MB

VIDEO
ELECTRONICS

VECTREX
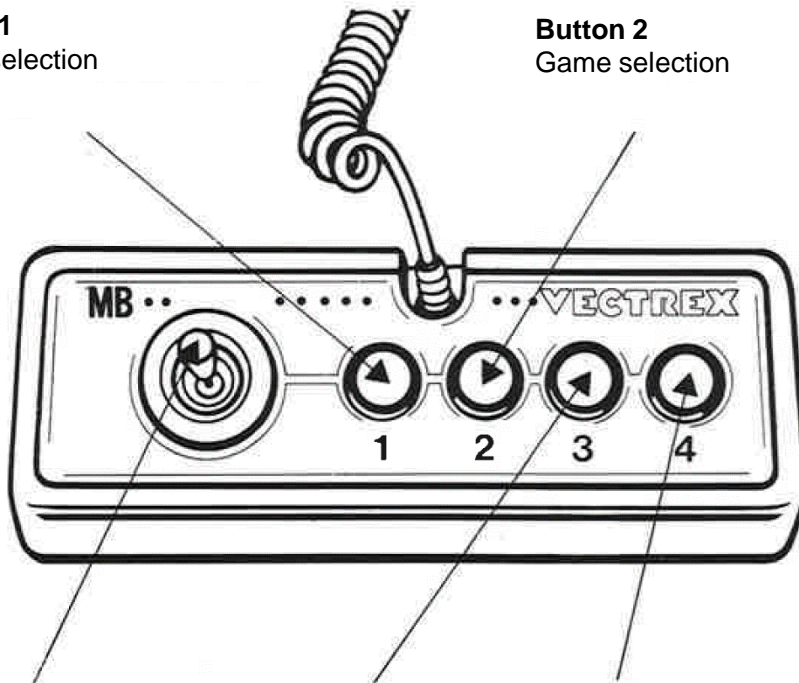
CASSETTE

DAISY LAND

DAISY LAND

GAME CONTROLS

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

Button 1
Player selection

Button 2
Game selection

Joystick
Run

Button 3
Game selection

Button 4
Jump

HOW TO PLAY

PLAYER SELECTION
Daisy Land can be played by one player.

GOAL OF THE GAME
Princess Daisy is on a mission which is called "rescue Mario". She can rescue Mario by jumping over squares and jumping over the sheeps which want to kill her. Once she has jumped over three squares, the current level is completed. Mario is rescued after every fifth level.

GAME PLAY
Collect as much points as possible, reach higher levels and save Mario.

To reach higher levels you have to jump the boxes. If you jumped three boxes you will reach a new level.

Beware of the sheeps because they can kill you if you run into them. You have three lives, running into a sheep means you have one life less.

You can knock-out the sheeps if you jump on them. If you jump on a sheep you earn two points.

Normally the sheeps look like the following:
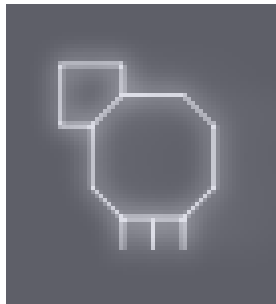
HOW TO PLAY

If you have jumped on the sheeps they look like the following picture:

If the sheeps look like this you can't jump on the sheeps again. If you run into them or jump on them you loose a life.

You can do small and large jumps. How long a jump is depends on the distance Princess Daisy has run before starting to jump. So it's very important to run before you jump. If you jump and didn't run before you only jump vertically.

SPECIAL FEATURES

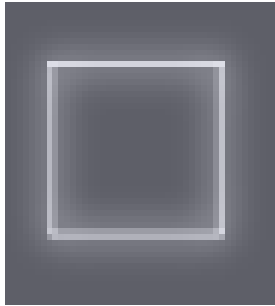After every fifth level there will be a small surprise.

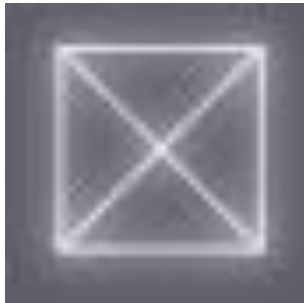If you loose, there will be a corresponding animation.
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SCORING

Points are awarded for achieving the following:

Each box that is jumped will earn you one point. An unjumped box looks like the following:

If you jumped a box and earned one point the box will look like the following picture:

Every time the screen is scrolling and Princess Daisy is running into the "next screen" you can jump the boxes again.

You will earn extra points for jumping the sheeps. This will earn you one point.
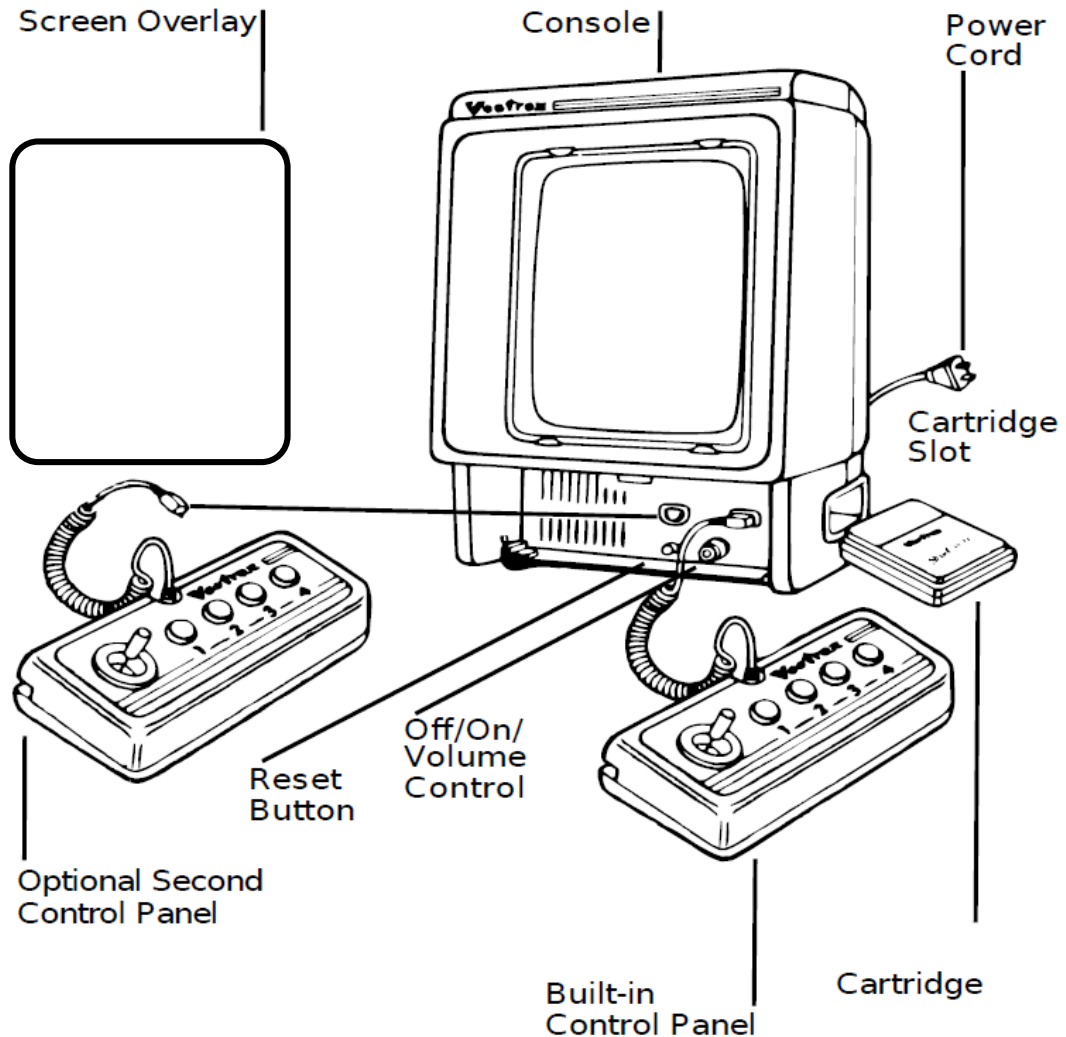
HIGH SCORE MEMORY

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

Screen Overlay

Console

Power Cord

Cartridge Slot

Off/On/ Volume Control

Reset Button

Optional Second Control Panel

Built-in Control Panel

Cartridge

CREDITS

This game was developed by **PrincessDaisy** 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 2019, supervised and tutored by Prof. Dr. rer. nat. Peer Johannsen.

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