

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

Donkey Kong

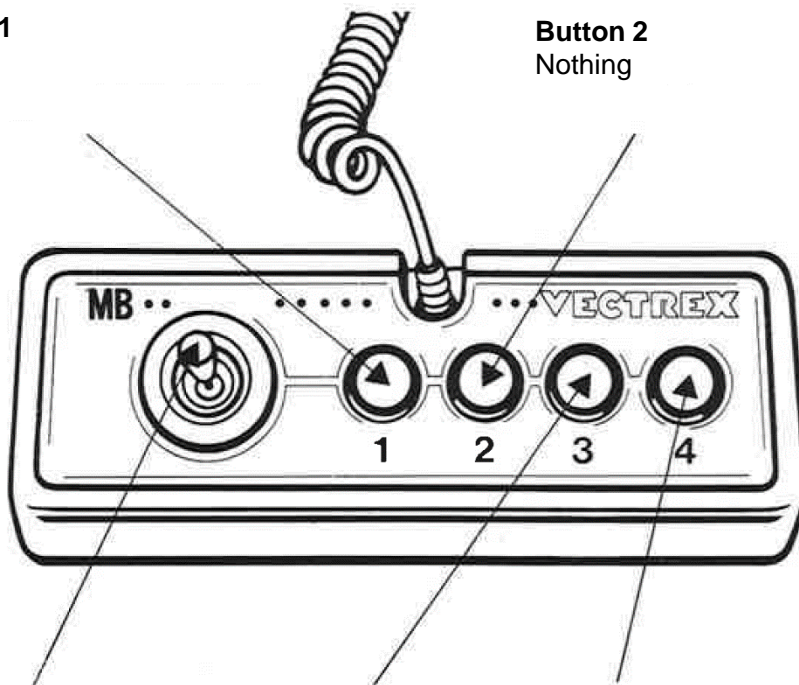
MY GAME

GAME CONTROLS

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

Button 1
Nothing

Button 2
Nothing



Joystick
Move to the left, right, up
and down

Button 3
Nothing

Button 4
Nothing

HOW TO PLAY

PLAYER SELECTION

This game can be played with 2 players. The first player starts the game. After his dead it's the second players turn.

OPTION SELECTION

The player selects the number of respawns for his game. The maximum number is 5 respawns.

GAME PLAY

The player starts on the lowest level. His goal is to collect all sweets in the game and reach the top level. To do this the player needs to climb the levels and dodge the arrows.

WHATEVER ELSE IS IMPORTANT

After reaching a specific level the player obtains a temporary shield which will protect the player against all arrows.

SCORING

Points are awarded for achieving the following:

You have to collect all sweets

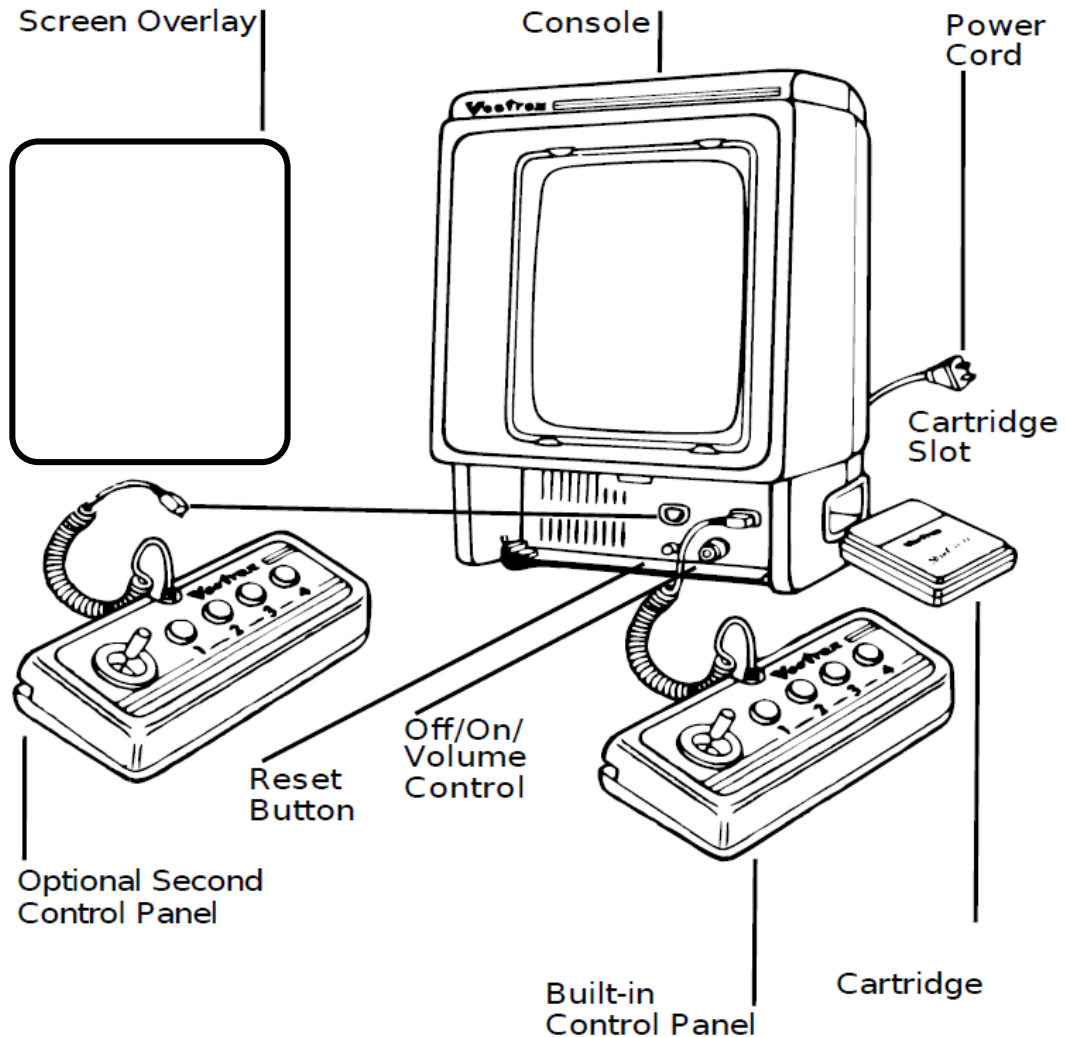
HIGH SCORE MEMORY

As long as your machine is on, with the game cartridge in place, the highest score is retained. To see the 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, change the number of players or the game option, press the reset button.

SETTING UP



CREDITS

This game was developed by Lionpride 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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