



CONQUEROR: 1453

Instruction Booklet

This is a product of Heretical Idea Studio.

1 Background Story

¹In the spring of 1453, hundreds of thousands of Ottoman soldiers under the command of Mehmed II were besieging Constantinople, the last bastion of Byzantines. Victory seemed to be within reach, but the impregnable gate of Constantinople held the Ottomans back and left them daunted.

It's a battle between spears and shields, but for now, the beast-like Urban cannon, seemed to be inferior to the wall. In the deafening roar of cannon, the brave and battlewise soldiers could do nothing but wait for the miracle to happen before they charged forward.

On the night before the battle of the next day, Mehmed II dreamed of words from an unknown saint that a magical power would enable the huge cannonball to move freely in the air in the following battle.

The scattering fragments of the wall hit by the cannonballs may form a new cannonball as well. However, improper operation will lead to the cannonball hitting the ground, which may cause devastating damage to the soldiers. Is the power from the saint a blessing or a curse?

As a cool-headed warrior under Mehmed II, your mission is to ensure that cannonballs are aimed accurately at the wall. You will be equipped with a solidly made stone paddle and special skills to rebound the cannonballs to make multiple damages to the wall, but be alert and make sure to transport the paddle in the right place as soon as possible so that the cannon balls may not hit the ground and hurt yourself. Still, don't consider you're powerful enough, the Greek Fire of the Byzantines can still cause lots of trouble to your attacks.

In front of you stand layers and layers of walls, Can you make a breakthrough and occupy the city of desire?

¹The background story is fictional based on the real historical event.

2 Controller Settings

This game only supports PC platform.



Figure 1: Keyboard Settings

Figure 1 shows all the keys you need in this game.

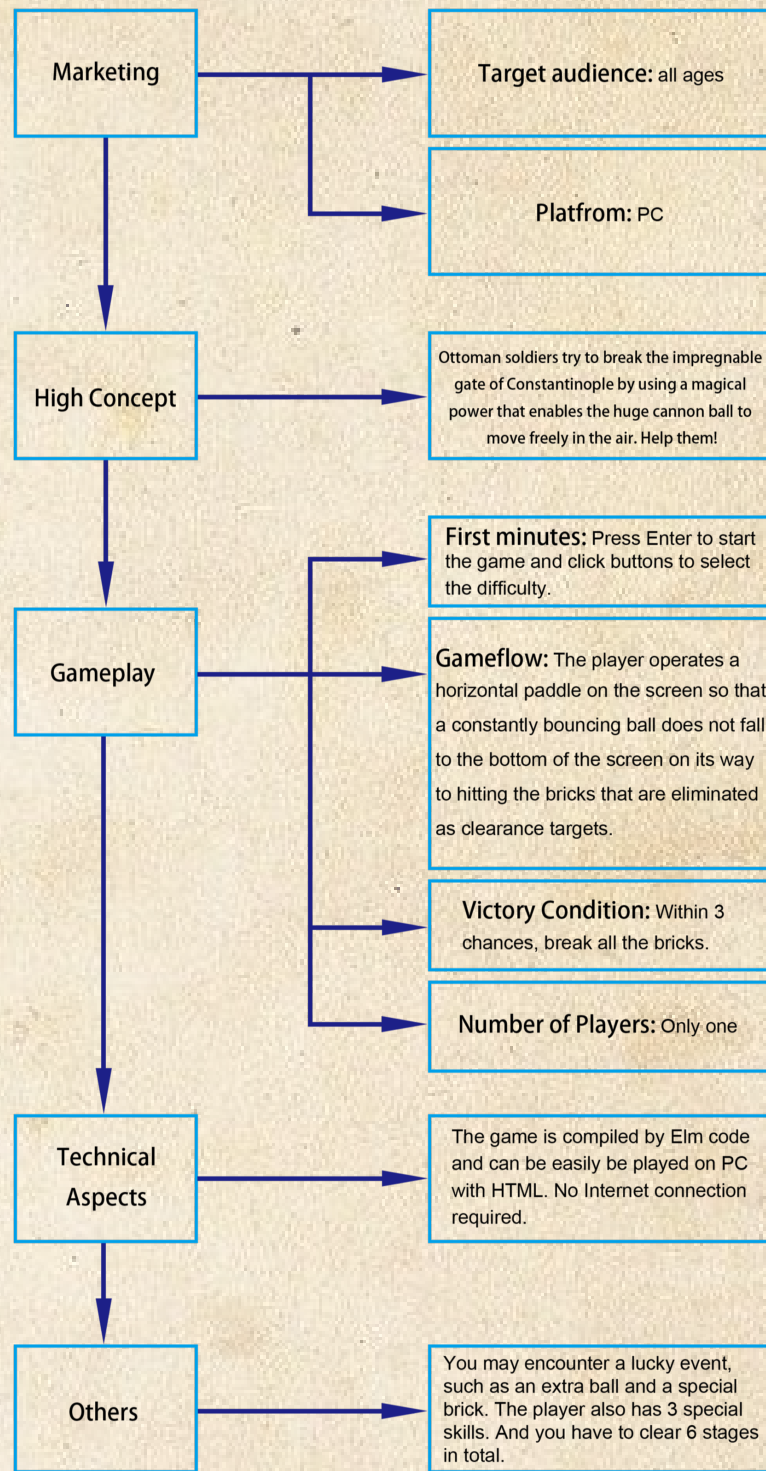
3 Brief Tutorial

We have made a brief tutorial inside the game. Please click the "Tutorial" button in the main menu to check everything you need before entering the game.



Figure 2: Main Menu

4 Concept Diagram



5 User Experience

We're aiming for providing you with a sense of conquering both visually and acoustically. This Break-out game provides you with simple operations while challenging experiences, during which you may lose due to a small miss not holding a cannonball or gain victory with efforts and a full understanding of the game system.

The immeasurable randomness will add to the nervousness during the game, but you will be able to control the cannonball much more smoothly if you have found the ball's bouncing rule and make full usage of the skills. The whole game will not be boring since the background story will get those who are interested, especially for history lovers: players can witness the fall of Constantinople using their own power if passed all stages, but can also go into another ending of the player's failure by using up all lives when trying to defeat Byzantium.

Both the background visuals and music are intended to create an atmosphere of the siege of Constantinople, providing you with stronger substitution into the game. For various levels of players, we also developed different levels from easy to difficult, and skills as well as rewarding blocks are available to make the game more interesting. We are convinced that you will be able to find your own place in the game and enjoy your play.

6 Acknowledgement

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