MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

RESCUE
MISSION
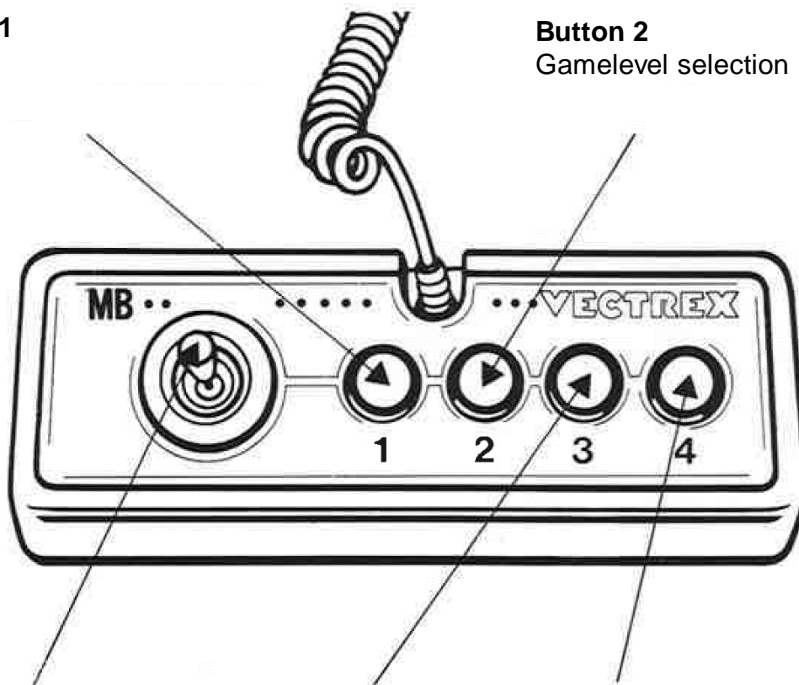
Rescue Mission

GAME CONTROLS

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

Button 1
-

Button 2
Gamelevel selection

Joystick
When the Joystick is moved forward, the shuttle receives a one-time thrust. With right and left the spaceship can turn around

Button 3
Gamelevel selection

Button 4
This button is used for docking and for the selection

HOW TO PLAY

PLAYER SELECTION
The game is a single player game.

OPTION SELECTION
The game number represents the level from which the game starts.
It can be modified with the 2nd and 3rd Button.

GAME PLAY
Several scientists are trapped in a space station after an accident. You have to rescue them one by one with the help of a shuttle. To rescue a scientist, the spaceship must be docked on the station. During docking the 4th button must be held down. At the top right, a display shows the remaining scientists. If there is a scientist in the shuttle, the shuttle must be brought into the rescue zone. Only then can a new rescue approach be started. When all scientists have been rescued, the next level starts.

WHATEVER ELSE IS IMPORTANT
Caution, boulders can hit the shuttle. In the event of contact, you will briefly loose control of the shuttle and fuel will be lost. Some rocks seem to have a life on their own (I wonder if this had something to do with the accident on the space station…)
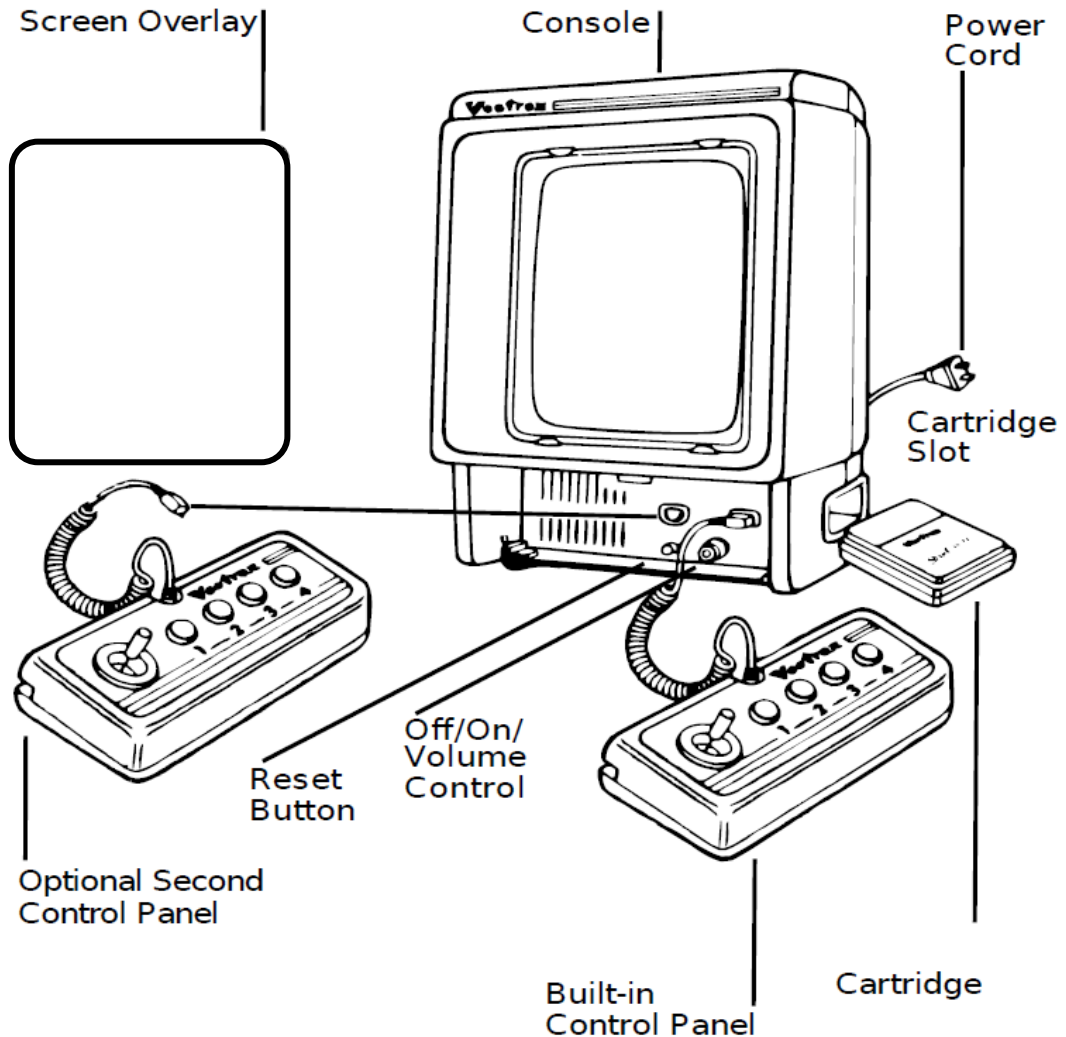
SCORING

The game is completed when all the scientists form the 3rd level are rescued and the end screen is shown.

RESTARTING THE GAME

To restart a completed game with the same game level option, press any of the four buttons once the game is over. If you wish to restart the game before it is completed press the Reset button.

SETTING UP

Screen Overlay

Console

Power Cord

Cartridge Slot

Off/On/ Volume Control

Reset Button

Optional Second Control Panel

Built-in Control Panel

Cartridge

CREDITS

This game was developed by **ZeroOne** 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 2019, supervised and tutored by Prof. Dr. rer. nat. Peer Johannsen.

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