

**MB**  
VIDEO  
ELECTRONICS

**VECTREX**  
CASSETTE

**SLEEPING DOG**

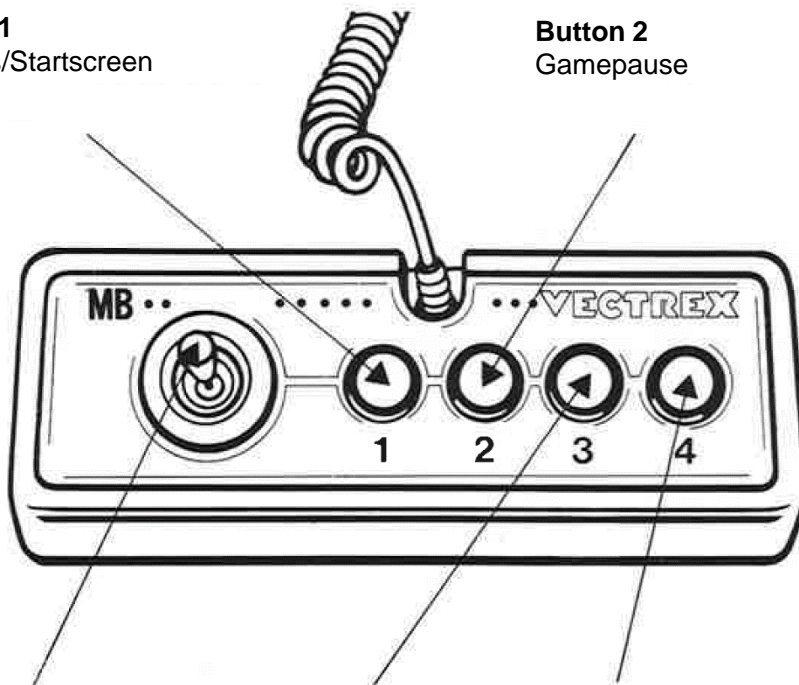
# SLEEPING DOG

## GAME CONTROLS

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

**Button 1**  
Settings/Startscreen

**Button 2**  
Gamepause



**Joystick**  
Move the player analog left  
right and up on the ladder

**Button 3**  
Confirm

**Button 4**  
Jump

# HOW TO PLAY

## PLAYER SELECTION

This game is a singleplayer game. The hacker was too slow and couldn't reach the step to the floor of multiplayer games.

## OPTION SELECTION

The start round can be selected in the setting screen. Where you can increase the starting round by pressing Button 3 on the controller.

## GAME PLAY

You are a thief trying to reach the treasure on the fourth floor. But be careful, there is a dog in the house. Try to be quiet the sleepy dog is sleeping. The old ladders are very shaky to climb, try to stay on them. There are many obstacles in the way, the houseowner seems messy. Try to jump over the parkour obstacles and reach the treasure.

## WHATEVER ELSE IS IMPORTANT

Fly you fools! or not?

Maybe there can be a slow and safe way?

Did the dog fall asleep again?

# SCORING

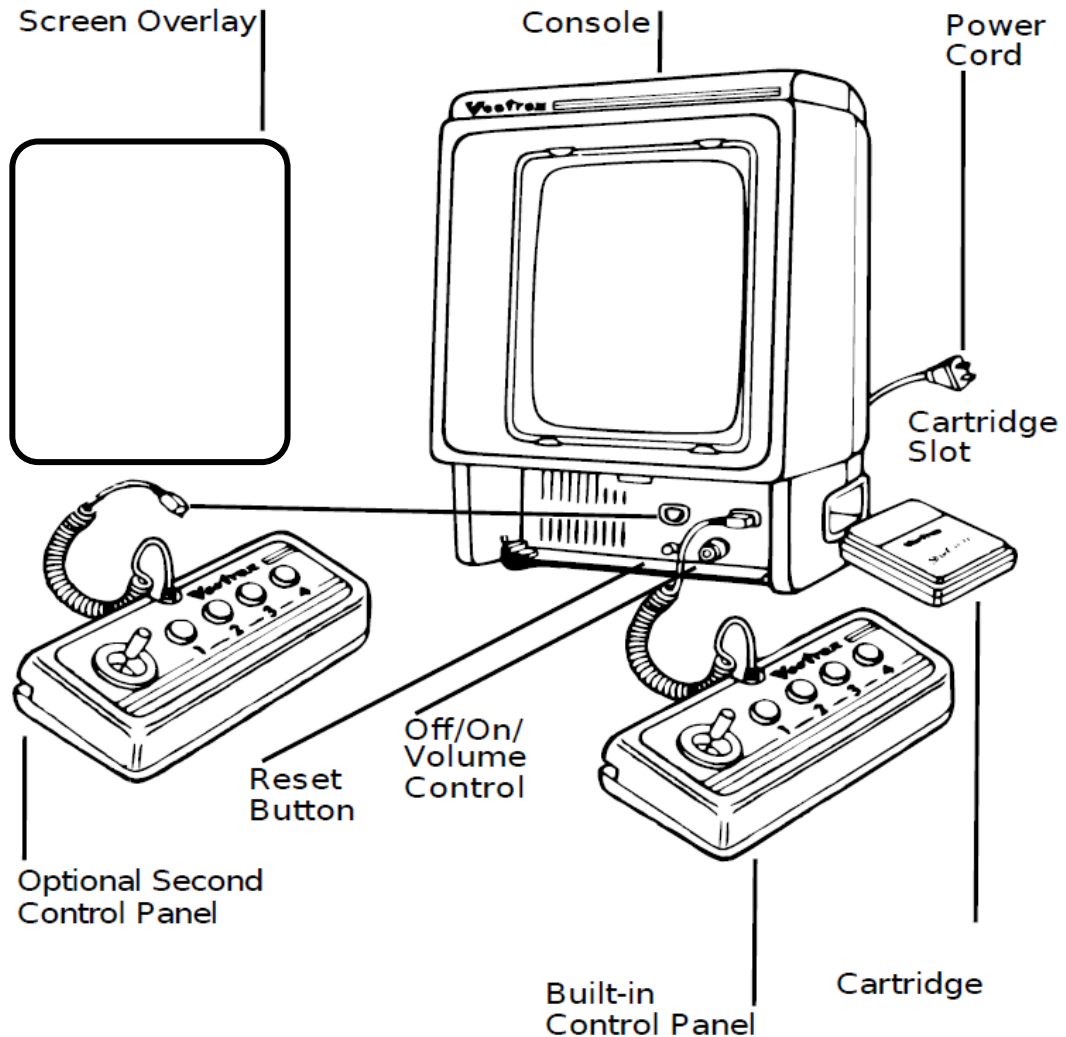
Points are awarded for achieving the following:

You will see your achieved rounds on the end screen and your current round during the pause.

# RESTARTING THE GAME

You can restart the game by going to the start screen from the pause screen.

# SETTING UP



# CREDITS

This game was developed by **Jonas Melcher** 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 fall term 2022, supervised and tutored by Prof. Dr. rer. nat. Peer Johannsen.

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