MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

GET THE BEER!

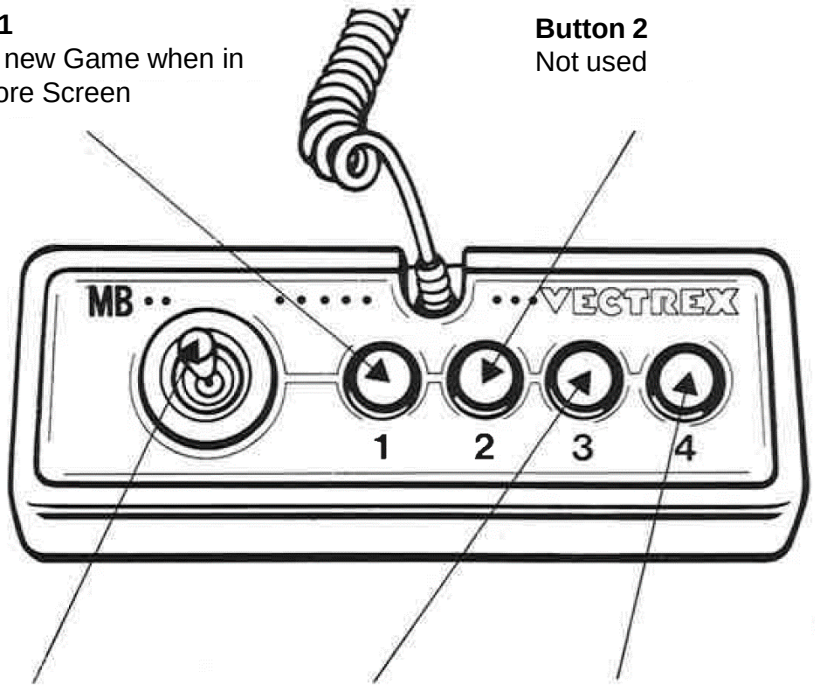
GET THE BEER

GAME CONTROLS

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

Button 1
Starts a new Game when in High score Screen

Button 2
Not used



Joystick
Left/Right Movement

Button 3
Not used

Button 4
Jumping

HOW TO PLAY

PLAYER SELECTION
This is a single player game.

OPTION SELECTION
There is no specific game option to select.

GAME PLAY
Thrown out of his favorite pub, the drunkard can only think about one thing – BEER! Help him to stay alive and hydrated.

The player is able to move left, right(Joystick) and jump (Button 1). He has to be moved to the beer, as fast as possible to complete a level. If all Levels are cleared, the difficulty increases and the player starts from the first level. Lives are lost by falling too deep.

WHATEVER ELSE IS IMPORTANT
The lives are for all difficulties and levels, so pay attention ! Be careful with moving platforms, the drunkard might lose contact.

SCORING

There are no points to be scored, only level, difficulty and time are important. The goal is to clear as many levels and difficulties as fast as possible, to reach a new high score.

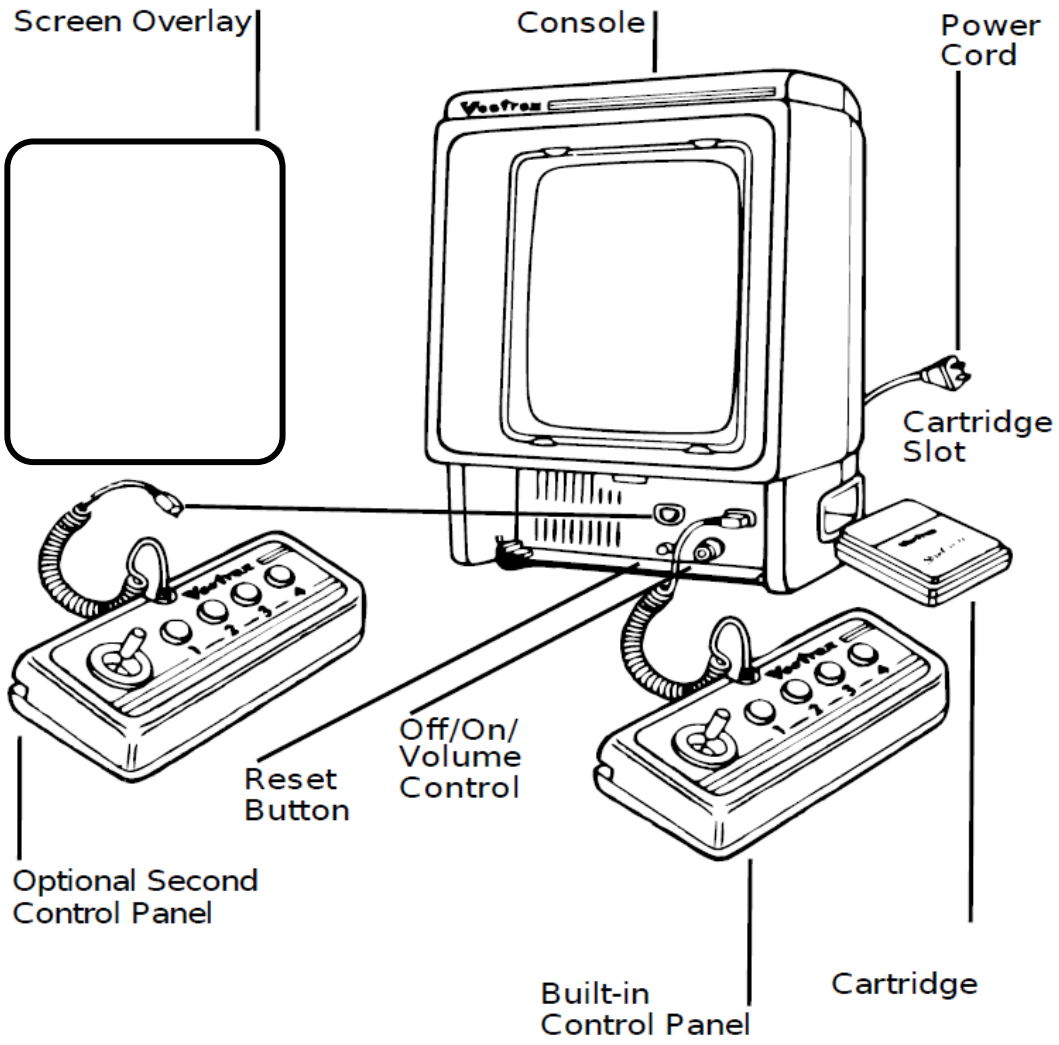
HIGH SCORE MEMORY

As long as your machine is on, with the game cartridge in place, the highest score is retained. To see this score, finish the game and you will see your last score. After pressing Button 1 you will see your overall high score. When the machine is turned off and the cartridge removed, the score is lost.

RESTARTING THE GAME

To restart a completed game, press Button 1 once the game is over. If you wish to restart the game before it is completed, press the Reset button.

SETTING UP



CREDITS

This game was developed by **Tobias Dettenberg** 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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