

**MB**  
VIDEO  
ELECTRONICS

**VECTREX**  
CASSETTE

*Don't Fall*

*please...*

# Don't Fall

## GAME CONTROLS

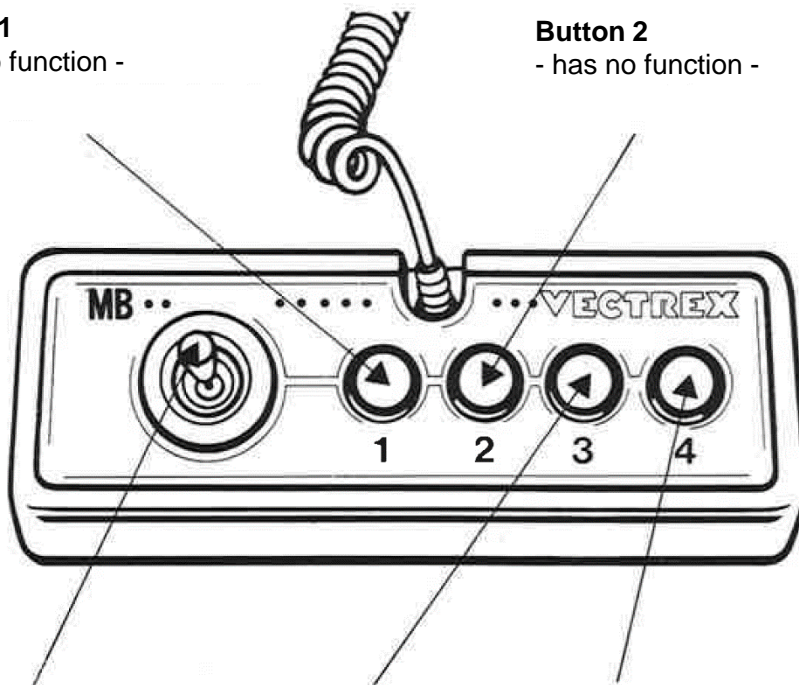
**Don't Fall** is designed to be played with the built-in control panel only. The functions of the controls are:

**Button 1**

- has no function -

**Button 2**

- has no function -



**Joystick**

Move the player around the screen.

**Button 3**

- has no function -

**Button 4**

jump

# HOW TO PLAY

## **GOAL**

Get to the final Platform of each Level, while each Level increases the difficulty.

Try to get to the highest Level.

## **GAME PLAY**

In this game you play a guy from the birds-perspective.

He has to get from the starting platform to the final platform.

Each Level delivers you a faster and longer gameplay.

Take a Short Break between the levels, by pressing the "jump"-button the next level starts.

And remember: Don't Fall into the void please!

# Objects

The following Objects are present in the game:

## Player

A guy that is controlled by you.  
Hopefully he wont fall.



## Platform

The only safe places you can stand on.  
The starting and finish platform are bigger  
than normal ones.



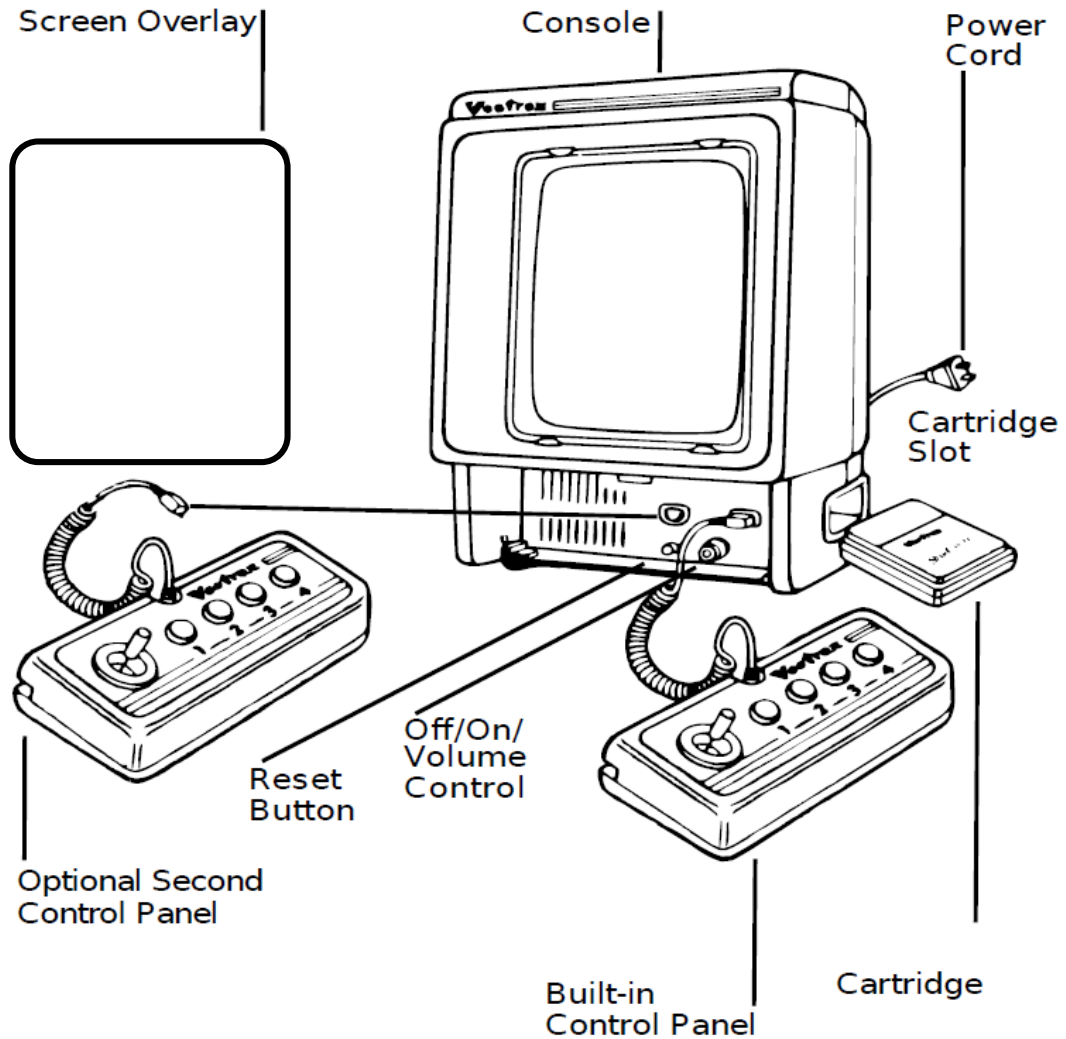
## HIGH SCORE MEMORY

As long as your machine is on, with the game cartridge in place, the highest score is retained. To see this score, press the Reset button. When the machine is turned off and the cartridge removed, the score is lost.

## RESTARTING THE GAME

To restart a completed game with the same number of players and the same game option, press any of the four buttons once the game is over. If you wish to restart the game before it is completed, or change the number of players or the game option, press the Reset button.

# SETTING UP



# CREDITS

This game was developed by **Rafael Schüle** and programmed in C and MC6809 assembly language. It is the outcome of a student project which was part of the elective course “Advanced hardware-oriented C and Assembly Language Programming” at Pforzheim University, Germany, in spring term 2019, supervised and tutored by Prof. Dr. rer. nat. Peer Johannsen.

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