

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

PIPE RACE

PIPE RACE

GAME CONTROLS

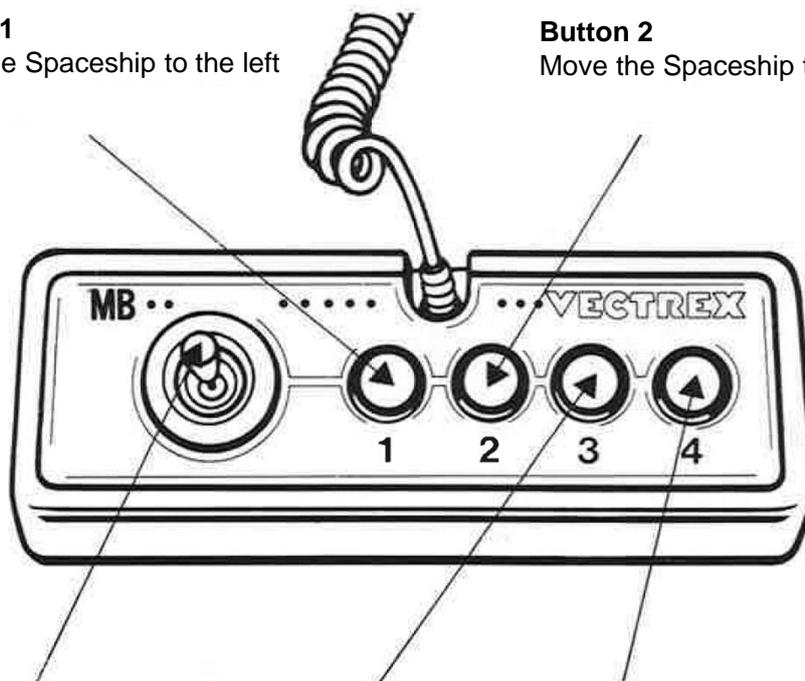
Pipe Race is designed to be played with the built-in control panel only. The functions of the controls are:

Button 1

Move the Spaceship to the left

Button 2

Move the Spaceship to the left



Joystick

Left and Right is used to move the spaceship in the tunnel

Button 3

Move the Spaceship to the right

Button 4

Move the Spaceship to the right

HOW TO PLAY

PLAYER SELECTION

Only one player can play the game. You have only one shot and Highscore will reset on death.

OPTION SELECTION

Options can be selected with Button 2 and 3 and will result in an increase/decrease of the difficulty. Option 1 is the easiest mode, option 3 the hardest.

GAME PLAY

The goal is to not collide with the obstacles coming at you, in the Pipe you are stuck. Sounds easy, but be warned: People went mental after being stuck in the Pipe for to long.

SCORING

Points are awarded for achieving the following:

The longer you are alive the more points you will get. Points are gained linear and there is no way to get extra points.

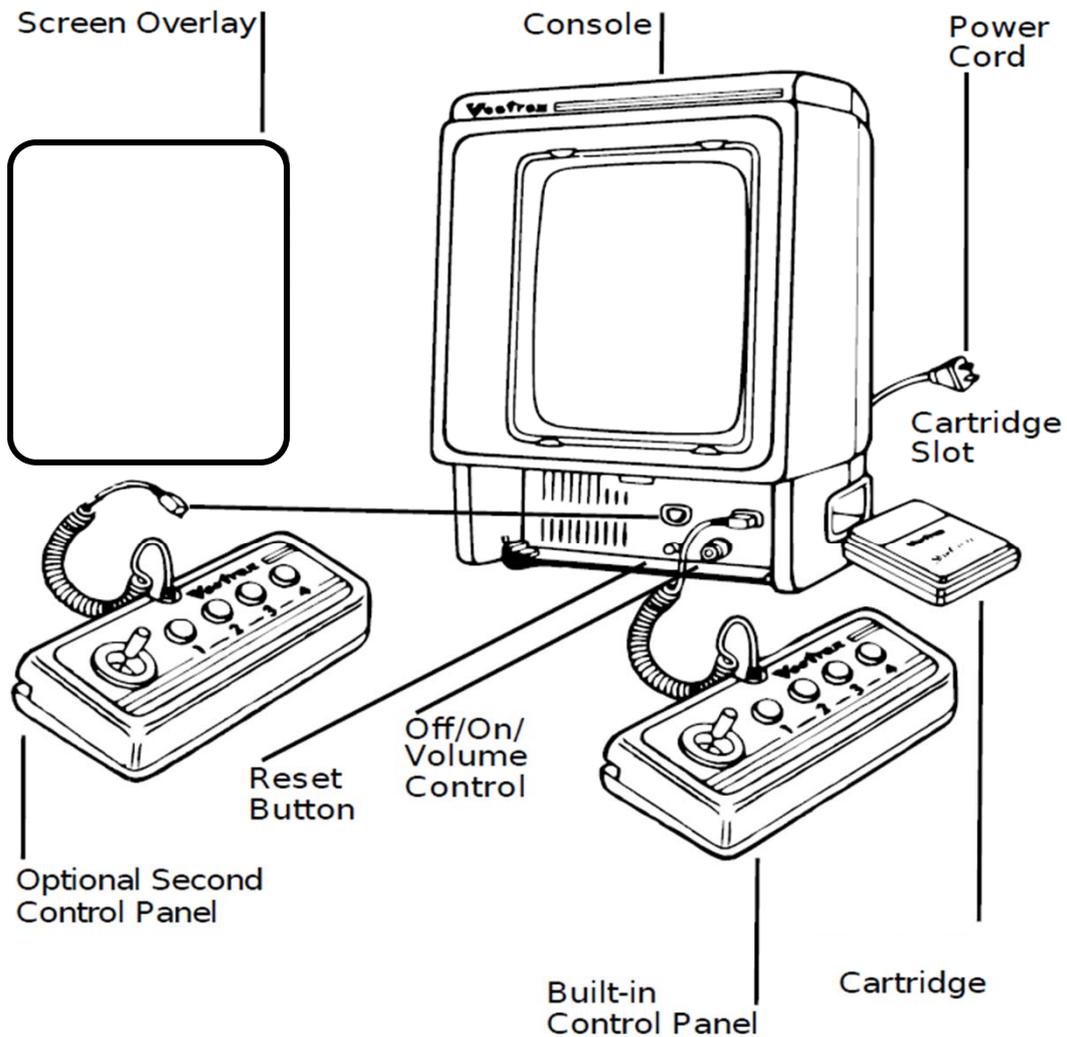
HIGH SCORE MEMORY

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 Ralph Gerath 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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