MB
VIDEO
ELECTRONICS

VECTREX

CASSETTE

SAVE THE PLANET

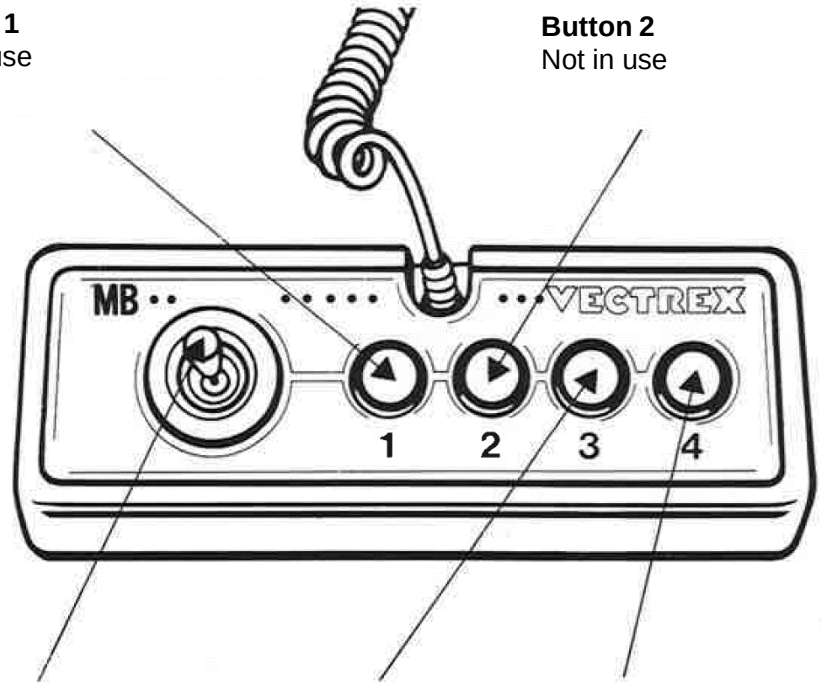
Save The Planet

GAME CONTROLS

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

Button 1
Not in use

Button 2
Not in use



Joystick
Rotate plane up and down

Button 3
Not in use

Button 4
Fire with laser-weapon

HOW TO PLAY

PLAYER SELECTION

This is a singleplayer only game.

GAME PLAY

The player is able to choose between three different types of planes, to protect the earth against the invading aliens. During the first day of the invasion, you can only pick an old plane. If you survived a few days, you will be able to fly other planes.

If you crashed one plane, you are able to choose another plane, if it's not broken.

You will loose the game, if you crashed all planes.

Your plane will explode, if you fly into an enemy spaceship, the ground or the outer space. Be aware, that also the mountains and the houses are dangerous obstacles.

To destroy the enemy-spaceship, you have to hit it with your laser-weapon.

You survive a day by destroying a specific number of enemies.

In the upper left corner, the game shows you, how many spaceships you have destroyed in one day.

Sometimes the special forces drop a box with a parachute. Fly to this box and grab the upgraded laser-weapon. Be aware, that this weapon will overheat after 10 seconds and can't be used anymore.

SCORING

Points are awarded for achieving the following:

- Destroying an enemy by hitting him with your leaser-weapon

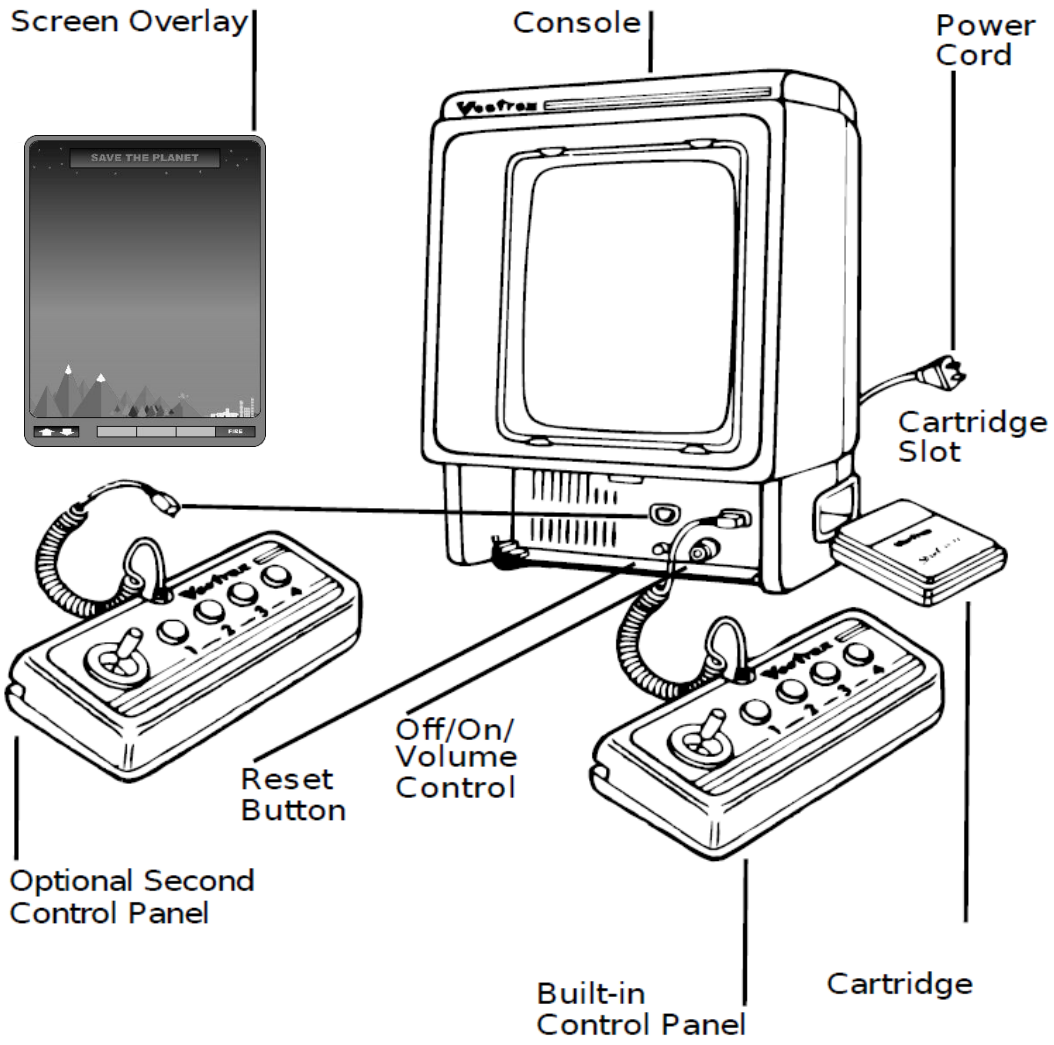
HIGH SCORE MEMORY

At the end of every game the number of survived days and the number of defeated enemies are shown. Please notice, that this value can’t be stored if the machine is turned off, so you have to write down your score.

RESTARTING THE GAME

To restart a game you have to press button 4 at the end of a game.

SETTING UP



CREDITS

This game was developed by Raphael Aberle 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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