MB
VIDEO
ELECTRONICS

VECTREX
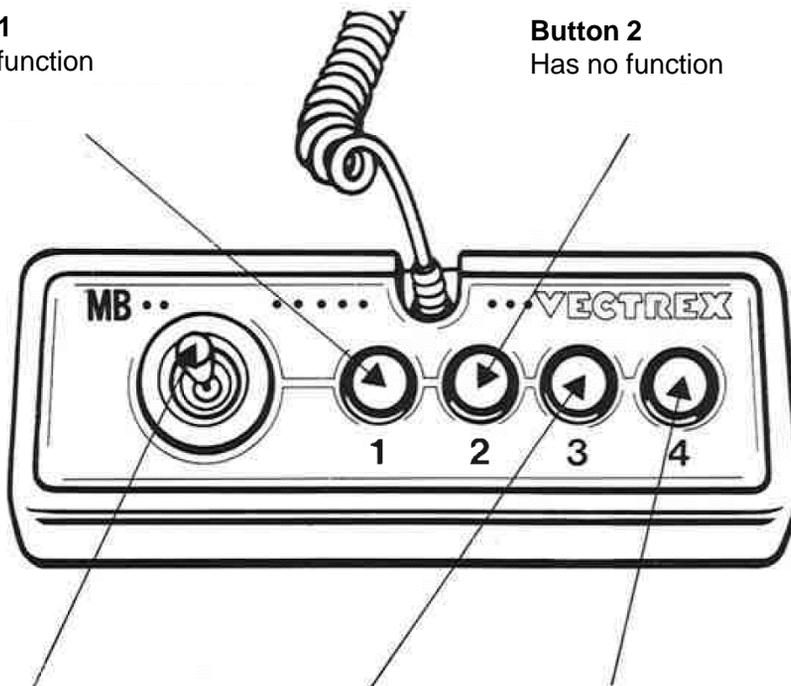CASSETTE

MAZE OF TREASURES

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GAME CONTROLS

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

Button 1
Has no function

Button 2
Has no function

Joystick
Is used to move the character

Button 3
Has no function

Button 4
Is used to fire the weapon of the character

HOW TO PLAY

PLAYER SELECTION
The game **MAZE OF TREASURES** is only a single player game, there will be no player selection.

OPTION SELECTION
There are no game options available.

GAME PLAY
It is dark and you find yourself in a maze of winding corridors. Only the beam of a flashlight gives you enough light to find your way through the maze. Your task is to find **five** lost jewels in the maze. But be careful, you are not alone! There may be zombies hiding behind every corner waiting to eat you, but you can use your weapon to protect yourself from these dark creatures.
The level is won if you find all five jewels in the given time. In the lower left corner is the number of jewels you are looking for, in the lower right corner is the number of seconds you have left.

WHATEVER ELSE IS IMPORTANT
There are **three** levels in total, the complete game is won after you have won all of them.

SCORING

After you have won a level the remaining seconds will be credited to your score. So you get more points by winning faster.
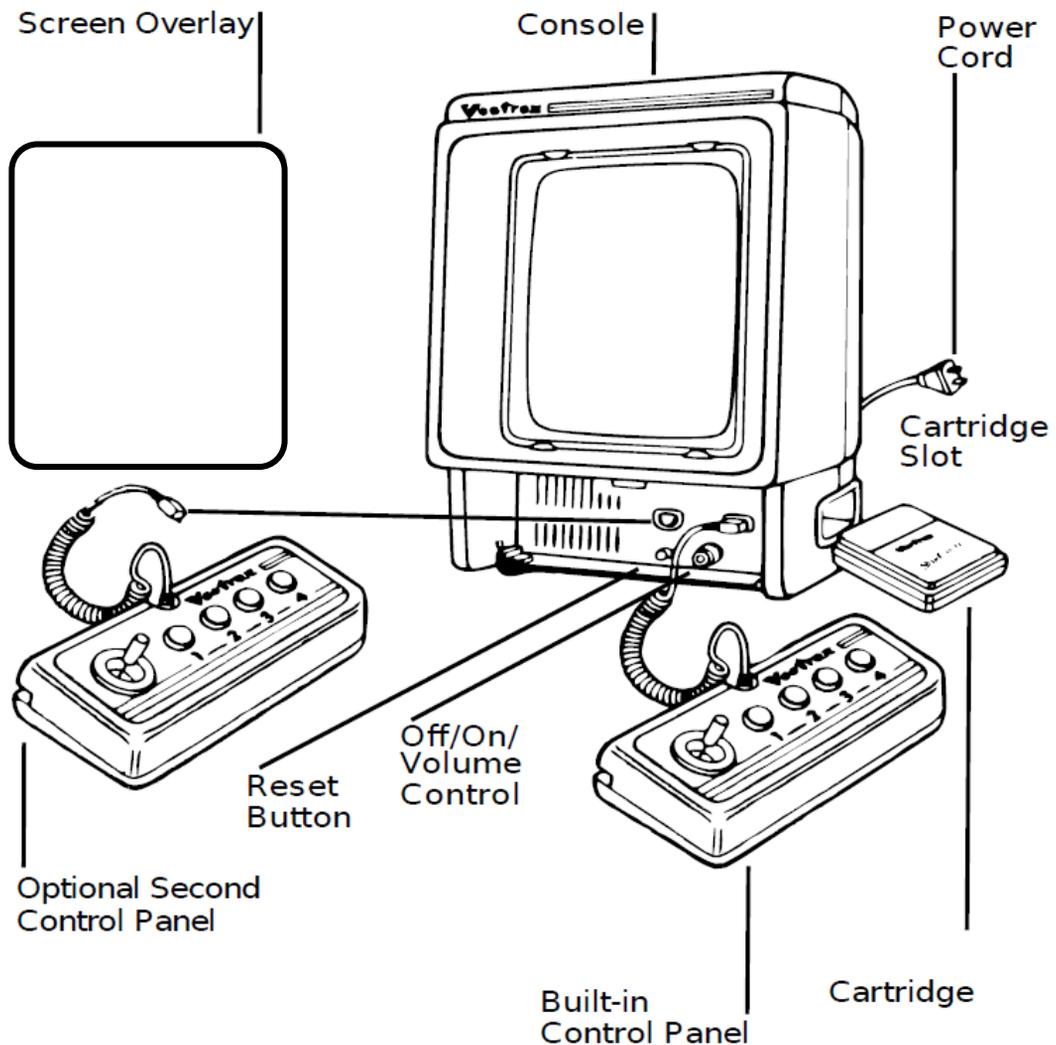
HIGH SCORE MEMORY

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

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 **Robin Leinauer** 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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