

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

UNKNOWN

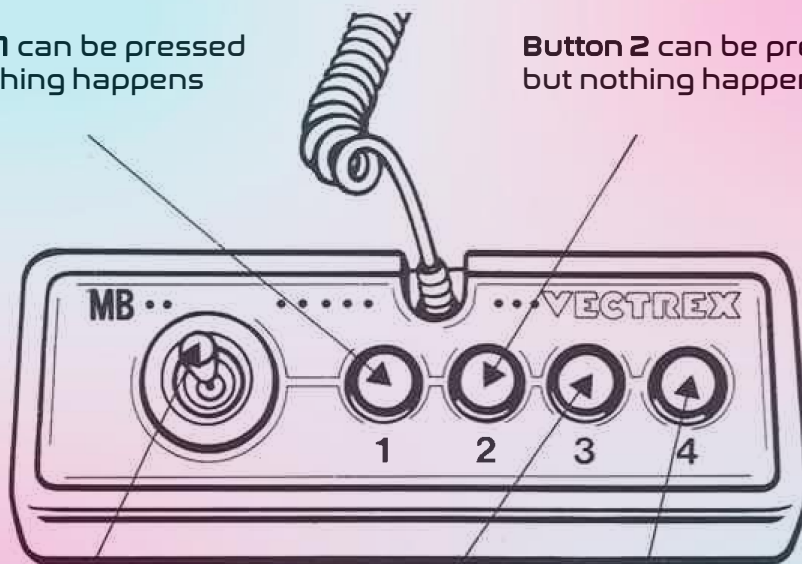
UNKNOWN

GAME CONTROLS

UNKNOWN is designed to be played with Maliwan NanoTech™ implants or with the built-in control panel. The functions of the controls are:

Button 1 can be pressed but nothing happens

Button 2 can be pressed but nothing happens



Joystick controls the Hyperion Hyperthrusters™. Use them wisely to navigate your ship

Button 3 can be pressed but nothing happens

Button 4 shoots Dahl™ class 4 laser beams which destroys everything in their way

HOW TO PLAY

STORY:

You wake up in a spaceship. You can see the space through the thick glasses enclosing your command cockpit.

You remember this spaceship. It was handed to you after your 3 years of military training. It's a Mark-4 spaceship with Hyperion Hyperthrusters and a Dahl class -4 Laser Unit.

The emergency lights of your instruments are covering the cockpit in dark red. You are trying to remember what happened while successively rebooting all systems.

Suddenly a radio message echos through the speaker of your command cockpit.

"This is CENTRAL. There's a security breach on the Ark. MAK5 please respond! Large groups of enemies are entering your sector."

All attempts to contact CENTRAL remain unsuccessful.

The first enemy units start showing up on your near-field radar scanner.

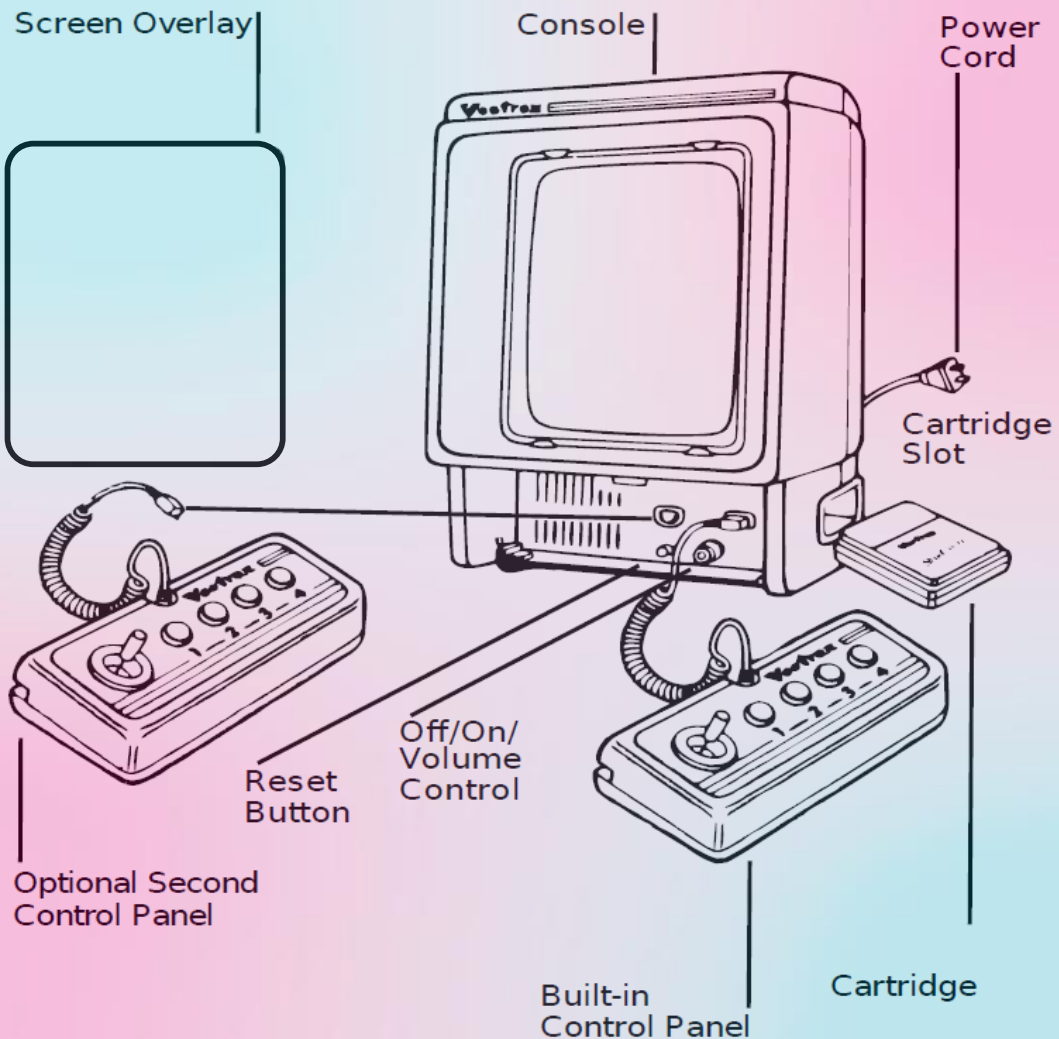
What are you going to do?

GAME PLAY:

Defend CENTRAL from the incoming enemies. Neutralize all enemy activities using your laser systems.

Do NOT get hit by enemy units or you will die.

SETTING UP



CREDITS

This game was developed by Maximilian Rentschler 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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