

**MB**  
VIDEO  
ELECTRONICS

**VECTREX**  
CASSETTE

# Arcade Puzzle

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## GAME CONTROLS

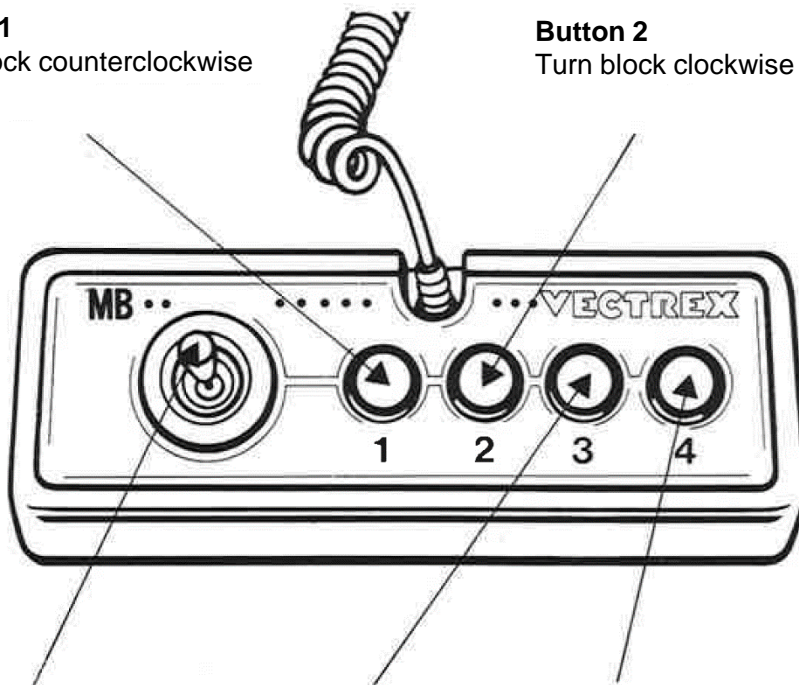
**Arcade Puzzle** is designed to be played with the built-in control panel only. The functions of the controls are:

**Button 1**

Turn block counterclockwise

**Button 2**

Turn block clockwise



**Joystick**

Move the block  
/ option settings

**Button 3**

Start game / skip  
gameoverscreen

**Button 4**

Pause/ unpause game

# HOW TO PLAY

## PLAYER SELECTION

The Game can be played with one player only. In the starting screen both controllers are enabled. By pressing the joystick left or right the input method can be chosen:

1. CON1 – only controller1 is used for all player input
2. CON2 – only controller 2 is used for all player input
3. CROSS – controller1 is used for button inputs, controller 2 for joystick inputs

## OPTION SELECTION

By holding the joystick left or right the starting speed can be chosen. Level 1 starts with the slowest possible speed. Level 9 starts with the maximum possible speed.

## GAME PLAY

Pressing button 3 will start the game. Blocks are falling down from the top to the bottom. The goal is to keep the blocks from growing to the top and scoring as many points as possible. To achieve this set up the blocks in the correct way! The fields horizontal size is eight blocks. If all eight blocks of a line are filled, the line will be cleared and points are awarded to the player. The falling speed of the pieces slowly increases each time a line is cleared!

**!!!IMPORTANT!!**

The overlay is required to properly see the borders of the field.

# SCORING

Points are awarded for achieving the following:

-each line cleared gives 1 point to the player

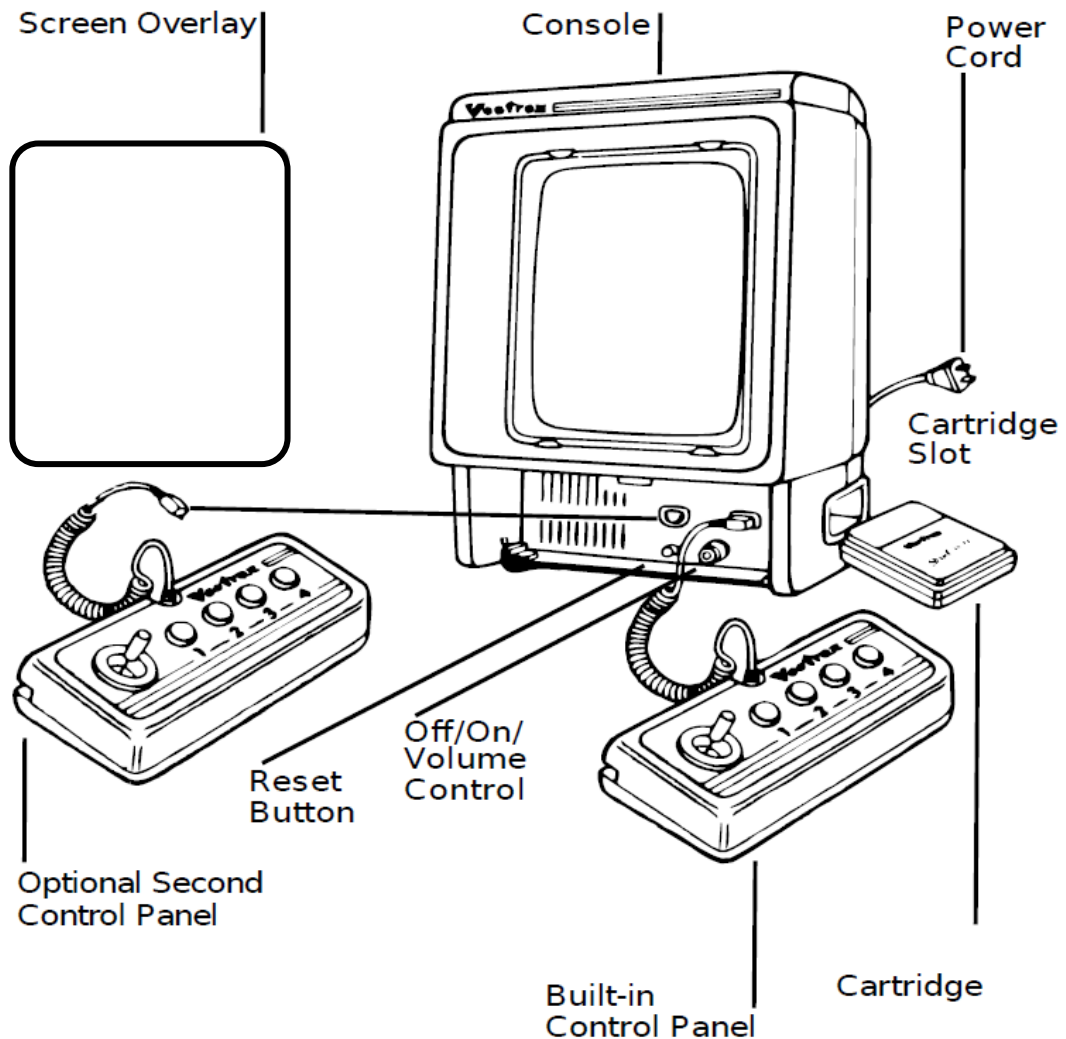
# HIGH SCORE MEMORY

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 button number 3 once the game is over. If you wish to restart the game before it is completed or change the game option, press the Reset button.

# SETTING UP



# CREDITS

This game was developed by Thomas Gutjahr 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 2021, supervised and tutored by Prof. Dr. rer. nat. Peer Johannsen.

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