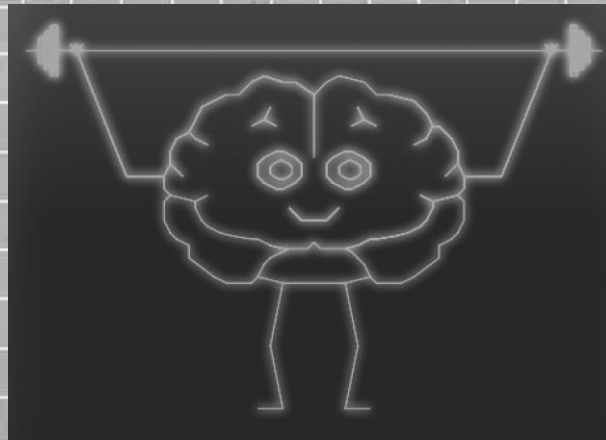


MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

GET IN SHAPE



GET IN SHAPE

GAME CONTROLS

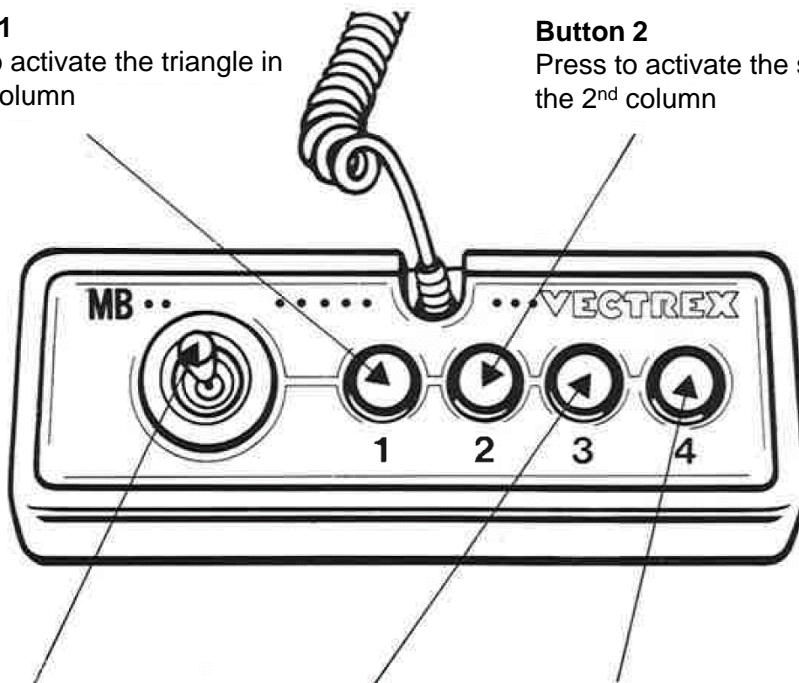
GET IN SHAPE is designed to be played with the built-in control panel only. The functions of the controls are:

Button 1

Press to activate the triangle in the 1st column

Button 2

Press to activate the square in the 2nd column



Joystick

Not used for this game

Button 3

Press to activate the X in the 3rd column

Button 4

Press to activate the rhombus in the 4th column

HOW TO PLAY

PLAYERS

This game is played by one player at a time.

GAME PLAY

GET IN SHAPE is a workout for your brain. It combines concentration and reaction time with plenty of fun. Everybody from young to old can play this game and pump up their brain.

All you have to do is to focus which shapes are falling down and match them if they are in the correct column.

There are three different stages while the speed of the falling shapes increases. Possible are one, two and three shapes falling simultaneously.

Have fun and always remember to stay concentrated! 😊

SCORING

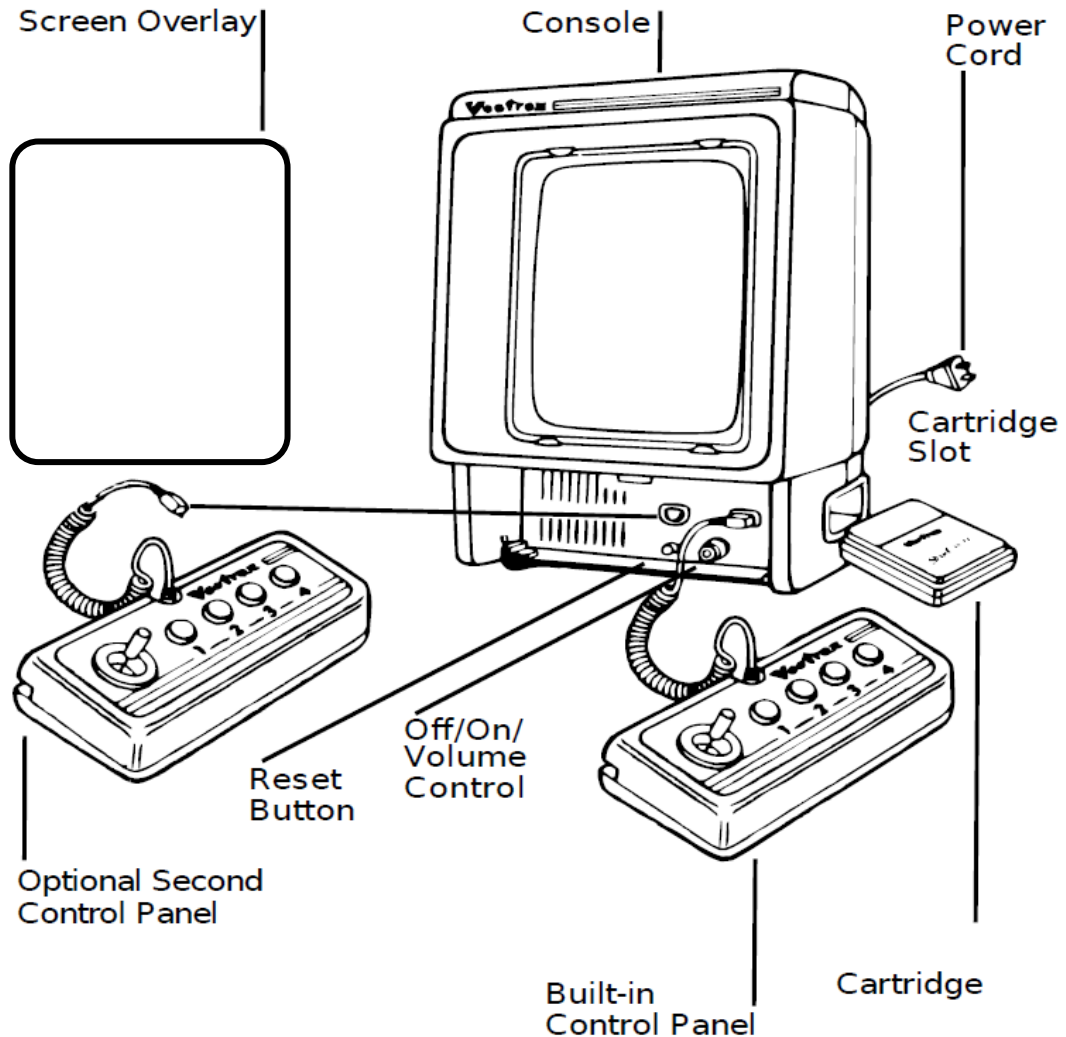
Points are awarded for achieving the following:

- Every correct sequence earns 1 point (displayed as correct sequence in the end statistics)
- You must match every correct shape and must not match wrong shapes
- Example:
 - Triangle falls down in the triangle column → you must press the triangle button to match the shape
 - Triangle falls down in the square column → you must not press the square button because the shapes does not match!
- How many correct sequences will you achieve?
- At the end of the game there is a statistic so you can see how strong you are.

RESTARTING THE GAME

To restart a completed game, wait a few seconds once the game is over (if you see the statistics at the end of the game) and then press any button. 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 Dominik Feck 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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