

**MB**  
VIDEO  
ELECTRONICS

**VECTREX**  
CASSETTE

# Eating Fish

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## GAME CONTROLS

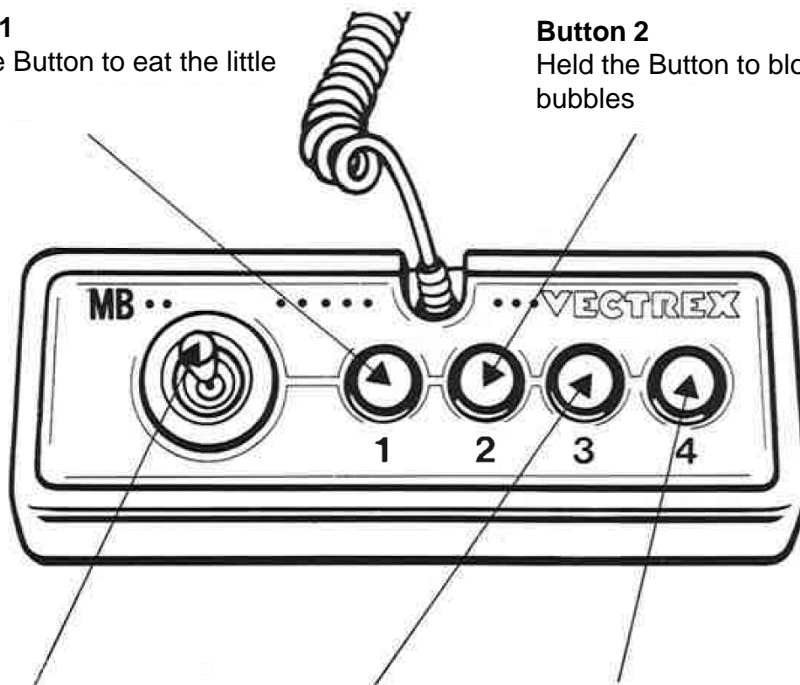
Eating Fish is designed to be played with the built-in control panel only. The functions of the controls are:

**Button 1**

Held the Button to eat the little fish

**Button 2**

Held the Button to blow bubbles



**Joystick**

The joystick is for the direction

**Button 3**

Press the Button to become faster

**Button 4**

Is not used

# HOW TO PLAY

## PLAYER SELECTION

In Eating Fish there is only one player, so there is only one number in the game menu. This is the only enemy of the small fish.

## OPTION SELECTION

In this version, there is only one game option. It describes the main game with an opponent and a feed fish.

## GAME PLAY

This game could be called an indie game. There is a medium sized fish that is controlled by the player. A shark is the opponent and a smaller one is the preferred meal of the fish.

The goal of the game is to catch the small fish and eat. This can be eaten by the push button 1 and the corresponding directional button. If the little fish was eaten, it disappears and dive after a certain time where else again

It takes some skill to catch the small fish and eat, but the shark must not be forgotten. The shark steals your points and if you do not have any more you will be caught. So you lost So take shark and avoid.

## WHATEVER ELSE IS IMPORTANT

What else is important. The layout is just decoration, so the screen does not look so empty. The crab is perhaps added in a later version as a feeding object.

## SCORING

Points are awarded for achieving the following:  
By eating the Little Fish. You can get 50 points

Points will be deducted for the following:  
When the shark grabs the player, points are deducted. When all points are gone, the game is lost.

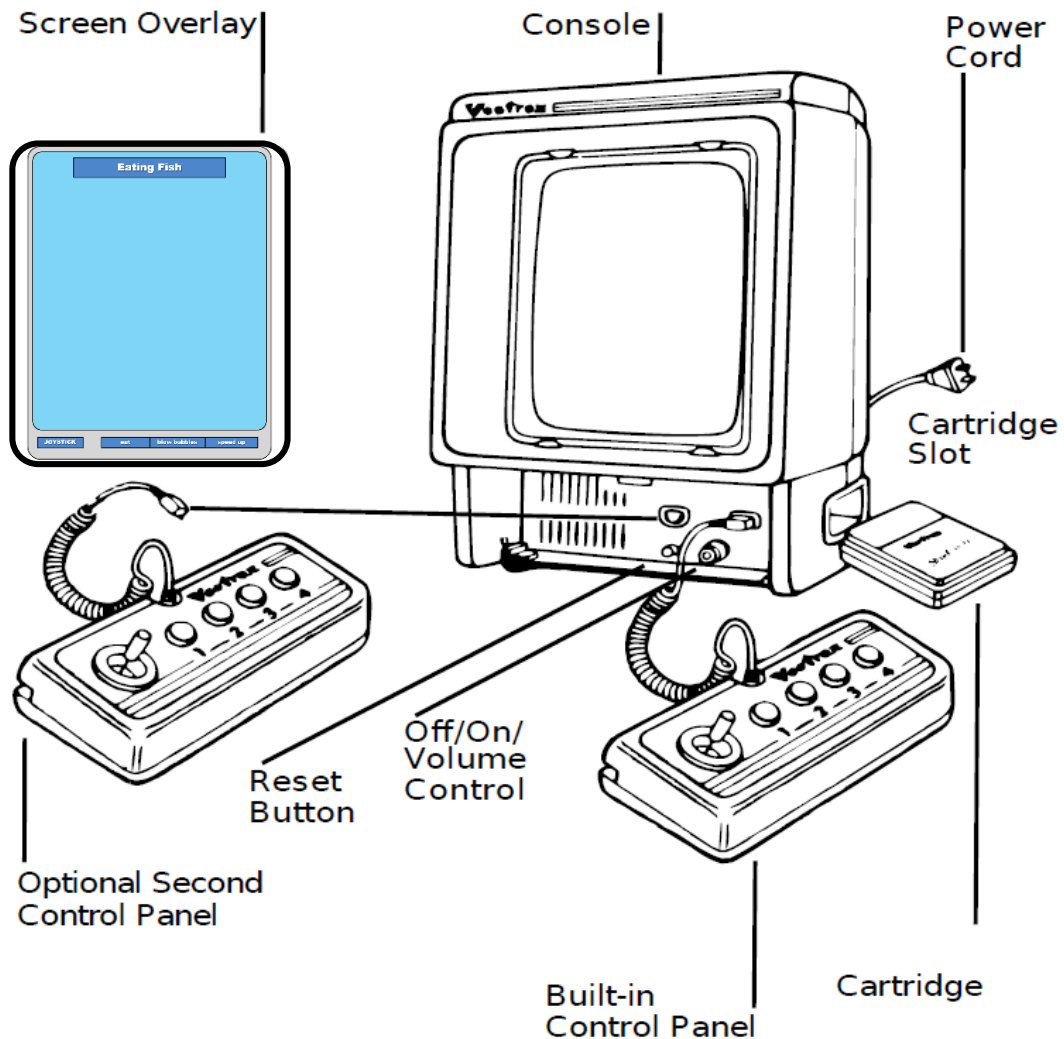
## HIGH SCORE MEMORY

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 with the same number of players and the same game option, press any of the four buttons once the game is over. 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 KiriCreamCheese 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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