

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

**CATCH YOUR
PARCELS**

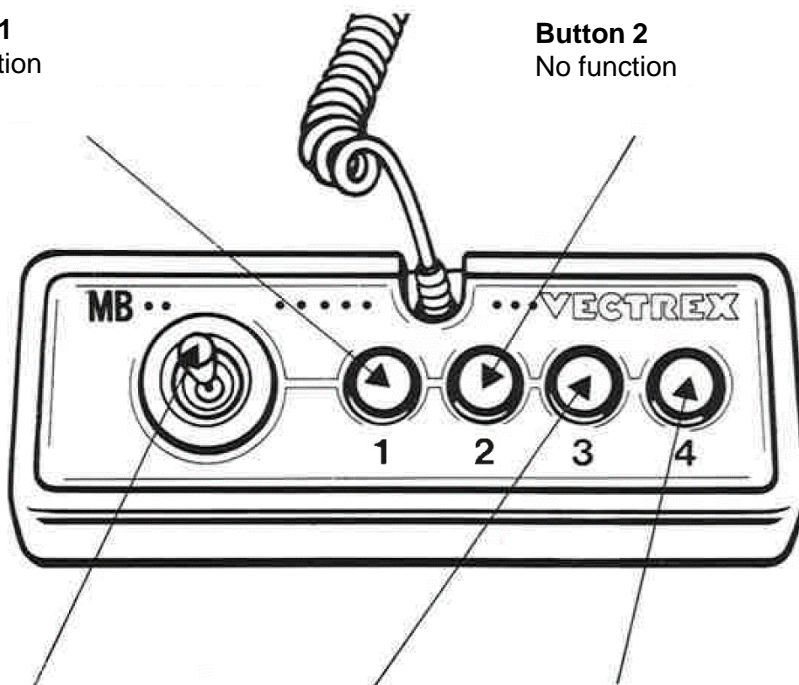
CATCH YOUR PARCELS

GAME CONTROLS

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

Button 1
No function

Button 2
No function



Joystick
Move Player left and right

Button 3
No function

Button 4
Starts game after
GameOver

HOW TO PLAY

PLAYER SELECTION

This game is only for one player. There are no player options in the beginning.

OPTION SELECTION

There are no game options in the beginning.

GAME PLAY

You must collect all parcels, which are falling down. Between these parcels are dangerous stars, you better not catch. During this you are jumping on a trampoline.

WHATEVER ELSE IS IMPORTANT

When you reach specific scores (20/40/80/120) during the game, parcels and stars fall down faster and the game gets more difficult.

SCORING

Points are awarded for achieving the following:

+1 point for each collected parcel

-2 points for each collected star

-1 life for each parcel, which fell down

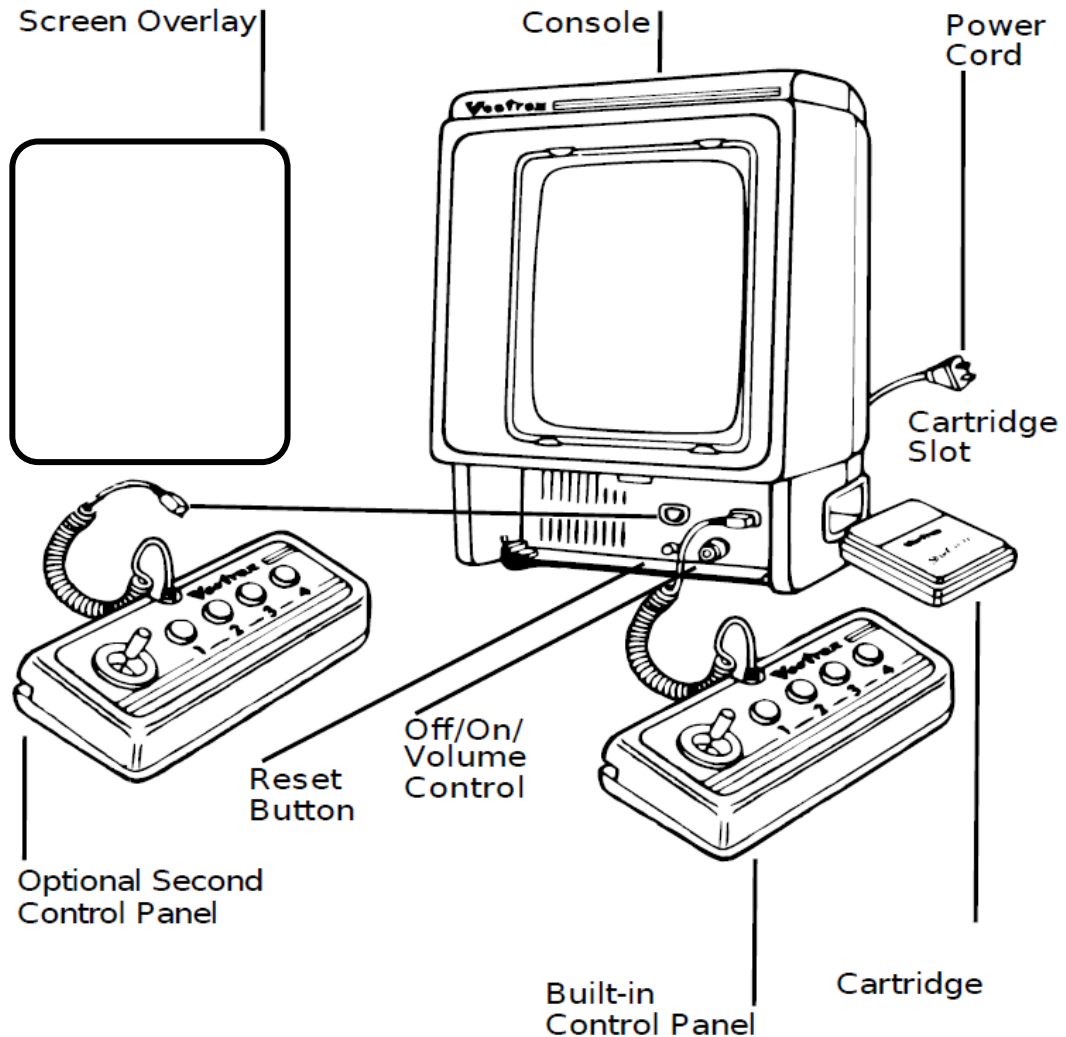
HIGH SCORE MEMORY

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 **Daniel Drühe** 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.

8121-XML 483