

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

Road Runner

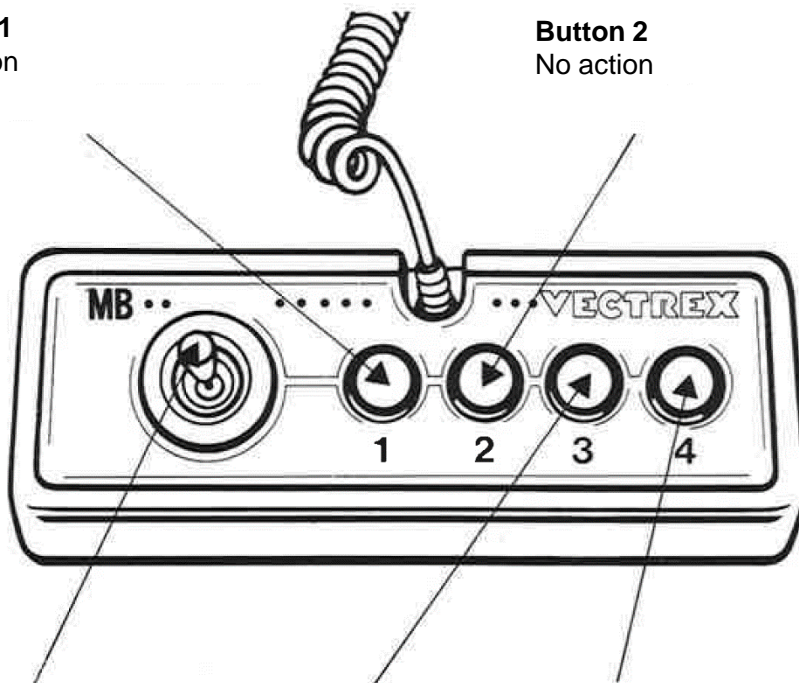
Road Runner

GAME CONTROLS

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

Button 1
No action

Button 2
No action



Joystick
Left -> move left
Right -> move right

Button 3
Duck

Button 4
Jump

HOW TO PLAY

PLAYER SELECTION

The number of players is not adjustable. Road Runner can only be played by one person at the time. Feel free to compete with your friends by comparing your high scores.

GAME PLAY

You are running down a road, but the Road is full of obstacles. There are 7 types of obstacles. All can be avoided by jumping, ducking or moving to the left or the right.



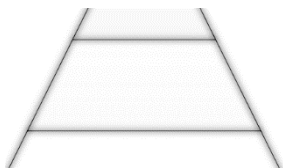
The elevation on the side indicates a gate. You have to duck (Button 3) to avoid it.



No elevation indicates that you have to jump (Button 4) to avoid the object.



An object which isn't drawn from one side of the road to another indicates that you have to move (joystick) to avoid the object.



Two lines indicate a hole. You have to jump (Button 4) over it. Hold the jump Button in between the lines pressed.

OPTION SELECTION

3 options are available difficulty 1 – 3. On difficulty 1 you get the least points and the objects move at the lowest speed. The duration you can jump without letting the jump Button go is the longest. Points increase with the difficulty and the time you can jump shortens.

SCORING

Points are awarded for achieving the following:

Each object that is passed. For an object passed in level 1 you earn 10 points and for an object passed in level 2 you earn 20 points ($10 * \text{level}$).

The game has 3 moving speeds and 3 durations you can jump. The speed increase and the duration you can jump shortens from level 1 to 3 or 2 to 3 automatically. All levels above 3 are at the speed and jump duration which equal level 3. Each level contains 16 objects.

Note: For an experienced player it might be interesting to start at difficulty 2 or 3 to earn more points per object. By doing so, you can achieve more points in less time with the downside that the moving speed of the objects is higher and the duration you can jump is shorter as if started at level 1.

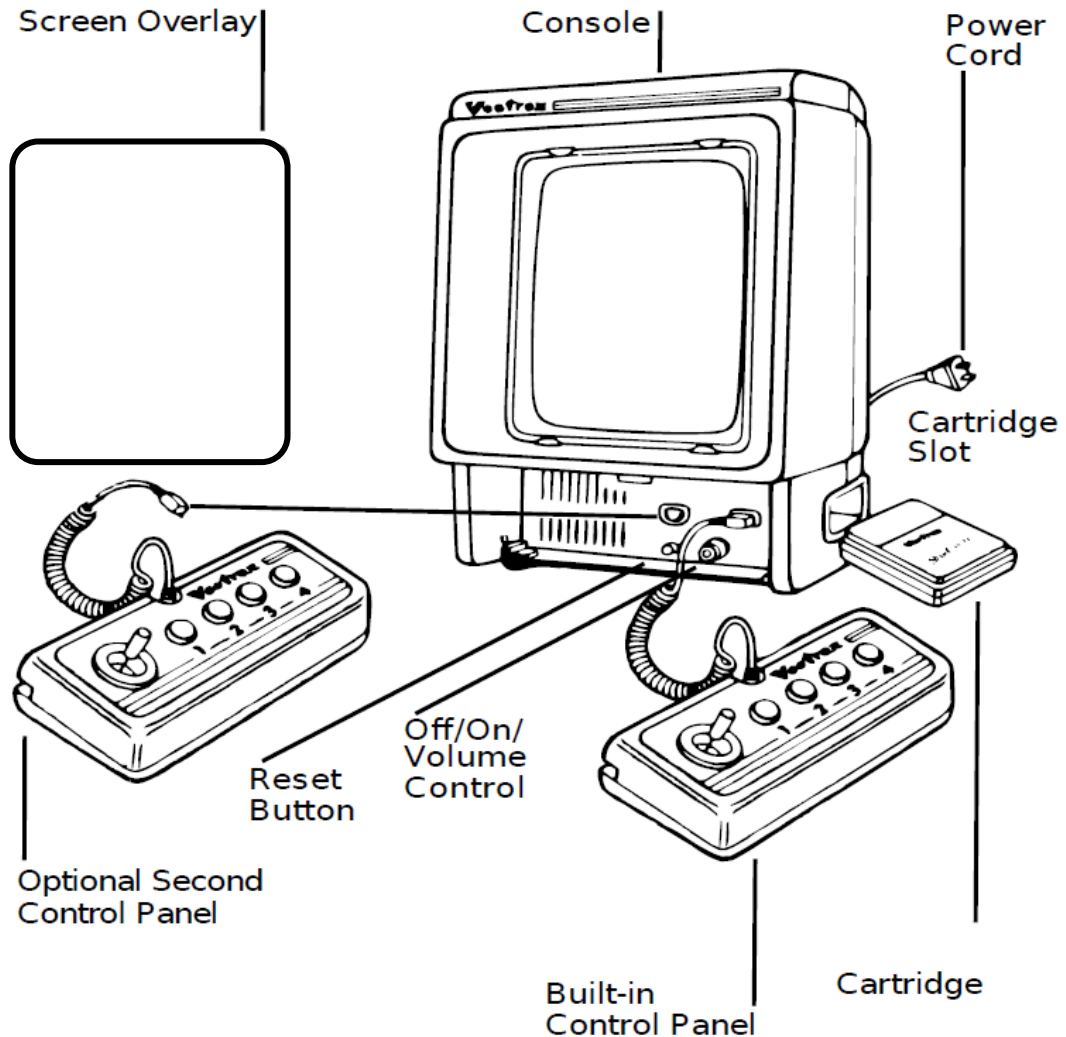
HIGH SCORE MEMORY

As long as your machine is on, with the game cartridge in place, the highest score is retained. This score is shown after you die or 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 press Button 4 on the level end screen. The main menu appears and you can select a difficulty and restart the game. If you wish to restart the game before it is completed, or the game option, press the Reset button.

SETTING UP



CREDITS

This game was developed by **Yannick Wieland** 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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