

**MB**  
VIDEO  
ELECTRONICS

**VECTREX**  
CASSETTE

*COUNT VECULA*

# COUNT VECULA

## GAME CONTROLS

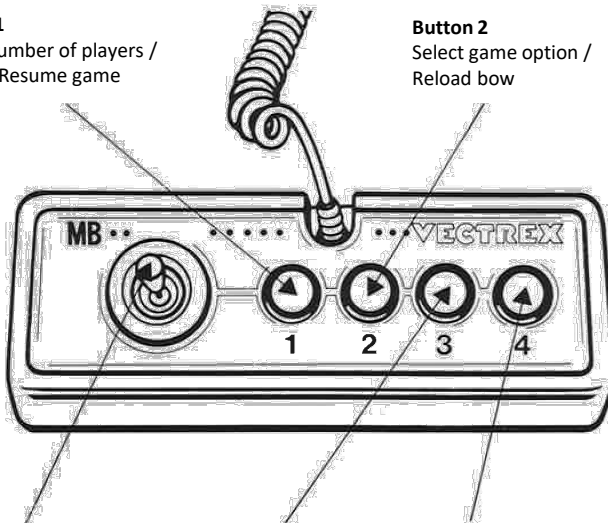
Count Vecula is designed to be played with the built-in control panel only. The functions of the controls are:

### Button 1

Select number of players /  
Pause / Resume game

### Button 2

Select game option /  
Reload bow



### Joystick

Move bow sideways /  
Draw or slacken bow /  
Traverse castle

### Button 3

Speedup

### Button 4

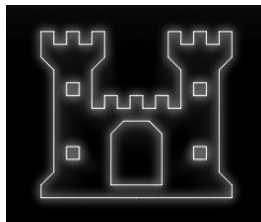
Draw bow / Release arrow

# GREETINGS VISITOR!

Welcome to my castle!



Come in and enter at your own risk...



I am Count Vecula. And I love to count.

1, 2, 3, 4, 5, 6, 7, 8, 9.

Easy, isn't it? It's as simple as that. Always start with the lowest number and then count up.

Let us play a little game. We will play for a price. Nothing much, just your soul.

All you have to do, is count. Make no mistakes, and you will live. Miscount, and your days are numbered. If you can count all the rooms in my castle, then I will let you go.

There are numerous rooms in my castle, and they are not all accounted for. You might encounter strange things on your way, and you must count them all. Don't be afraid. I am your counterpart, and I will always be close. I only want your best. I have played this game countless times before, and I have never lost count.

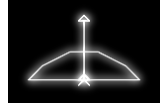
Now, get ready, and take a bow. After all, I am the Count, and you can always count on me...

## SIGNS AND SYMBOLS



Each room of the castle must be completed before the clock strikes twelve at midnight.

The bow is controlled sideways by moving the joystick left or right. Pressing button 3 doubles the speed of the movements of the bow.



The string of the bow is drawn by pressing and holding down button 4. If the button is released, then the arrow is released from the bow. The speed of the arrow is determined by how much the string is stretched.

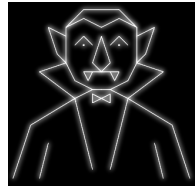
The string of the bow can also be drawn or slackened by moving the joystick downwards and upwards. In this case, pressing button 4 will release the arrow. This allows for controlling the speed of an arrow more accurately.



The objects of each room must be counted starting from the lowest number on upwards. Counting is done by shooting the objects with bow and arrows. Hitting the wrong object will result in penalties.

Count Vecula will follow you on your journey through the castle and look after you from time to time to check how you are doing.

He certainly has no interest in you successfully completing a room...



The bat is one of the minions of the Count. It will guide you through the rooms of the castle and will lay out the path for you.

# HOW TO PLAY

## PLAYER SELECTION

This game can be played as a single player game or as a two player game. When played as a two player game, only the built-in control panel is used and the players take alternating turns using this control

## GAME SELECTION

The game selection determines the initial difficulty of the game. Starting at a higher difficulty is rewarded by also starting with an increased number of bows.

## GAME PLAY

To advance to the next room, all objects in the room must be counted in the correct order. Counting must be completed before midnight. Colliding with objects destroys the bow. Replacement bows can be obtained from the Count. The game ends when the player runs out of bows.

# SCORING

The game's objective is to find out how many rooms there are in the castle of the Count. The number of the rooms traversed is the score achieved. The largest number reached will be shown as high score above the game title.

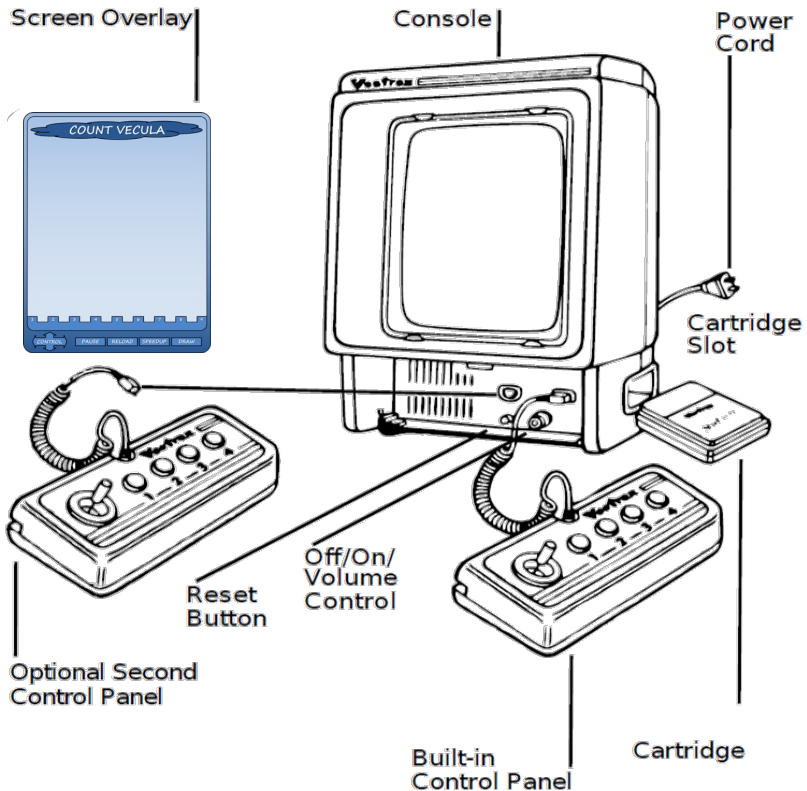
# HIGH SCORE MEMORY

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. The current high score is also shown whenever the game title appears. When the machine is turned off and the cartridge is removed, the high score is lost.

# RESTARTING THE GAME

To restart a completed game press any of the four buttons once the game is over and the title screen is shown. 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

"Count Vecula" was programmed by Peer Johannsen. The game is written entirely in the C programming language, using the gcc6809 compiler and the original Vectrex BIOS routines. It was designed and developed as part of the elective course "Advanced hardware-oriented C and Assembly Language Programming" at Pforzheim University, Germany, and completed in October 2023. The course was supervised and tutored by Prof. Dr. rer. nat. Peer Johannsen, and the source code of the game was used as educational example throughout the lecture.

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