MB
VIDEO
ELECTRONICS

VECTREX
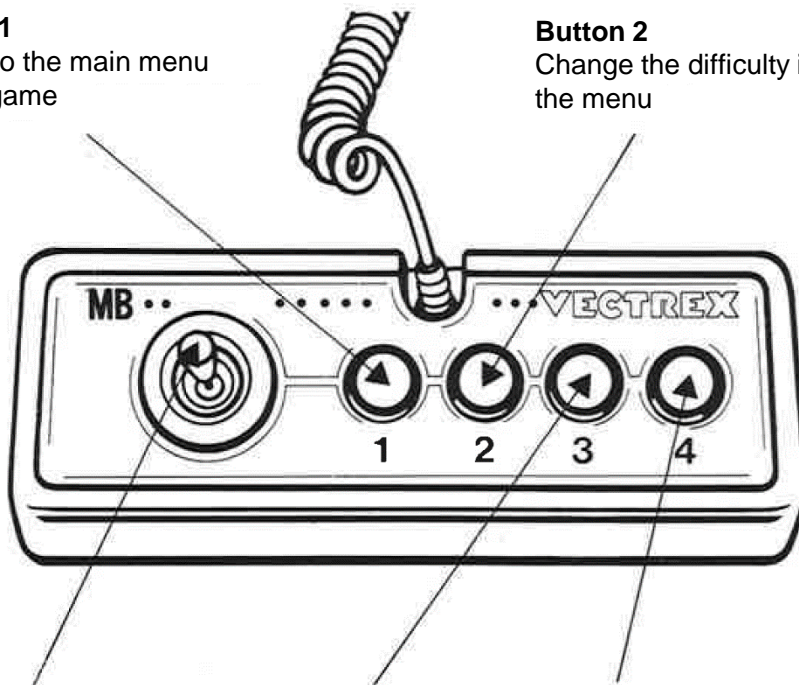CASSETTE

FLY HIGH

FLY HIGH

GAME CONTROLS

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

Button 1
Return to the main menu after a game

Button 2
Change the difficulty in the menu

Joystick
Control the spaceship and navigate trough the obstacles

Button 3
Change the difficulty in the menu

Button 4
Select your difficulty in the game menu

HOW TO PLAY

PLAYER SELECTION
FLY HIGH is a single player game. Only one player can play the game at the same time but the high score is saved after a game so you can still compete with your friends.

OPTION SELECTION
In the game menu the player can select one of four different difficulties. To change the difficulty, you can use Button 2 and Button 3 and select your difficulty level with Button 4.

GAME PLAY
The game is very simple and is played with the joystick only. With the joystick you can navigate your spaceship in all directions. The goal is to fly as high as possible. Therefor you must dodge the incoming walls and fly trough them to get a higher score. The higher you get the faster the walls will come for you and push you to the ground.
Only if you feel really good and think your ready for a new challenge try the "Extreme" mode but be aware of the walls ;).

WHATEVER ELSE IS IMPORTANT
The high score is for each difficulty different and saved in the background even if you change the mode in-between.

SCORING

Points are awarded for flying trough a wall what means if you fly high. The higher your score the faster the walls will come for you.

You can't earn extra points just for your mental by beating your old high score.
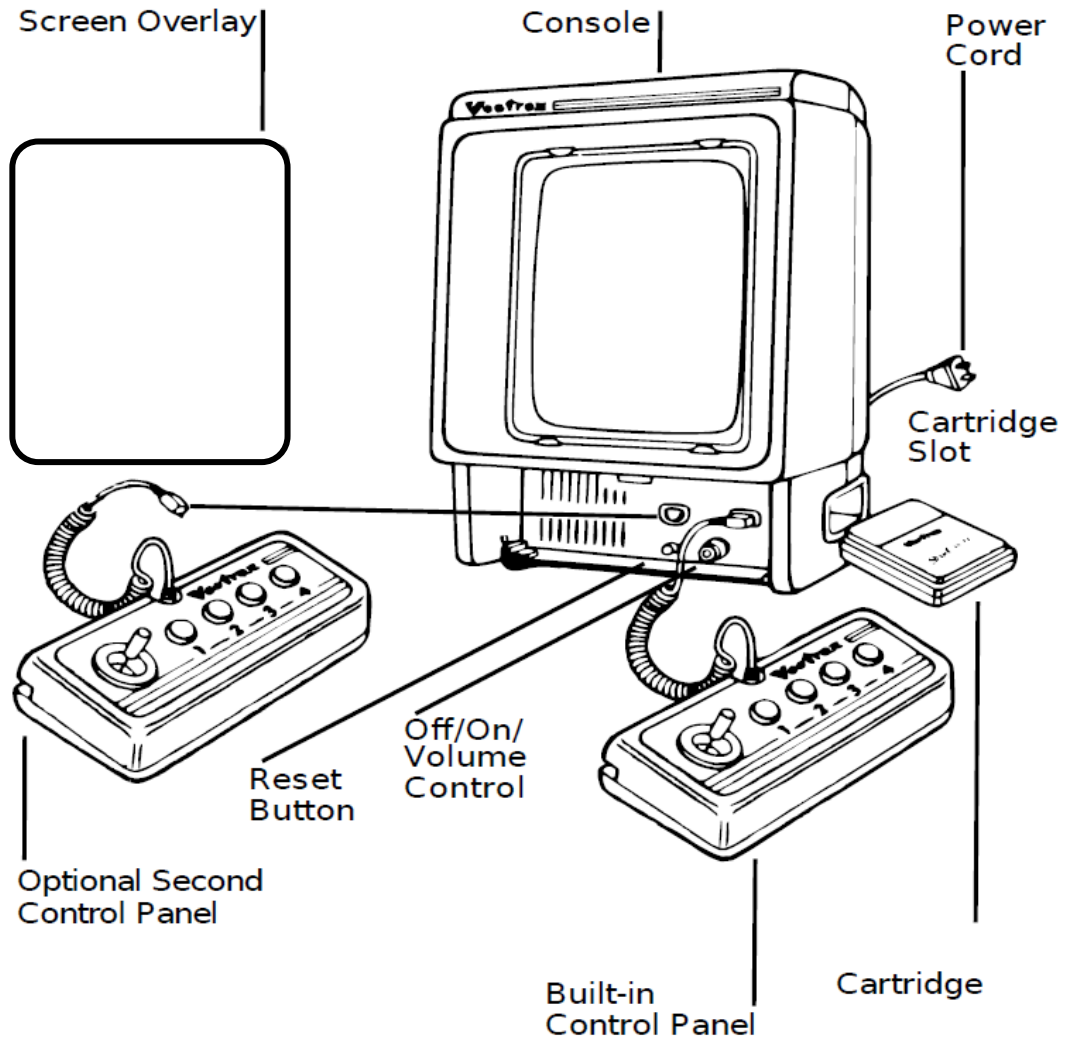
HIGH SCORE MEMORY

As long as your machine is on, the high score of your current difficulty will be shown at the end of a game. If you die you will see the score of your previous game and the current high score.

RESTARTING THE GAME

To restart a completed game with the same number of players and the same game option, press button 4. If you want to change the difficulty press button 1 to return to the game menu. There you can select your difficulty and start a new game by pressing button 4.

SETTING UP

Screen Overlay | Console | Power Cord

Cartridge Slot

Reset Button

Off/On/ Volume Control

Optional Second Control Panel

Built-in Control Panel

Cartridge

CREDITS

This game was developed by Henri Kleile 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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