

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

1024

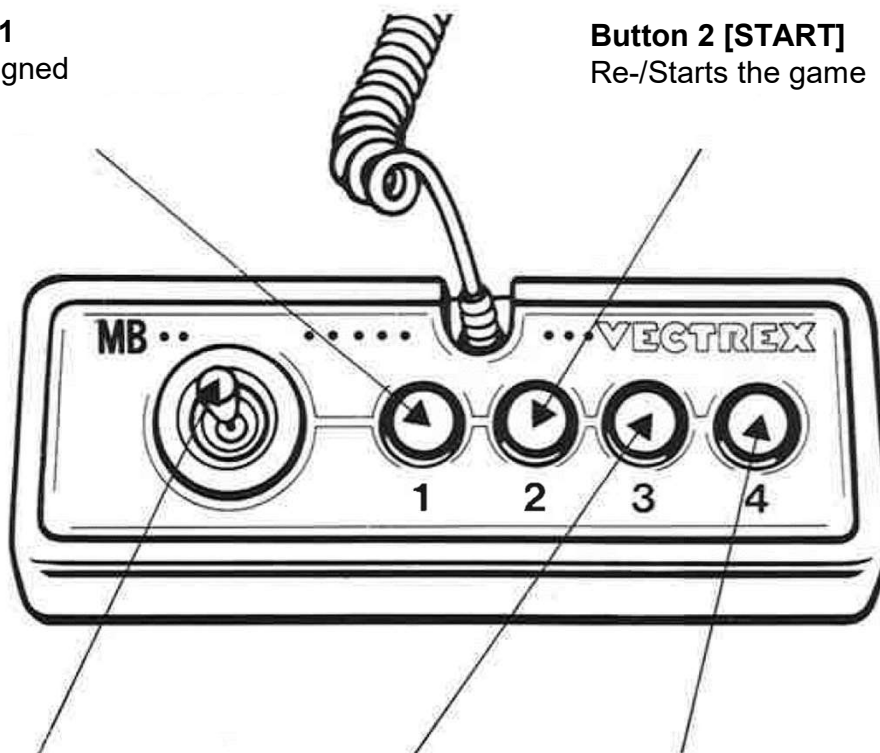
1024

GAME CONTROLS

1024 is designed to be played with the built-in control panel only. The functions of the controls are:

Button 1
Not assigned

Button 2 [START]
Re-/Starts the game



Joystick
Move the all tiles to one side

Button 3 [PAUSE]
Pause/Resume the Game

Button 4 [UNDO]
Reverts the last move

HOW TO PLAY

In 1024, you'll explore a magical realm filled with symbols, where the ultimate goal is to combine identical symbols to reach the highest symbol, the Crown.

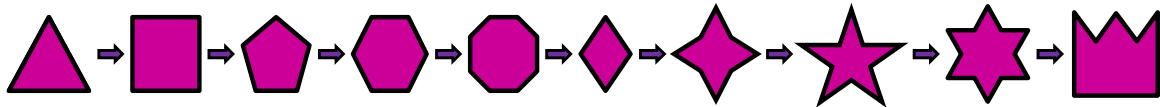
It is an engaging and addictive game that is primarily designed to be played alone. It offers a solitary gaming experience, where you challenge yourself to achieve the highest score possible without any direct competition or time pressure.

GAME PLAY

Tile Movement: To make a move, use the joystick to slide all the tiles in the desired direction - up, down, left, or right.

Tile Merge: When two tiles with the same symbol collide during a move, they will merge into a single tile representing the next symbol in the hierarchy.

Symbol-Hierarchy:



Random Symbol Generation: After each successful move, a new symbol will appear in an empty tile on the board.

Undo Move: In case you regret the move this function lets you take back your last swipe.

SCORING

Your score is determined by the value of the highest achieved symbol you've merged. Each time you combine two tiles, the value of the newly formed symbol is your new level.

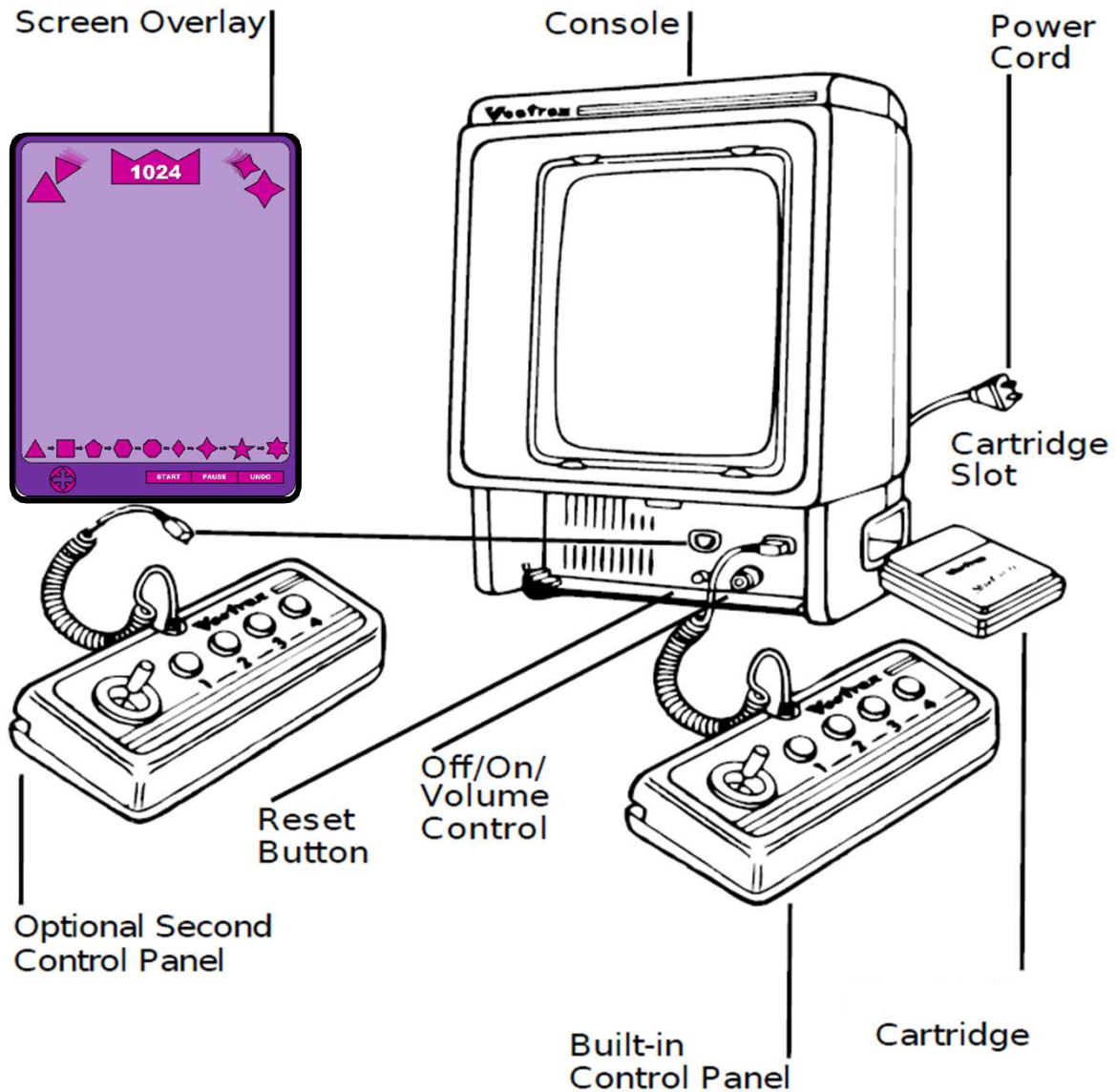
HIGH SCORE MEMORY

As long as your machine is on, with the game cartridge in place, the highest score is retained. To see this score, press the PAUSE button. When the machine is turned off and the cartridge removed, the score is lost.

RESTARTING THE GAME

To restart a completed game, press the START button during the Win-Screen and another time during the Intro-Screen. If you wish to restart the game before it is completed press the PAUSE button and then the START button.

SETTING UP



CREDITS

This game was developed by Martina Grifo 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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