

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

Spike Pong

Spike Pong

GAME CONTROLS

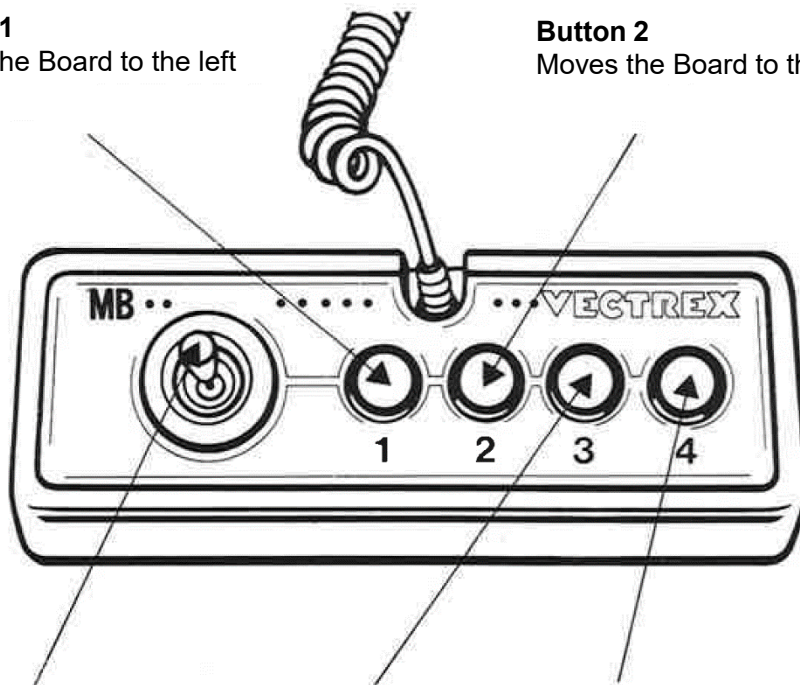
Spike Pong is designed to be played with the built-in control panel only. The functions of the controls are:

Button 1

Moves the Board to the left

Button 2

Moves the Board to the right



Joystick

Tilt the Board to the left and right

Button 3

Used to select

Button 4

Enter the buy menu/
Pause the game

HOW TO PLAY

PLAYER SELECTION

Spike Pong is a Player vs. Environment (PvE) Game. Therefore, you can only play it alone. But you can try to reach the highest score to compete with your friends.

OPTION SELECTION (CHARATER SELECTION)

You can choose from one of three characters, each with their own strengths and abilities.

BLINKSTRIKE – Can teleport form one side to the other.

SWIFTBOLT – Has his board speed already at the max. level.

ROCKSHELL – He has two extra lives.

GAME PLAY

With the joystick and buttons 1 and 2 you have full control over the board. A ball is flying around in the game environment. Use the board to prevent it from flying off the bottom edge of the screen (death zone). You can influence where the ball flies by tilting the board. There are spikes on the sides and top of the game environment. If the ball hits a small spike, the ball is deflected, and another spike grows into a large one. If the ball hits a large spike, it also bounces off and this spike shrinks again. Hitting the spikes gives you additional points for your High Score. After a while, coins start to spawn. Collect them by shooting them with the ball. They don't give you extra points for the High Score, but you can use them to upgrade your board and even buy additional lives! Good luck playing and chasing the highest High Score!

SCORING

HIGH SCORE POINTS

Hit the boarder or the board:	+ 1 Score Point
Hit a small spike:	+ 10 Score Points
Hit a large spike:	+ 50 Score Points

UPGRADES AND COSTS

Board speed:	10 Coins	(max. level 3)
Board size:	10 Coins	(max. level 3)
Additional life	15 Coins	(max. 4 add. lives)

(The board size changes only technically, not visually)

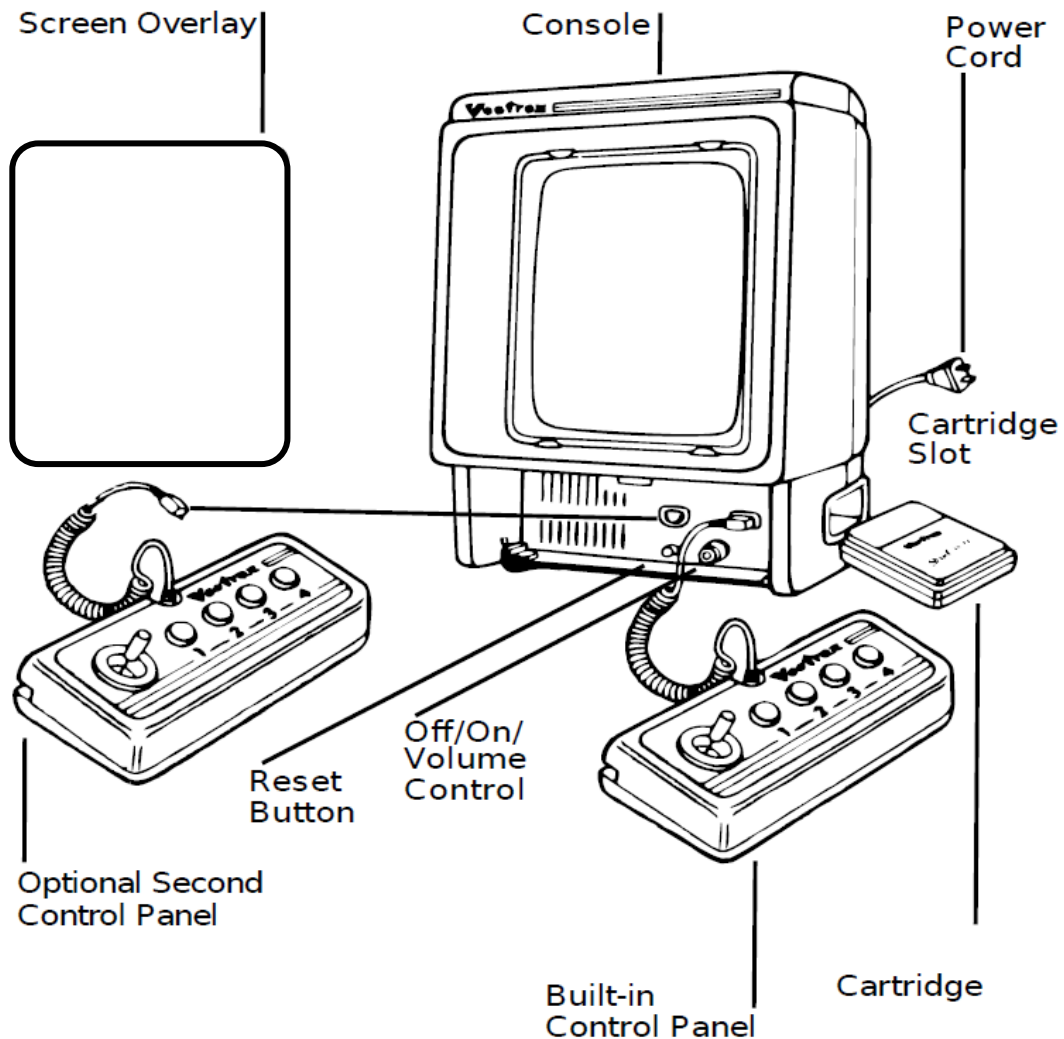
HIGH SCORE MEMORY

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 **David Dollrieß** 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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