

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

Space Defender

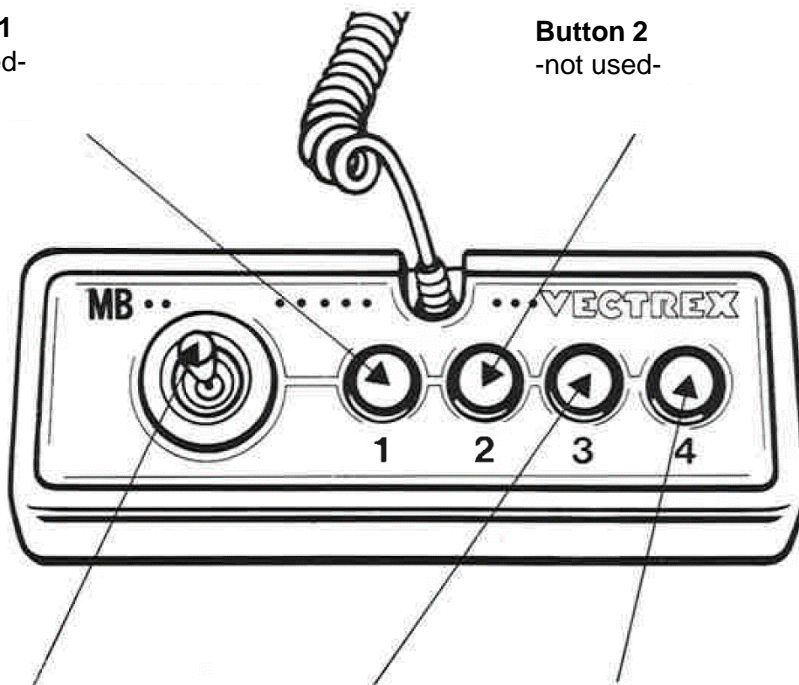
Space Defender

GAME CONTROLS

Space Defender 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
Move the Spaceship to the left and the right

Button 3
-not used-

Button 4
fire and menu button

HOW TO PLAY

PLAYER SELECTION

This game is designed for one player.

OPTION SELECTION

After turning on the console you can start the game in the first level by pressing Button 4.

GAME PLAY

Do you want to save the crew? Then try to shot as many enemies as you can with your Spaceship.

While moving the Joystick to the left or the right, the spaceship is going to fly in the desired direction.

By pressing Button 4, the spaceship is going to shoot.

You have five shots to fire one after another, then the magazine will reload automatically as soon as the shot is no longer visible.

You have three attempts before the game is over and after losing a life you have the chance to continue by pressing Button 4.

WHATEVER ELSE IS IMPORTANT

On the top of the left side the current score is displayed and the left over lives are shown on the right side.

Once the spaceship is destroyed, you can restart the game by pressing Button 4.

SCORING

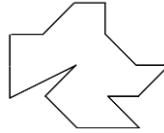
Points are awarded for achieving the following:

The level is going to increase every 25 scorepoints you exceed.
In the following there is a short descriptions how the score is made up:



enemy ship

+2 scorepoints



asteroid

+ 1 scorepoint

After a hit of one of these objects, the scorepoints will be added to the score.

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.

History

In the year 2030 the environment forced the population to search another place to live, due to the very high pollution and the reduction of oxygen in the air. Because of the greenhouse effect, the heat can't go outside properly, and this leads to global warming in its highest level.

The arctic is almost molten, islands are flooded and the place, where to live is constantly vanishing. The melting caused other leaks of carbon dioxide captured for thousands of years in the ice, now going straight in the air. A vicious circle started and no one is able to stop it.

The earth in his origin form is lost and an alternative is needed.

It is one of the ideas to search another planet with the potential to replace the earth.

Once found a new planet named Kusomoon, astronauts and one of the most intelligent people in their subjects started the dangerous and risky mission.

It took them four years to reach the other solar system and arrive to the unexplored planet.

The plants, insects and breeding animals were selected carefully before trying out the experiment. The first attempts gone wrong but after a while they succeeded in creating a closed biosphere to maintain the essential gases in interaction with the agriculture.

The next step is to establish a new infrastructure and programmers are needed, to integrate and combine all necessary systems.

One night, loud noises appeared and frightened the whole crew. They looked outside and finally spaceships started to shot at them.

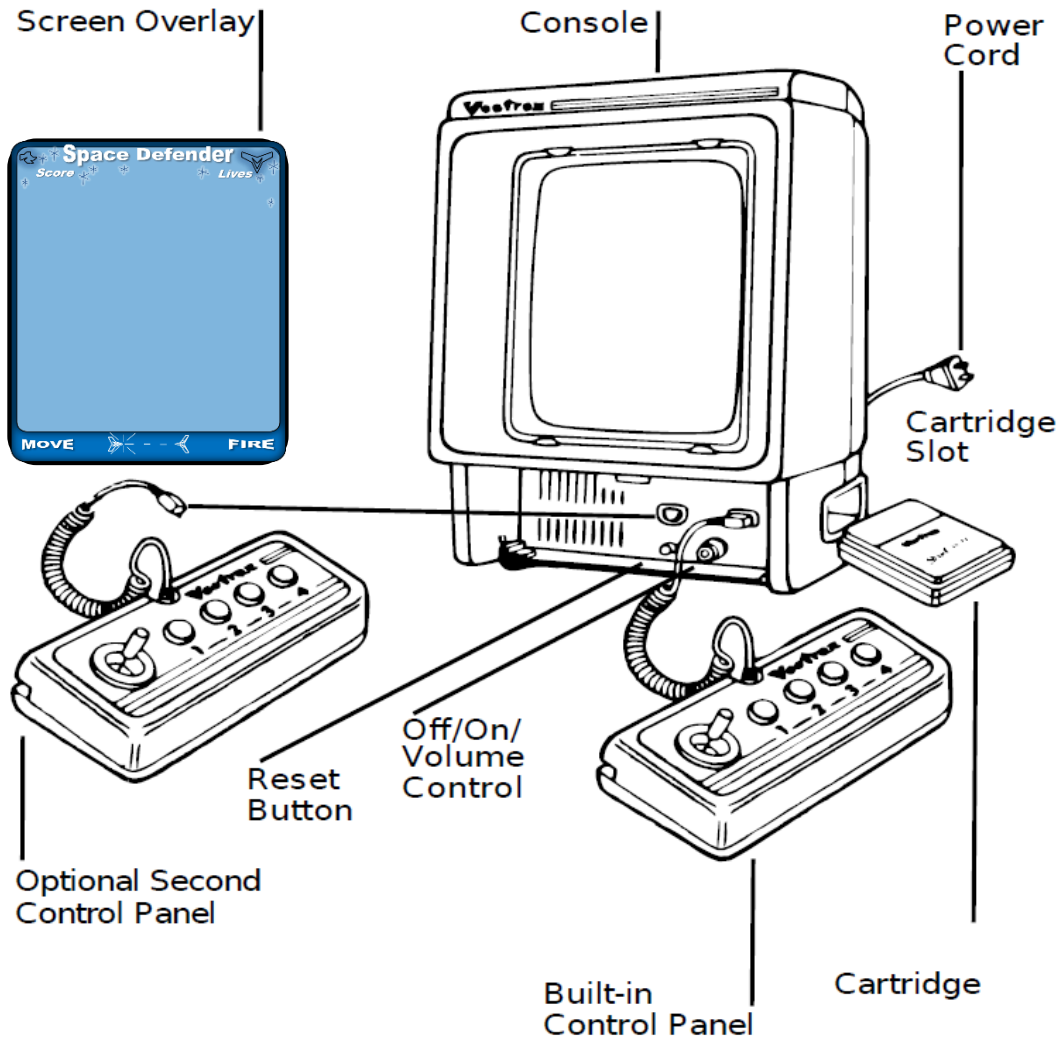
Furthermore asteroids coming from nowhere were hitting the atmosphere.

The Mission Command ran to his Spaceship and try to defend his newly built home and his crew, but this can't go on without help from outside.

Now, it's your duty to defend the area against the aliens and the higher the score the better are the chances for the crew to survive.

Good Luck!

SETTING UP



CREDITS

This game was developed by **Christian Kusecek** 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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