

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

HELLPODS PRIMED

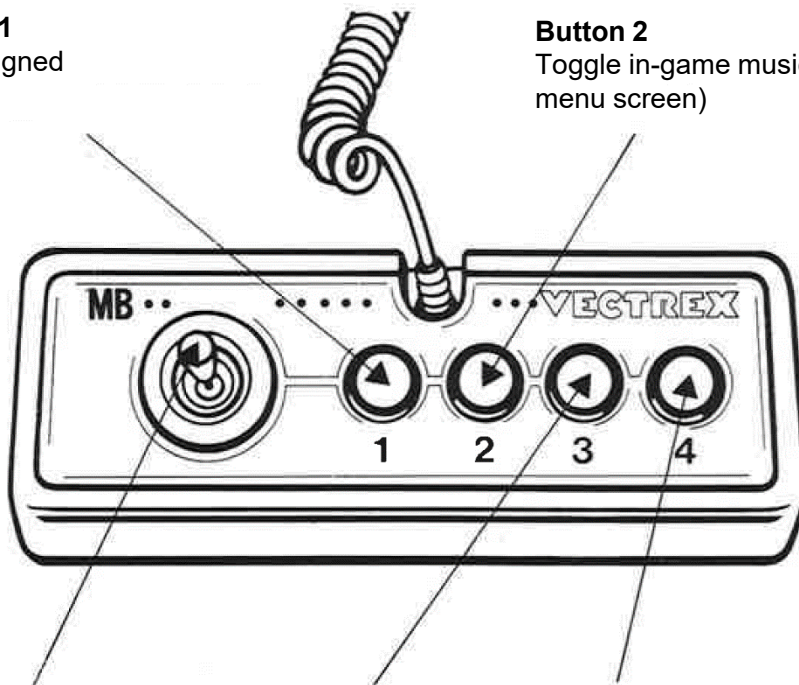
HELLPODS PRIMED

GAME CONTROLS

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

Button 1
Not assigned

Button 2
Toggle in-game music (only in menu screen)



Joystick
Steer the player left and right

Button 3
Activate shield

Button 4
Brake to slow the player down

HOW TO PLAY

Hellpods Primed is a top-to-bottom endless runner. As a proud Helldiver, you control a Hellpod hurtling through the atmosphere, dodging deadly obstacles. Your objective is to survive as long as possible and achieve the highest score!

OPTION SELECTION

After clicking through the title screen, you can choose your difficulty as well as toggle the music on or off.

Music On/Off

This option only affects the in-game melody, which plays in a loop during your descent. If you can't focus on dodging while the music plays, but still want to experience the sound effects of the game, turn this option OFF.

Difficulty Normal

Normal difficulty grants you three shield uses and a slower start. There will always be six obstacles between you and survival, so choose your path wisely.

Difficulty Hell(mut)

Hell difficulty reduces the number of obstacles to four, but you also only get to use your shield twice. The game starts out much faster and the speed increases more rapidly. This requires a playstyle with less thinking and more reacting.

GAME PLAY

Player Controls

To make the player move, simply move the joystick left or right.

Shield

Press button 3 to activate one of your shields. For a short period of time this shield will allow you to destroy everything in your path, granting you immunity. Your shield uses can be seen in the top left of the screen.

Brake

Hold button 4 to temporarily slow down the player. This uses brake energy indicated by a bar under the shield icons. Your brake energy recharges after a short delay once you release the brake.

SCORING

Your score is determined by the distance you manage to descent before crashing into the nearest planet or debris.

Note:

Destroying objects does not grant you bonus points.

Because braking slows down your Hellpod, you will earn points more slowly.

HIGH SCORE MEMORY

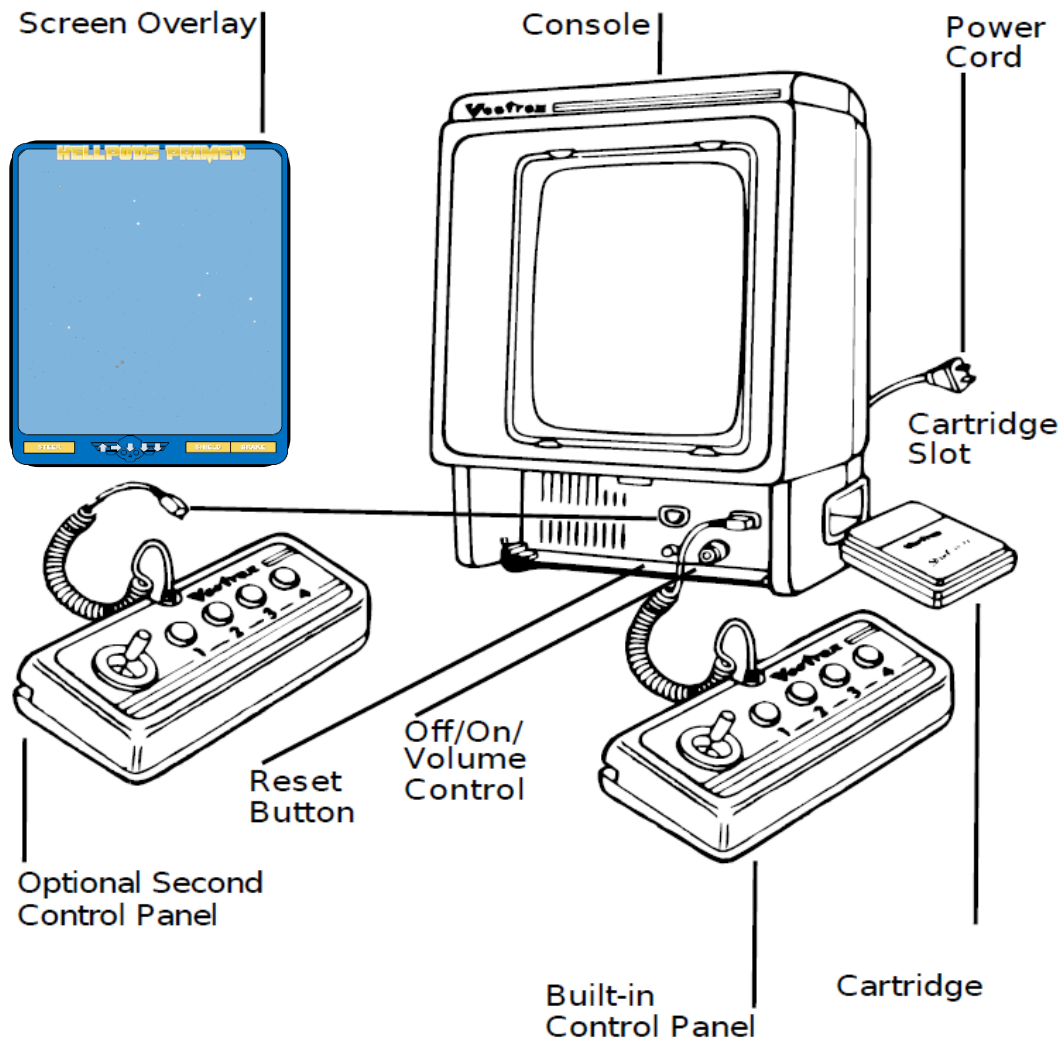
This game does not feature a high score memory (yet)!

RESTARTING THE GAME

To restart a completed game with the same game options, press button 4 once the game is over. To return to the menu after finishing a game, press button 1.

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 on the console.

SETTING UP



CREDITS

This game was developed by and programmed Philipp Ott 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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