

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

Dino Runner

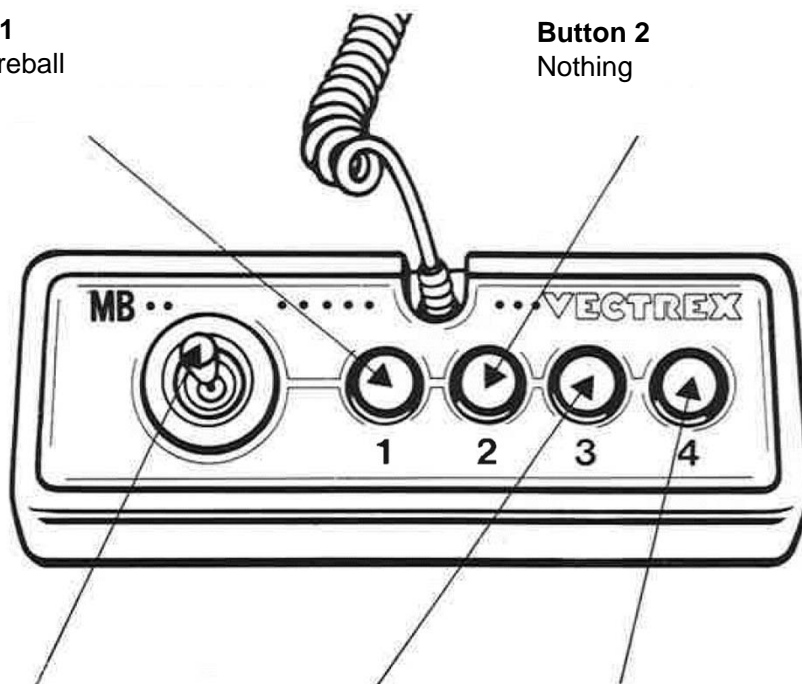
Dino Runner

GAME CONTROLS

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

Button 1
Shoot fireball

Button 2
Nothing



Joystick
Move left/right
duck/stand upright

Button 3
Nothing

Button 4
Jump

HOW TO PLAY

PLAYER SELECTION

This is a single player game.

OPTION SELECTION

There are no options, you start at level 1.

GAME PLAY

You are a T. rex. That can spit fireballs. You also love to run, but there are evil moving robots and ufo's that want to attack you. So naturally you have jump/duck over/under them or destroy them with your mighty fireball. To get to the next Level you have to destroy 3 enemies. To be able to use your fireball you have to eat a tasty pineapple. For each pineapple you have eaten to you can spit a fireball. You start each level by being able to spit one fireball. Be warned though, some enemies have 2 lives.

SCORING

Points are awarded for achieving the following:

Each killed enemies grants you one point.

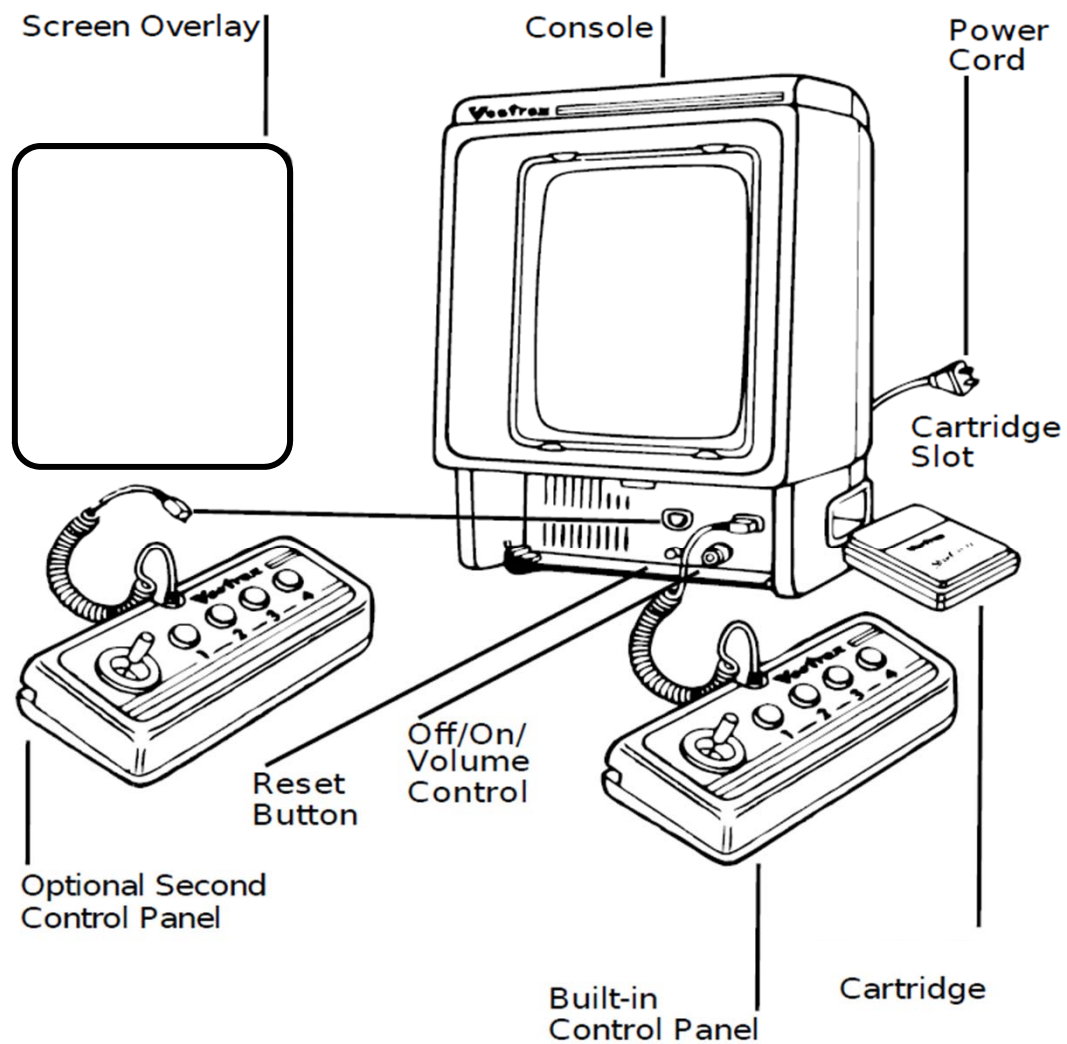
HIGH SCORE MEMORY

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



CREDITS

This game was developed by **Hoid** 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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