

VectrExit

GAME CONTROLS

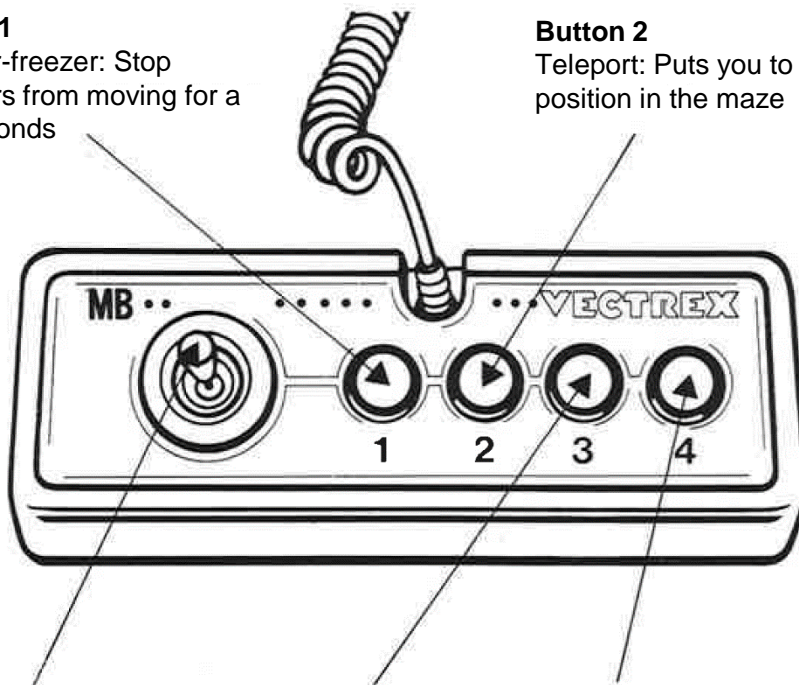
VectrExit is designed to be played with the built-in control panel only. The functions of the controls are:

Button 1

Monster-freezer: Stop monsters from moving for a few seconds

Button 2

Teleport: Puts you to a random position in the maze



Joystick

Move the player in the direction to where the Joystick points

Button 3

Speedup: Doubles your moving speed for a few seconds

Button 4

Maze-freezer: Prevents the maze from changing for a short time

HOW TO PLAY

PLAYER SELECTION

This game is played by one player. No selection necessary.

OPTION SELECTION

There are different modes which can be played. These are chosen at startup or after a game over. Switching is done with button 3.

You can choose between the following modes to play:

- 1: Default mode - the game is played as described in the "Game Play section"
- 2: Invincible mode - you do not lose if you touch a border, monster or if the time runs out
- 3: Infinite lives mode - You do not lose a life if you fail the level
- 4 – 11: Single level mode - Choose any level you want to play

GAME PLAY

You find yourself in a maze. But the maze is not what it seems. It is changing. You need to get to the exit, but you cannot touch the borders, because if you do you will lose a life. Keep track of the time as you will also lose a life if you stay in the maze for too long. If you reach the exit in time you will continue in the next level. From level 3 on there are other creatures in the maze. They do not want you there, so avoid them at all costs. But do not worry, you are well equipped with different gadgets. Each of them can be used once every level. One is a monster-freezer. It will stop the monster moving for a moment. The second one is a teleport. This one is a little risky as it teleports you to a random point in the maze. This can be good or bad for you. The next gadget is a speedup. Use this to double your speed for a short time period. Your last gadget is a maze-freezer. It is similar to the monster-freezer and can be used to stop the maze from changing for a few seconds.

With this knowledge you should be able to find your way through the mazes and find an exit.

WHATEVER ELSE IS IMPORTANT

There are 8 levels in total. You have 3 lives (in the default mode). If you have lost all three of them the game is over.

SCORING

Points are awarded for achieving the following:

Finishing a level: adds in total $5 \times$ current-level points to the score.

You will earn extra points for leftover time in this level: adds in total $\text{time}/2$ points to the score.

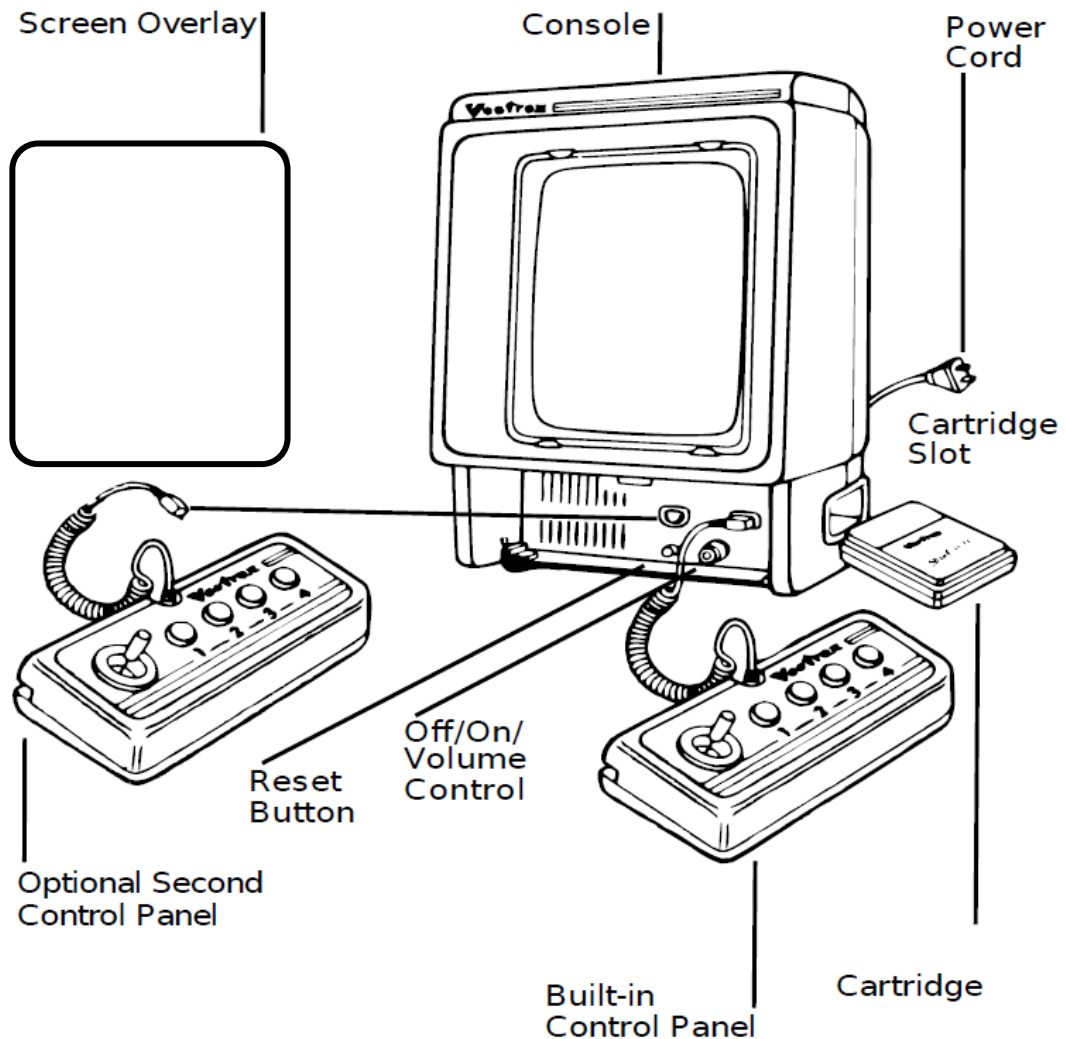
HIGH SCORE MEMORY

As long as your machine is on, with the game cartridge in place, the highest score is retained. To see this score, 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 you can do so once the game is over. There you can also change the game mode. 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 **SecretName** 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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