

MB
VIDEO
ELECTRONICS

VECTREX

CASSETTE

Hole-In-Fun



Hole-In-Fun

GAME CONTROLS

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

Button 1

Changes the Club to Driver

Button 2

Changes the Club to Iron

Joystick

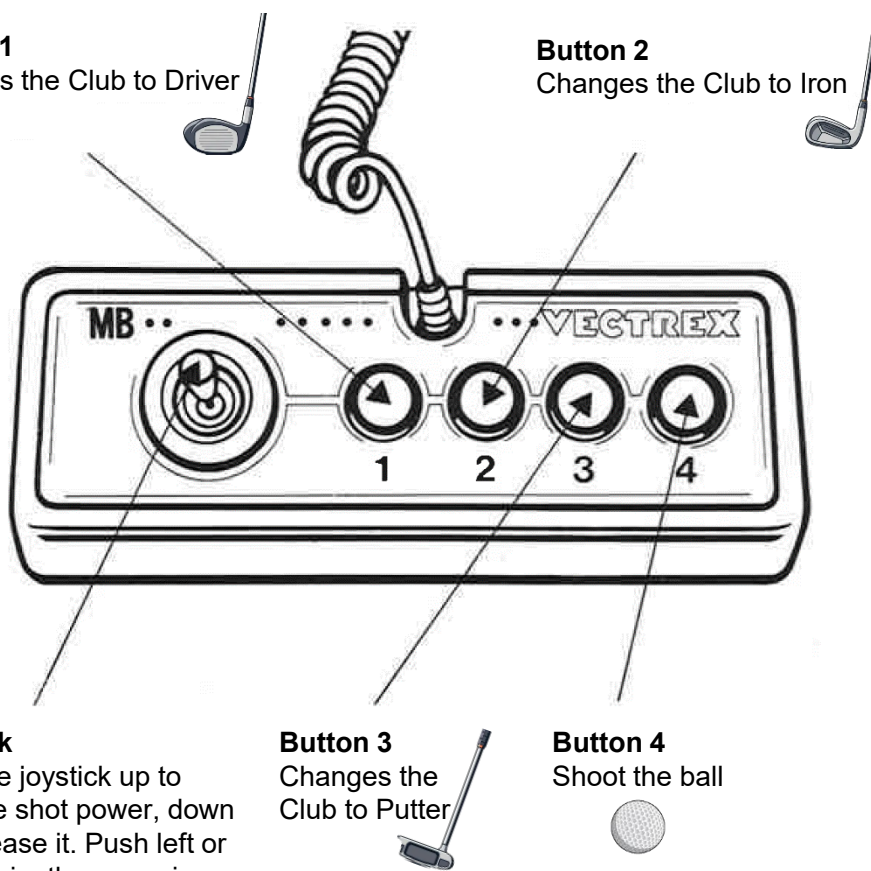
Push the joystick up to increase shot power, down to decrease it. Push left or right to aim the arrow in the right position.

Button 3

Changes the Club to Putter

Button 4

Shoot the ball



HOW TO PLAY

PLAYER SELECTION

It's a classic single-player game.

OPTION SELECTION

There is intentionally no option to choose the difficulty level. You're always supposed to play through all the levels and can't practice individual levels. This ensures that the difficulty continues to increase even after playing for a long time.

GAME PLAY

The game is a round of miniature golf played across roughly ten different holes. On each hole, the objective is to get the golf ball into the hole using as few strokes as possible.

The force of the shot is determined by the size of the arrow; a larger arrow means more force, while a smaller one means less. Once the arrow has been properly adjusted, you can shoot it in the desired direction. Once struck, the ball rolls across the course, bounces off walls and obstacles, and gradually loses speed due to friction until it comes to a stop. Players can choose between three different clubs, each suited to a different situation:

Driver – delivers maximum shot power for long-distance shots, but is fully affected by wind.

Iron – offers a balanced mix of moderate power and moderate wind influence, suited for medium-range approach shots.

Putter – provides only limited power for short shots, but is completely unaffected by wind.

Additional elements such as wind, can make individual holes more challenging and add tactical variety.

If you need more than 20 hits per level, you'll move directly to the next level, and the 20 will be recorded. So the worst score is 200.

WHATEVER ELSE IS IMPORTANT

After the last hole (10), the scores are displayed. This happens in two steps: first, the scores for holes 1–5 are shown; press button 4 to go to the next page, where the scores for holes 6–10 and the total strokes are displayed.

In case there are any misunderstandings about Levels 5 and 10: There isn't a missing part of the map there—it's intentional and is meant to simulate a kind of gorge that the ball flies into.

SCORING

Strokes are counted per hole and added together across all holes to form a total score at the end of the round. As in real golf, the fewer strokes taken overall, the better the result.

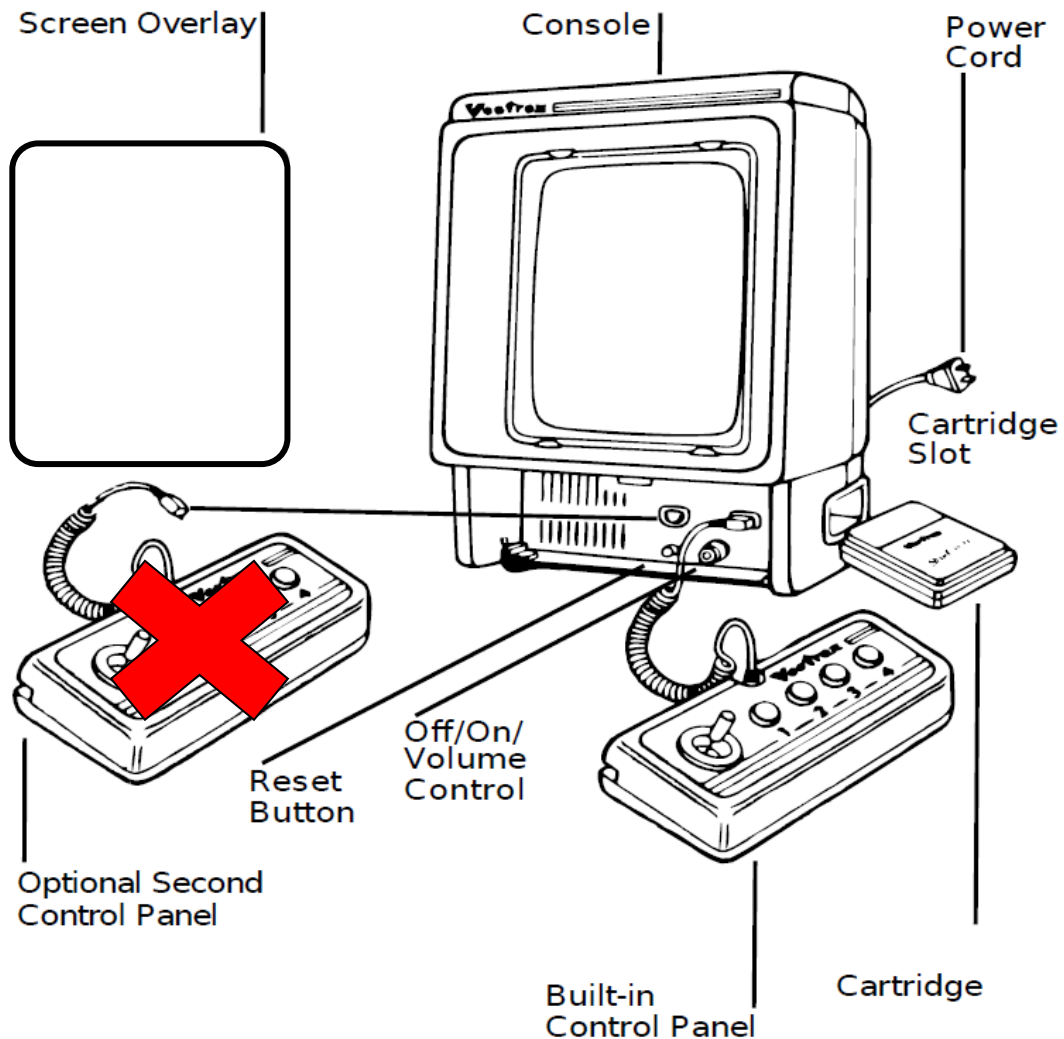
HIGH SCORE MEMORY

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, press button 4 once the game is over. It will start with Level 1 again. If you wish to restart the game before it is completed press the Reset button.

SETTING UP



CREDITS

This game was developed by **Admiral Aquabar** 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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