

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

HERO'S QUEST

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GAME CONTROLS

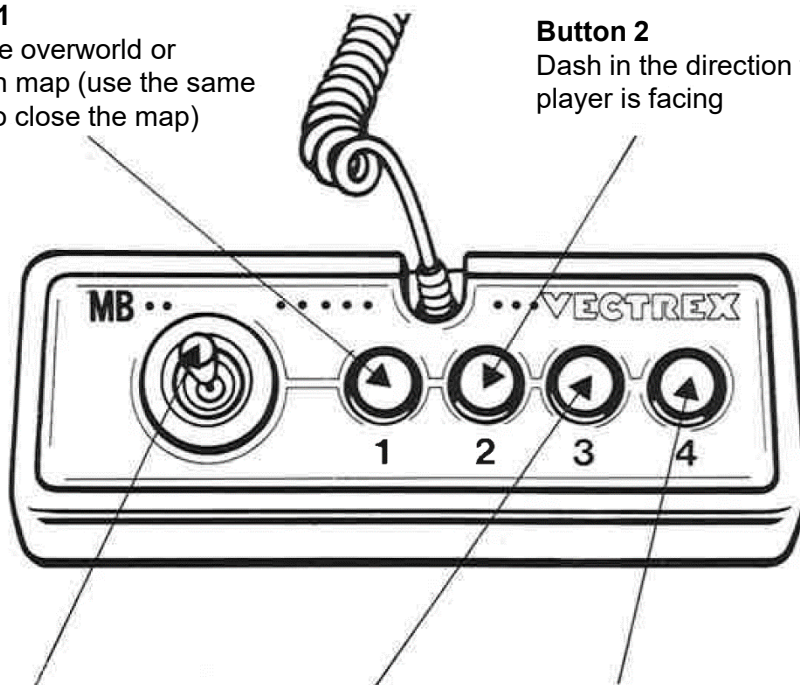
HERO'S QUEST is designed to be played with the built-in control panel only. The functions of the controls are:

Button 1

Open the overworld or
dungeon map (use the same
button to close the map)

Button 2

Dash in the direction the
player is facing



Joystick

Move the player character
in all directions (includes
diagonal movement)

Button 3

Use bow &
arrow

Button 4

Attack with the sword

HOW TO PLAY

PLAYER SELECTION

HERO'S QUEST is designed to be a single-player game.

OPTION SELECTION

There are no different game options.

GAME PLAY

The **hero** begins his quest in a small overworld and must fight his way through numerous enemies to reach the dungeon where the **Demon Lord** awaits. Use the hero's arsenal, which contains his trusty sword and a bow with arrows, to take down swarming enemies and powerful bosses. The bow grants access to ranged attacks, but it deals less damage than the sword. Choose your tactics carefully when you engage the enemy.

IMPORTANT NOTE:

To reach the demon lord, the hero needs to defeat every boss in the dungeon.

SCORING

Scoring system:

- 10 points for each room in the dungeon that was visited
- 40 points for defeating a boss enemy

Dynamic points (for every room: only obtainable once per run – resets after restart of the game):

- 20 points for clearing a normal room without taking damage
- 50 points for clearing a boss room without taking damage
- 30 points for clearing a boss room without a single game over

Note: A normal room / boss room is cleared, after the recovery heart spawns!

Penalty:

- score decreases by 15 points with every game over

Bonus points: 100 points for clearing the game without a single game over

The score isn't set to 0 after a game over! The score is only set to 0 after a power cycle or restarting the game after clearing the final boss.

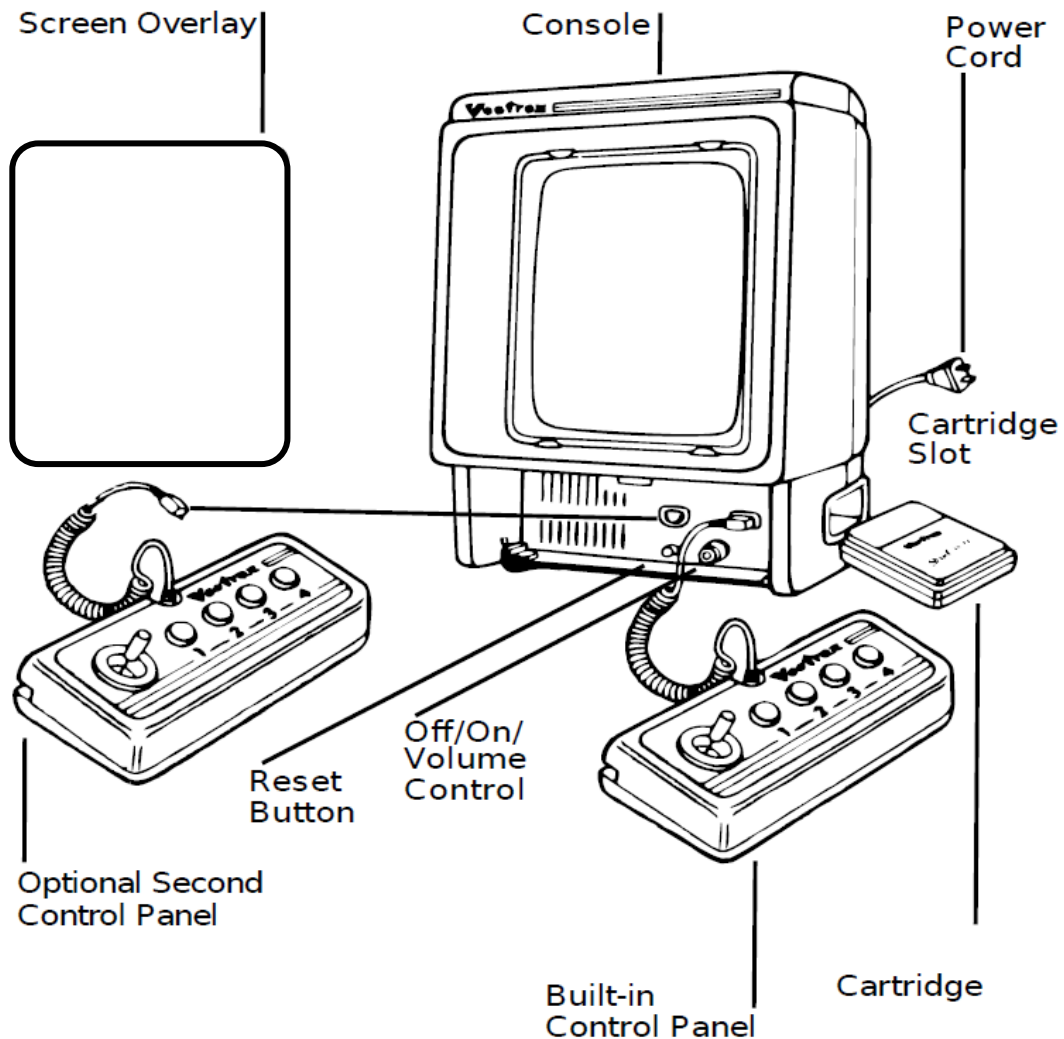
HIGH SCORE MEMORY

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 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 **Jimmy Tran (LuminousVoid)** 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.

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