

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

MOON SHOT

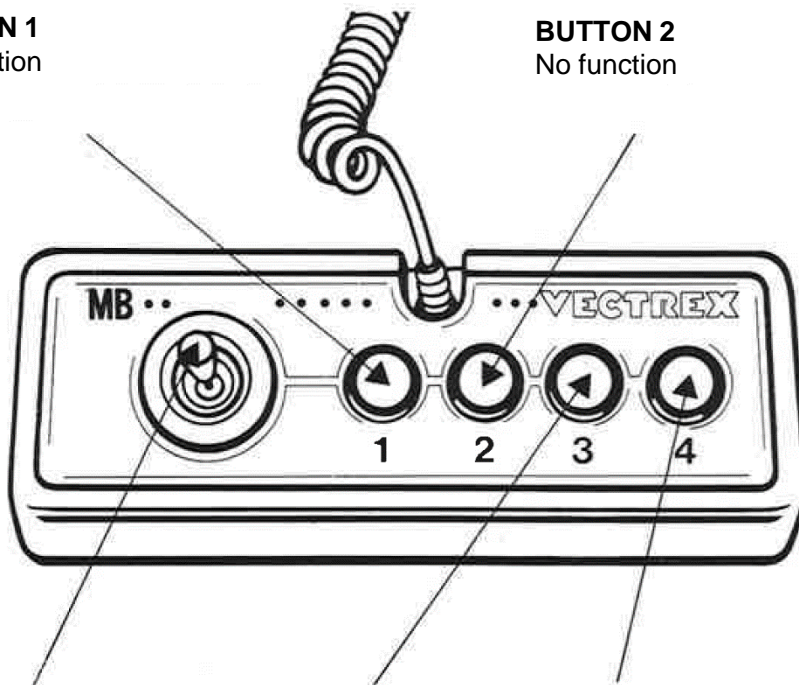
MY GAME

GAME CONTROLS

MOON SHOT 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



MOVE
Tilt the joystick and move
the crosshair in this
direction

RELOAD
Press this
button, in order
to reload your
magazine

SHOT
Press this button, in
order to shoot an
enemy

HOW TO PLAY

PLAYER SELECTION

The game is made for up to two players. The amount of players can be set by pressing Button 1.

GAME PLAY

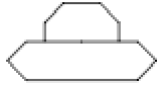
Earth is being threatened by enemies from the moon. Now it is up to you to protect Earth from invaders, therefore you are sent to the moon.

Shoot as many enemies as possible. Humanity will thank you. Avoid shooting astronauts, they are waving a flag. Some other Earth generals are launching nuclear weapons into space, avoid them too. They will end any life, including yours. Keep in mind that you don't have an infinite number of bullets, so check your magazine and, if needed, reload your weapon.

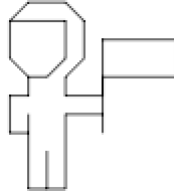
Reloading your weapon takes 5 seconds. Keep an eye on the time, if you don't reach the level score within the given time, the game will be over.

SCORING

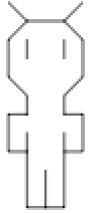
If an object is hit, it is scored as follows:



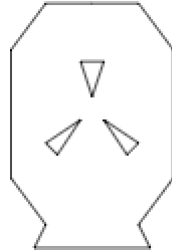
+ 50 Points



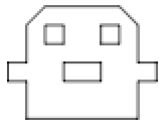
- 200 Points



+ 100 Points



GAME OVER



+ 200 Points

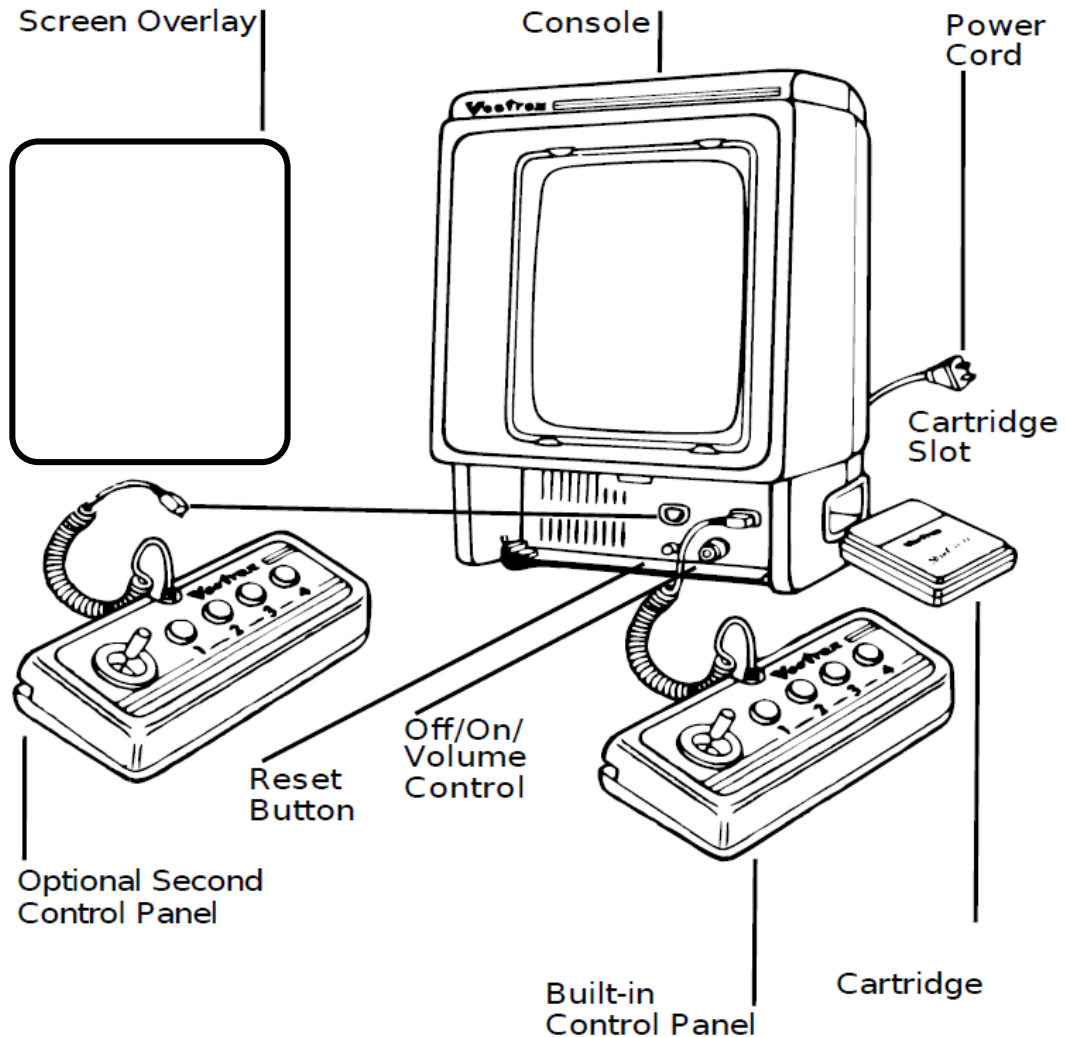
HIGH SCORE MEMORY

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 SchellLabs 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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