MB
VIDEO
ELECTRONICS

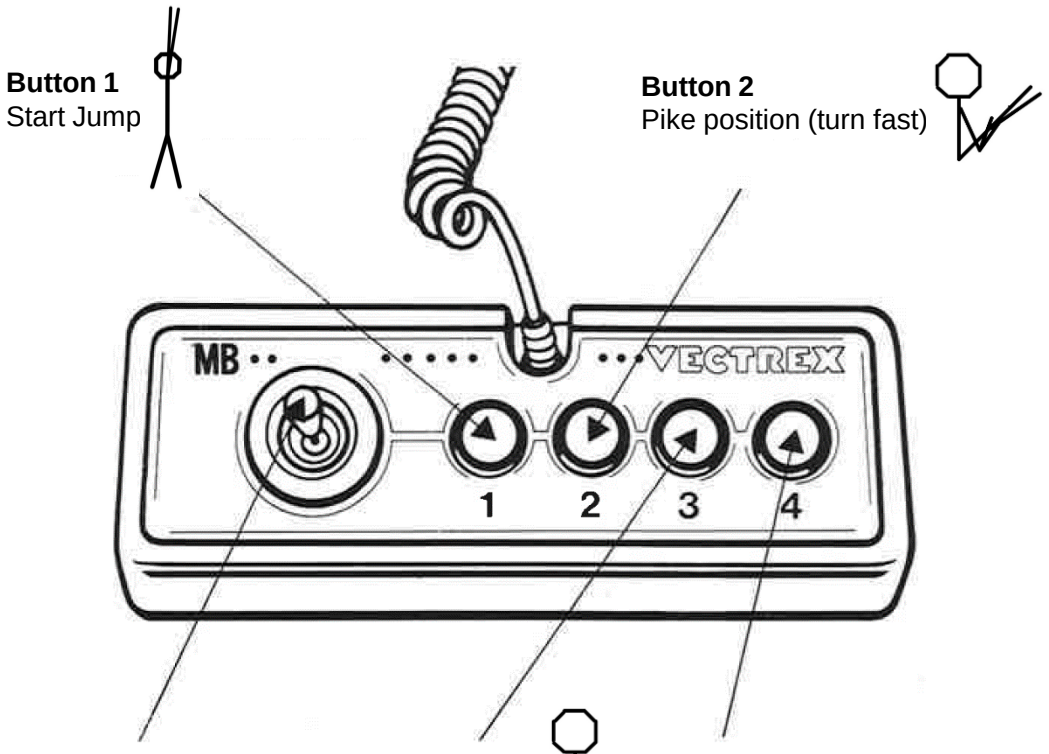
VECTREX
CASSETTE

Cliff Jump

Cliff Jump

GAME CONTROLS

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



perpendicular

HOW TO PLAY

PLAYER SELECTION

Cliff Jump is a single player only game.

OPTION SELECTION

The game difficulty increases on its own in relation to the current score.

GAME PLAY

In Cliff Jump the target is to fulfill the task shown on the screen. The earned score is dependent on the entry angle at the end of the Jump. The more perpendicular to the water the higher the earned score is. If the total score is higher, the entry angle has to be closer to perpendicular to fulfill the task. The player has three lifes, if a task is failed (angle to far of or wrong amount of rotations) one life is deducted. If all lifes are gone, the game is lost.

SCORING

A task is fulfilled when the amount of rotations is completed and the entry angle is close enough to perpendicular.
Points are rewarded in comparison to the entry angle, closer to perpendicular earns more points.
The highest amount of points per Jump is 40.

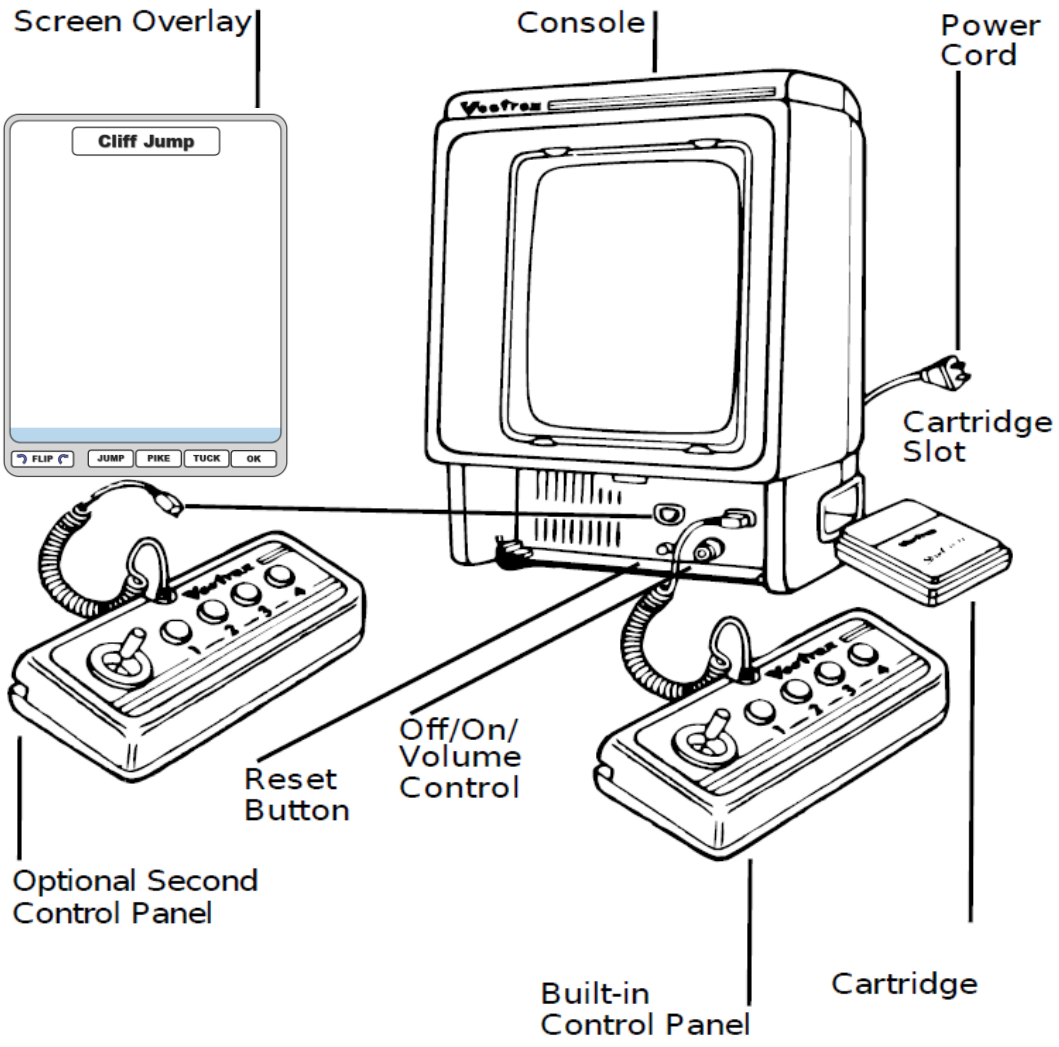
HIGH SCORE MEMORY

As long as your machine is on, with the game cartridge in place, the highest score is retained. The score is shown after a game is lost. When the machine is turned off and the cartridge removed, the score is lost.

RESTARTING THE GAME

To restart a lost game press the last 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



CREDITS

This game was developed by Paul Finkbeiner 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 2023, supervised and tutored by Prof. Dr. rer. nat. Peer Johannsen.

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