

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

**The Heist
for the
Ultimate
Sandwich**

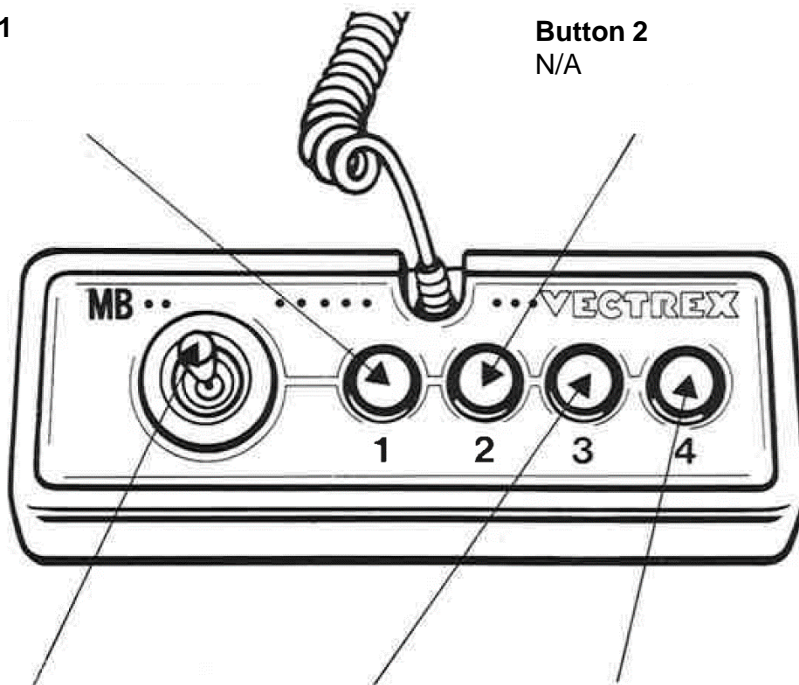
MY GAME

GAME CONTROLS

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

Button 1
N/A

Button 2
N/A



Joystick
Moving left or right

Button 3
Using Gadget

Button 4
Jumping

BACKGROUND STORY

The French food connoisseur Yves heard rumors about the world's greatest dish, the ultimate Sandwich. To get it, he must infiltrate the top-secret military facility Area 52, which is guarded by high tech security cameras. Yves must evade all security cameras and obstacles to get to the ultimate sandwich. Fortunately, his good friend Kevin gave Yves a Gadget, which will help him on his way to the ultimate sandwich.

HOW TO PLAY

PLAYER SELECTION

Single player game.

OPTION SELECTION

No options to select from.

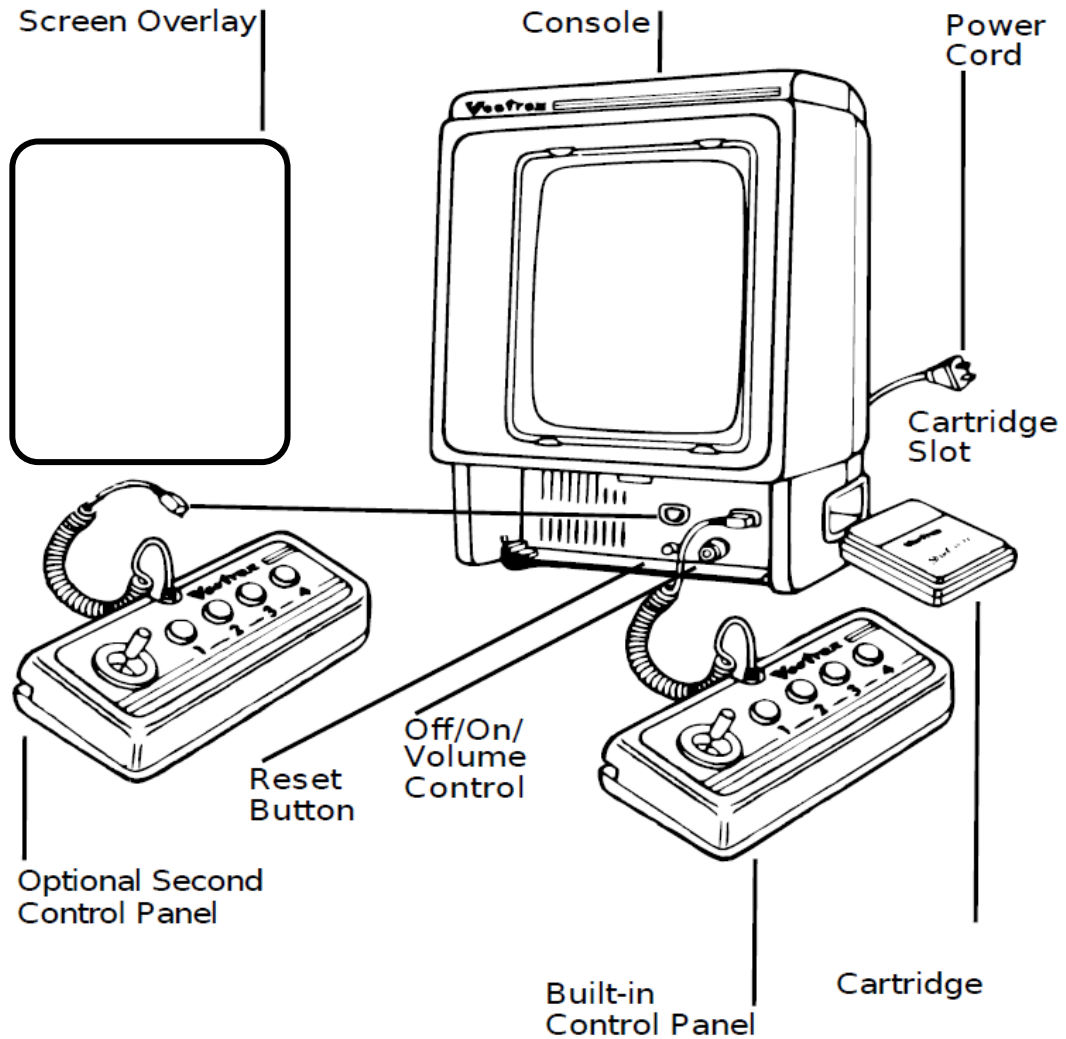
GAME PLAY

- Use the Joystick to move left or right, Button 4 to jump and Button 3 to use the gadget
- The gadget is used to retract or expand platforms
- To clear a Level, the player must evade all security cameras and get to the exit door
- When the player gets into the field of view of a camera or falls into a pit the level is restarted
- Expanded platforms can be used to block cameras or to be walked on
- There are two types of cameras, static cameras and cameras which turn on and off
- The game is won when Yves reaches the ultimate sandwich

RESTARTING THE GAME

To restart either win the game, press the Reset button or turn the console off and on again

SETTING UP



CREDITS

This game was developed by Lennart Kaussen 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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