

MB
VIDEO
ELECTRONICS

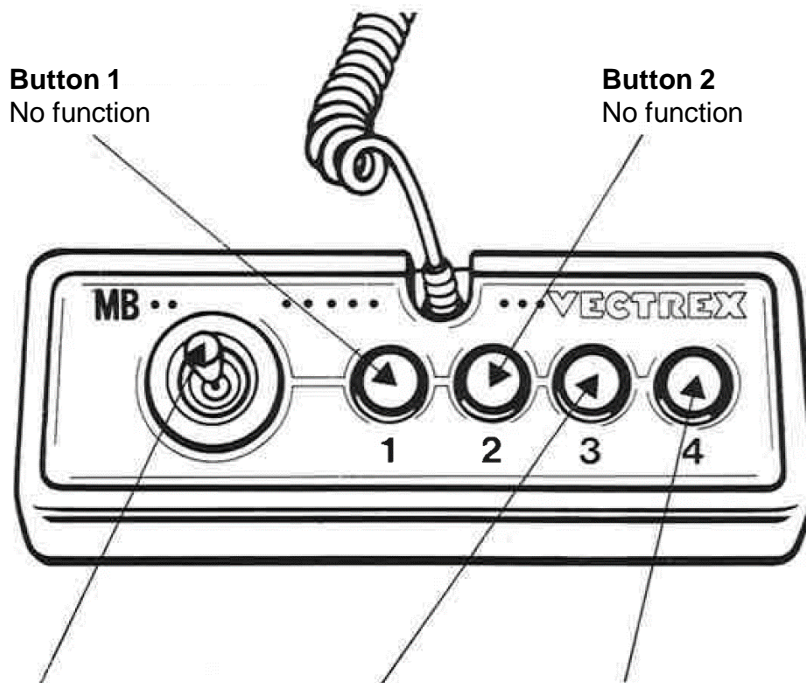
VECTREX
CASSETTE

CRASH
TREXICOOT

MY GAME

GAME CONTROLS

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



Joystick

- left and right to run
- up to jump

Button 3

No function

Button 4

Player selection

HOW TO PLAY

PLAYER SELECTION

Crash Trexicoot can be played by one player or two players. The first player starts the level. After his dead it is the second players turn.

ABOUT THIS GAME

The game is an association of the original game Crash Bandicoot. It represents a bag badger. He runs through the level, collects wumpas and destroys boxes to get rewards. The mask Aku Aku is his loyal companion in the levels and protects him as a shield. His enemies are different animals. Besides his enemies, he also has to watch out for TNT and nitro boxes. These boxes explode and Crash injures or dies. The goal of the original game is to run through all levels, collect crystals to defeat your boss and save the earth. In this game, some details have been taken over from the original game.

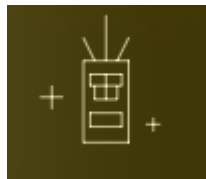
GAME PLAY

Crash runs through the levels and collects all the wumpas. He must survive the levels. Crash should not touch turtles and nitro boxes. After the nine levels, the game is won.

Collect the both wumpas to win the level and move on a new level.

Crash has three lives. The lives are represented by the mask with the stars. The mask chases Crash. If the player loses a life, the mask lost the stars. In the last life of Crash, the mask disappears. On the following picture you see the mask with the life indicator:

Three lives



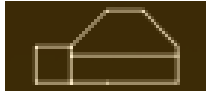
Two lives



HOW TO PLAY

The turtles run in a certain place and kill Crash. Nitro boxes are spread across the level and exploded when touched. The player dies due to the explosion. On the following picture, you see the turtle and the nitro boxes:

Turtle



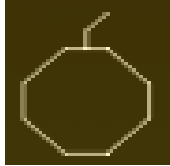
Nitro boxes



SCORING

Points are awarded for achieving the following:

To collect wumpas will earn you one point. On the following picture you see how looks like the wumpa:



If you collect a wumpa, a “+1” appears over the player.

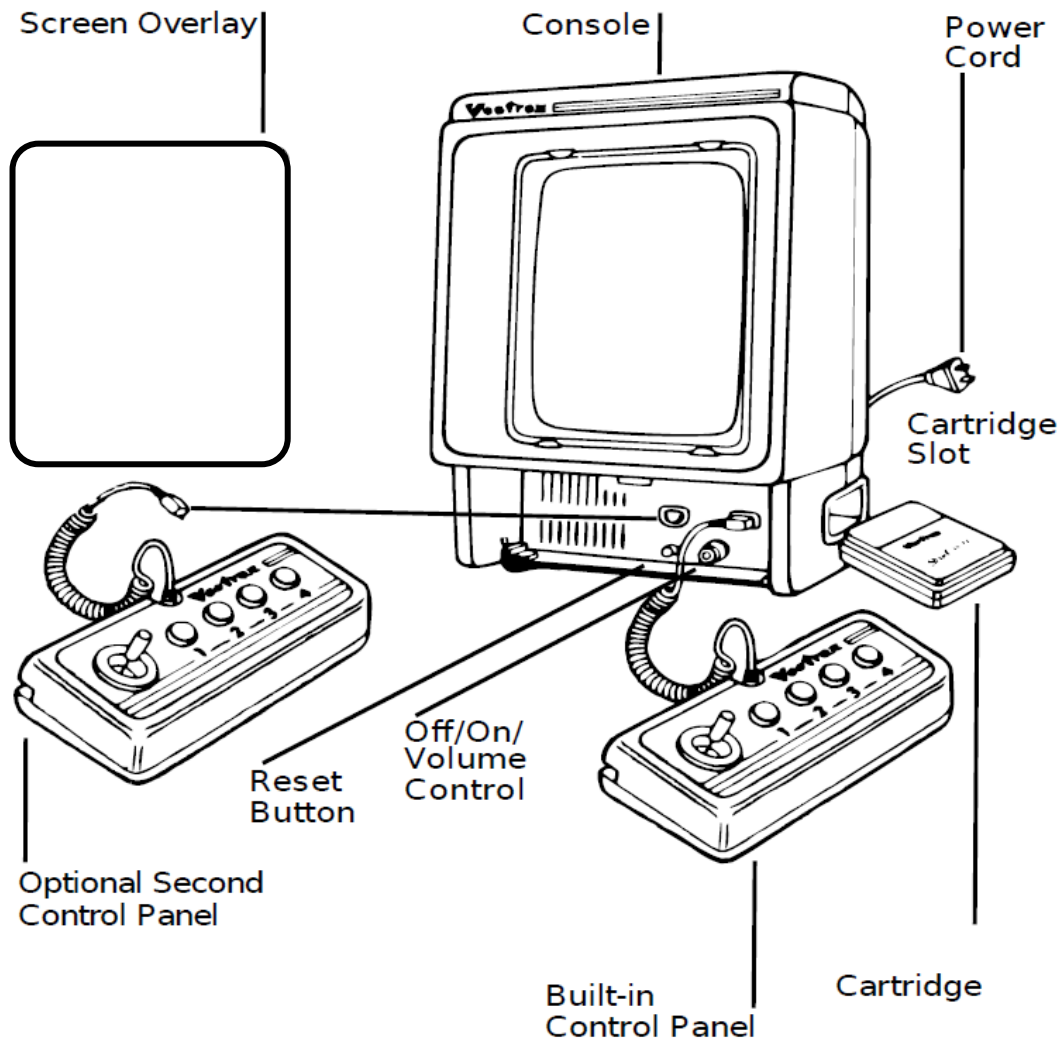
HIGH SCORE MEMORY

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 **LiKa** 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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