

MB
VIDEO
ELECTRONICS

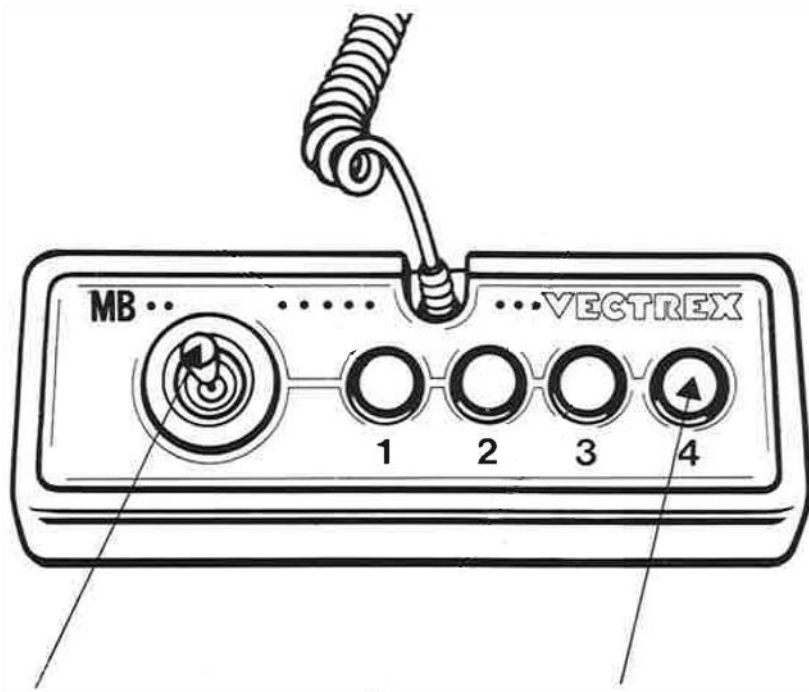
VECTREX
CASSETTE

PIRATES

PIRATES

GAME CONTROLS

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



Joystick

Use to steer your ship

Button 4

Continue

HOW TO PLAY

GAME PLAY

You have entered the salty waters of black mesa bay, try to survive as long as possible! Use the joystick to steer your ship!

It is recommended not to steer into any object, whether it is an island, an enemy boat or an enemy canon ball.

But be careful: The more enemies you dodge the faster they will send reinforcements!

SCORING

For every enemy ship you dodge your score increases by one.

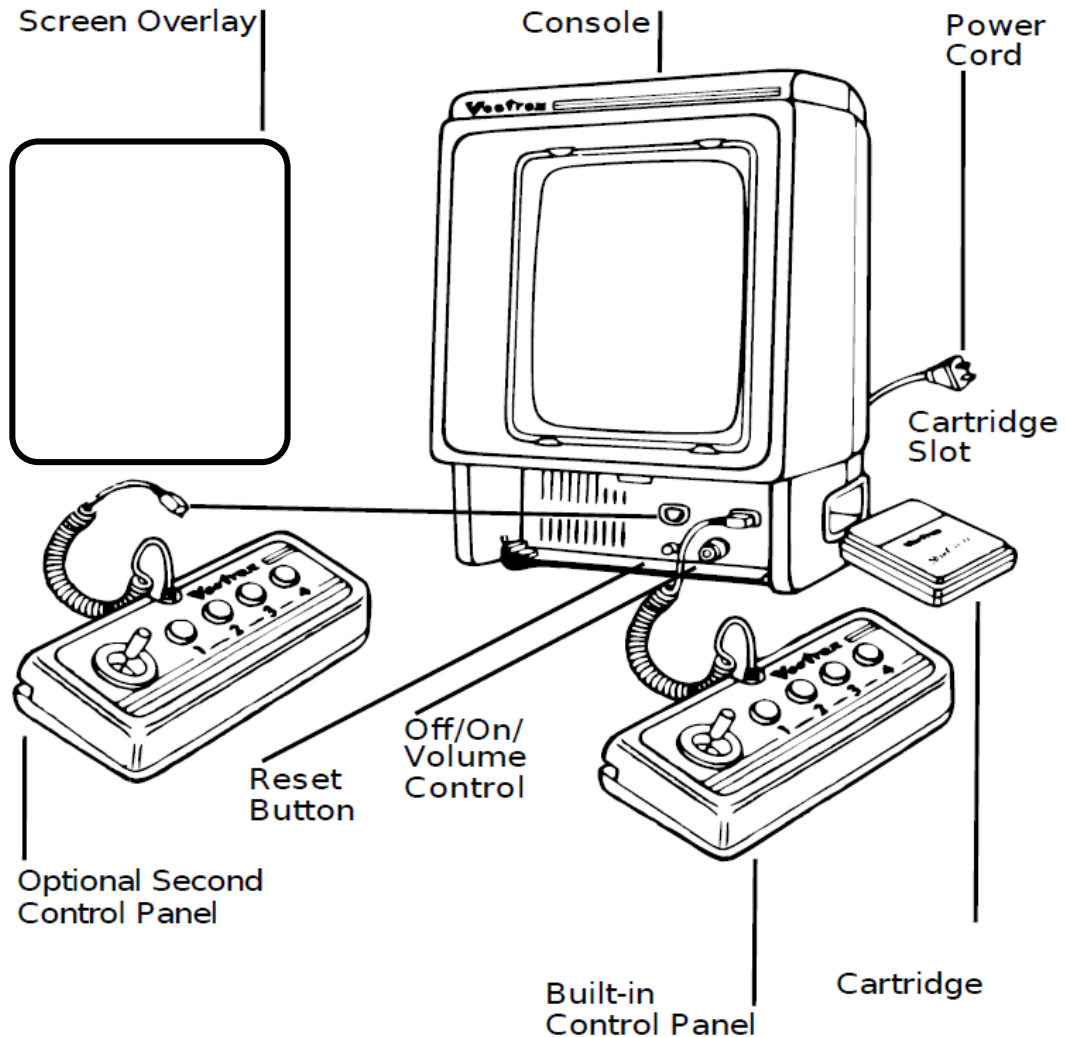
HIGH SCORE MEMORY

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 press any of the four buttons once the game is over.

SETTING UP



CREDITS

This game was developed by Dennis Birkenmaier 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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