

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

**Doodle
Jump**

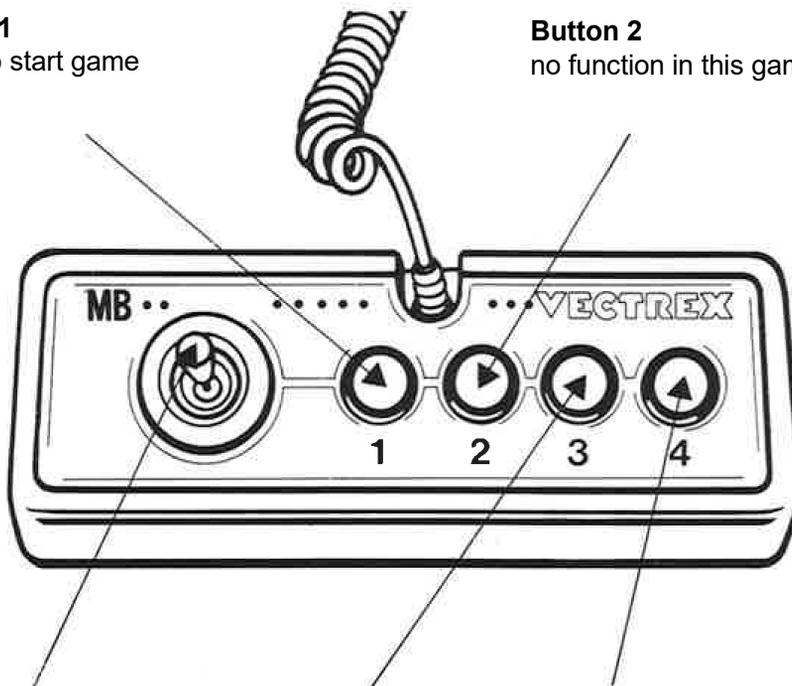
Doodle Jump

GAME CONTROLS

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

Button 1
Press to start game

Button 2
no function in this game



Joystick
Control the doodle

Button 3
no function in
this game

Button 4
no function in this game

HOW TO PLAY

PLAYER SELECTION

Doodle Jump is a single player game. If you want to play friends, take turns with them and find out who is the best gamer!

GAME PLAY

High, higher, highest! Your only task is reaching a huge height. Therefore you have to jump from platform to platform without falling down, because the distance to the ground is deadly.

The special platforms let you jump even higher. Therefore it is necessary to decelerate with a parachute.

Don't forget: It is possible to jump through the right edge of the screen to the left screen side and mirror-inverted.

WARNING

Don't play this game if you suffer from vertigo!

SCORING

Each platform that disappears from the display, increments your score. It doesn't matter if you touched it or not.

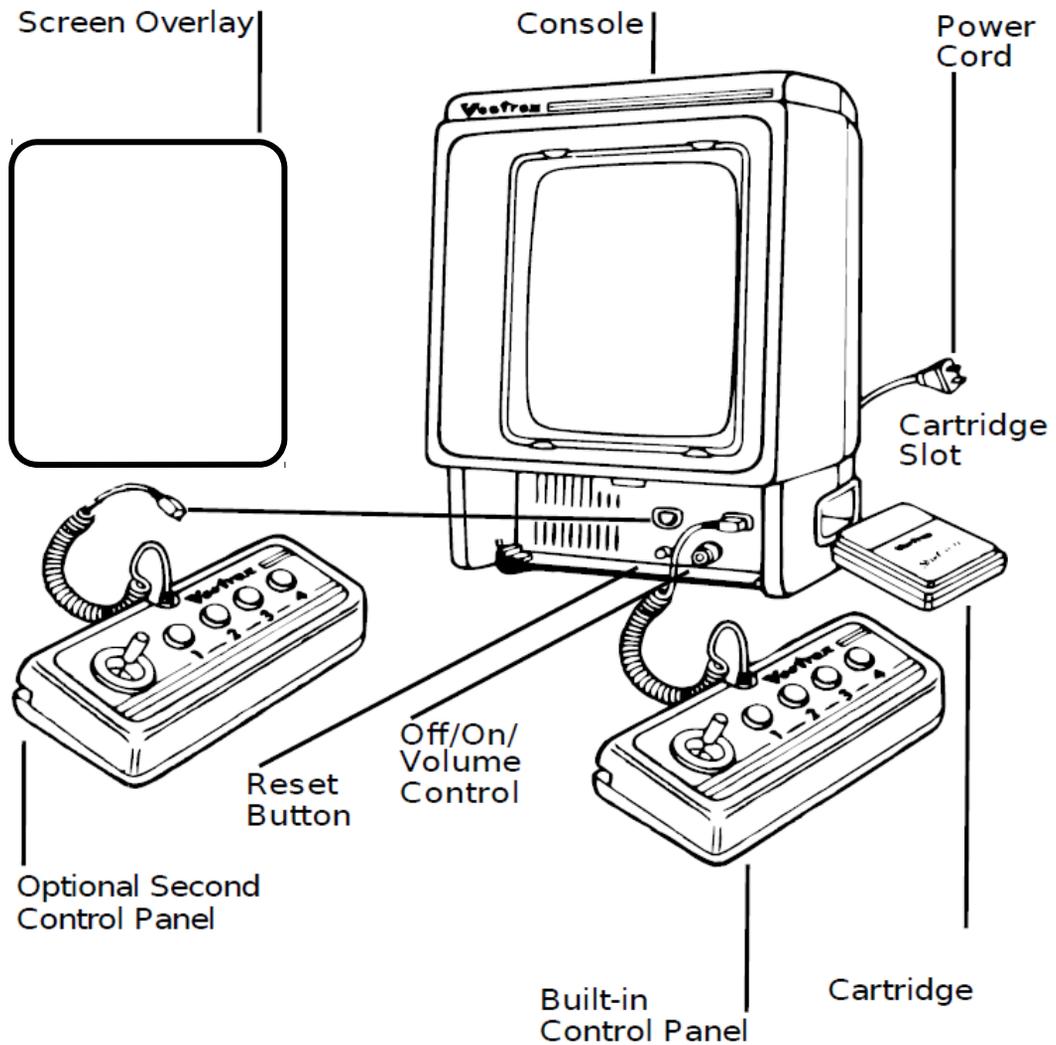
HIGH SCORE MEMORY

As long as your machine is on, with the game cartridge in place, the highest score is retained. The highscore is shown in the startmenu. When the machine is turned off and the cartridge removed, the score is lost.
(Not implemented in alpha-status)

RESTARTING THE GAME

To restart a game press the Reset button.

SETTING UP



CREDITS

This game was developed by Robin Schelling and programmed in C 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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