

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

Into the Dungeon

MY GAME

GAME CONTROLS

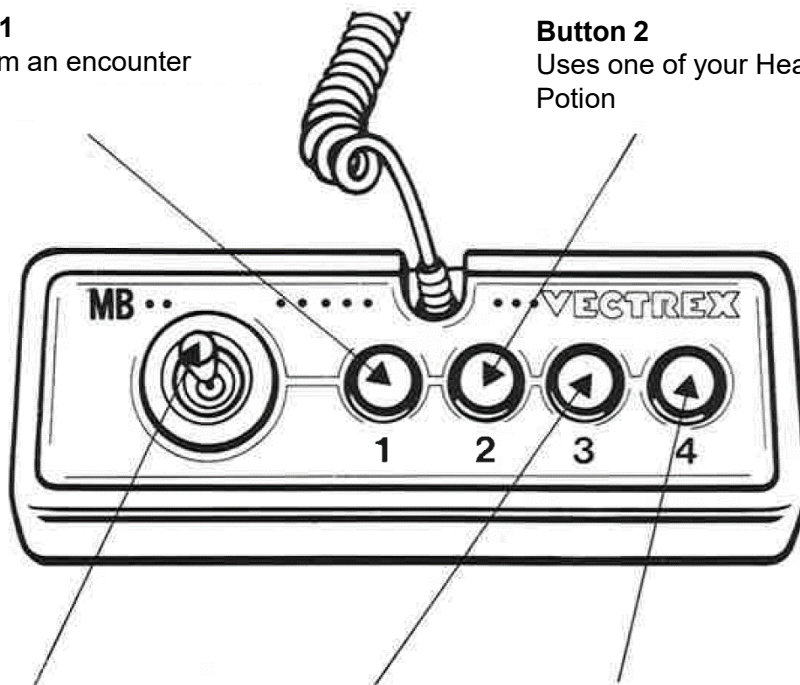
Into the Dungeon is designed to be played with the built-in control panel only. The functions of the controls are:

Button 1

Flee from an encounter

Button 2

Uses one of your Health
Potion



Joystick

Walk forward or look to the
sides

Button 3

Interact with things

Button 4

Attacks an encounter

HOW TO PLAY

Objective

You'll make your way through a dungeon step by step, encountering incredible treasures but also dangerous enemies. Level by level, you'll venture deeper into the dungeon to places where no human soul has ever set foot. How long will you last with your rusty iron sword, your compass, your bag full of potions, and whatever else you find in the dungeon?

Can you make your way past the guards, monsters, and other things that have taken up residence here?

Can you reach the 100th level and claim the dwarves' gold?

Getting started

With your Vectrex turned off, insert the Into the Dungeon game cartridge into the Vectrex cartridge slot with the label side up.

Inserting the cartridge upside down could possibly damage the cartridge or your Vectrex.

Turn the Vectrex on. You will see the familiar Vectrex start up screen and shortly the Into the Dungeon introduction screen will appear.

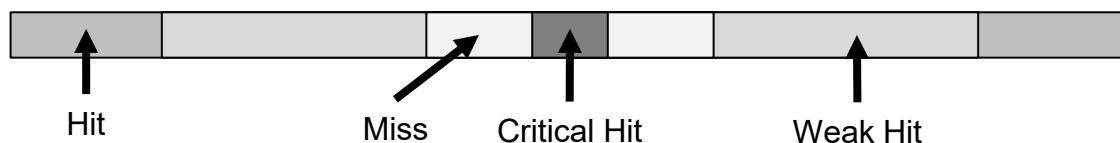
HOW TO PLAY

How to play

You'll start directly into the game. Your GUI shows you four things: in the bottom middle you find your compass that shows you in which direction you look, left from it you see how many potions are left and right from it you see your hit points. Lastly in the top middle it shows you your score.

While you see the dungeon walls you can freely turn and move if you hit an encounter you will get into an encounter screen and can only move again after the encounter.

You can leave hostile encounter with the flee mechanic. Your chance to flee is 25%. But you don't need to flee you can fight monsters too. If you start an attack with button 4, an attack bar shows, where you hit defines how many damage you do:



After every action from you, try to flee, attack or heal, the enemy attacks you. If the enemies has no health left the encounter ends.

To go one level down you step onto the stairs that are somewhere on the current level. If you go down, you can't go up anymore!

Tips

The game is a turn-based game, the game only does something if you do something. If you need to take a brake, you can let the game just run.

SCORING

Gold (Points) are awarded for numerous things:

- Killing enemies gives you gold after their difficulty
- Going a level deeper will award you with 100 gold
- Finding the dwarven treasure will give you 10.000 gold
- Friendly encounter can give you gold

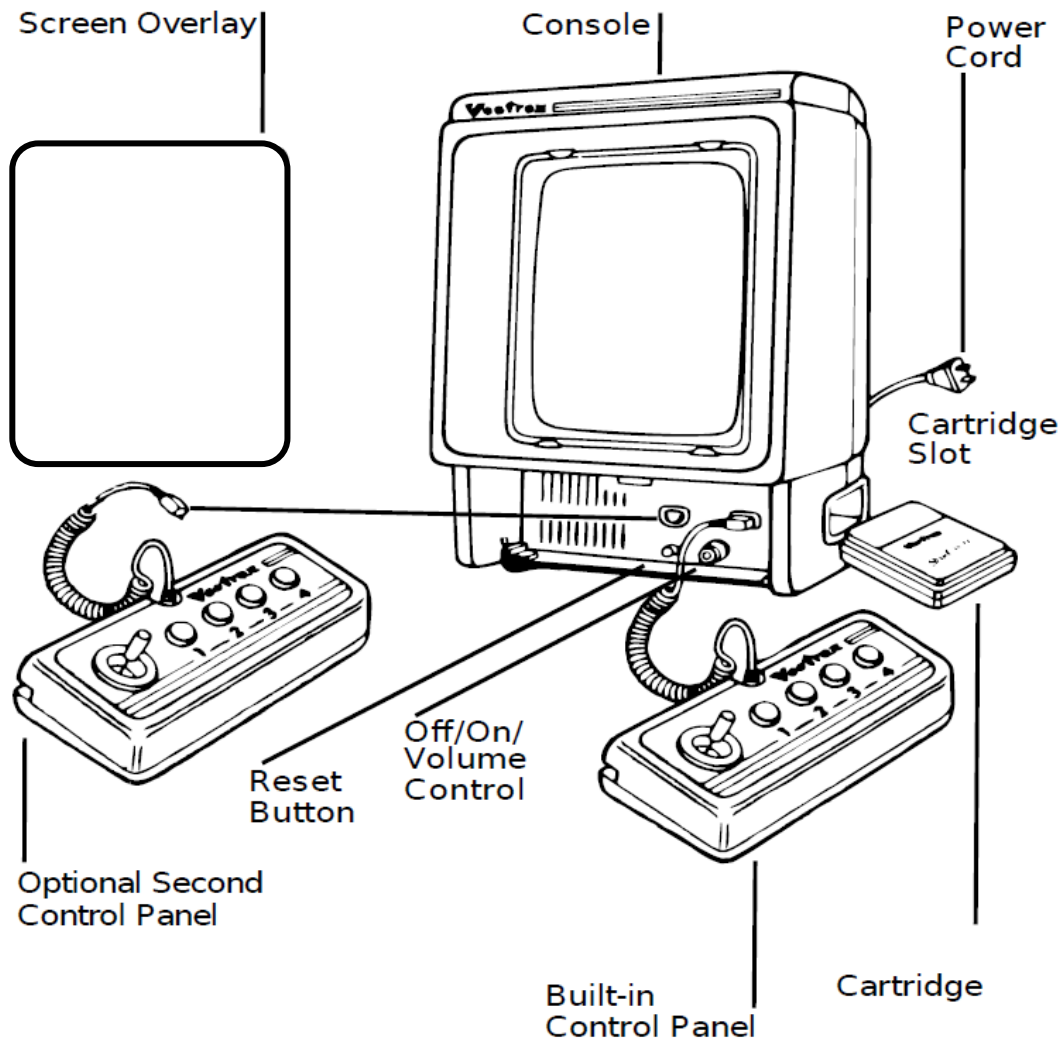
HIGH SCORE MEMORY

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 Daniel Belik 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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