

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

Pongmania

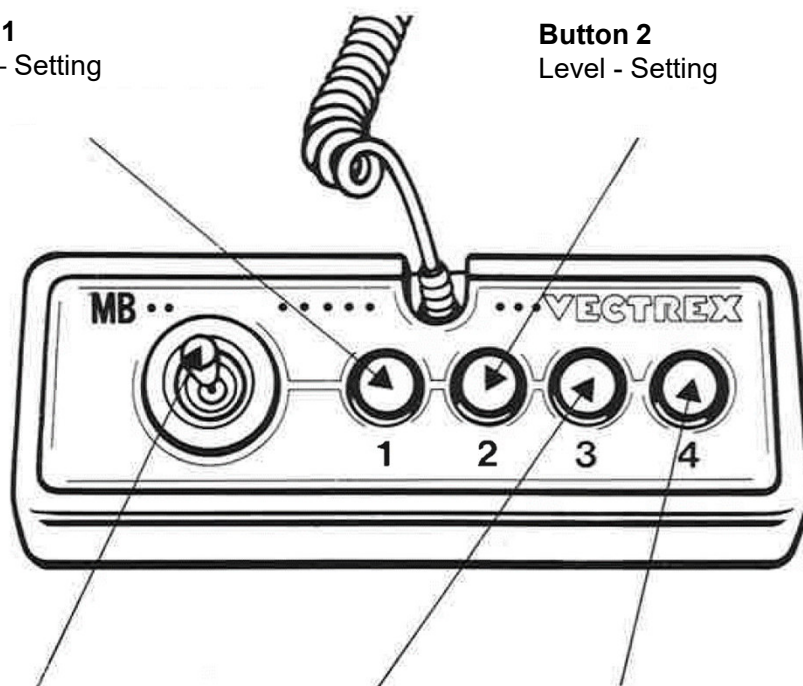
Pongmania

GAME CONTROLS

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

Button 1
Player – Setting

Button 2
Level - Setting



Joystick
Move your player

Button 4
GO TO PLAY

HOW TO PLAY

PLAYER SELECTION

It is possible to play with one or two gamers. In the start you can choose the Setting with Button 1 from Player 1.

LEVEL SELECTION

Experienced Players could start with Level 3 instead of Level 1 when they want. In the start you can choose the Setting with Button 1 from Player 1.

!!! ATTENTION !!! With starting in Level 3 you will miss a big Score !!!

GAME PLAY

Move your Player to hold the ball in the game. When it goes faster you can catch a little help by coming down like the ball.

Don't touch the spider...

SCORING

Points are awarded for pushing up the ball. If there are two players there is also one score. So play together.

You will earn extra points for shooting up the spider

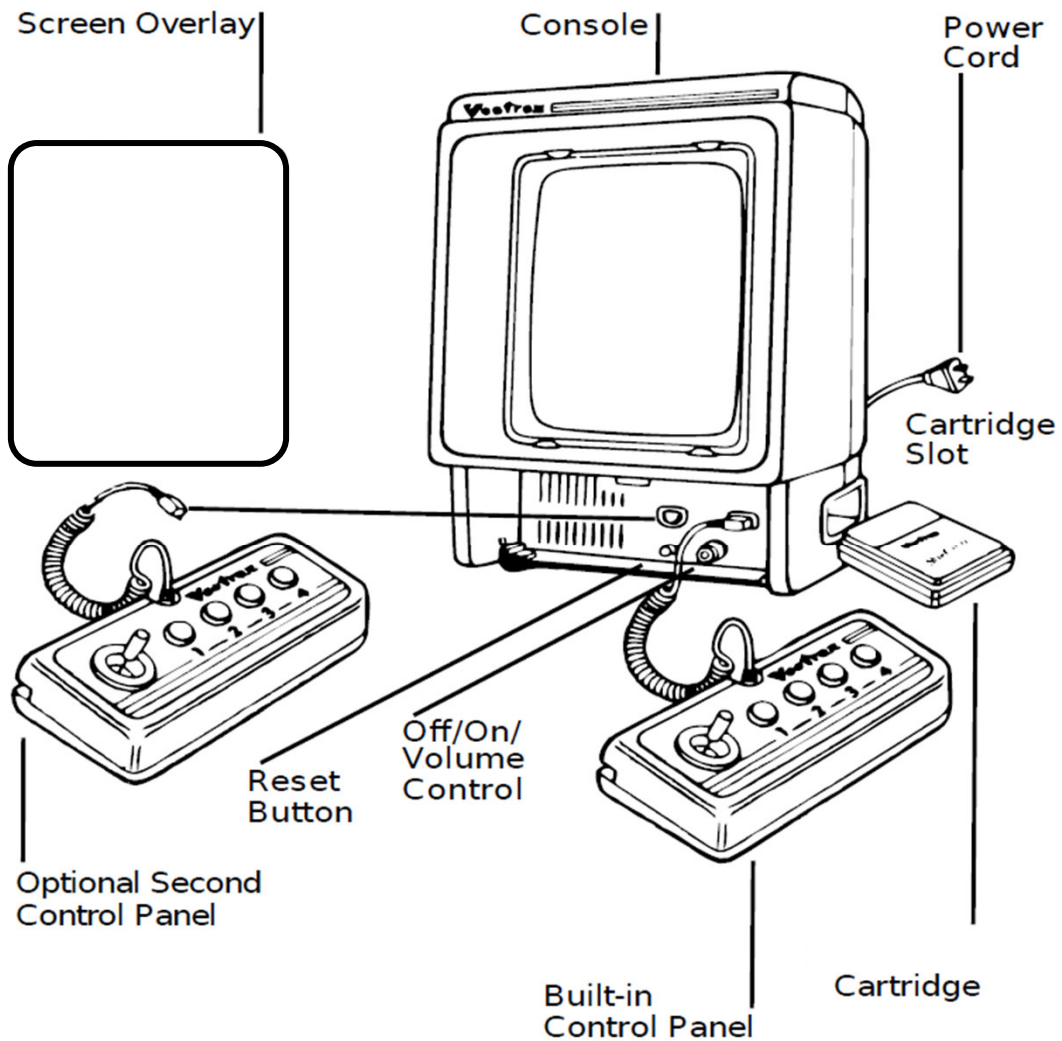
HIGH SCORE MEMORY

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 Schanz 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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