

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

CURLING

CURLING

GAME CONTROLS

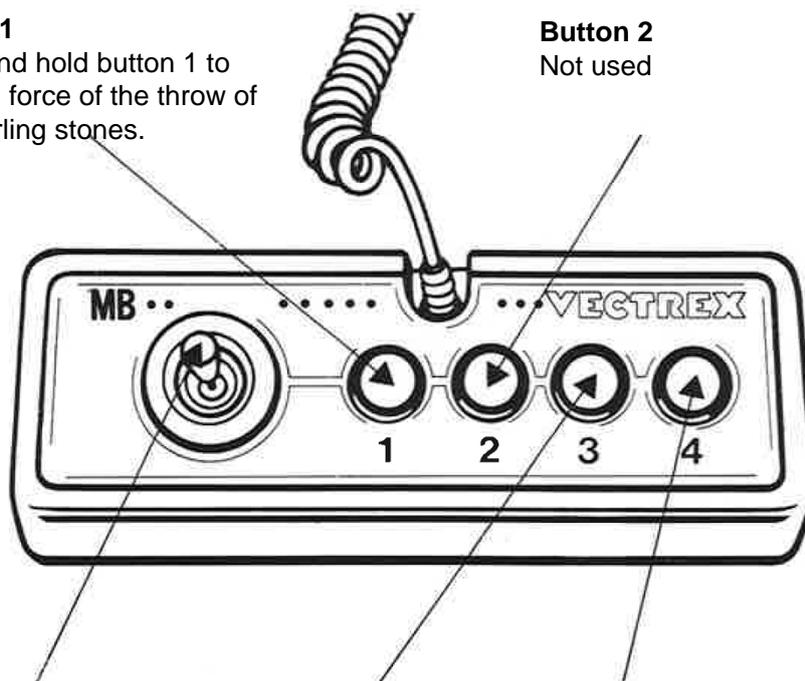
CURLING is designed to be played with the built-in control panel only. The functions of the controls are:

Button 1

Press and hold button 1 to vary the force of the throw of your curling stones.

Button 2

Not used



Joystick

Move joystick left and right to position the start point of your curling stone.

Button 3

Not used

Button 4

Not used

HOW TO PLAY

PLAYER SELECTION

Curling is intended to be played with both controllers for player one and player two.

OPTION SELECTION

The game can be started by pressing button 1 on one of the two controllers.

GAME PLAY

Position the pointing arrow to the location where you want to start your curling stone on the sheet. Then press button 1 as long as the power bar needs to raise to the level of force with which you want to throw your curling stone. The force can be varied between level one and five.

With a precise throw you can kick your opponents stones away and get a nearer position to the bullseye.

SCORING

After all stones have been thrown, the distances of the stones to the bullseye will be summed up and the player with the lower distances will win the game!

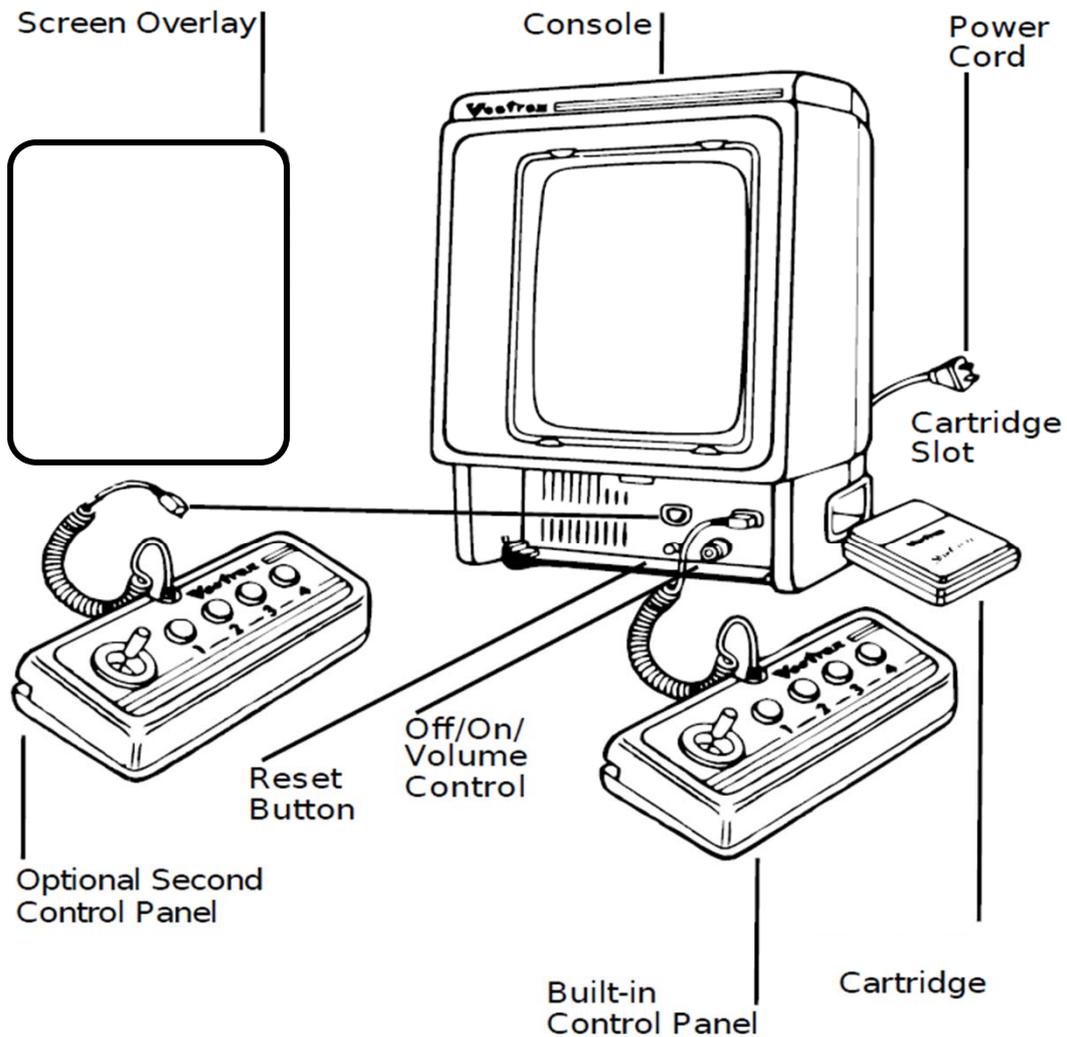
HIGH SCORE MEMORY

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 the menu will be shown again and you simply have to press button 1 to play again. 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 Manuel Rettig 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 2017, supervised and tutored by Prof. Dr. rer. nat. Peer Johannsen.

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