

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

Flappy Space

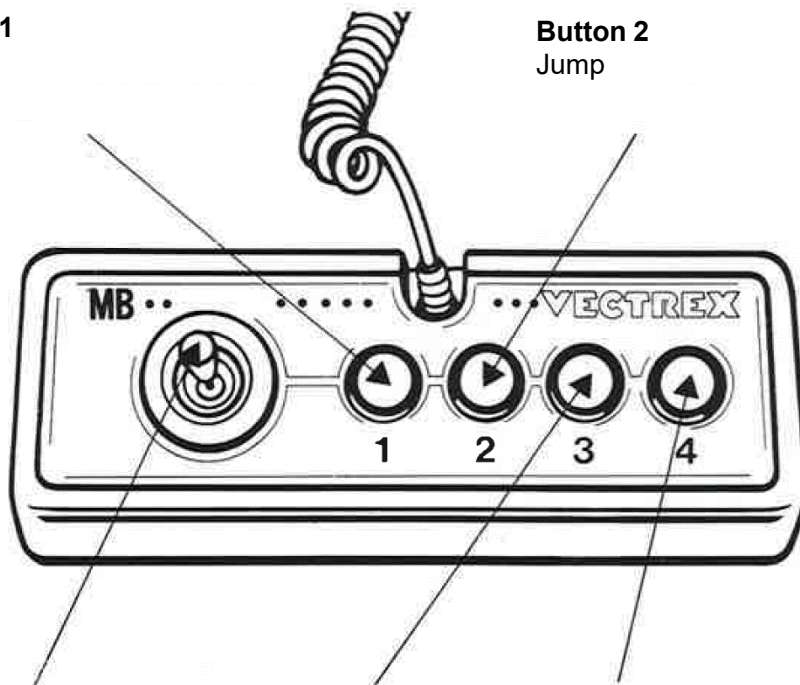
Flappy Space

GAME CONTROLS

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

Button 1
Jump

Button 2
Jump



Joystick
The joystick is not used
in this game

Button 3
Jump

Button 4
Jump

HOW TO PLAY

PLAYER SELECTION

This game is designed for one player only. There is no multiplayer mode. Player selection is not required because the game automatically starts in single-player mode once launched

OPTION SELECTION

This game features no selectable options. There is no main menu for adjusting difficulty, sound, or other settings. The game starts immediately with a default configuration, following the minimalist style of classic Vectrex games.

GAME PLAY

You control a small spaceship flying through outer space. A nearby planet's gravity pulls the ship downward constantly. Your goal is to navigate through gaps between asteroid fields without crashing.

- The spaceship falls continuously due to gravity.
- Press any of the buttons 1 to 4 on the Vectrex controller to make the ship jump upward.
- If you do not press a button, the ship continues to fall.
- Asteroids move from right to left and get faster as the game progresses
- The game ends if your ship crashes into an obstacle.

SCORING

Points are awarded for the following actions:

- 1 point for each asteroid field successfully passed

HIGH SCORE MEMORY

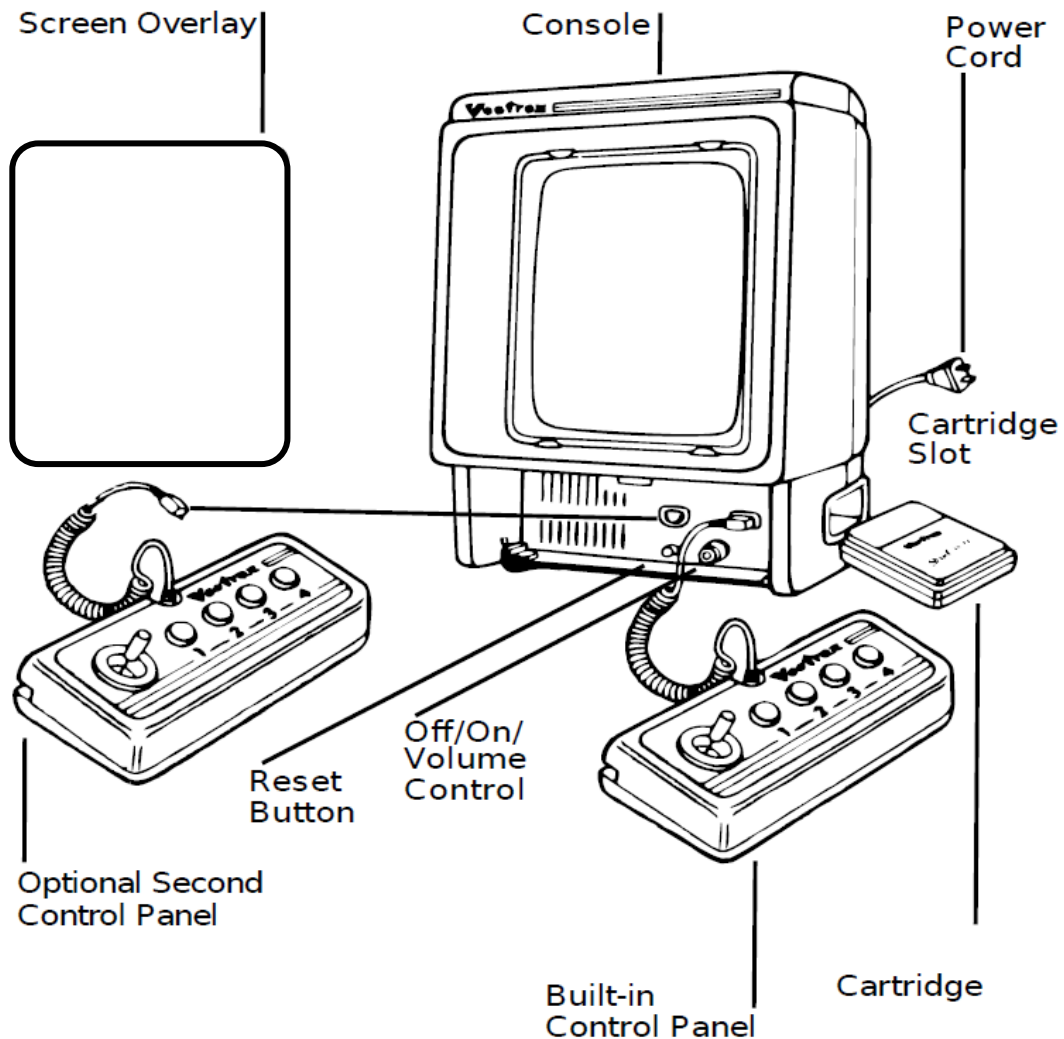
As long as your machine is on, with the game cartridge in place, the highest score is retained. To see this score, press the Reset button. When the machine is turned off and the cartridge removed, the score is lost.

RESTARTING THE GAME

To restart the game after it ends, press any of the four buttons on the controller. There is no need to change player number or options, as the game always runs in single-player mode with default settings.

To force a restart during gameplay, press the Reset button on the console

SETTING UP



CREDITS

This game was developed by Viktor Driller 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 2025, supervised and tutored by Prof. Dr. rer. nat. Peer Johannsen.

8121-XML 483