

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

INTO THE FRAY

V1.2

MY GAME

GAME CONTROLS

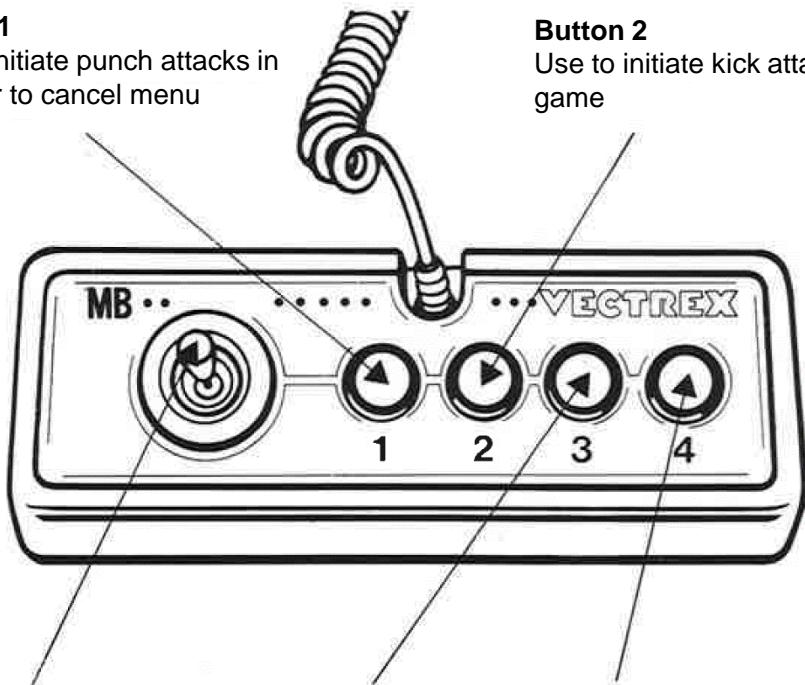
Into The Fray is designed to be played with the built-in control panel only. The functions of the controls are:

Button 1

Use to initiate punch attacks in game or to cancel menu options

Button 2

Use to initiate kick attacks in game



Joystick

Use to move the character or to navigate the menu

Button 3

Use to initiate heavy attacks in game

Button 4

Use to initiate unique attacks in game or to confirm selections in menu

HOW TO PLAY

PLAYER SELECTION

This game can be played with either one or two players.

OPTION SELECTION

After pressing any button on the title screen, the **Options** menu appears as the third choice. In this menu, you can adjust the fight duration and customize the controller layout for each player.

GAME PLAY

Fight within the fray!

Choose a roster of four characters and battle your way to victory!

Play in **Arcade** to face off each character sequentially and earn a score based on multiple factors.

Or dive into **Versus** to challenge the heroes in a one-on-one fight!

Why not bring a friend? Grab a buddy and test your skills against a real opponent in **Versus 2P** mode!

Additional Info:

Each Player has two lives. If both lives are lost, the other player wins the match.

Every character has nine different attacks, which can be performed while standing, crouching or moving towards the enemy. Don't turn your back on the fray!

During battle, your **Fray Meter** gradually fills up. When the time comes, press your character's unique button to unleash their most powerful attacks!

SCORING

In **Arcade**, you earn a score for each defeated opponent. Your score increases based on different factors. Can you achieve a higher score than the rest...?

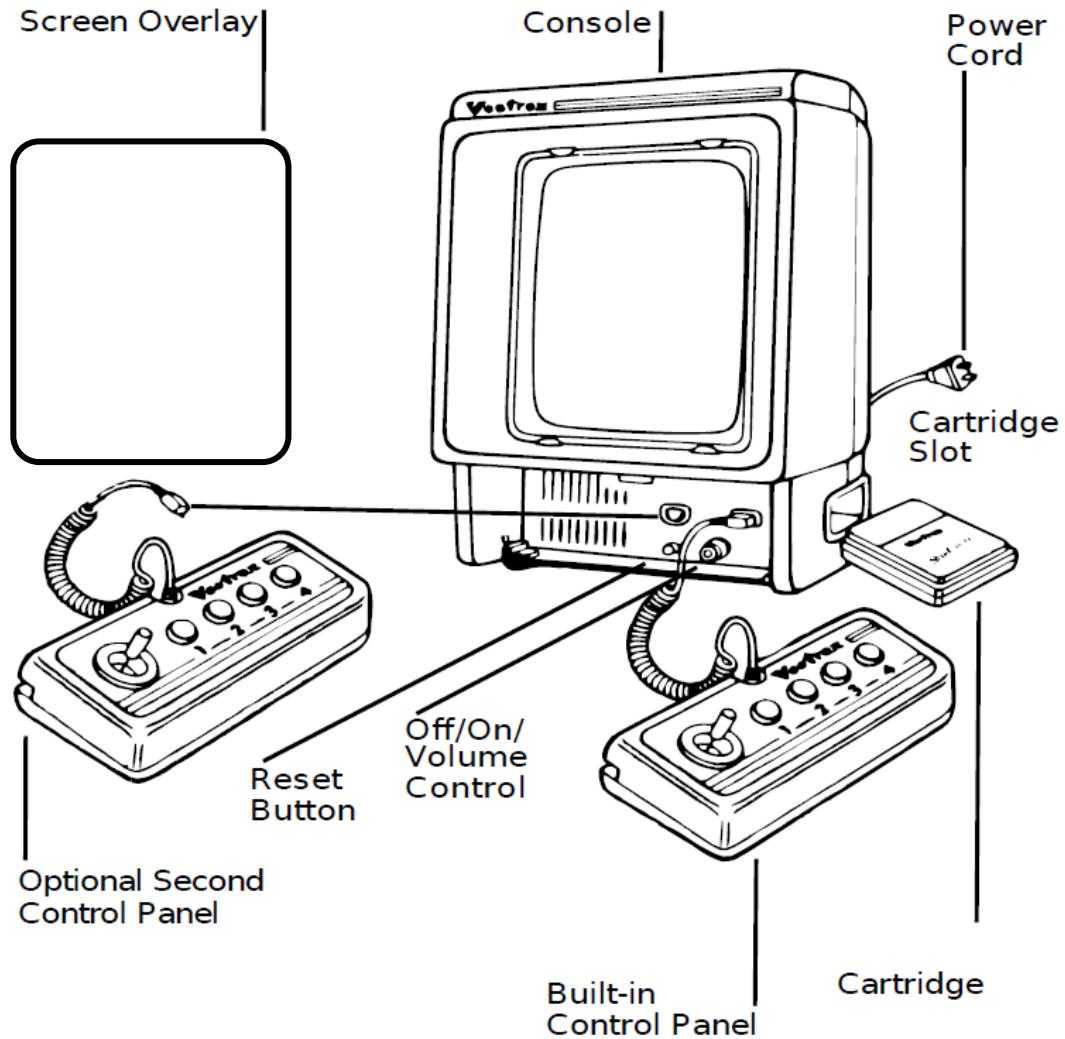
HIGH SCORE MEMORY

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 Backyard:Oasis (Daniel Heinrich) 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 2025, supervised and tutored by Prof. Dr. rer. nat. Peer Johannsen.

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