

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

HOLE RUN

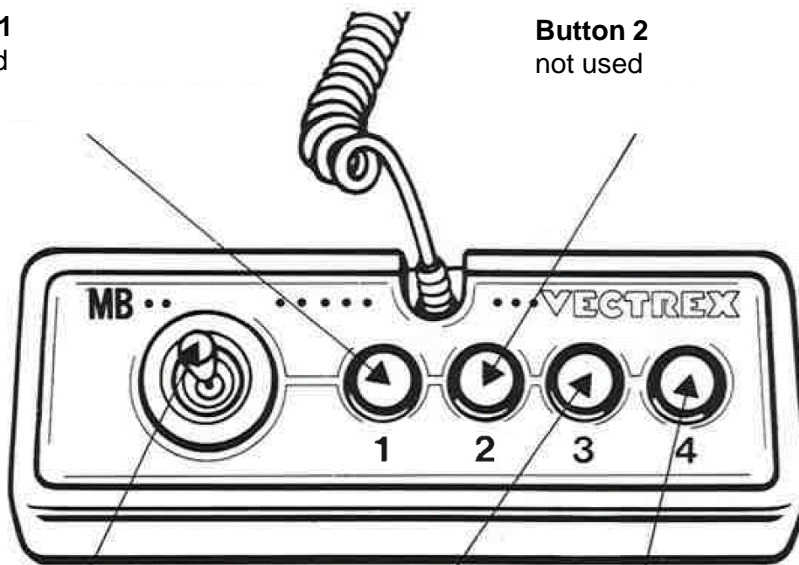
HOLE RUN

GAME CONTROLS

HOLE RUN is designed to be played with the built-in control panel only. The functions of the controls are:

Button 1
not used

Button 2
not used



Joystick (only left / right)
changes the direction of
movement of the mouse or
makes it move faster

Button 3
makes the
mouse crawl

Button 4
makes the mouse jump
in menus: continue

in menus:
selection of starting level

HOW TO PLAY

GAME PLAY

The Mouse takes the risk of leaving its hole to satisfy its hunger for cheese.

Out there it is confronted with various obstacles that it has to overcome, bypass or crawl under.

After the mouse has collected enough cheese, it must be led back to its mouse hole (using the stick).

The Mouse is always moving right or left. With the stick you can make the mouse faster or change direction.

While jumping or crawling (button 4 and 3) the mouse holds its position, but further it's possible to move it with the stick.

Every 8th level you will reach a extra live.

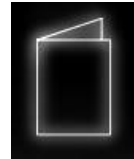
The different obstacles/books:



jump over or
go around



crawl under or
go around



go around

Cheese:



- go through them to eat
- in the top right corner you can see how many cheese are still necessary for next level

After every level you have to lead the mouse back to its hole in the background



SCORING

The aim of the game is to reach as high a level as possible. Only the level counts, there is no other score.

ACHIEVED LEVEL MEMORY

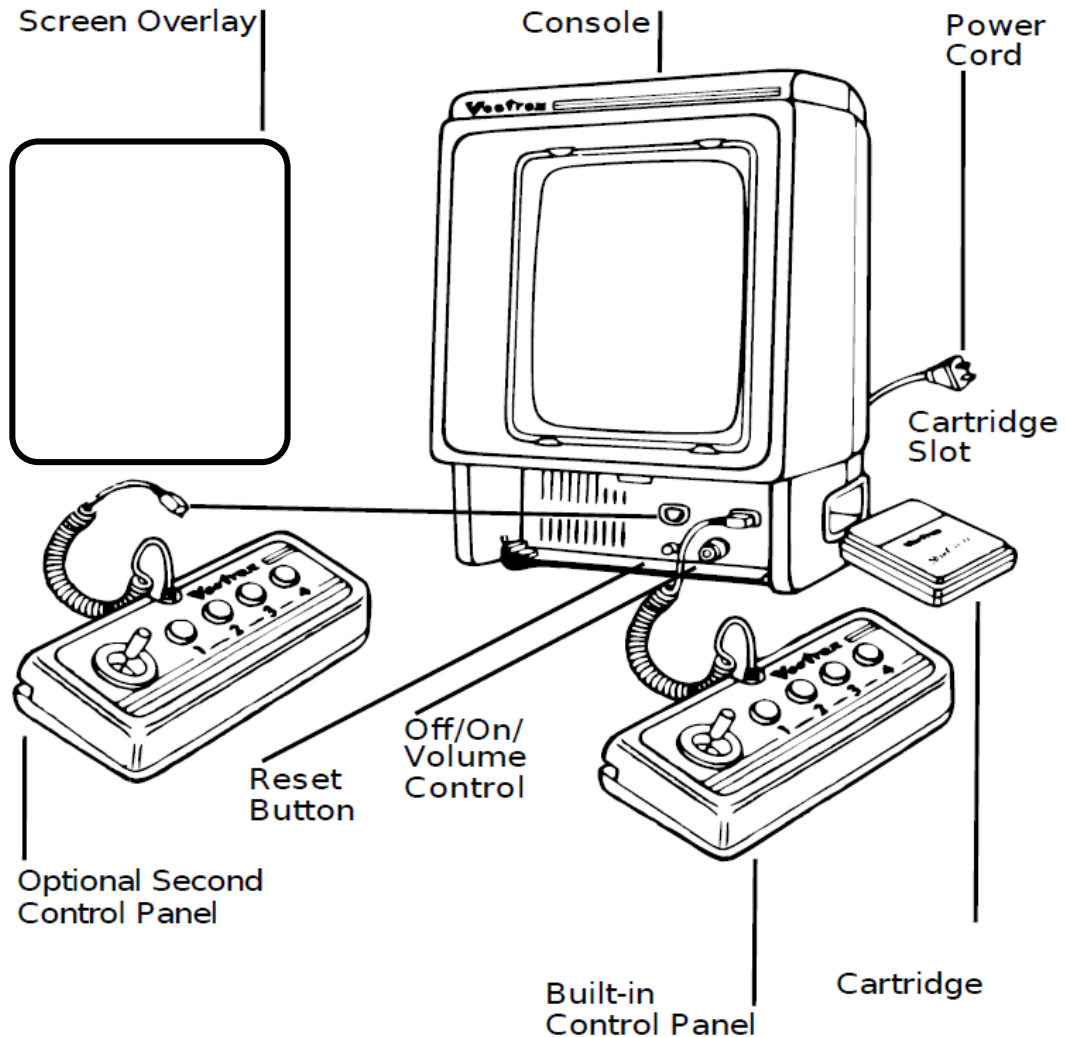
As long as your machine is on, with the game cartridge in place, the highest achieved level is retained. After the game is over your achieved result and the highest achieved result appears. When the machine is turned off and the cartridge removed, the memory is lost.

RESTARTING THE GAME

To restart a game select the starting level with the joystick (left / right) and confirm by pressing button 4. If you chose a higher level than level 1, the game will begin with two instead of three lives.



SETTING UP



CREDITS

This game was developed by Jonathan Maute 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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