MB

VIDEO
ELECTRONICS

VECTREX
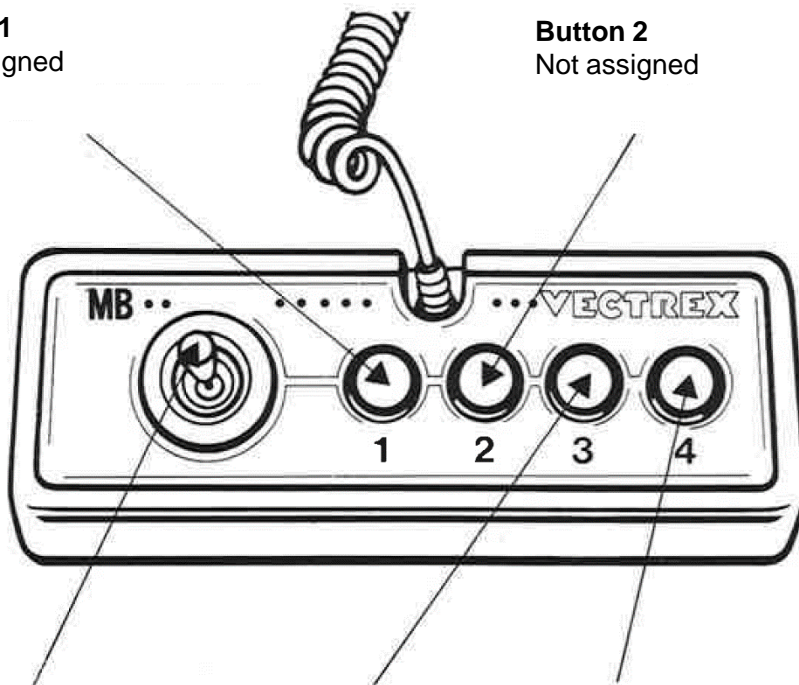
CASSETTE

GRAIN SLING

GRAIN SLING

GAME CONTROLS

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

Button 1
Not assigned

Button 2
Not assigned

Joystick
Moves the crosshair in the desired direction

Button 3
Not assigned

Button 4
Sling a grain towards the crosshair position

HOW TO PLAY

GAME PLAY

GRAIN SLING is a single player level-based game in a Shooting Gallery style, with the goal to feed all your chickens in the henhouse with a slingshot. Unfortunately, your chickens are not the only birds around, that are craving your lovely grains. Be careful when feeding your chickens, they will hardly forgive you for feeding the other birds.

To successfully complete a level, you must collect points until each levels individual goal is reached. To score points, simply hover over the chickens with the crosshair using the Joystick and feed them by pressing Button 4 to sling your grains at them.

Your chickens have different levels of shyness and thus you will be rewarded with different numbers of points for feeding them. Feeding any other birds than your chickens will be penalized with negative points. Your current points will be displayed on the top left corner of the screen.

In the middle of the upper screen a timer is displayed. You need to reach the score limit within this countdown. Also, you only have a set number of grains for each level. Reach the score limit, before you run out of grains. A grain counter will be displayed in the upper right corner of the screen. If you can not reach the score limit before the timer or the grains run out, your chickens will starve, and you will lose.

Points   **Timer**   **Grain Counter**
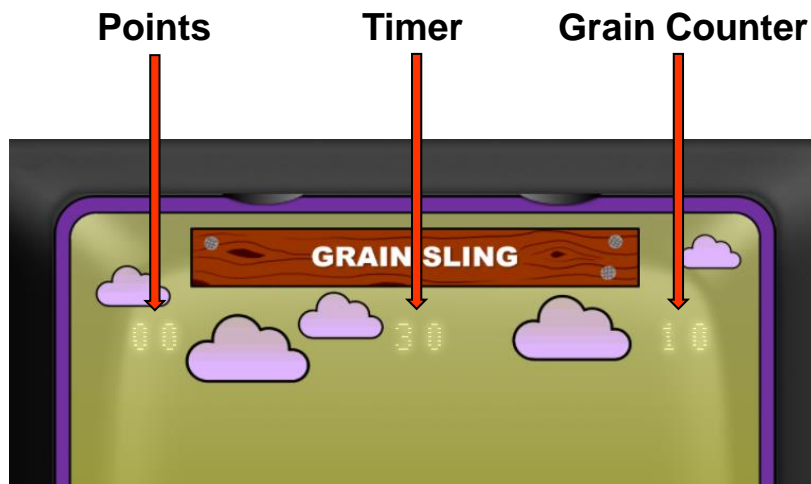
SCORING

Points are awarded for achieving the following:
- Feeding the chickens (1 point)
- Feeding the shy chickens (2 points)
- Feeding the shyer chickens (4 points)
- Feeding the shyest chickens (5 points)

You will lose points for feeding any other birds in the henhouse:
- Feeding the birds (10 points)
- Feeding the shy birds (15 points)

To successfully complete a Level, you need to score points in the amount of 10 x the level.
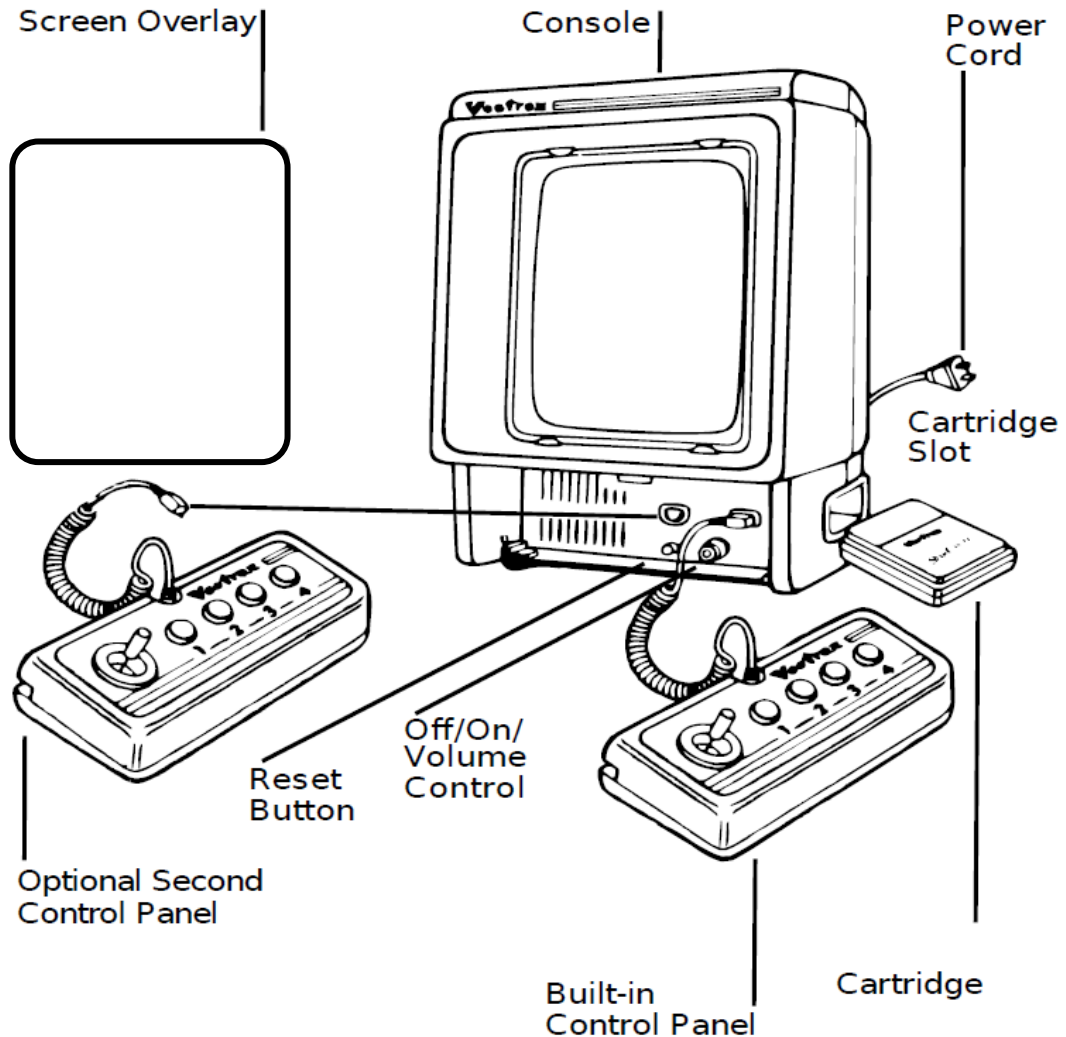
HIGH SCORE MEMORY

As long as your machine is on, with the game cartridge in place, and you select PLAY AGAIN, the highest score is retained. The current high score will always be shown once a game is over. When the machine is turned off and the cartridge removed or you select RESET GAME, the score is lost.

RESTARTING THE GAME

To restart a completed game, press Button 4 to select PLAY AGAIN in the option screen after a game. If you wish to jump back to the title screen and clear the high score, press the Buttons 1, 2 or 3 to select RESET GAME. If you wish to restart the game before it is completed, press the Reset Button.

SETTING UP

Screen Overlay

Console

Power Cord

Cartridge Slot

Reset Button

Off/On/ Volume Control

Optional Second Control Panel

Built-in Control Panel

Cartridge

CREDITS

This game was developed by Florian Blechschmidt 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 2021, supervised and tutored by Prof. Dr. rer. nat. Peer Johannsen.

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