



Kestrel

The Tower Falcon

Game Manual (English)

Build the towers.

Keep them standing under fire.

Prevent the collapse.

© 2026 Wolfgang Kierdorf

The Story

The border fortresses of the realm are under siege. The enemy's cannons outrange any bow, and the armouries are empty.

All that remains is Kestrel, the fastest soldier in the garrison. They call him the Tower Falcon, because he darts across the walls as if he had wings. He carries no weapons. Only stone, timber and his own two hands.

His task is simple and impossible at the same time: the tower must stand. Build it high before the enemy arrives. When the cannonballs fly, you must patch every hole before the wall above you comes crashing down.

System Requirements Mac / Windows

Component	Requirement
Computer	MacOS Tahoe (25) oer newer, Windows 11
Input	Keyboard

System Requirements Amiga OCS/ECS

Component	Requirement
Computer	Amiga 500(+), Amiga 600, Amiga 1000, Amiga 2000 with at least 68020 processor card with 14Mhz.
Chip RAM	512 KB
Fast RAM	4 MB recommended
Without Fast RAM	The game will not run at all!

Component	Requirement
Input	Keyboard or Joystick in Port 2

System Requirements Amiga AGA

Component	Requirement
Computer	Amiga 1200, Amiga 4000, CD32 or any AGA Amiga
Chip RAM	2 MB
Fast RAM	4 MB recommended
Without Fast RAM	The game runs, but noticeably slower
Input	Keyboard or Joystick in Port 2

System Requirements Atari Falcon 030

Component	Requirement
Computer	Atari Falcon 030
RAM	At least 4 MB
Input	Keyboard or Joystick in Port 2

Getting Started

Once the game has loaded, the title screen appears. Press the space bar to start the game. Use the arrow keys to switch between Story, How to Play, Controls and High Scores.

The settings can change the game considerably. For your first games, a low difficulty level with automatic repair and automatic rotation is recommended. If you would rather position every piece yourself, switch these aids off.

Once you are familiar with the controls, try other settings and difficulty levels.

At the highest difficulty level, the line between building and defending blurs. A great mode for finding out whether you would have made a fighter pilot!

Quick Start

1. Start the game with the space bar and begin on a low difficulty level.
2. Build rows that are as solid as possible, and avoid leaving cavities beneath stones you have already placed.
3. During the attack, watch the flashing pieces and the round map.
4. Have replacements ready, and close any gaps left by hits within three seconds.
5. At the end, keep an eye on the red defence line. Only columns that are tall enough count as defended.

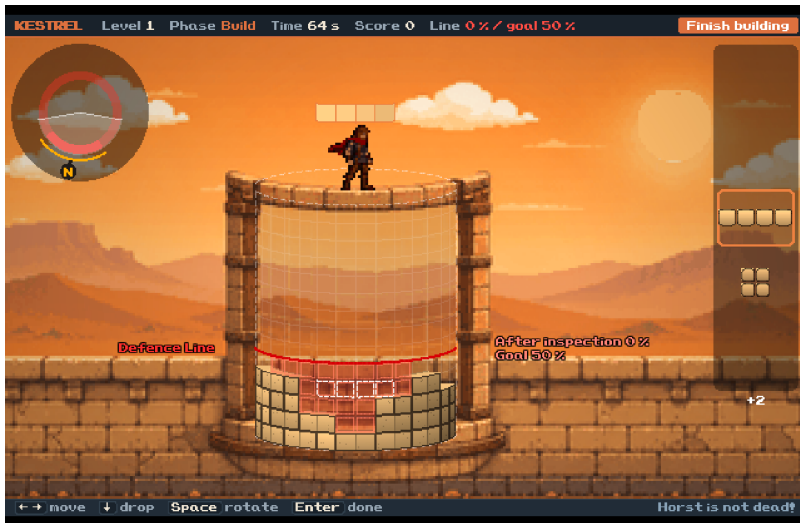
The Main Menu



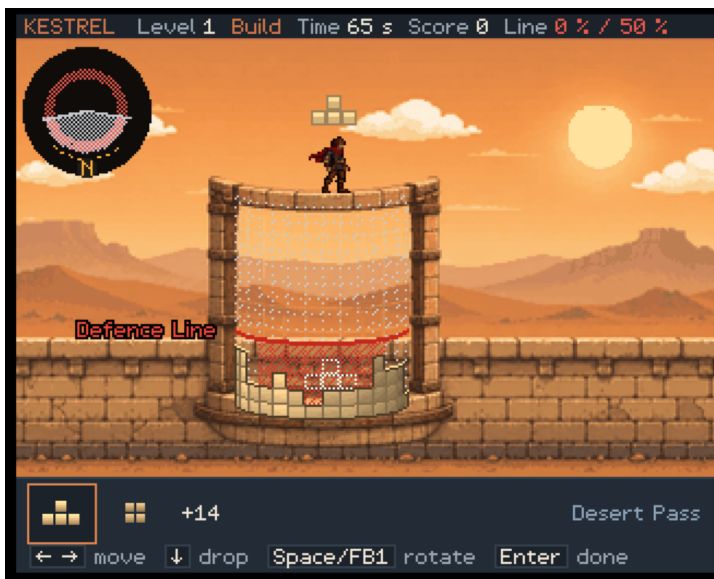
Title screen and main menu

Key	Function
Space bar	Start game
Left / right arrows	Select Story, How to Play, Controls and High Scores
S	Open Settings
L	Select Language
E	Level-Editor
P	Select Level-Pack
Esc	Exit game

Objective and Display



Build phase with status bar, round map and defence line (Windows / Mac)



Build phase with status bar, round map and defence line (Amiga / Atari)

In each level you build a round tower and then defend it against cannon fire. The red defence line marks the minimum height that must still be standing after an attack.

The area marked in red on the tower wall shows where gaps remain in the zone of the coming attack. Fill these gaps first, before you carry on building the rest of the tower.

In most game modes you cannot build during the attack, only repair, so keep an eye on the "Line" display at the top. It shows what percentage of the wall must still be standing after the attack (second number) and what percentage is already standing (first number).

- The status bar also shows the level, phase, remaining time, score and required line height.
- The round map on the left shows the tower and the direction of attack.
- The pieces at the bottom left make up your current piece list.
- The location and building material are shown at the bottom right.

Course of a Round

Building

Place the pieces from the list into the wall. The tower is round: push a piece over the edge and it carries on round the other side. Complete rows earn bonus points. The build phase ends when all pieces have been placed, when time runs out, or when you finish it with Enter.

The round map (top left) shows the direction the next attack will come from.

Key	Function
Left / right arrows	Move piece; the round tower turns with it
Down arrow	Drop piece
Up arrow	Take back the last piece placed, within five seconds
Space bar	Rotate piece
Tab	Select next piece
Enter	End build phase

Inspection (automatic)

Gaps in the masonry are marked in red. During the inspection, everything above a gap collapses. Solid masonry stays standing and pays off.

Defence

Flashing stones are about to be hit. Pieces that are shot out return to your piece list. Single and double blocks are also available, so you can put replacements in place before the impact. After a hit you have three seconds to repair it; after that, everything above the gap collapses.

If automatic rotation is switched on, the game turns the tower to face the most urgent target by itself.

With automatic repair

With automatic repair, you choose the target and the game finds the right position.

Key	Function
Left / right arrows	Rotate tower
Up arrow	Select next target
Down arrow, space bar, Enter	Place piece
Tab	Select next piece

Without automatic repair

Without automatic repair, you choose the target and the piece ... oh yes, and you have to rotate it yourself as well. Perhaps don't try this mode straight away?!

Key	Function
Left / right arrows	Rotate tower
Up arrow	Select next target
Down arrow, space bar, Enter	Place piece
Tab	Select next piece

Result

A minimum share of the attacked columns must reach the red defence line: 50 percent in level 1, then five percentage points more for each level. From level 2 onwards, the enemy attacks from several directions.

Joystick and Pause

- The joystick goes in port 2. Its directions correspond to the arrow keys.
- The fire button corresponds to the space bar. The second button corresponds to Tab.
- Esc pauses the running game. In the pause menu, Esc resumes the game.

Adjusting Settings

You can reach the settings from the main menu by pressing S, and during the game by pausing with Esc and then pressing S.

Key	Option
D	Difficulty level
R	Repair mode
A	Automatic tower rotation
T	Choose pieces freely while building, or use a fixed order
M	Music and sound effects

The Level-Editor

You can reach the level editor from the start menu by pressing E.

In the level editor you can create your own levels. These are organised in level packs. So first you create a new level pack and give it a name and a number of levels. Then you go through it level by level and make your settings.

Each level can have its own name and its own settings, such as the height of the defence line, the number of pieces, the number of attacks and much more.

So if the game is currently too hard or too easy for you, why not make your own version of it? Level packs can be shared and work across platforms. This means you can use a level pack made on a Mac on Windows, Amiga or Atari, for example, and back again.

Version 1.3

© Copyright 2026 by Wolfgang Kierdorf

All rights reserved.