

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

spaceship centauri

game manual

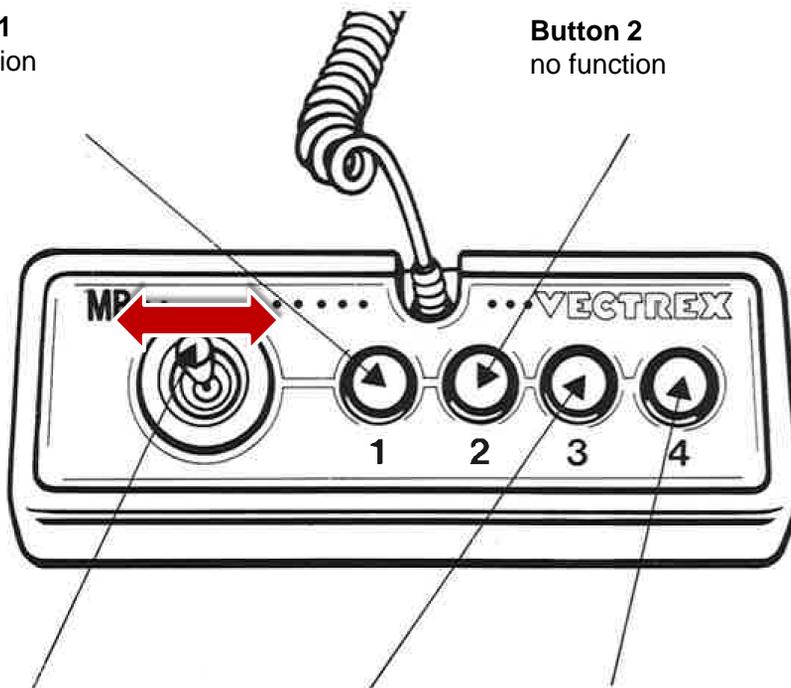
spaceship centauri

game controls

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

Button 1
no function

Button 2
no function



Joystick
moves Centauri to the left
and right side

Button 3
fires the
massive EMP

Button 4
fires the deathly front
canon

synopsis

SPACESHIP:	Centauri, Leviathan-Class
ACTICE MISSION:	Rising Mankind
DESTINATION:	Magellanic Cloud
MISSION TIME:	+13 Day
EARTH DATE:	2ed July of 2300

Year 2300: Mankind reached the stars in a stunning speed. Centauri is the first human made spaceship which is capable of intergalactic flights.

spaceship centauri's log: Since the new ship Centauri left the space hangar before 13 Days, it was a quiet flight. Everything seemed to be alright, but suddenly all alarm bells rang, the hole crew was on alert. The sensors detected a unknown military fleet of spaceships. The stealth shields were activated immediatly. For the first moment, the spaceship remained invisible. The captain and his officers were monitoring the unknown fleet's communication. After a short period of time the captain realized that this fleet is going to invade earth. He recorded a short message for earth. During the transmission of the massage, Centauri was detected by the enemy. Promptly the enemy fleet started to attack Centauri. One of the first incoming laser beams damaged the warp drive.

The only hope for mankind cannot escape. Centauri must defend itself and earth, right now. The crew of Spaceship Centauri cannot allow to let pass any enemies, otherwise earth will be lost. The Centauri's crew has to be sturdy and strong minded. Fight to survive, fight to protect the mankind!

how to play

PLAYER SELECTION

spaceship centauri is a single player game. This game can be played by only one person at the same time. To play with friends, it is possible to compete via the high score.

LEVEL SELECTION

A specific level between 1 and 99 can be set during the start up sequence. Therefore the game option number can be increased or decreased with the buttons two and three. In the first place this function was a development tool, but since then it can be used to load a specific level. Note, real space veterans don't cheat!

GAME PLAY

spaceship centauri is a classic bottom of the screen shooter. All incoming enemies must be destroyed. Centauri cannot let pass any enemies, otherwise the game is over. To defend itself the spaceship is equipped with a board canon. The canon is used to destroy the enemies. The ship can be moved with the joystick into the left and right direction. In case of an almost passing enemy, a massive EMP wave can be generated. Due to the electromagnetic shock all hostile ships disintegrate.

AMMUNITION GAUGE

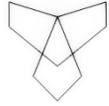
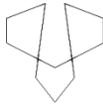
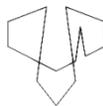
At the top left corner of the screen, there is an indicator bar which represents the available energy, which is needed to fire the board canon. Due to a defect of the power generator, the energy is restored erratic. Keep an eye on your energy status!

ELECTROMAGNETIC PULSE

Based on the high power consumption, Centauri can only generate one powerful and massive EMP per level. Therefore it needs to be used wisely.

enemy style guide

There are three different types of enemies. The number of hitpoints (HP) of an enemy depends on the enemy type. Type 1 enemies have one HP, enemies of type 2 have 2 HP and enemies of the type 3 have 3 HP. For each bullet which hits an enemy, the enemy's HP number is decremented by one. When the HP number reaches zero the enemy is destroyed.

	Type 1	Type 2	Type 3
3 HP			
2 HP			
1 HP			

scoring

Points are awarded for destroying the incoming enemies. Each killed opponent scores one point. The current score is displayed at the top right corner of the screen. At the end of each game the high score is displayed.

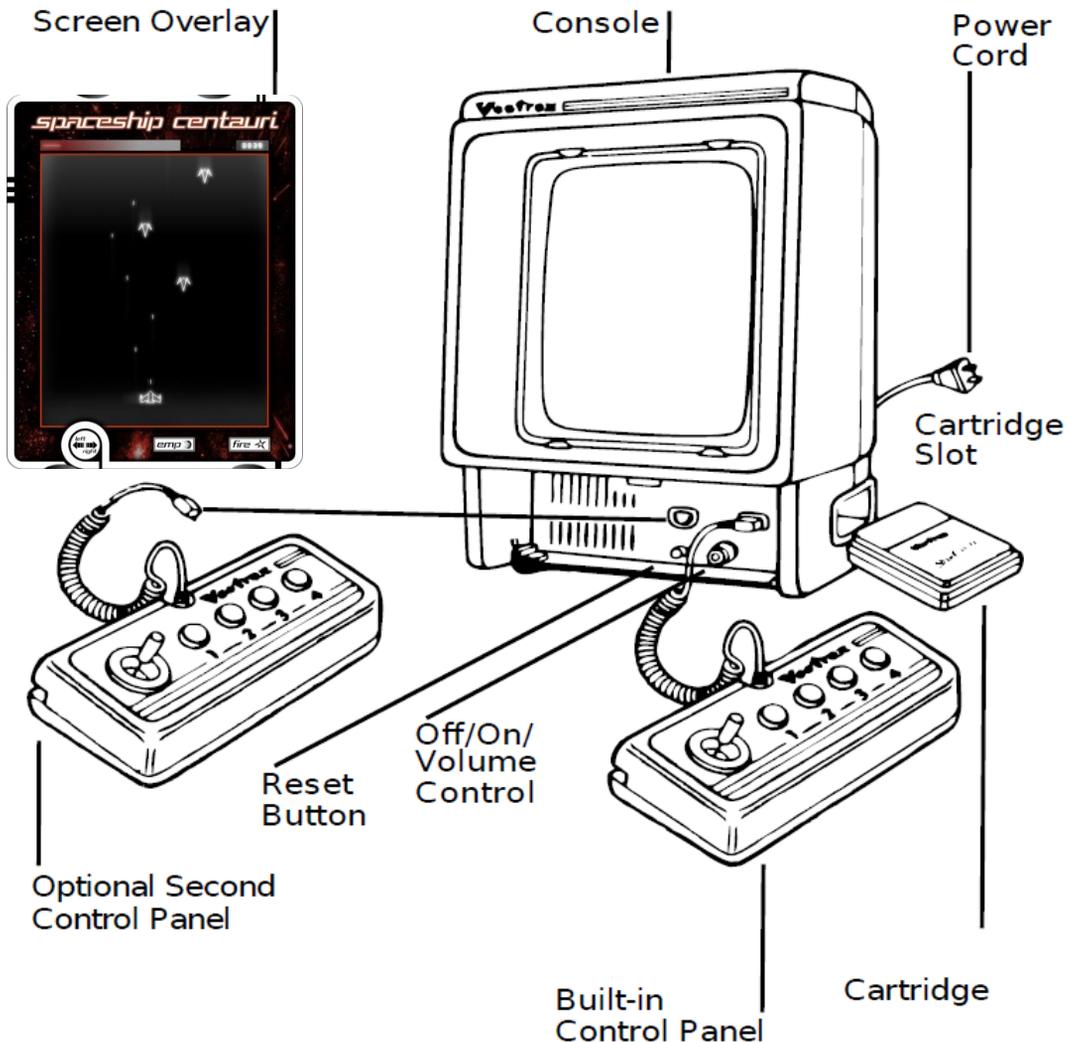
high score memory

As long as your machine is on, with the game cartridge in place, the highest score is retained. This score is displayed at the end of each game. When the machine is turned off or the cartridge is removed, the score is lost.

restarting the game

To restart a completed game, press any of the four buttons once the game is over. If you wish to restart the game before it is completed, press the reset button on the machine.

setting up



credits

spaceship centauri was developed by Christoph Bechtle (Senior Chief Programmer) 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 Johanssen.

8121-XML 483