

MB
VIDEO
ELECTRONICS

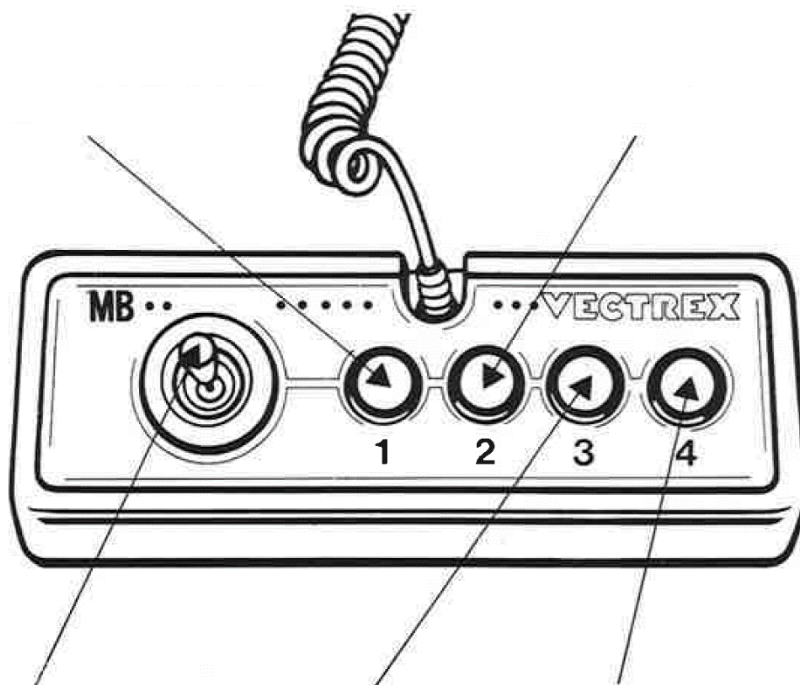
VECTREX
CASSETTE

DOBBY'S DIMENSION

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GAME CONTROLS

DOBBY'S DIMENSION is designed to be played with the built-in control panel only. The functions of the controls are:



Joystick

Move your character and navigate through the menu.

Button 3

Go back to the previous menu or exit the current option.

Button 4

Confirm a menu option and jump during gameplay.

HOW TO PLAY

PLAYER SELECTION

Dobby's Dimension is a single-player game. The player controls Dobby throughout the entire adventure.

OPTION SELECTION

Use the joystick to move through the main menu.

Select **START** to begin the game from Level 1, or select **LEVEL** to choose between the available levels.

Press **Button 4** to confirm your selection.

GAME PLAY

Move Dobby left and right with the joystick. Press **Button 4** to jump.

Reach the end of each level while avoiding hazards and enemies. Slimes and gnomes can only be defeated by jumping directly onto their heads.

Falling out of a room or touching an enemy causes Dobby to lose one life. The game ends when all three lives have been lost.

SCORING

Points are awarded for achieving the following:

- Entering a room for the first time: **50 points**
- Defeating an enemy: **100 points**
- Reaching the end of a level: **100 points**
- Each remaining heart at the end of a level: **100 bonus points**
- Remaining time bonus: **10 points per bonus step**

You will lose 300 points when Dobby loses a life. The score cannot fall below 0000. The maximum displayed score is 9990.

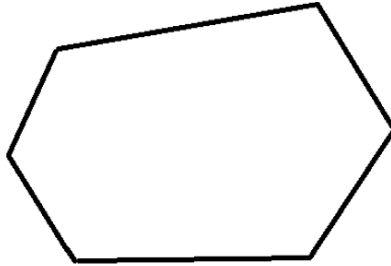
HIGH SCORE MEMORY

The game does not permanently save a high score. Your current score is displayed during gameplay and on the final screen. Resetting the console or switching it off will clear the score.

RESTARTING THE GAME

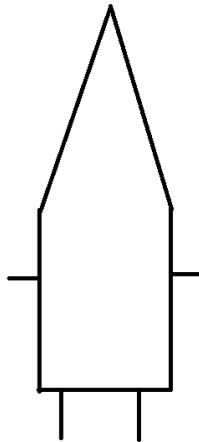
- After completing the game or losing all three lives, the final screen will be displayed.
- Press Button 3 to play again from Level 1.
- Press Button 4 to return to the main menu.
- Pressing the Reset button will restart the cartridge and clear the current score.

ENEMIES



Slimes - The Gloops

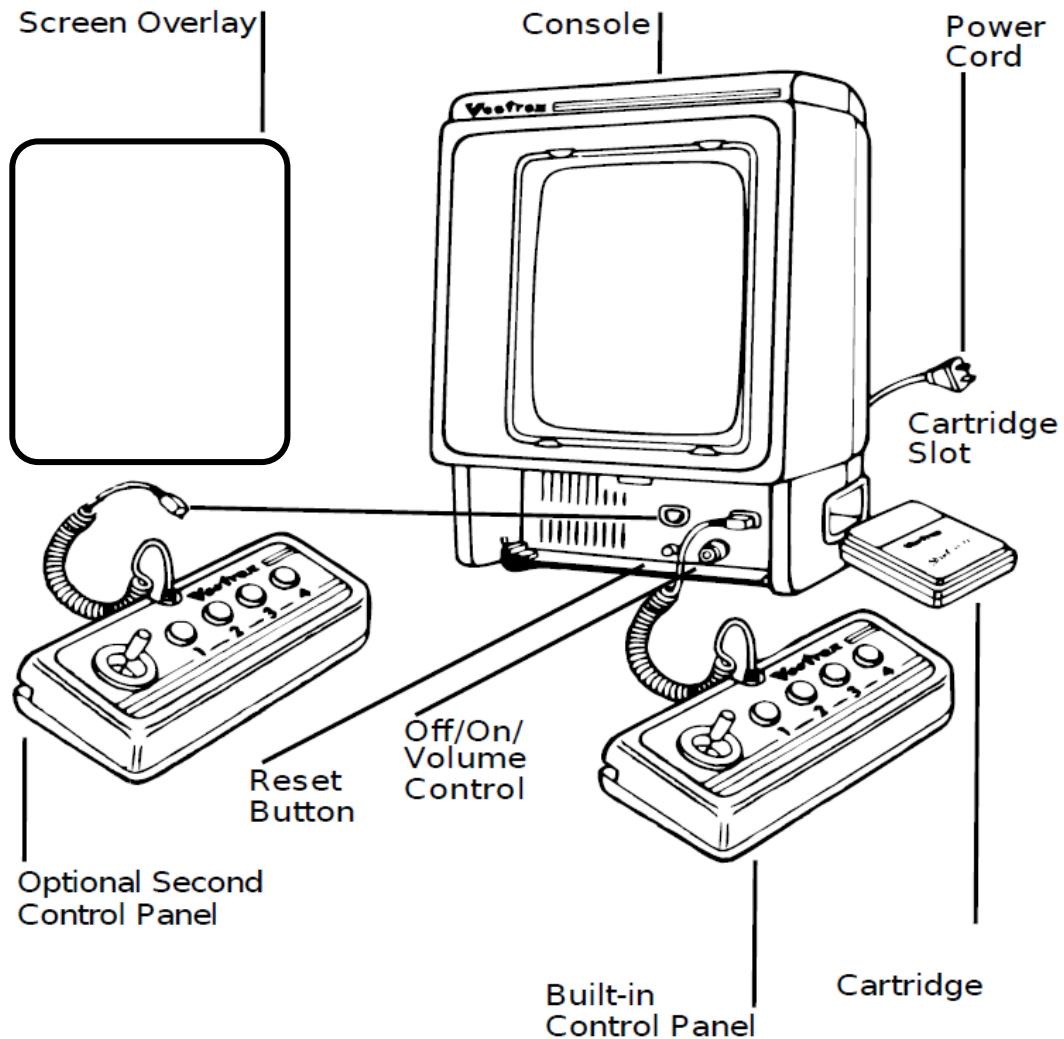
Gloops are a primitive slime species that live in the dampest parts of Dobby's Dimension. They may look harmless, but they attack anything that comes too close. Their soft bodies protect them from attacks from the side. The only way to defeat a Gloop is to jump directly onto its head.



Gnomes

Gnomes are a small subspecies of dwarves, easily recognized by their simple movement patterns and unusually sharp hats. Do not underestimate them: their narrow hats make them difficult to hit safely. However, jumping directly onto the top of the hat is the only way to defeat them.

SETTING UP



CREDITS

This game was developed by Bobobert 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 2026, supervised and tutored by Prof. Dr. rer. nat. Peer Johannsen.

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