

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

THE BUZZING DEPTHS

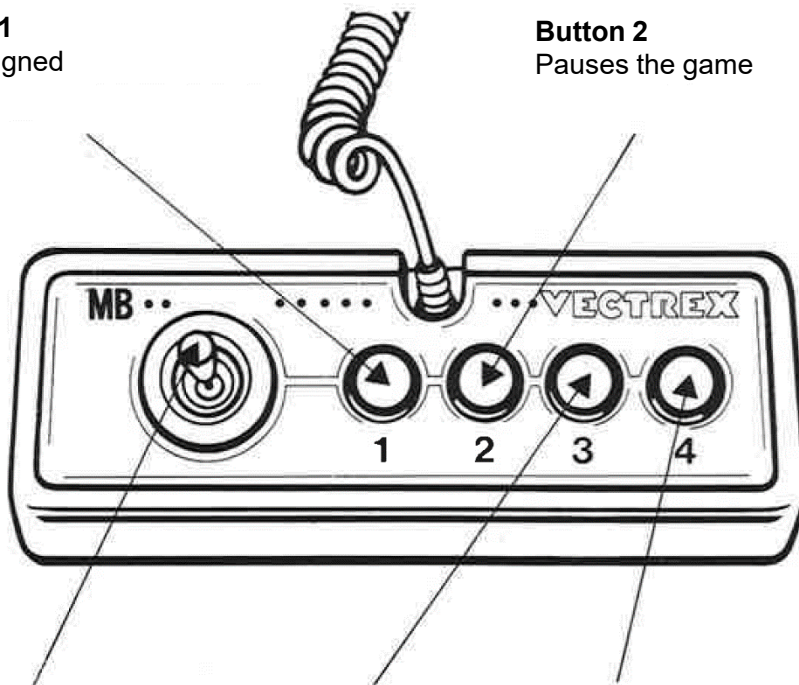
THE BUZZING DEPTHS

GAME CONTROLS

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

Button 1
Not assigned

Button 2
Pauses the game



Joystick
Move the player fly
Horizontal, vertical and
diagonal

Button 3
Not assigned

Button 4
Shoot

HOW TO PLAY

In *The Buzzing Depths*, you take control of a lone fly venturing deeper and deeper into a mysterious, procedurally generated dungeon. Each floor is composed of a series of rooms, filled with dangerous enemies. Your goal: survive, defeat every enemy in each room, and move on to face the floor's boss. Use the joystick to navigate your buzzing hero and the action button to shoot. Once all enemies in a room are defeated, the exit will unlock, allowing you to proceed. Each new floor introduces tougher and more varied enemies, keeping the challenge fresh and intense.

The game is playable in singleplayer mode. If your fly dies, you can choose to either continue playing or start a new game.

The game has six unique levels, after which a free play mode becomes available in which no more unknown enemies will spawn. Players can then master the tactics needed to destroy the known enemies. There is no final level. The deeper you go, the harder it gets.

How far can you descend before the buzzing stops?

SCORING

You receive one point for killing an enemy and ten points for killing a level boss.

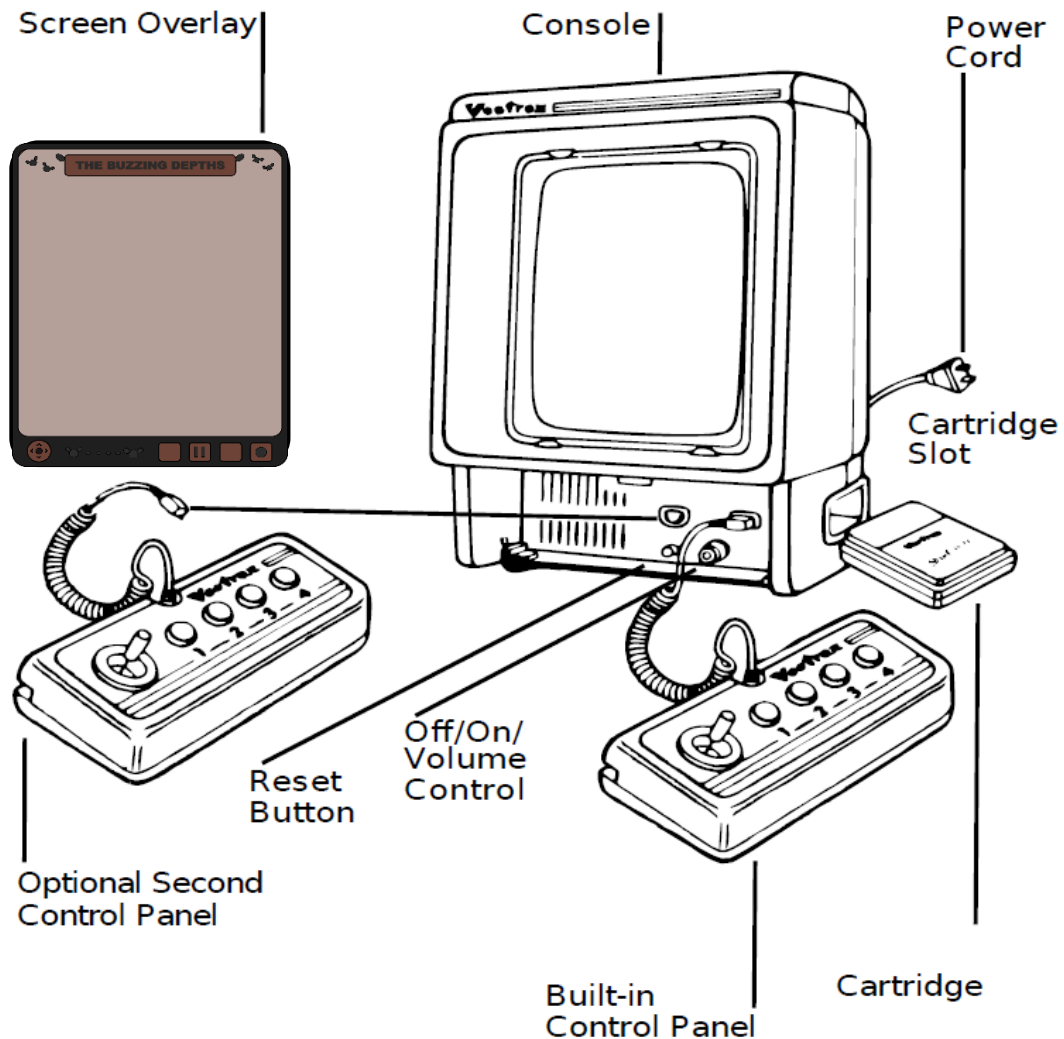
HIGH SCORE MEMORY

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 lost game, press button 4 during the lost screen. To continue a lost game, press button 3 during the lost screen.

SETTING UP



CREDITS

This game was developed by **Mervin Sahman** 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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