

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

Solar Defender

Solar Defender

GAME CONTROLS

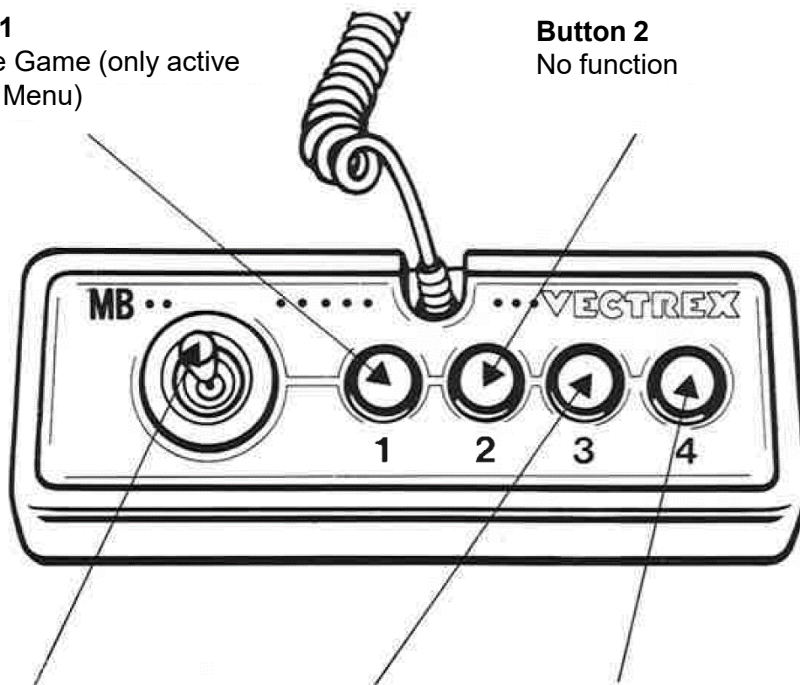
Solar Defender is designed to be played with the built-in control panel only. The functions of the controls are:

Button 1

Start the Game (only active while in Menu)

Button 2

No function



Joystick

Turn the ship by moving the joystick up or down and move it horizontally by tilting it left or right.

Button 3

Pause

Shoot

If you have aimed at an alien, press the Shoot button to fire.

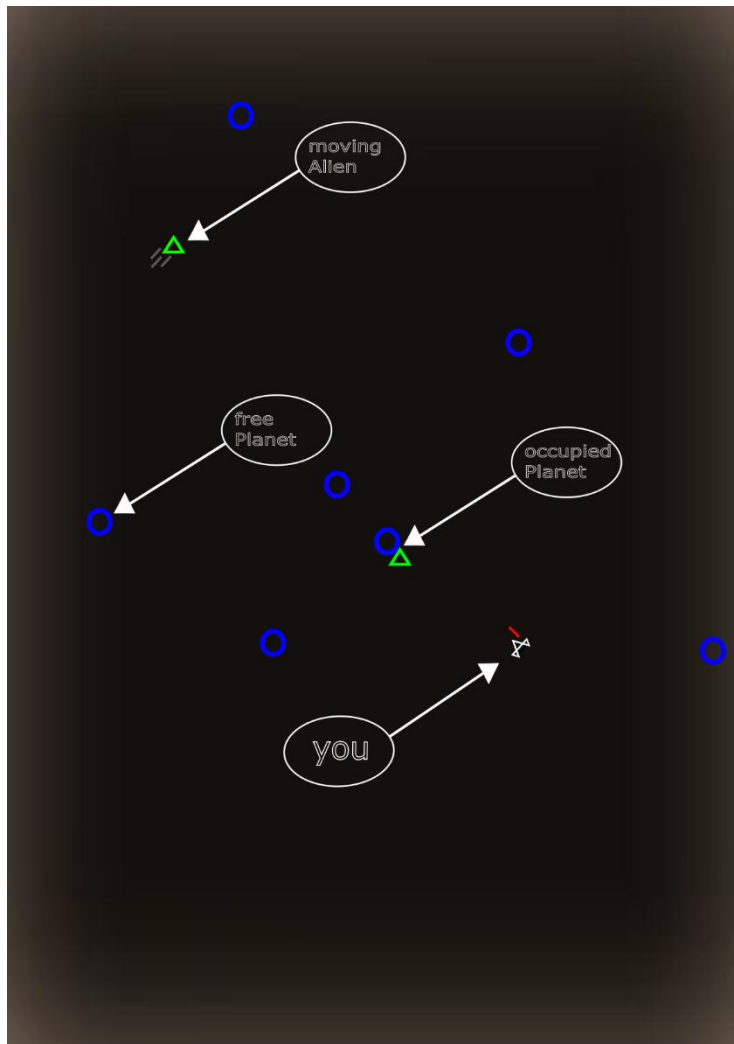
HOW TO PLAY

SCENARIO

In this game, you can only play with one player.

Your home solar system is about to be occupied by aliens; your goal is to free your solar system from the aliens. At first, you must wait until an alien sits on one of the planets, and then you will be able to win.

In the following illustration, you see the playing field, which consists of the aliens, the planets, and your spaceship. On the next page, you will learn how to defeat the invaders.



HOW TO PLAY

GAME PLAY

The scenario is the following.

When you start the game, you will be in the welcome mode. This screen is shown only when you start the game for the first time. From here, you can start the game by pressing Button 1 on the controller. Now you are in the game.

In Level 1, you will be fighting against three aliens. In each new level, one additional alien appears. If the number of aliens sitting on the planets is exactly one higher than the current level, you lose. After you have lost the game and after a quick wait, you will see the start screen. If you shoot down all aliens, you win. If you hit an alien mid-air, you get 3 points on your score, and if you hit them on a planet, you will get only one. So, try to hit them mid air.

The game has 16 levels in total, and your score does not have any effect on the difficulty of the game. If you are in level 3 or higher, you only get one level up if you reach a score of 15 points. If you are lower than level 3, you get one level up by simply killing every alien that has sat on the planets

SCORING

Points are awarded for achieving the following:

- 3 Points for hitting an Alien mid-air.
- 1 Point for shooting an alien that is sitting on a planet.

In the History table in the main menu, you will find your points you have made on the right side and on the left the level in which you made it in.

Your High score will be memorized even if it is not visible anymore in the table. The History only stores the four latest scores.

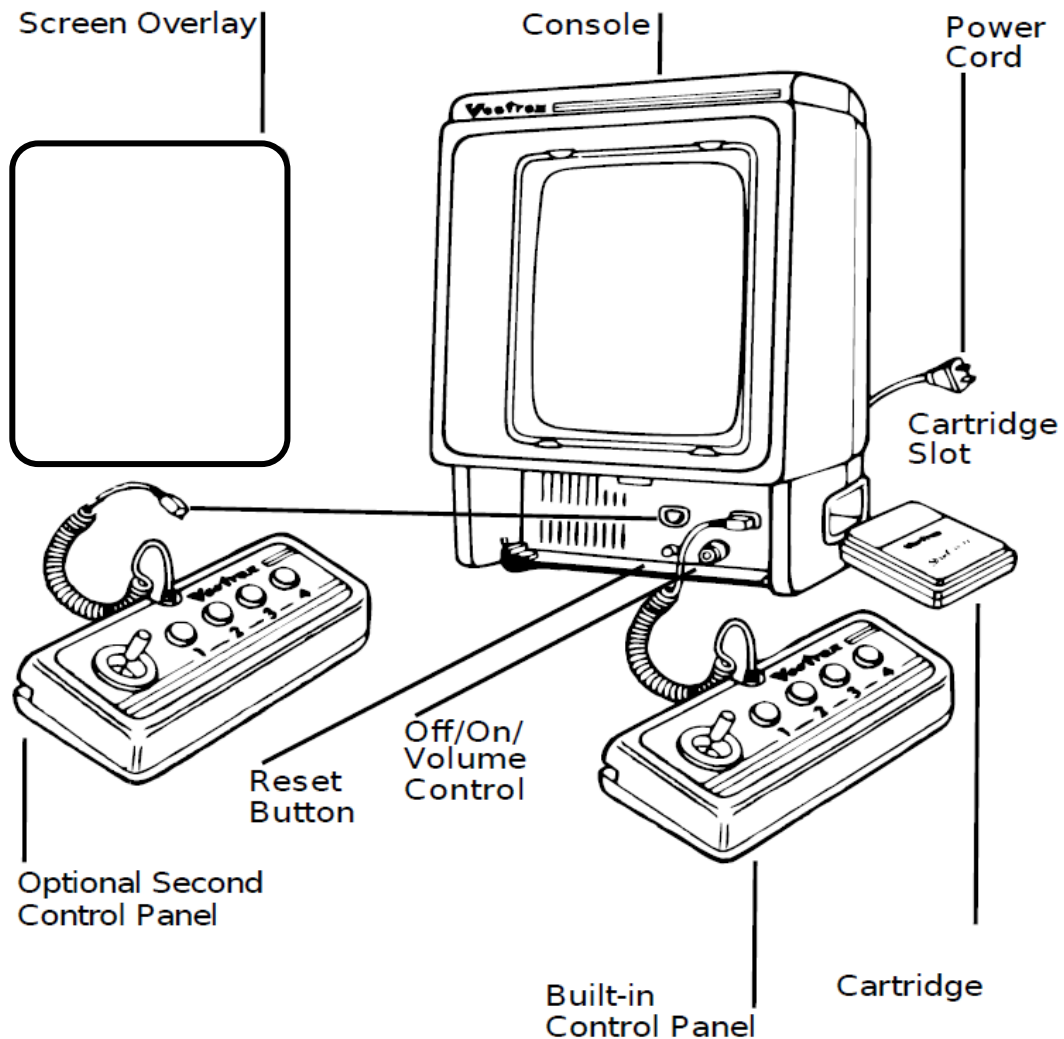
HIGH SCORE MEMORY

As long as your machine is on, with the game cartridge in place, the highest score is retained. To see this score, press the Pause button. When the machine is turned off and the cartridge removed, the score is lost.

RESTARTING THE GAME

To restart a completed or lost game, press Button 1.

SETTING UP



CREDITS

This game was developed by **SpaceAdventurer207** 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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