MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

INVASION

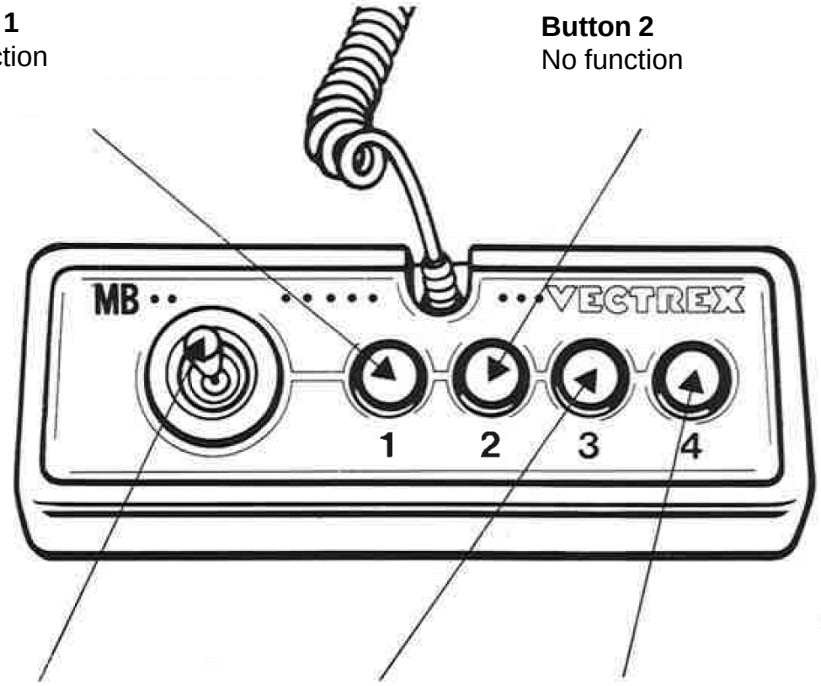
INVASION

GAME CONTROLS

Invasion 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
Moves the player figure

Button 3
No function

Button 4
Start game

HOW TO PLAY

PLAYER SELECTION
Invasion is meant to be single player only.

OPTION SELECTION
No other game modes available.

GAME PLAY
Story
Humanity nearly got extinguished by an alien invasion. You are one of the last fighter pilots. Your mission is to make your way to the big alien mothership and to destroy it! Mankind's fate is in your hand pilot!

Game
In the first levels you must avoid approaching UFOs and rockets.

UFO rocket

You will have 3 lives at the start of the game. Hitting an UFO or rocket will cost you a live. If you still have lives remaining, you start the current level from the beginning. Otherwise, you have lost and must restart the game.
A level ends after a certain time. The levels get longer and harder over the time.
Also, air vortexes should be avoided. They will cause you to lose control over your aircraft!

Air vortex

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HOW TO PLAY

Game

But not all objects are harmful. Sometimes there will be shield powerup flying around. If you hit one, you will collect it. The next time you hit an enemy, he will get destroyed. Only one shield can be equipped at a time! The status is shown in the lower right edge (1 if a shield is equipped).

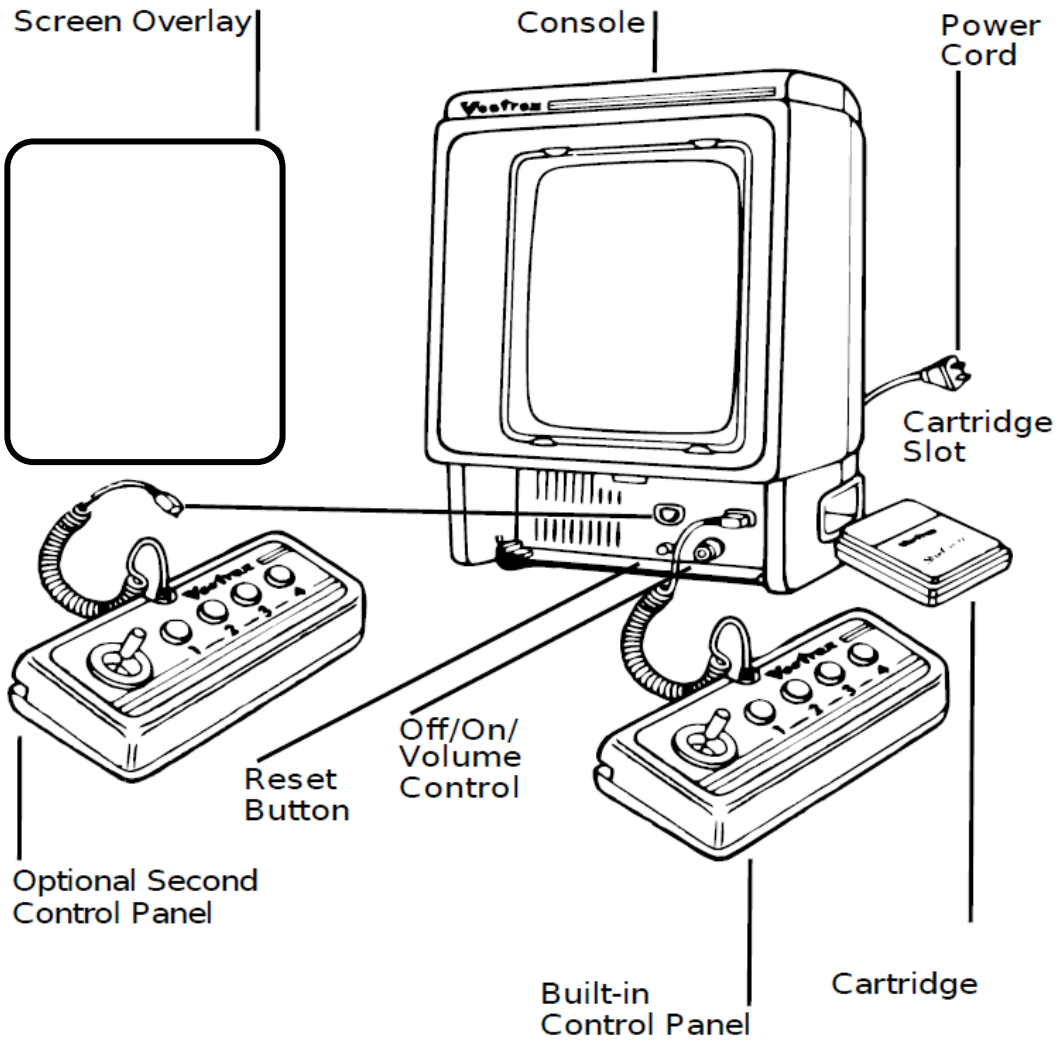
Shield

Shield status

Then in the final level you will encounter the mighty mothership. The advanced alien technology will destroy all shields you may have equipped. The mothership will shoot waves of fast rockets. Dodge them! After some time, the mothership will need to reload. You can use this time to fire a shot (that will happen automatically). Repeat this process until the mothership has no lives left and gets destroyed. Humanity is saved!
The remaining lives are shown in the middle of the mothership.

The alien mothership

SETTING UP



CREDITS

This game was developed by Kevin Krämer 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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