

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

Happy Bird

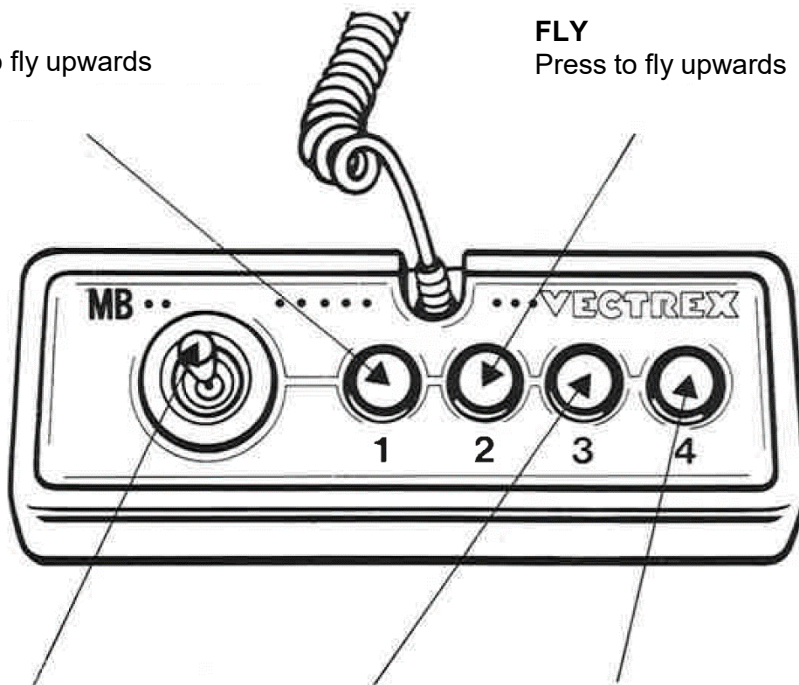
HAPPY BIRD

GAME CONTROLS

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

FLY
Press to fly upwards

FLY
Press to fly upwards



Joystick
not needed

FLY
Press to fly upwards

FLY
Press to fly upwards

HOW TO PLAY

PLAYER SELECTION

Happy Bird is playable in single player modus only.

OPTION SELECTION

There are no game options available. Happy Bird has one endless level to play.

GAME PLAY

You are playing the Happy Bird. To keep the bird happy, it's important to avoid every kind of dying. The bird will die when touching the sky, ground or the pillars.

To fly higher press the FLY button. The gravity pulls you down automatically. From time to time the bird will fly faster. To avoid speeding up too much, collect the power up with the arrow inside. The power up will spawn on the bottom between to pillar pairs from time to time. With collecting the bird will fly slow down.

SCORING

The score will increase with every pair of pillars which is left behind.

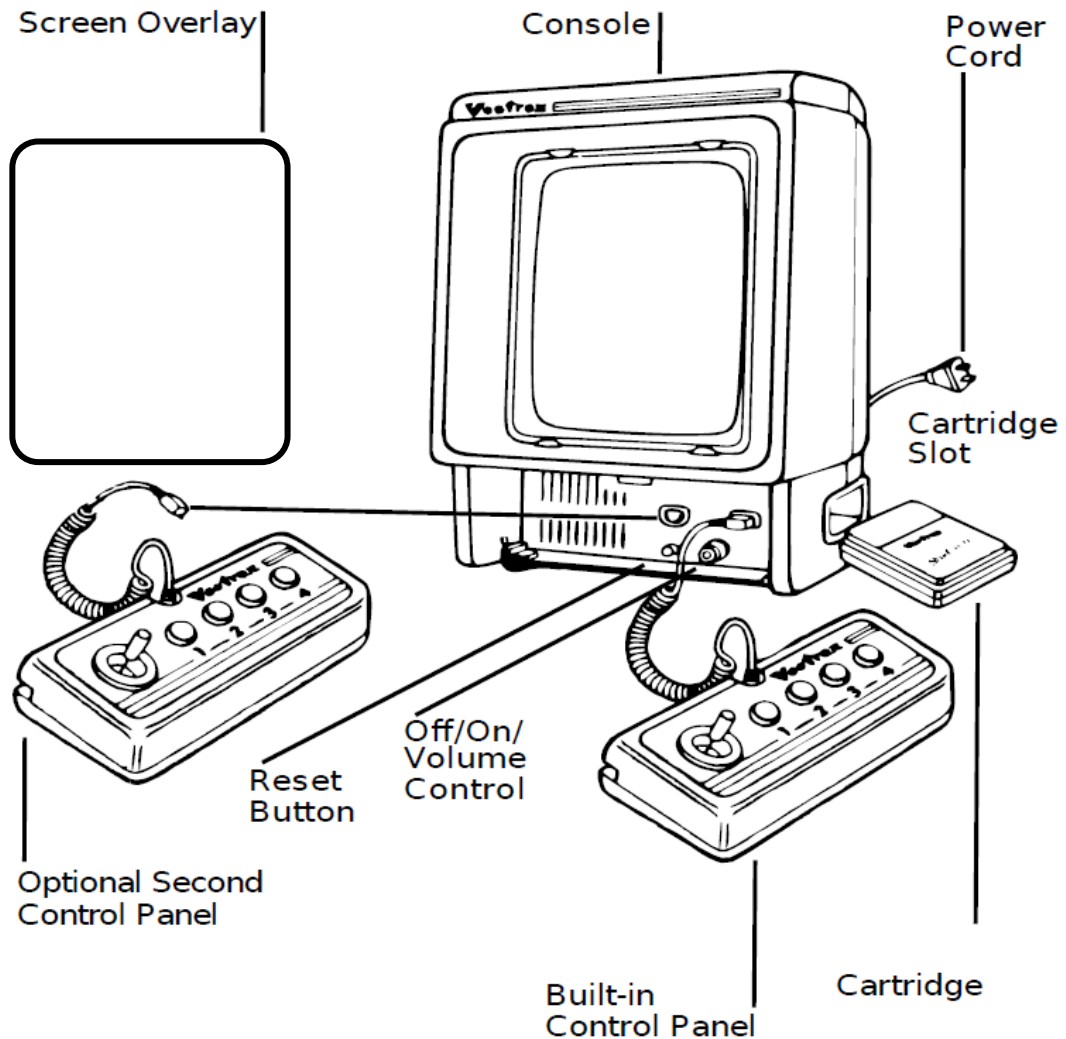
HIGH SCORE MEMORY

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

RESTARTING THE GAME

To restart a completed game with the same number of players and the same game option, press any of the four buttons once the game is over. 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 Simon Fauser 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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