

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

STAR WAR

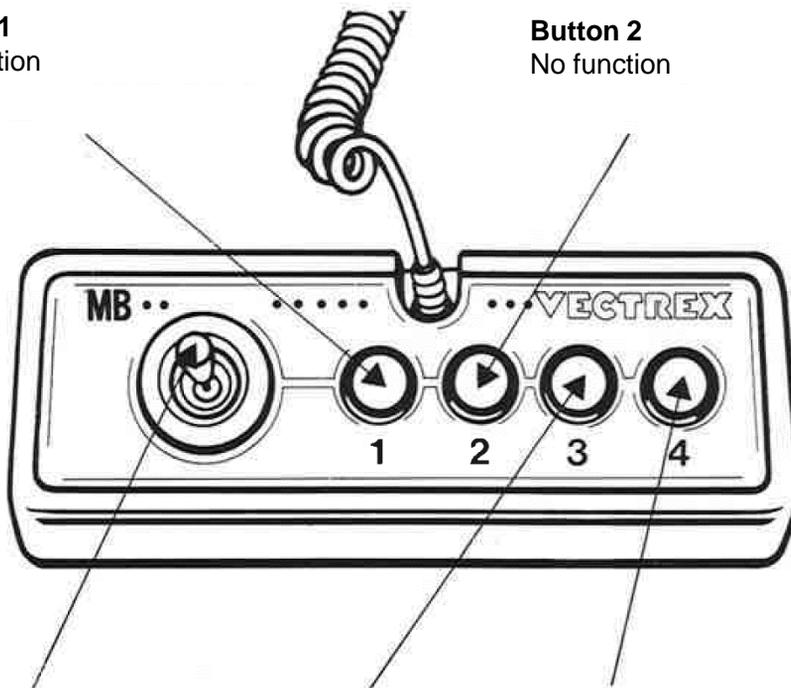
STAR WAR

GAME CONTROLS

STAR WAR 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
Control of the Spacecraft

Button 3
No function

Button 4
Shooting

HOW TO PLAY

PLAYER SELECTION

This game is designed for a single player. There is no option for a second player.

OPTION SELECTION

You can not select any options.

GAME PLAY

With the Joystick you can control the movement of your Spaceship. Button 4 is for firing the gun to destroy the incoming meteors.

WHATEVER ELSE IS IMPORTANT

At the beginning you have three life points. If you crash with a meteor you loose a life point. You can either destroy the meteors with your gun or avoid them. There also appear lifecrosses, by collecting them you get a life point. With 20 score points you reach Level 2.

SCORING

Points are awarded for achieving the following:

For every destroyed meteor you get one score point.

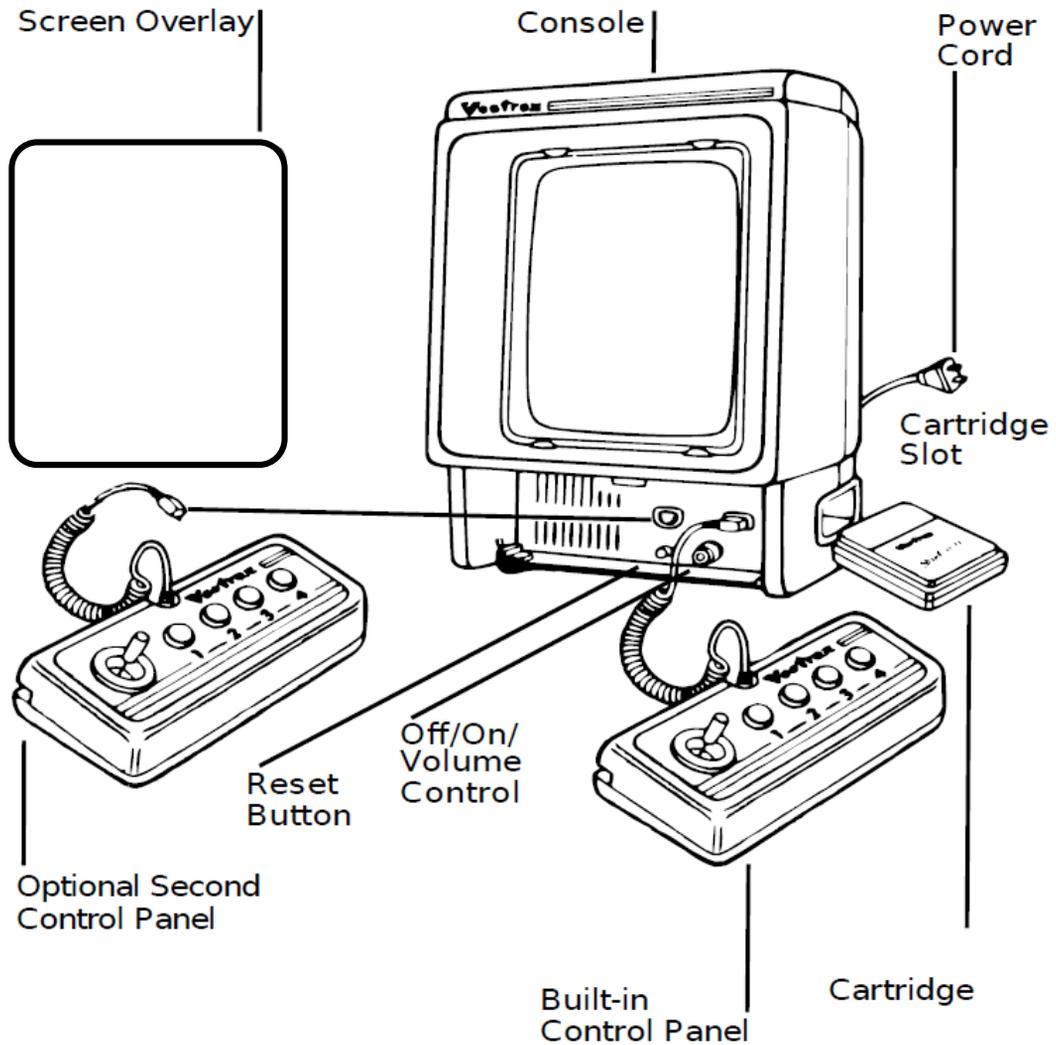
HIGH SCORE MEMORY

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 Marco Schewa 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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