

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

**ASTEROID
COWBOY**

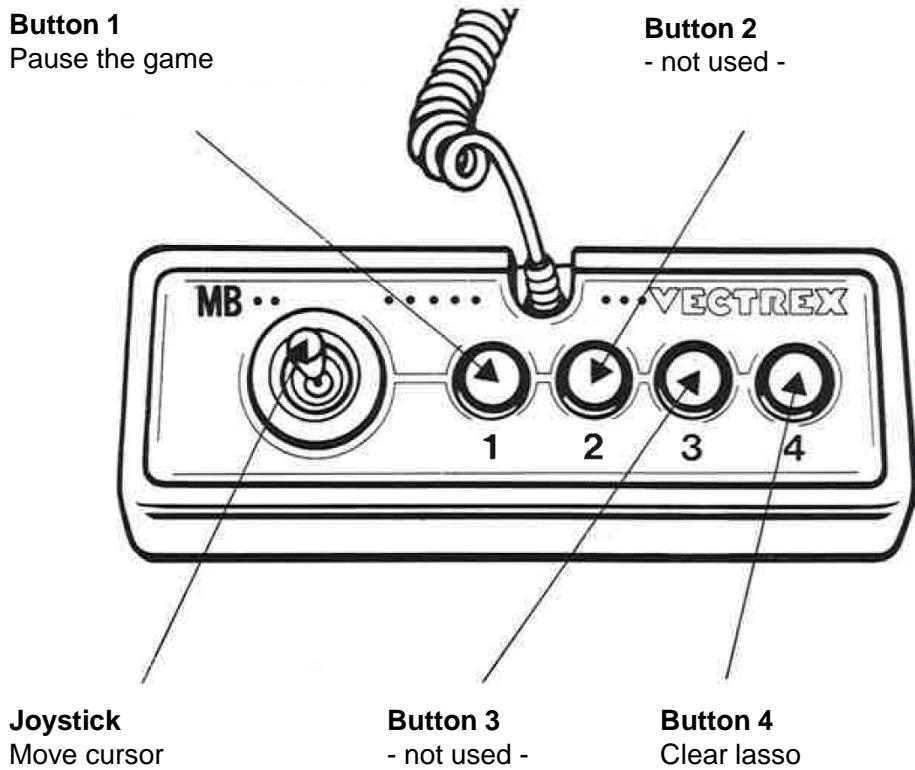
ASTEROID COWBOY

GAME CONTROLS

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

Button 1
Pause the game

Button 2
- not used -



Joystick
Move cursor

Button 3
- not used -

Button 4
Clear lasso

Synopsis

We're in the year 2020 - Earth was destroyed due to the foolishness of an orange-skinned president.

Mankind had to escape to foreign planets. You made it to a fertile planet near an asteroid belt.

The first people there founded P-Town, and fortunately your old neighbor built a ranch where he offers you a place to live and work.

You're responsible for protecting the ranch from asteroids coming too close. Unfortunately, all rocket-launch-control-boards were used to build gaming consoles (yep, it's really boring up there...), so you had to think about other ways.

You remember the cheap remote-controlled laser-lasso (without a CE marking!) you ordered from a foreign Asian country before leaving Earth, and your cowboy adventures begin!

HOW TO PLAY

GAME PLAY

Use the joystick to move the cursor around the screen. Swing your lasso completely around asteroids to catch them.

You have to be fast, because your lasso has a limited length, and if an asteroid touches it, it will break at the injured spot (in default mode). Also, don't touch the asteroids with the cursor or you will lose a life.

After losing a life, you'll spawn again with the temporary benefit of being invulnerable, which allows you to place your cursor at a safe spot. This invulnerable state is being indicated by your blinking cursor.

When needed, you can reset your lasso manually by pressing button 4.

You start with 3 lifes. The current number of lifes is being displayed on the upper left corner of the screen.

If you catch all asteroids in a sector, you will proceed to the next, more dangerous sector.

Your boss is a very nice person, so you get upgrades from him from time.

SECURITY WARNING: Be aware of diagonal movements! Yes, they are faster...But keep in mind that your lasso is built from really cheap components and you're already using it outside the absolute maximum ratings.

Diagonal movements could lead to temporary malfunctions of your lasso!

Game Modes

After the start screen you have to choose a game mode.

Mode 1:

Default Mode.

If an asteroid touches your lasso, it will break at the injured spot.

Mode 2:

Full Lasso Death Mode.

If an asteroid touches your lasso, it will break completely and you'll lose a life. You can prevent this by manually resetting your lasso by pressing button 4 before an asteroid touches it.

SCORING

The points earned when catching an asteroid, depend on its type:

- Small: 1 Point
- Medium: 3 Points
- Large: 7 Points

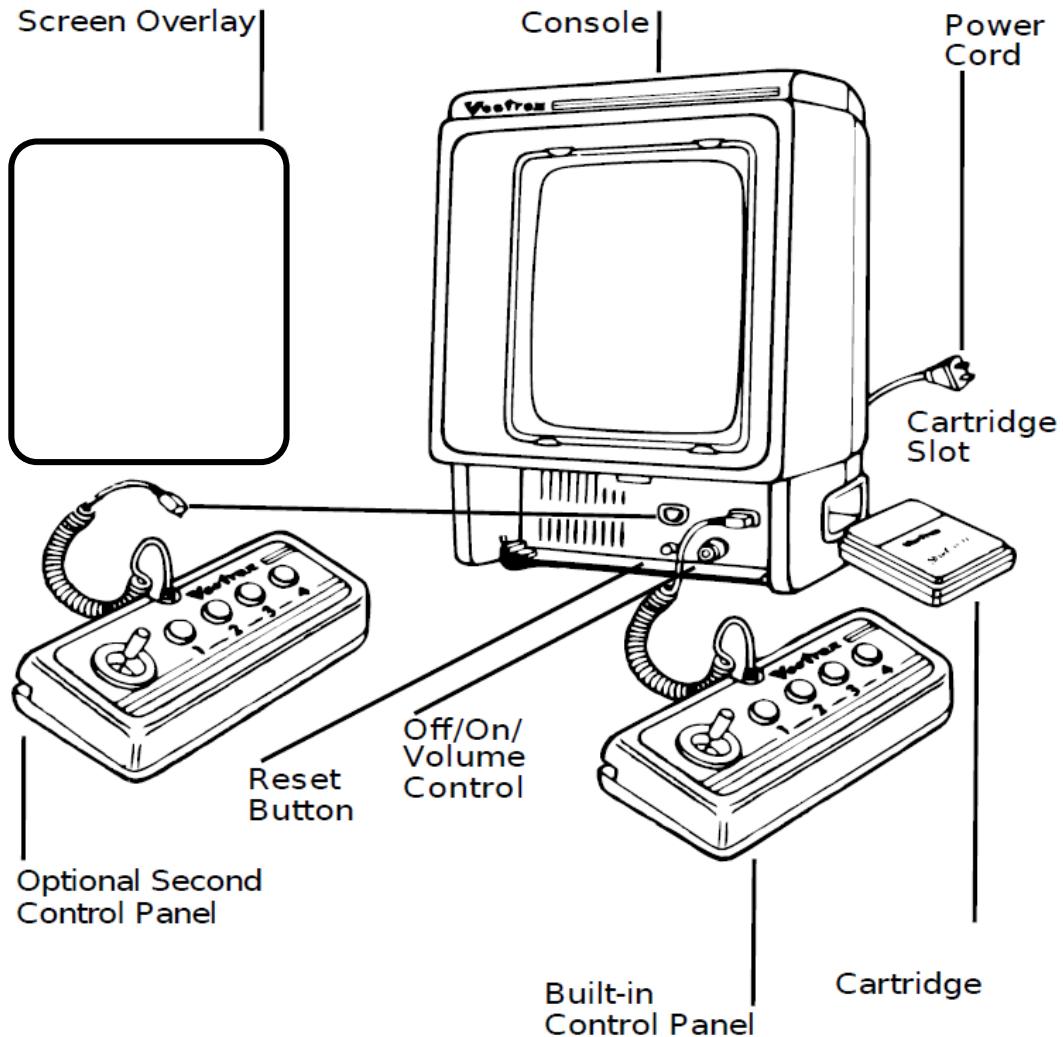
If you catch multiple asteroids at a time, the earned points will multiply by the number of asteroids caught!

HIGH SCORE MEMORY

As long as your machine is on, with the game cartridge in place, the highest score is retained. You can have a look at the score in the starting menu.

When the machine is turned off and the cartridge removed, the score is lost.

SETTING UP



CREDITS

This game was developed by **Andreas Bitter** 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 2018, supervised and tutored by **Prof. Dr. rer. nat. Peer Johannsen**.

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