

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

TEE TIME

TEE TIME

GAME CONTROLS

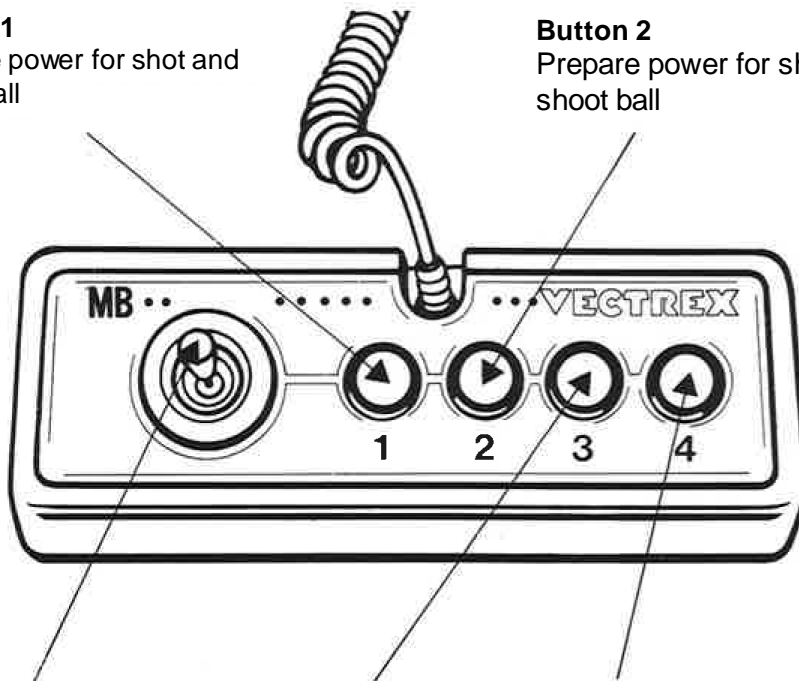
TEE TIME is designed to be played with the built-in control panel only. The functions of the controls are:

Button 1

Prepare power for shot and shoot ball

Button 2

Prepare power for shot and shoot ball



Joystick
Move aim

Button 3
Prepare power
for shot and
shoot ball

Button 4
Prepare power for
shot and shoot ball

HOW TO PLAY

PLAYER SELECTION

This game only support one player.

OPTION SELECTION

There currently is only one option available for play.

GAME PLAY

In Tee Time you will have to opportunity to golf into 13 unique holes.

In these you will encounter many different obstacles such as underpasses, slopes, cliffs, buttons and teleporters.

Underpasses

Go underneath the course to make your way to the goal.

If you get stuck underneath you will still be able to hit your ball in the desired direction, you just can't see your ball.

Buttons

Buttons have to be pressed in order to open up or reveal new parts of a hole. You do not collide with them.

Slopes

If you don't go fast enough, the slope will cause your ball to roll backwards, so make sure to give it your best swing.

Cliffs

These are very steep slopes that you are barely able to overcome. Try not to fall down them or you'll have a bad time.

Teleporters

Now you're thinking with portals! Use these to teleport yourself to another part of the course and continue swinging to victory.

SCORING

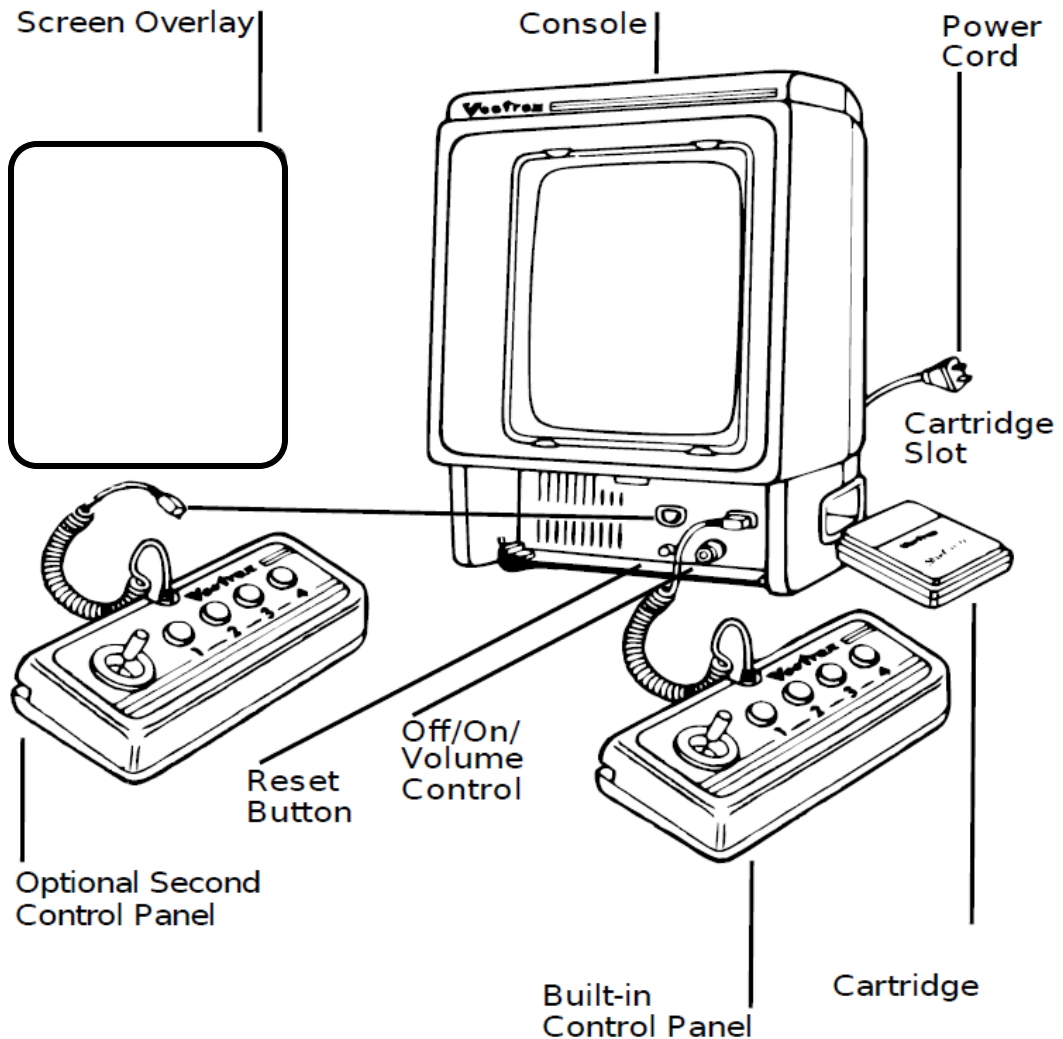
At the end of your journey through all holes you will be presented with a scorecard.

Compare it with your friends and take a photograph.

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 Jan Volz 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 2023, supervised and tutored by Prof. Dr. rer. nat. Peer Johannsen.

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