

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

**MONSTER
SHOOTER**

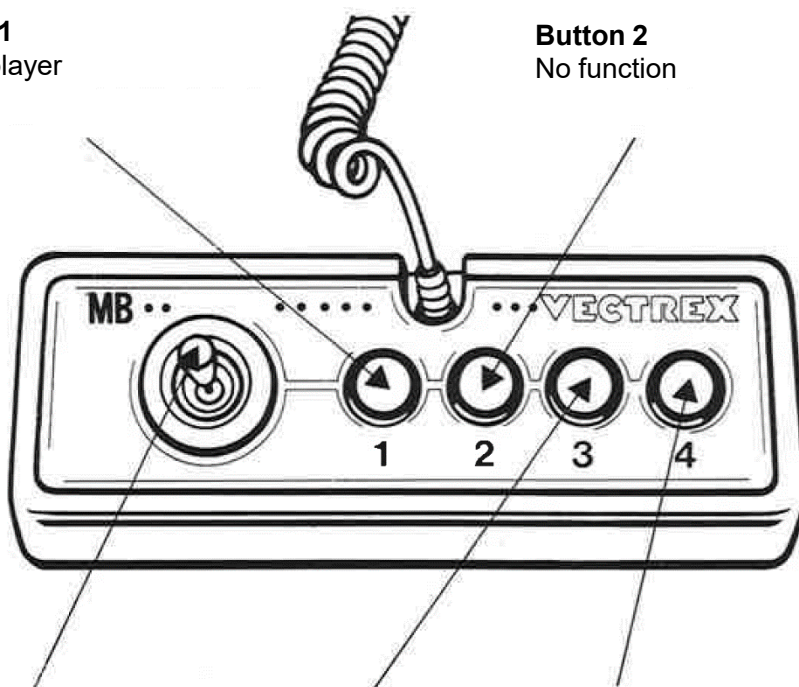
MONSTER SHOOTER

GAME CONTROLS

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

Button 1
Select player

Button 2
No function



Joystick
Move around your tank

Button 3
No function

Button 4
Start game / Shoot!

HOW TO PLAY

PLAYER SELECTION

1-2 can play the game. In 2 player mode the game is played cooperatively. The number of players can be selected in the game menu by pushing Button 1. With button 4 the game can be started.

GAME PLAY

Your mission in the game is to shoot down the monsters that are walking around. You have 3 lives. If a monster climbs your tank, you lose one Life. The tanks have a self destruction mode which is resetted every time you shoot down a monster. If you are too slow, you lose a life.

WHATEVER ELSE IS IMPORTANT

Friendly fire from your teammate can also cause you to lose a life.

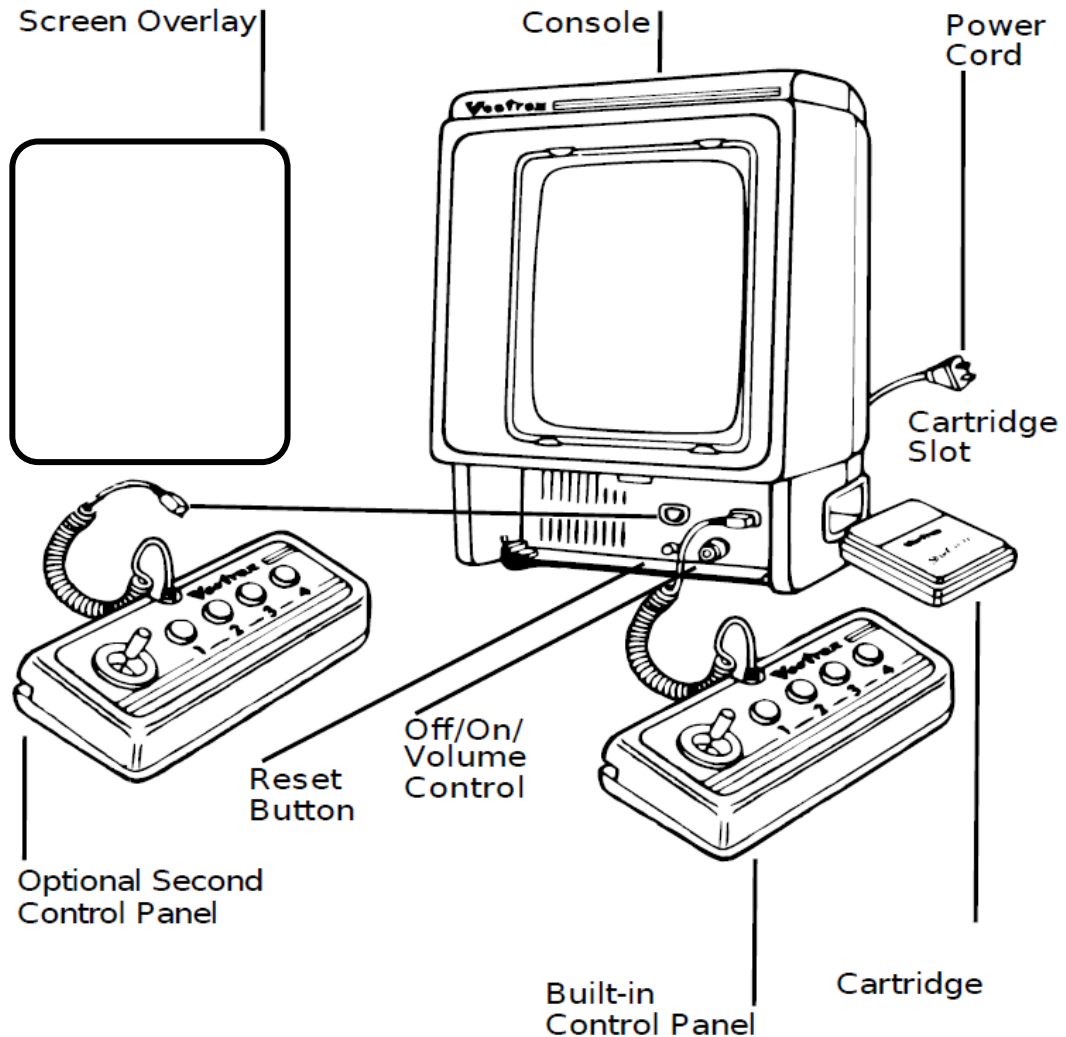
SCORING

Points are awarded for killing a monster

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 Confused Enigma 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 fall term 2022, supervised and tutored by Prof. Dr. rer. nat. Peer Johannsen.

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