MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

EVASIVE

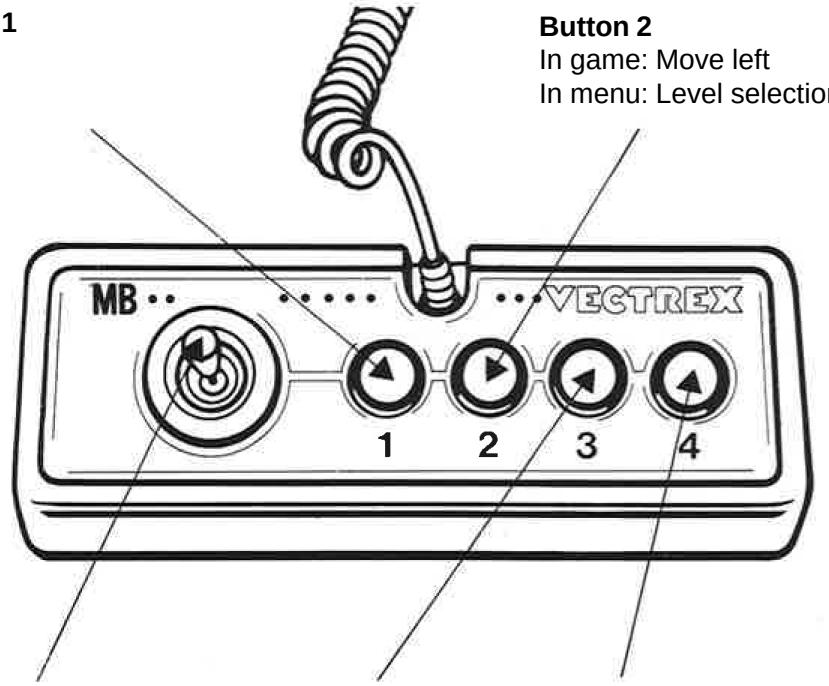
EVASIVE

GAME CONTROLS

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

Button 1
Jump

Button 2
In game: Move left
In menu: Level selection -



Joystick
No function

Button 3
In game: Move right
In menu: Level selection +

Button 4
Select level, Return to menu

HOW TO PLAY

PLAYER SELECTION

One player can play the game with the built-in control panel.

MENU

You can choose between 21 different level in the start menu.
You will see when you have a level finished.
On top there will be the number of used attempts. Finishing a level does not increase the number of attempts.

GAME PLAY

EVASIVE is a typical Jump and Run game. The goal is to get as far as possible in each level to finish it. Try to finish all the level with the least attempts.
To get to the end you will have to avoid the spikes and try to not fall.
The Levels have different difficulties, are not in the same speed and do not have the same length.

DISTANCE

The distance is displayed while playing but watch out you never know when the level is finished.

SCORING

The number of attempts will increase each time the player ends up in the game over screen.
Finishing every level with the least number of total attempts is the challenge!

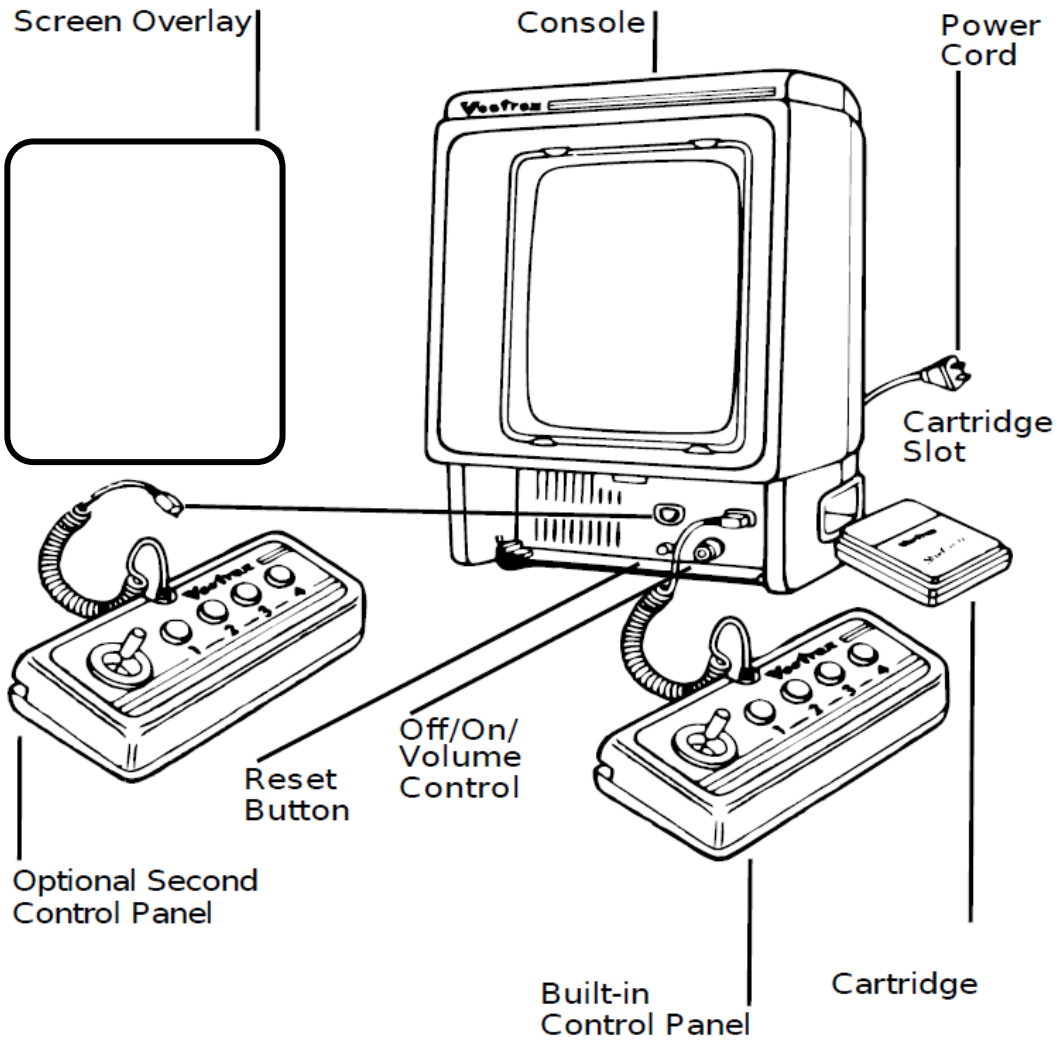
HIGH SCORE MEMORY

As long as your machine is on, with the game cartridge in place, the number of attempts will be saved. Turning the machine of will reset the number of attempts and the finished levels.

RESTARTING THE GAME

To restart a level, just choose it in the game menu and play again as often as you want.

SETTING UP



CREDITS

This game was developed by **Paul Schenk** 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 2022, supervised and tutored by Prof. Dr. rer. nat. Peer Johannsen.

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