

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

**KINGDOM
OF
HEAVEN**

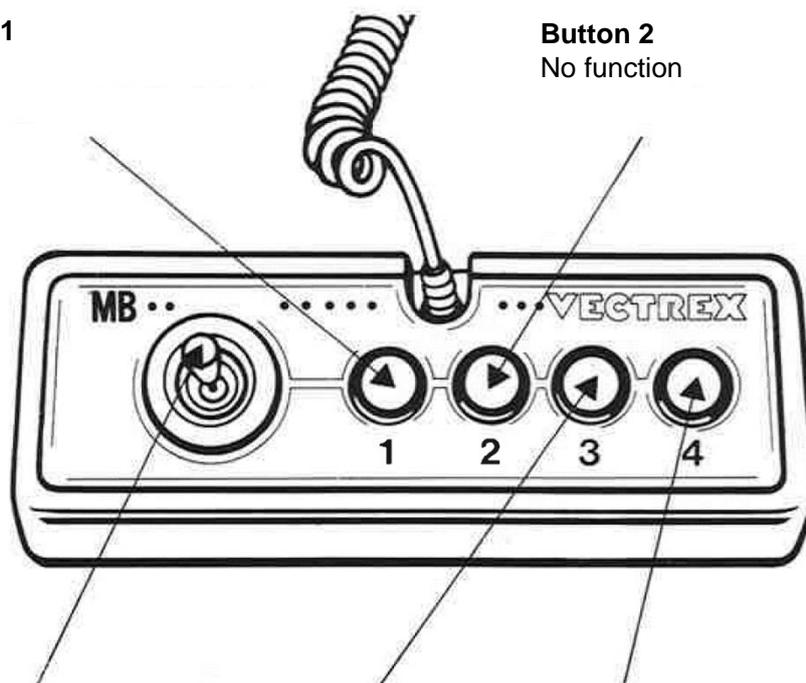
KINGDOM OF HEAVEN

GAME CONTROLS

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

Button 1
Jump

Button 2
No function



Joystick
Move player right and left

Button 3
No function

Button 4
No function

HOW TO PLAY

PLAYER SELECTION

This is only a single player game but you can compare your high score if you want to play with a friend.

OPTION SELECTION

There are no options you can choose in this game. You will ever start at level one.

GAME PLAY

The Gameplay is very simple. With the joystick you can move the player left and right. By pressing the button 1 you can jump.

Good luck.

NOTE

You can jump out of the left or right side of the screen and will immediately appear on the other side.

STORY

The little boy Jack has a big wish. He wants to see the Kingdom of Heaven. But the way is difficult and dangerous. Help him and jump from block to block, and maybe, he will reach the Kingdom of Heaven.

SCORING

Points are awarded for achieving the following:

The score is counting automatically and is connected with the game speed. The longer you can alive and the faster the game is the more points you get.

In this beta status its not possible to collect extra points, but it is planed for a future release.

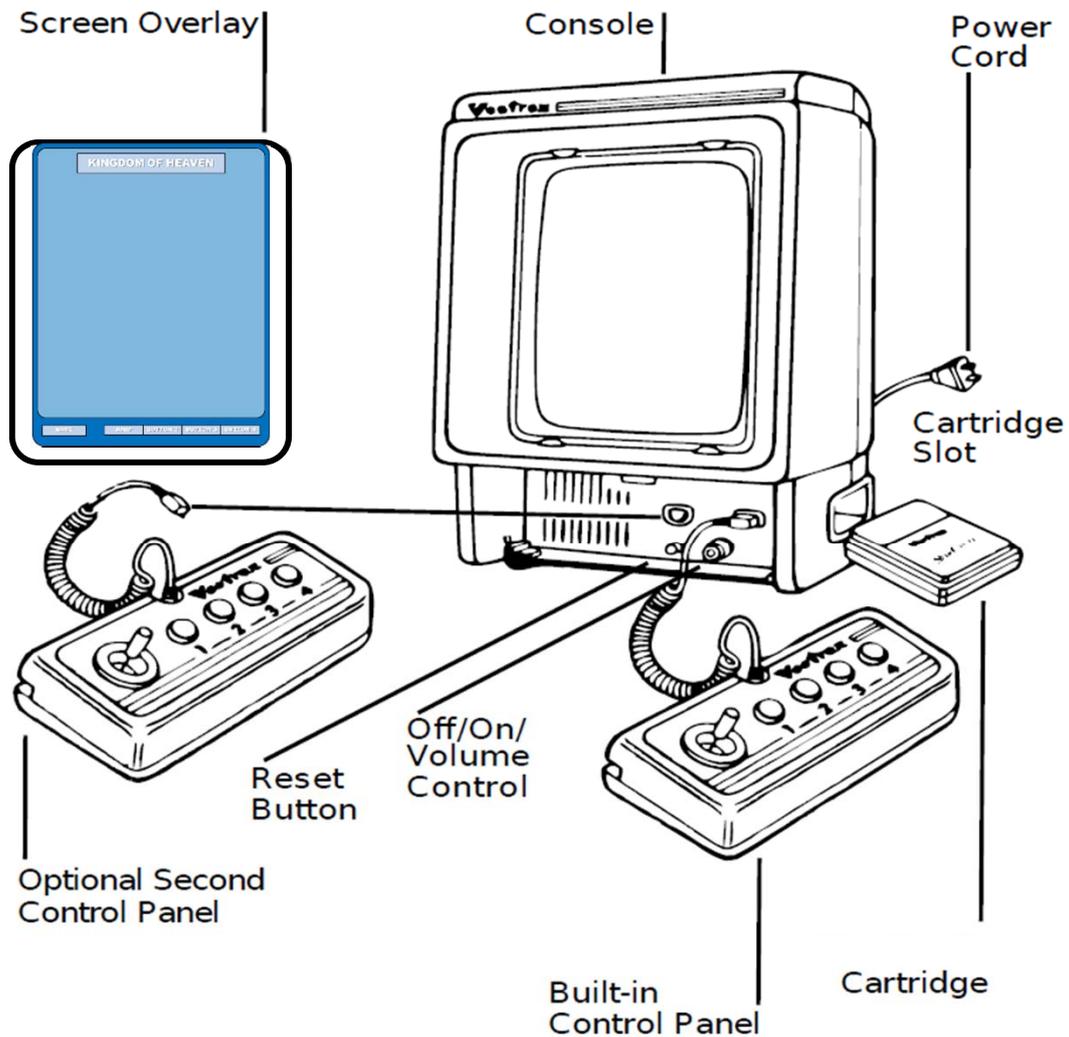
HIGH SCORE MEMORY

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 Jan David Kurfiß 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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