MB
VIDEO
ELECTRONICS

VECTREX
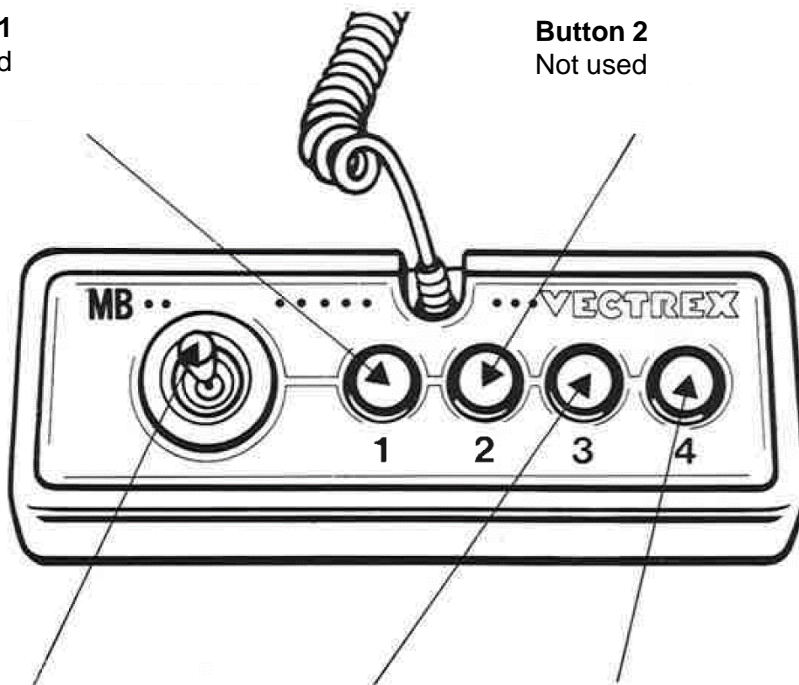CASSETTE

GET THAT GOLD

GET THAT GOLD

GAME CONTROLS

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

Button 1
Not used

Button 2
Not used

Joystick
Walk around and climb ladders

Button 3
Not used

Button 4
Press this button to jump

HOW TO PLAY

PLAYER SELECTION
This game is only playable by one player at a time. If you turn on the console, the game automatically starts.

OPTION SELECTION
There are no options to choose from. If you turn on the console, the game automatically starts.

STORY
It is the year 2100 and humanity is running out of gold. It seems like it will only be a couple of months until all the available resources are used up. Will the production of luxury items, microchips and electronics come to an end…?
You, Bob, used to be a big player in the gold market and you own several mines – but they are all empty, you digged out all the metals decades ago! But… what if you missed something? Did you really get everything? Maybe, just maybe, there is still something to find!

Start your journey and visit old mines that have long been abandoned. But be careful, you are not alone… creatures live in the mines and they do everything to stop you stealing their last gold! And watch out, these old mines are full of dangerous traps which can end your journey just as fast as it began…
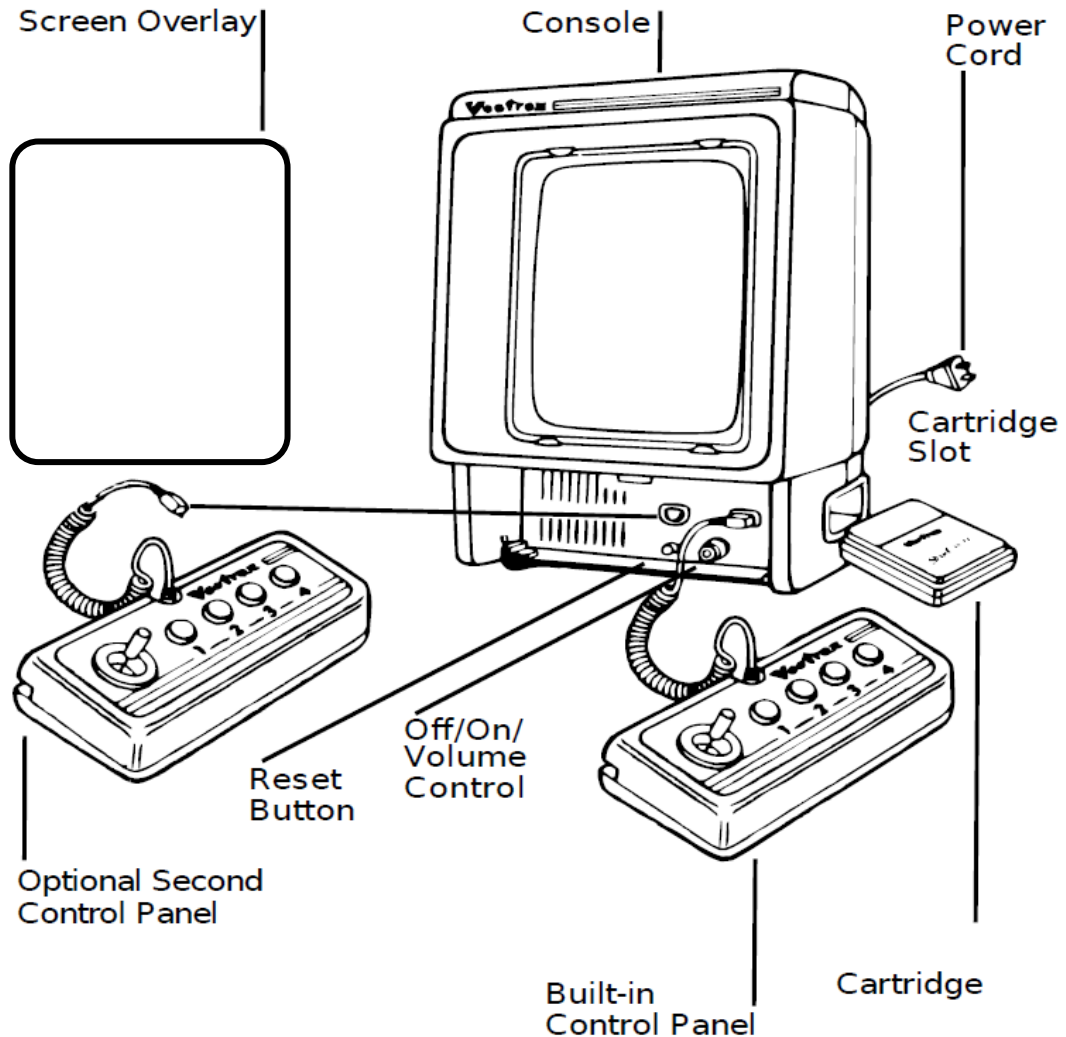
HOW TO PLAY

GAME PLAY

- Use the joystick to walk around and explore the mine. As you do so, the floor will be marked to show you which parts of the mine you already visited.
- If you encounter a ladder, move the joystick up or down to explore another layer of the map.
- Use Button 4 on your controller to let Bob jump. This can be helpful to overcome obstacles or to reach other parts of the map.
- If you touch one of the monsters, Bob will lose one life and he will be moved back to the starting position.
- The remaining number of lives is shown at the top right of the screen. If you have no lives left, the game is over.
- In the mine you will find various objects which were left behind by previous miners a long time ago. If you collect them, the monsters will turn happy for a few seconds. If you touch them during that time, they will disappear and stop bothering you.
- If you visited all parts of the map, you finished the level.

RESTARTING THE GAME

There are three possible ways to restart the game:
- Play the game until you either win or loose. After a couple of seconds the game will be restarted automatically.
- Press the Reset button on the console.
- Turn off the console and turn it back on again.

SETTING UP

Screen Overlay

Console

Power Cord

Cartridge Slot

Off/On/ Volume Control

Reset Button

Optional Second Control Panel

Built-in Control Panel

Cartridge

CREDITS

This game was developed by Marvin Beerweiler 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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