MB

**VIDEO
ELECTRONICS**

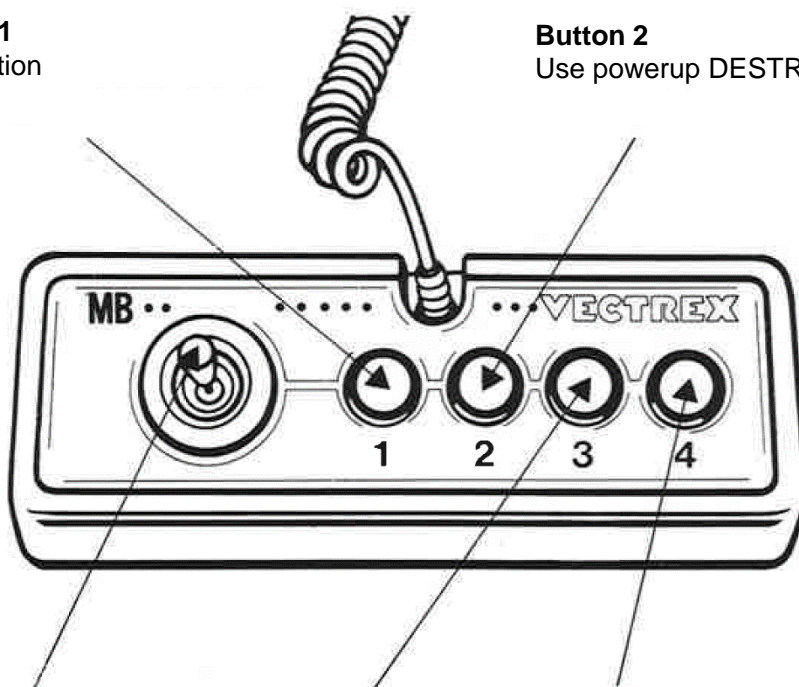# VECTREX

CASSETTE

SPACE SHOOTER

SPACE SHOOTER

GAME CONTROLS

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

Button 1
No function

Button 2
Use powerup DESTROY

Joystick
Move the spaceship

Button 3
Use powerup
SHIELD

Button 4
Shoot

HOW TO PLAY

GAME PLAY
The spaceship can be moved left and right. With button 4 you are able to shoot. There are two basic objects: meteorites and enemy-spaceships. The meteorites must be shot before they reach the bottom of the screen or hit the player. In both cases the player will instead loose a life. Enemy-Spaceships will shoot and move at the top of the screen. The player needs to shoot the enemy (lives depending on level) and dodge the deadly shots.

POWERUPS
In some levels powerups will be dropped. There are 4 possible powerups:
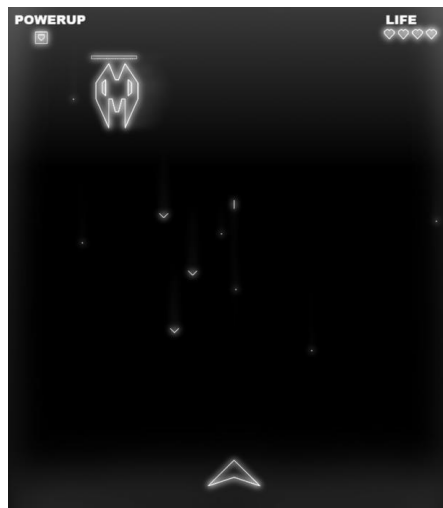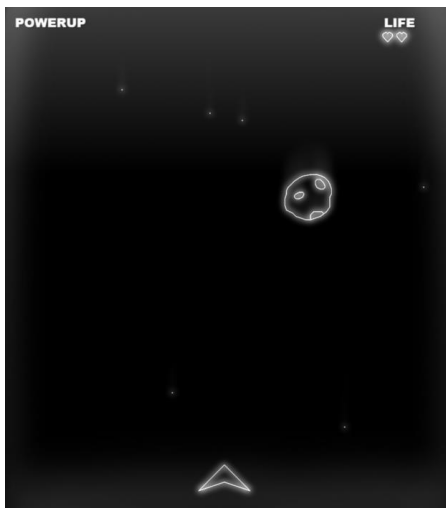- Life
- Upgrade
- Destroy
- Shield

Life will instantly add a life, Upgrade will instantly upgrade the spaceship.
An Upgrade will increase the shooting-rate of the player.
Destroy and Shield however need to be activated with the according buttons within the current level. At the top left you can see which powerups are currently available to use.

NOTES
The triangles are shots from an enemy, the very small dots are just stars in the background.

SCORING

Points are awarded for achieving the following:

- Destroying meteorites
- Destroying enemies

Note:
- The less shots you need to destroy an enemy, the more points you will earn for this enemy
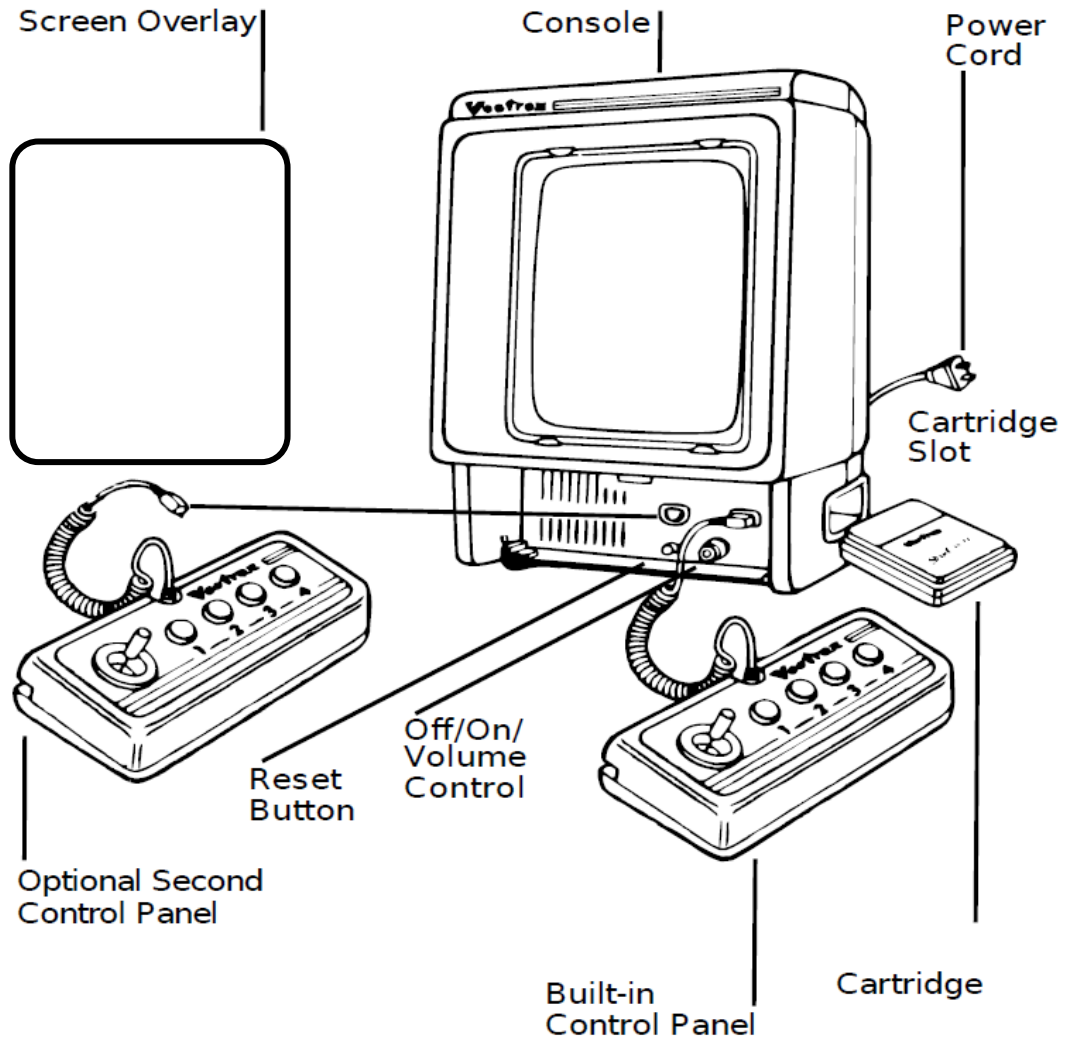- The earlier a meteorite is shot, the more points you will get

HIGH SCORE MEMORY

You will see your score between each level and at the end of the game.

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

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 Peter Großholtfurth 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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