

This file is a simple PowerPoint template for creating Vectrex game manuals.

The template can easily be edited, modified and new elements can be added. Remove this first page and save the final result in *.pdf format.

This file was developed by Prof. Dr. Peer Johannsen as part of the “Retro-Programming” and “Advanced C Programming” class at Pforzheim University, Germany.

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Feedback, suggestions and bug-reports are welcome and can be sent to:

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MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

MY GAME

MY GAME

GAME CONTROLS

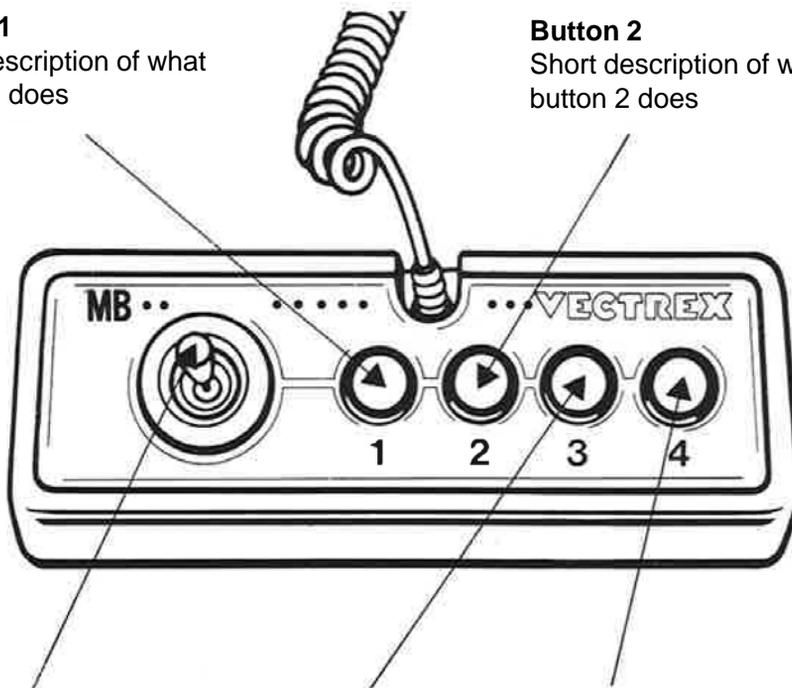
MY GAME is designed to be played with the built-in control panel only. The functions of the controls are:

Button 1

Short description of what button 1 does

Button 2

Short description of what button 2 does



Joystick

Short description of what the joystick is used for

Button 3

Short description of what button 3 does

Button 4

Short description of what button 4 does

HOW TO PLAY

PLAYER SELECTION

Description of how many players can play this game and of how the number of players is selected in the game menu.

OPTION SELECTION

Description of the available game options and of how these options are selected in the game menu.

GAME PLAY

Detailed description of what the game is about and of how the game is played.

WHATEVER ELSE IS IMPORTANT

Description of whatever else is important in the game. Scores, lives, bonus points, etc.

SCORING

Points are awarded for achieving the following:

You will earn extra points for...

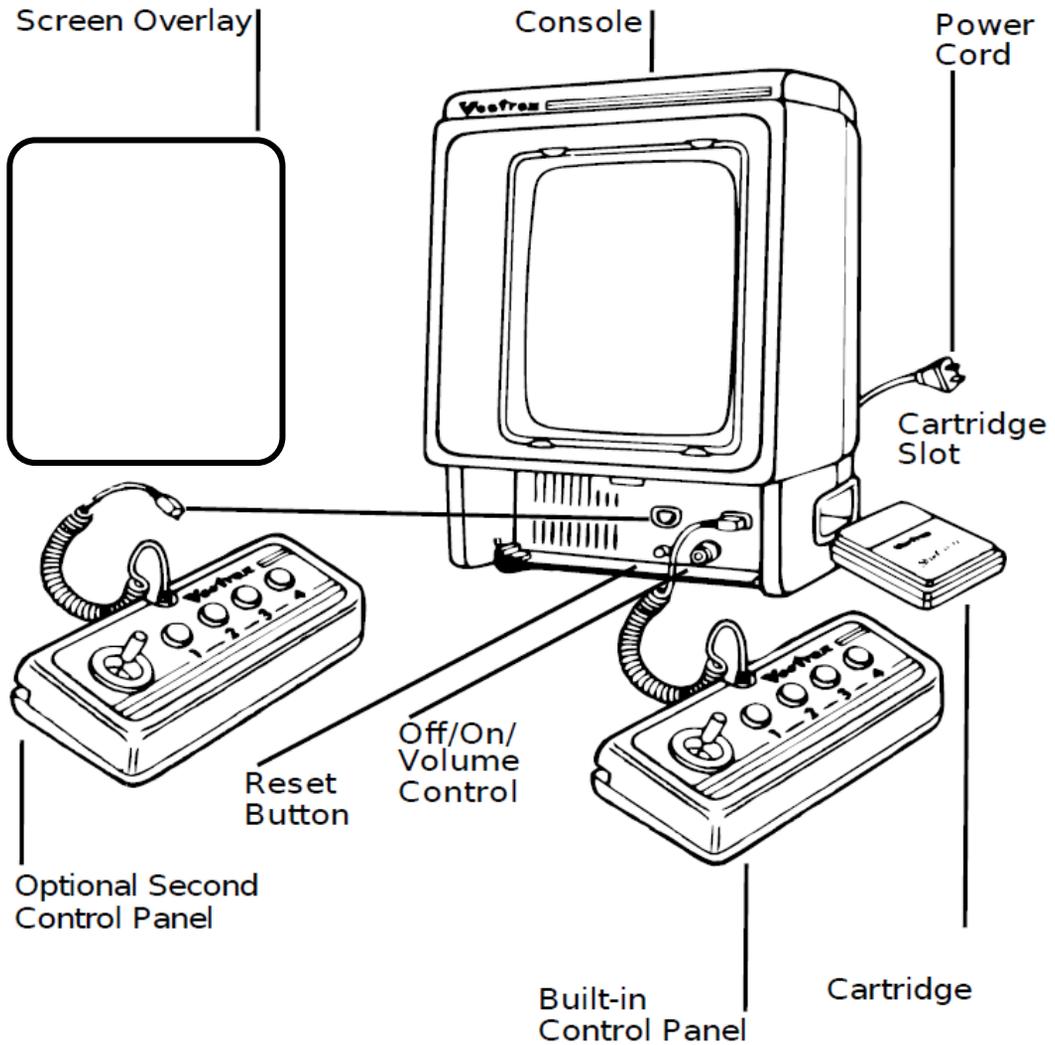
HIGH SCORE MEMORY

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 **Firstname Lastname** and programmed in **C** and / or **MC6809** assembly language.

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