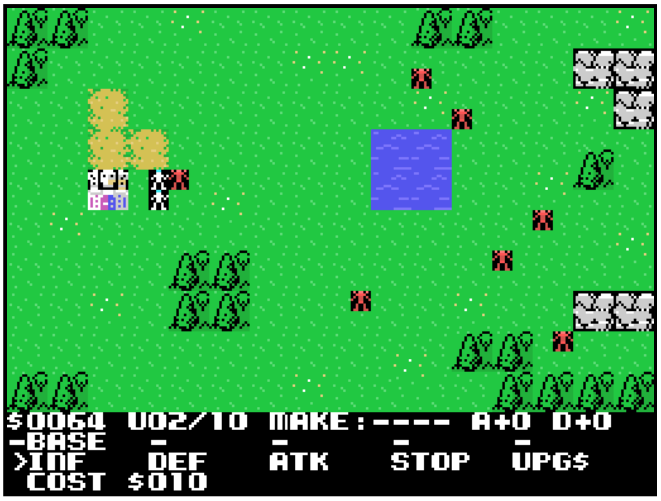
```
$0062 U02/10 MAKE:INF  A+0 D+0
 BASE  ARMRY TURRT WALL  MINE
 INF   DEF   ATK   STOP  UPG$
 B1:BANNER INF  B2:MENU
```

Line 1: your money, units alive / unit cap, what the base is training, and the attack and defence upgrade levels.
Line 2: buildings. A **-** means that building isn't available yet.
Line 3: actions of the selected building.
Line 4: hints, costs and messages.

HOW A STAGE WORKS



The dashed box is your base, waiting to be placed.



Base menu, INF selected: it costs $10.

1. PLACE YOUR BASE

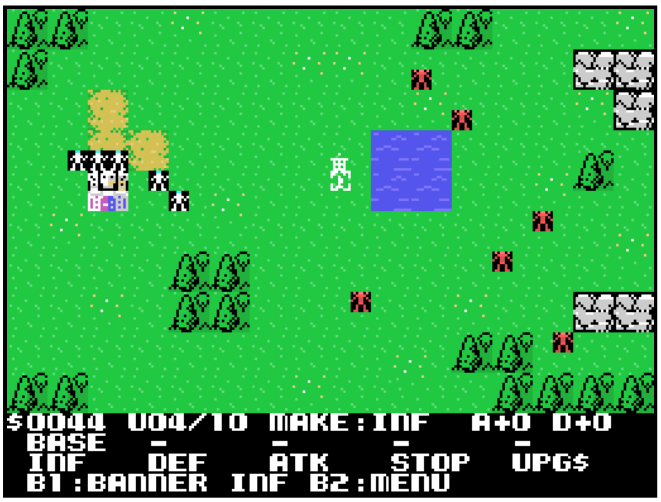
Most stages start without a base. Move the box to buildable ground and press button 1. The base can't go too close to an enemy (the HUD says `TOO CLOSE TO ENEMY`). Time doesn't run until the base is down, so take a moment to look at the map.

2. EARN MONEY

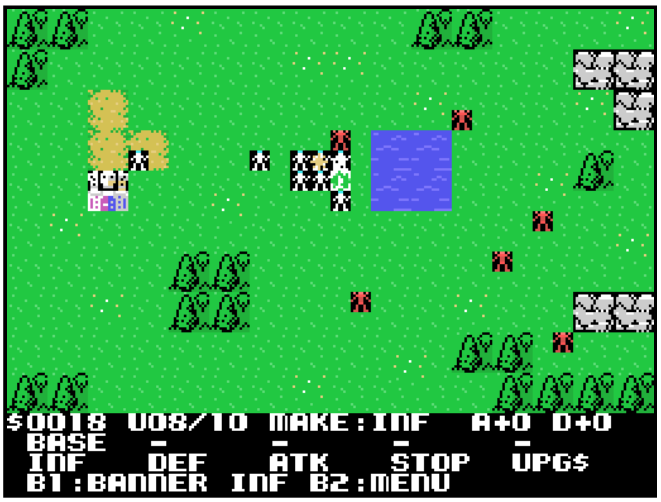
The base pays out a little money every second. Upgrade that income with **UPG$**.

3. TRAIN UNITS

Press button 2 to open the menu, pick **BASE** with button 1, then **INF**, **DEF** or **ATK**. The base keeps training that type as long as you can pay for it and are under the unit cap. **STOP** ends production and refunds the unit in training. Press button 2 again to go back to the field.



An Infantry banner planted by the lake. New recruits head for it.



The infantry reaches the banner and engages a grunt.

4. PLANT BANNERS

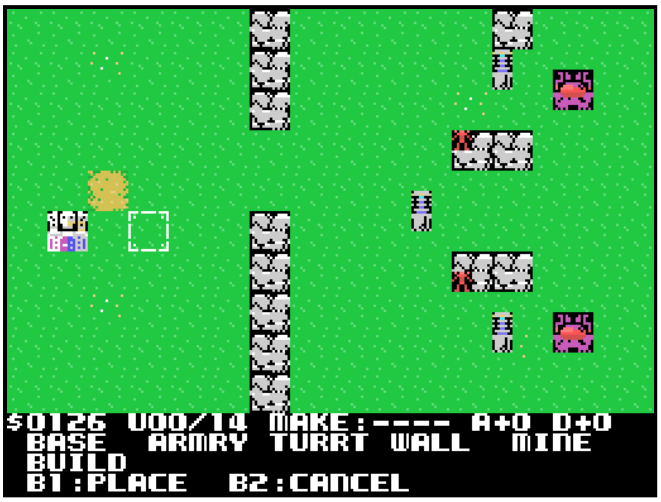
Each unit type has its own banner. In the field, button 1 plants the selected banner under the cursor, and every unit of that type walks to it. Press 1, 2 or 3 to switch banners at any time. Choosing a unit type in the base menu also selects its banner.

5. FIGHT

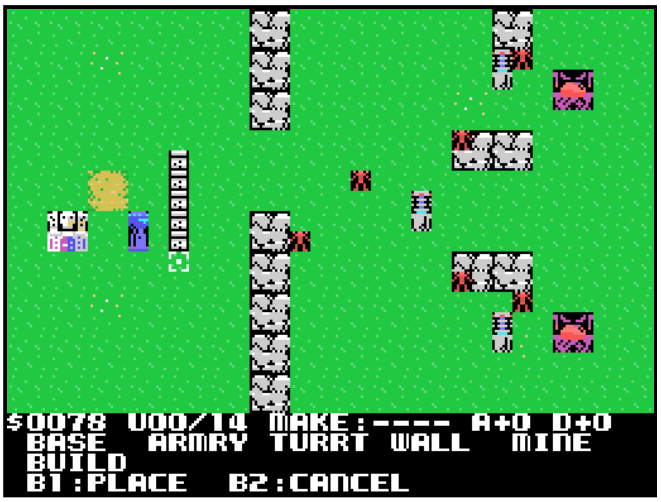
Units fight any enemy next to them on their own. You don't give attack orders: you decide *where* each cohort stands, and they do the rest. Move a banner onto an enemy group to send its cohort in.

BUILDING DEFENCES

From stage 2 you can build. Pick a building on the menu's second line, then **BUILD**. A box shows where it will go: move it and press button 1 to place it, or button 2 to cancel. Buildings can only go within a few tiles of one of your own buildings, so you expand your reach by building.



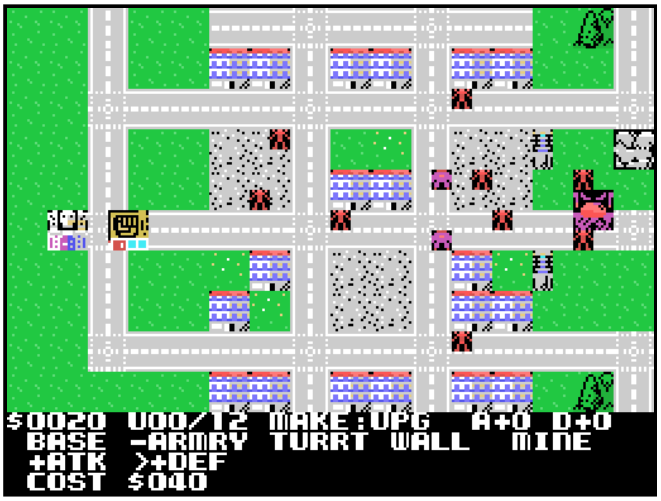
Placing a turret next to the base: `B1:PLACE B2:CANCEL`.



Walls stay in placing mode, so you can lay a whole row.



Grunts break on the wall while the turret fires on them.



Once an armory stands, its menu offers +ATK and +DEF.

Walls and mines stay in placing mode after each one: press button 2 when you're done. **Upgrades** (UPG$ at the base, +ATK/+DEF at the armory) each have three levels and get dearer each time. While one runs, the HUD shows `MAKE:UPG`: the base trains no units, and only one upgrade can run at a time.

YOUR LEGION

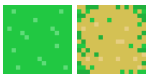
UNITS

	UNIT	BANNER	COST	STRENGTHS
	**Infantry**	1	$10	Balanced, and the cheapest to train
	**Defender**	2	$15	Lots of health and armour, weak attack, walks slower
	**Attacker**	3	$15	Hits twice as hard as infantry, but has little health and no armour

BUILDINGS

	BUILDING	COST	WHAT IT DOES
	**Base**	—	Makes money and trains units. **Lose it and the stage is lost.**
	**Armory** from stage 3	$50	Unlocks the **+ATK** and **+DEF** upgrades for all your units
	**Turret**	$30	Shoots enemies within range
	**Wall**	$6	Blocks the way: enemies have to go around or break through
	**Mine**	$12	Explodes when an enemy steps on it, hurting everything around it

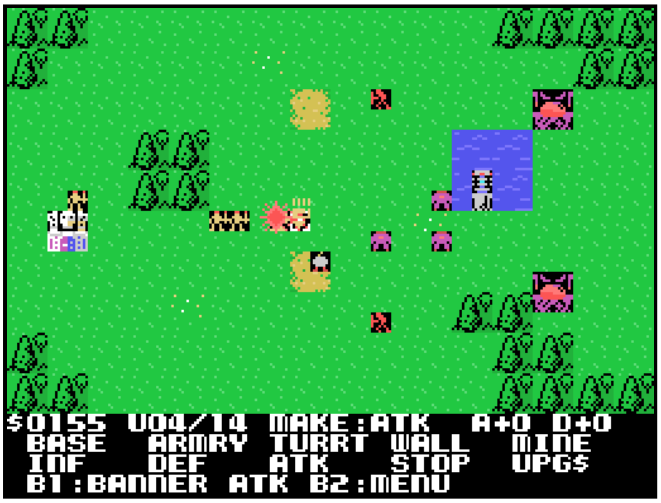
TERRAIN

	GROUND	WALK	BUILD
	Grass, dirt, roads and pavement	yes	yes
	Forest, rocks, water and houses	no	no
	Bridges	yes	no

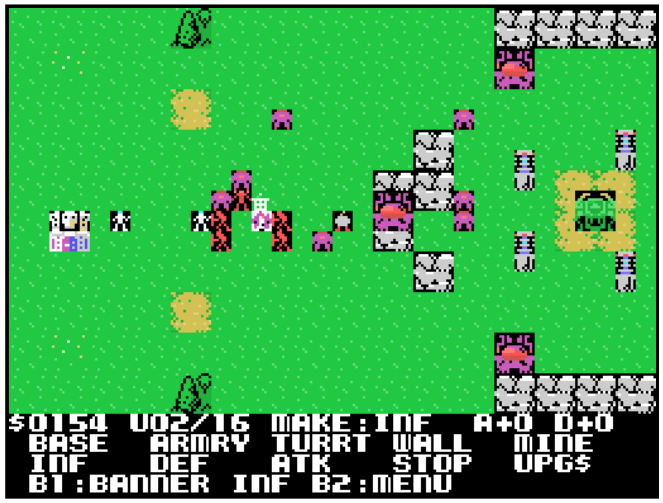
THE HORDE

	ENEMY	WHAT TO EXPECT
	**Grunt**	Average in everything. There are always more.
	**Brute**	Slow and tough. Hits hard.
	**Raider**	Fast and hits hard, but goes down easily.
	**Sapper** from stage 5	Carries a lit bomb. Ignores your units, walks to your nearest building (or your base) and blows up next to it, damaging everything around. Stop it before it arrives: units, turrets and mines all work, and a wall makes it blow up on the wall instead.
	**Generator**	A spawning pit. It sends new enemies to march on your base. After the first wave it slows down, but it never stops. Destroy it!
	**Enemy turret**	Shoots at anything in range. You don't have to destroy it to win.
	**The Fortress** stage 7	The Horde's master. A big fortress that shoots and spawns enemies.

Loose enemies guard their spot until something of yours comes close, then attack it. **Spawned enemies** march straight on your base.



Stage 5, "New Enemies": an attacker cohort pushes toward two generators.



Stage 7, "The Final Battle": the fortress (right) behind its walls and turrets.

THE CAMPAIGN

#	STAGE	ORDERS
1	**Clear the Land**	Training. Your camp is already built; clear the loose grunts from the farmland.
2	**Clear the Way**	Raise a camp and take the bridge. Enemy turrets guard the crossing. Turrets, walls and mines are available.
3	**Free the City**	A generator in the streets. Build an armory and upgrade your legion.
4	**Advance**	Two generators behind rock walls and defences.
5	**New Enemies**	Raiders, brutes and the first sappers.
6	**Ambush**	Your camp is surrounded by four generators.
7	**The Final Battle**	The fortress, its defences and its generators.

WINNING AND LOSING



Victory: no enemy units, generators or fortress left. Enemy turrets don't count.



Defeat: your base is destroyed. Press SPACE to retry the stage straight away.

Need a breather? Press ESC to pause (`PAUSED ESC TO GO ON`), and ESC again to carry on.

COMMANDER'S TIPS

- Send defenders ahead to take the hits, and keep attackers just behind them.
- A line of walls with turrets behind it holds a choke point cheaply.
- Lay mines on the path from a generator to your base.
- Upgrade your income early, while the map is still quiet.
- Every building extends where you can build. Hop a turret forward to reach the next spot.

CREDITS

INVICTUS: game by P.D. Garaguso

Built with MSXDEVStudio by P.D. Garaguso

Powered by MSXgl + MSXtk by Guillaume 'Aoineko' Blanchard (CC BY-SA 4.0)

Compiled with SDCC

Sound: ayFX by Shiru

Not endorsed by the above.

