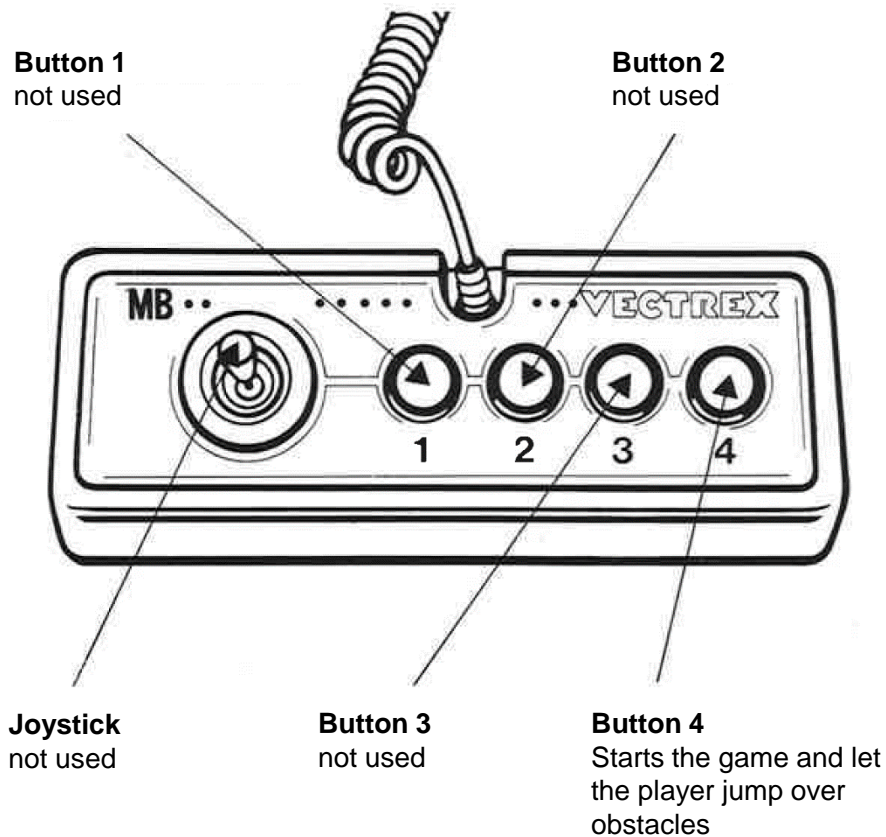# MB

VIDEO
ELECTRONICS

VECTREX

CASSETTE

CLIMB IT

CLIMB IT

GAME CONTROLS

CLIMB IT 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
not used

Button 3
not used

Button 4
Starts the game and let the player jump over obstacles
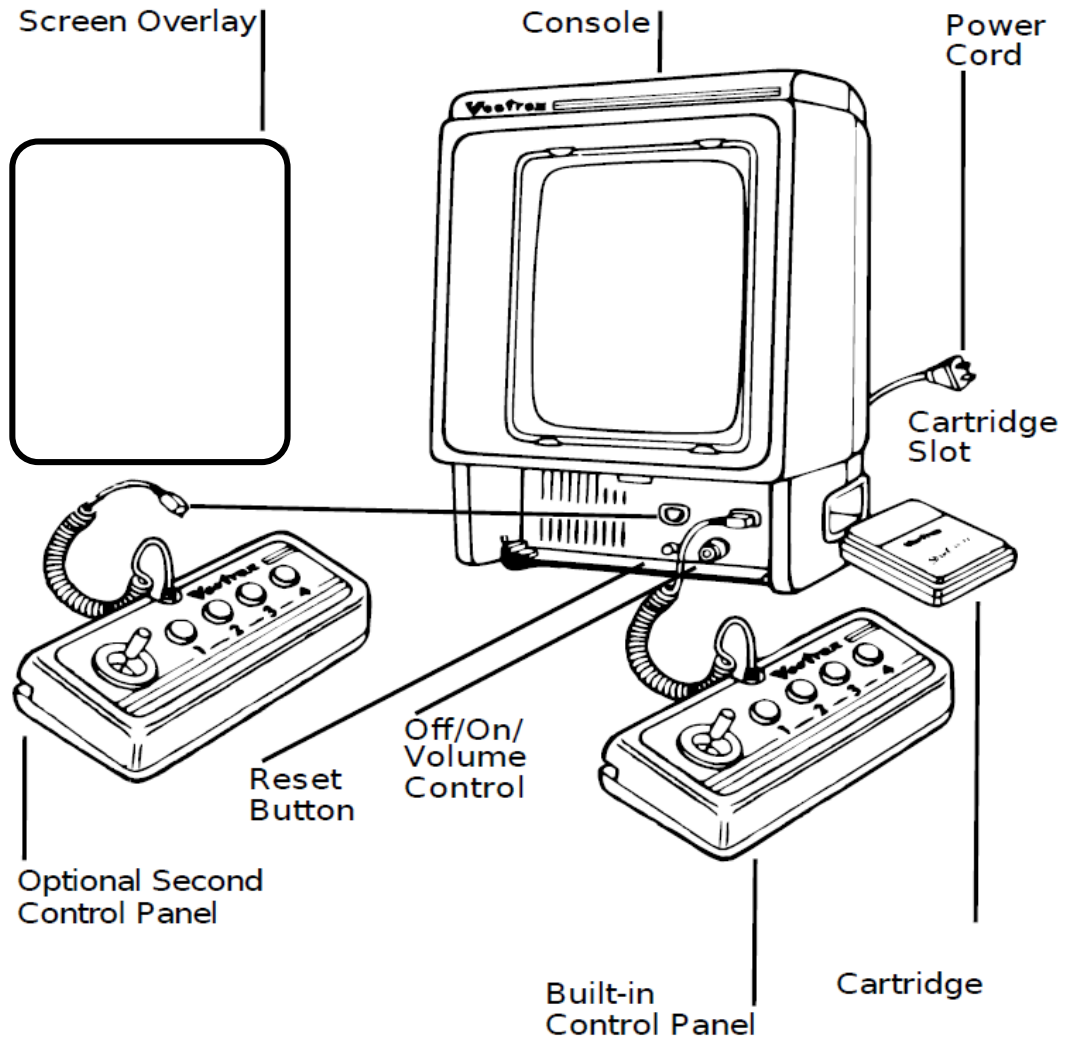
HOW TO PLAY

PLAYER SELECTION

This game is played by one player at the time. So only controller 1 is needed. After one finished his round, he can give the controller to the next person. You can compare your high scores with your friends and see who is the best.

GAME PLAY

Jump over every obstacle on your way up the mountain and win if you're on top or compete against your high score. Your score is incremented by five every time you jumped over an obstacle. The maximum score is 1.275.

SETTING UP

Screen Overlay

Console

Power Cord

Cartridge Slot

Reset Button

Off/On/ Volume Control

Optional Second Control Panel

Built-in Control Panel

Cartridge

CREDITS

This game was developed by Christian Fröhlecke 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 2020, supervised and tutored by Prof. Dr. rer. nat. Peer Johannsen.

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