

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

**SPACE
PATROL**

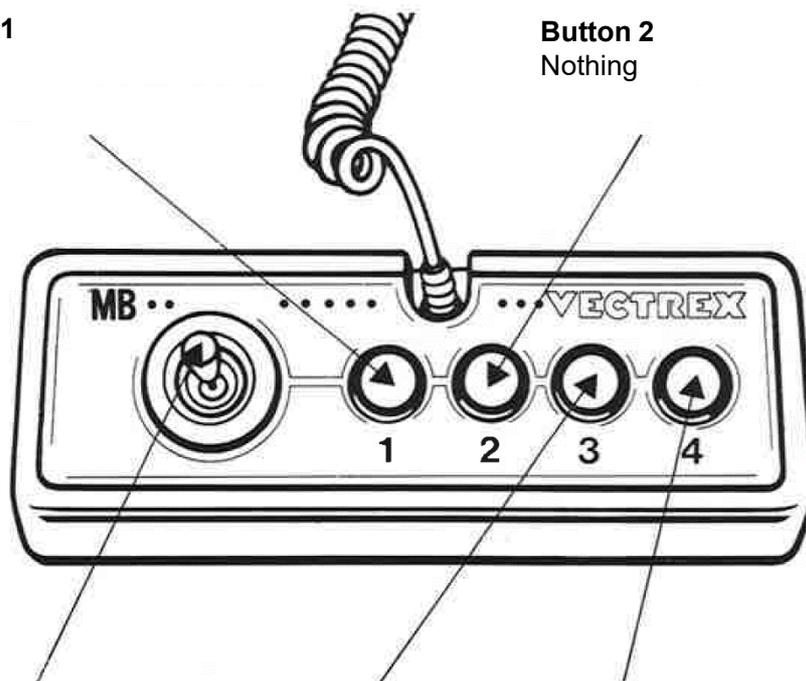
SPACE PATROL

GAME CONTROLS

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

Button 1
Nothing

Button 2
Nothing



Joystick
Spacecraft flies in the direction the joystick is moved

Button 3
Press to shoot

Button 4
Nothing

HOW TO PLAY

PLAYER SELECTION

The game is just for one player. It is not needed to select the number of players.

OPTION SELECTION

There is no game option. The game has just one mode that gets more difficult with the time.

GAME PLAY

The spaceship Horizon is in danger and you are the captain. On a patrol through a new star system the spaceship is attacked by unknown aliens. Your radio is damaged and you cannot call for any help. You have to fight the aliens to save your crew.

Your goal is to destroy all aliens. You can destroy them with your cannon. The cannon can be fired with button 3. But be careful if you destroyed some of them they get more aggressive and if one alien hits your spacecraft it will be destroyed and the game is over.

WHATEVER ELSE IS IMPORTANT

The score is showed in the upper right corner and you can look at it if the game is over or you win.

SCORING

Points are awarded for achieving the following:

One point for one destroyed alien.

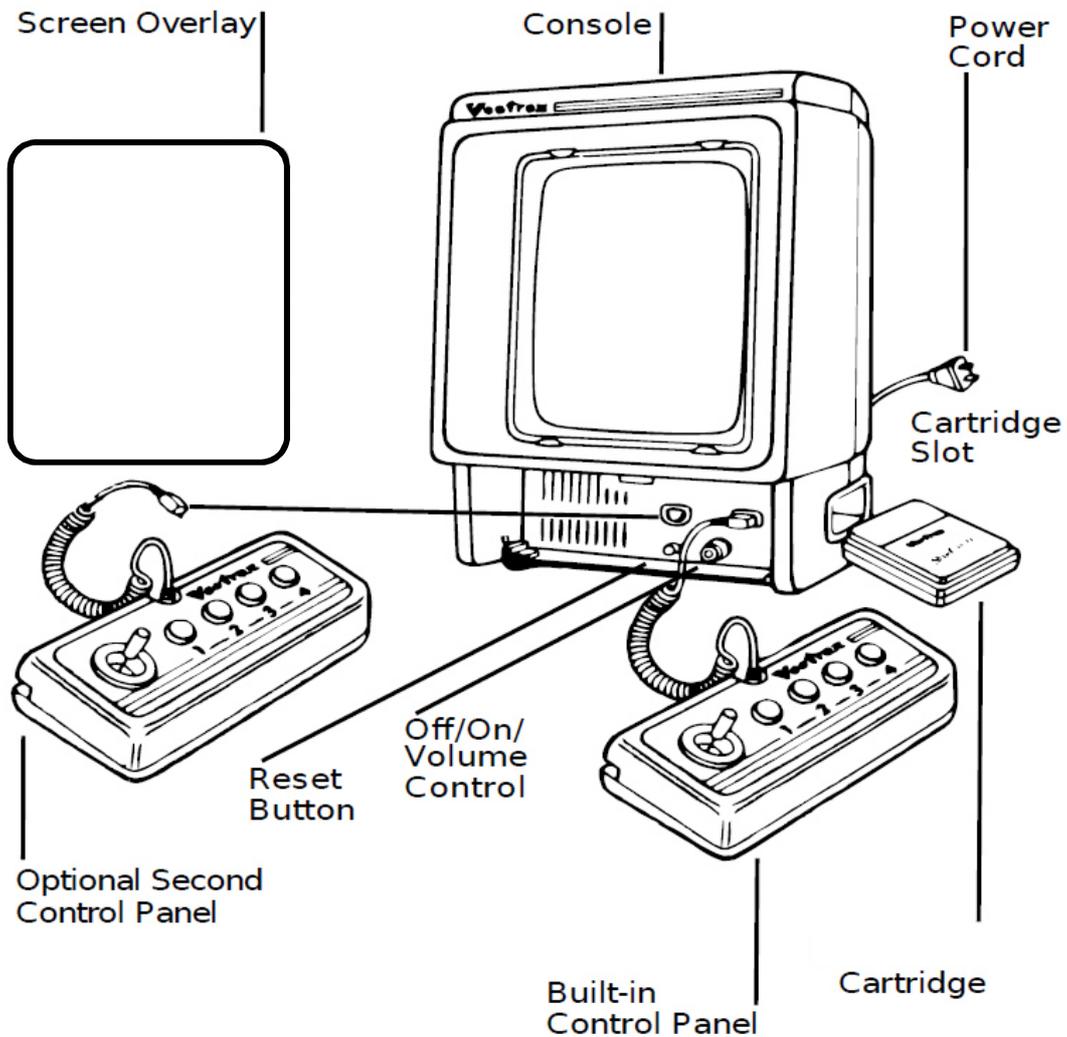
HIGH SCORE MEMORY

As long as your game runs the score is stored. When a new game begins the score will be 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 **Andreas Barth** 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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