

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

THE COUNT

THE COUNT

GAME CONTROLS

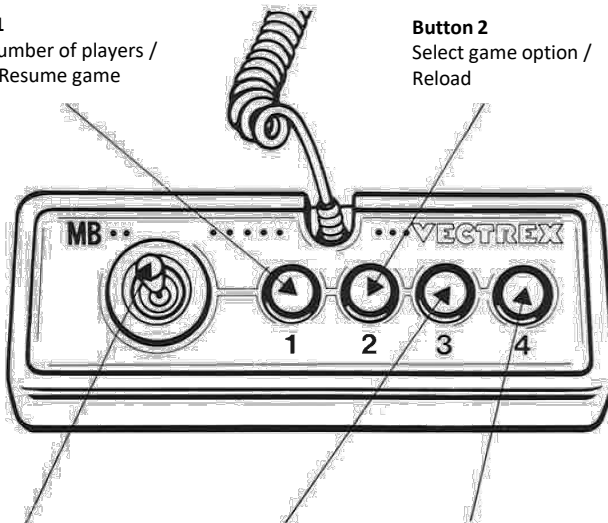
The Count is designed to be played with the built-in control panel only. The functions of the controls are:

Button 1

Select number of players /
Pause / Resume game

Button 2

Select game option /
Reload



Joystick

Move bow sideways /
Draw bow

Button 3

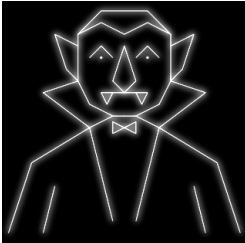
Speed up

Button 4

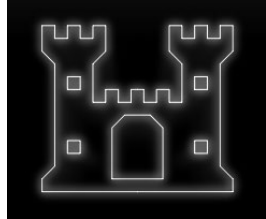
Draw bow / Release arrow

GREETINGS VISITOR!

Welcome to my castle!



Come in and enter at your own risk...



I am the Count. 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. Miscalculate, 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.

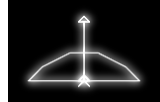
Now, get ready, and take a bow. After all, I am the Count, and you can always count on me...

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 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 bow can also be drawn by moving the joystick downwards. In this case, pressing button 4 will release the arrow.

Depending on the selected game mode, reloading the bow will either happen automatically or is done by pressing button 2.



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.

The Count 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 layout 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 turns using this control

GAME SELECTION

The game selection determines the order in which the rooms of the castle are walked through. There are 13 different routes. Some sequences may be easier or more difficult than others.

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 room reached is the score achieved. The largest number reached will be shown as high score above the game title.

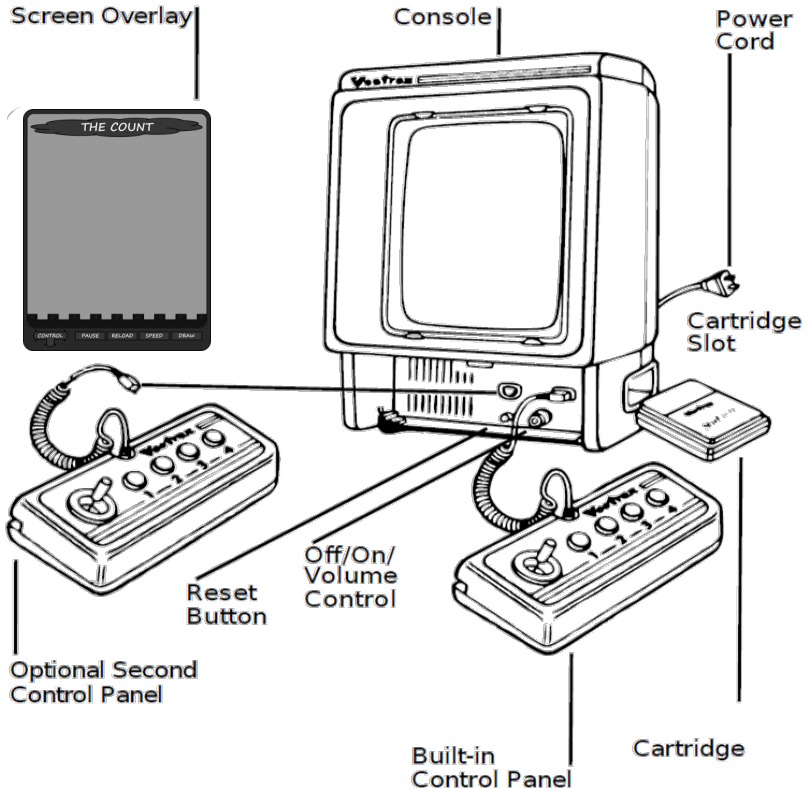
HIGH SCORE MEMORY

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

The Count was designed and developed as part of the elective course “Advanced hardware-oriented C and Assembly Language Programming” at Pforzheim University, Germany, in spring term 2017. The course was supervised and tutored by Prof. Dr. rer. nat. Peer Johannsen. The game is programmed entirely in C and the code was used as educational example throughout the lecture. Contact: vectrex@pforzheim-university.de

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