

**MB**  
VIDEO  
ELECTRONICS

**VECTREX**  
CASSETTE

**Rush Defense**



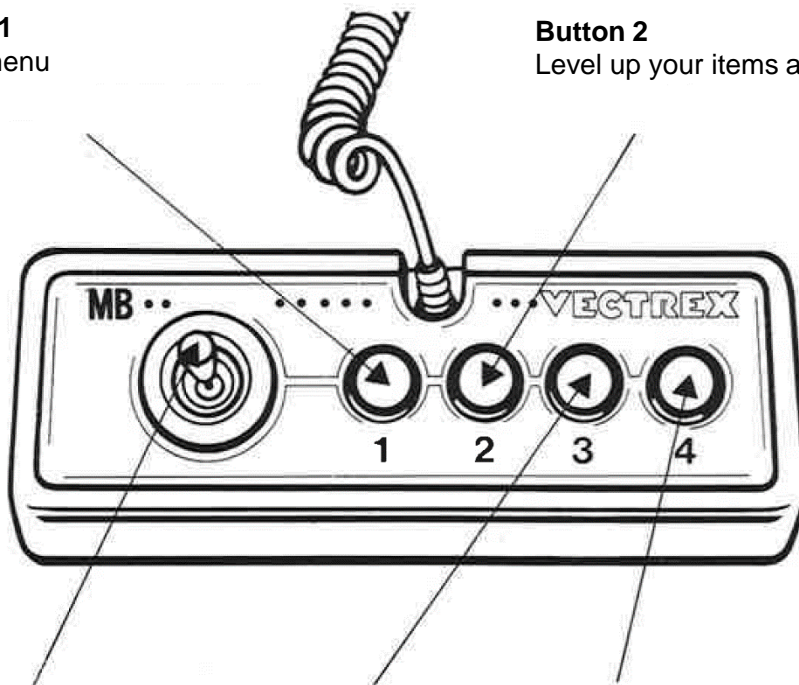
# MY GAME

## GAME CONTROLS

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

**Button 1**  
Close menu

**Button 2**  
Level up your items at menu



**Joystick**  
Rotate the player in any direction

**Button 3**  
- Not used -

**Button 4**  
Shot

# HOW TO PLAY

## PLAYER SELECTION

One player can play this game.

## OPTION SELECTION

One game mode.

## GAME PLAY

You can only win this game if you defend all Waves of enemy attacks.

Each Wave can be divided into three phases, in each phase, up to 5 Enemies try to destroy your tower. Each Enemy that you or your tower destroy gives you money. After you alive on Wave you can Upgrade your Player or Tower.

Player Upgrades:

-> Player Level:

- > 1: On Direction to Shoot Bulltes
- > 2: Two Directions to Shoot Bullets
- > 3: Tree Direction to Shoot Bullets

-> Player Fire rate:

- > 1: Fire rate 1
- > 2: Fire rate 2
- > 3: Fire rate 5

Tower Upgrades:

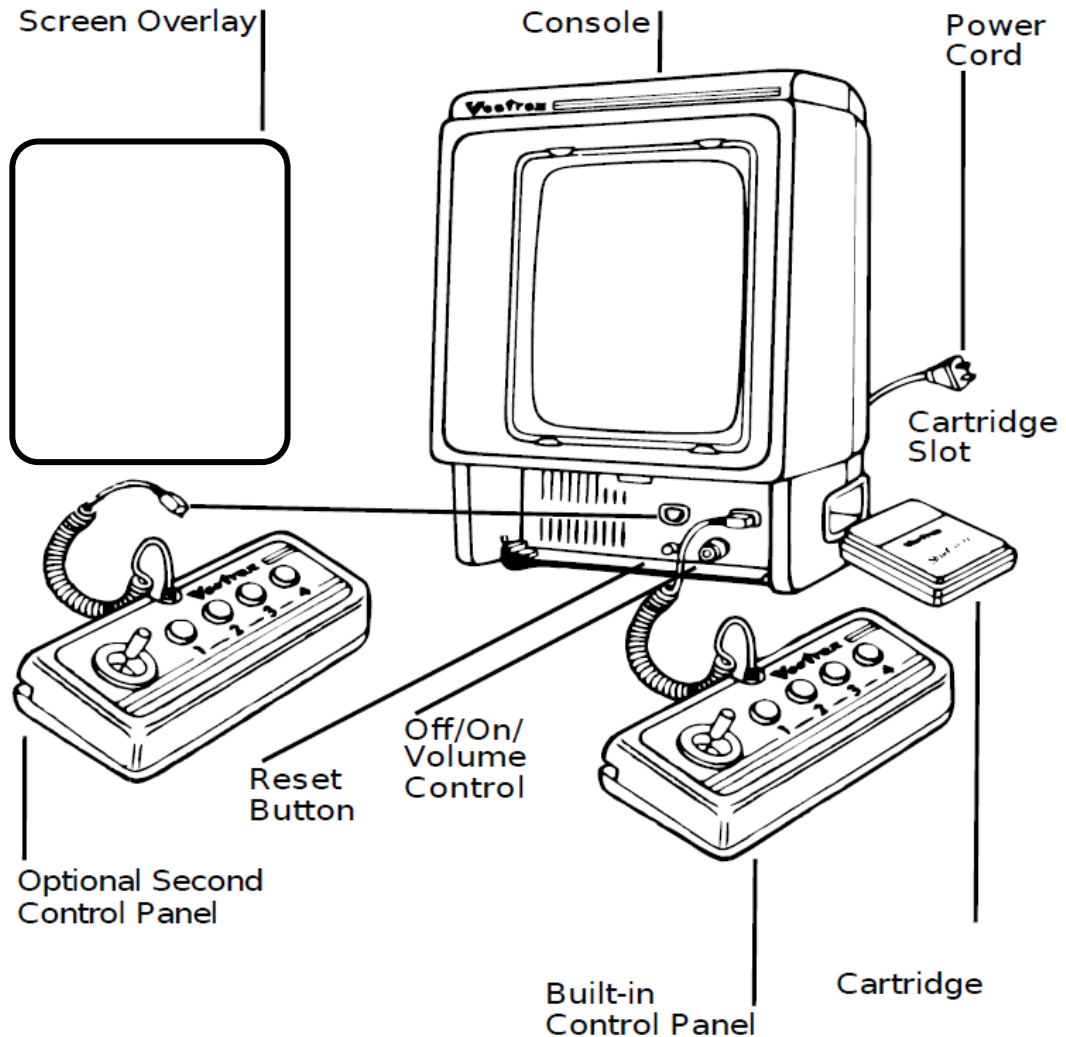
-> Tower Level:

- > 1: Shoot in one Direction
- > 2: Shoot in two Directions
- > 3: Shoot in three Directions
- > 4: Shoot in four Directions

-> Tower Fire rate:

- > 1: Fire rate 1
- > 2: Fire rate 2
- > 3: Fire rate 5

# SETTING UP



# CREDITS

This game was developed by **Tobias Kükelheim** 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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