

**MB**  
VIDEO  
ELECTRONICS

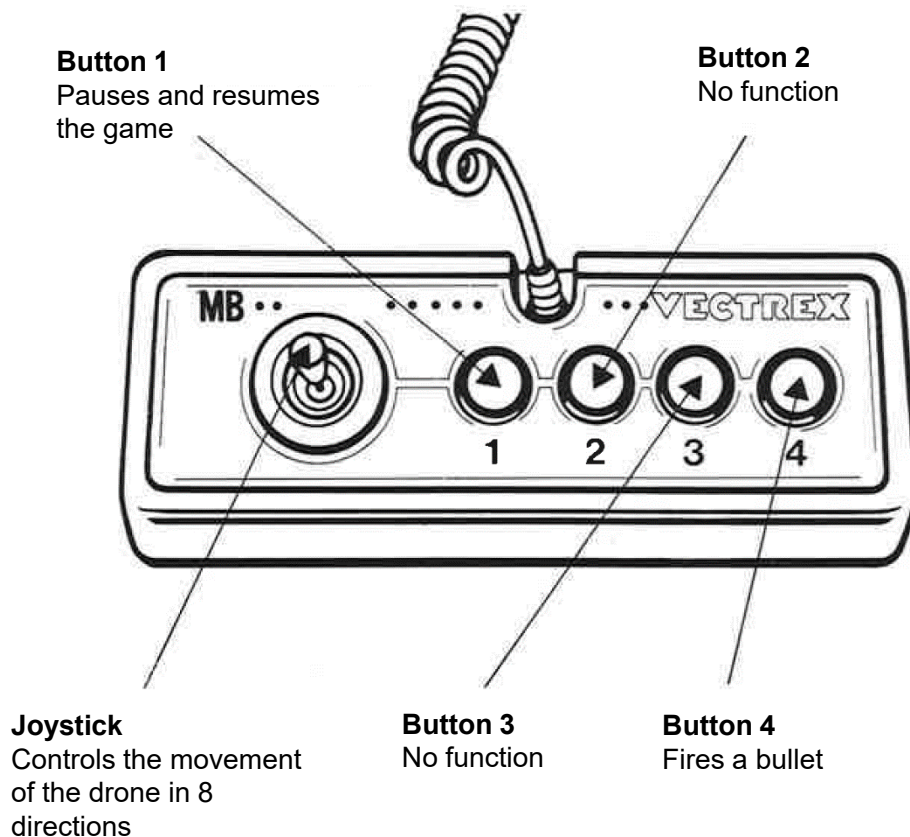
**VECTREX**  
CASSETTE

# BATTLE DRONES

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## GAME CONTROLS

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



# HOW TO PLAY

## PLAYER SELECTION

Battle Drones offers three different game modes for up to two players:

1. **Singleplayer Mode:** Are you better than the computer? One player fights with three computer-controlled drones in the arena.
2. **Multiplayer Mode:** Invite a friend and let him join. Two human players and two computer-controlled drones fight individually.
3. **Duel Mode:** Challenge a friend in direct combat! Only two human players compete against each other.

Remember: drones have no feelings and can't team up. All drones fight against each other. Only one drone can win!

## OPTION SELECTION

The game boots directly into the game mode selection, which is already the only option to configure. Scroll with Button 2 or 3 through the game modes and start it with Button 4. The numbers correspond to the numbering above.

## GAMEPLAY

### Objective

Control your drone to shoot down the other drones while also avoiding their attacks.

### Respawning

If your drone is shot down, don't worry. You will receive a new drone after a 4-second cooldown period. You have unlimited respawns.

### Winning Condition

The first player to achieve ten kills wins the game.

# SCORING RULES

- Only the final hit counts. The last drone that strikes the killing blow receives credit for the elimination.
- Assists do not exist. If you can't finish, you loose!

*"It's not about who shoots the most ... It's about who shoots last!"*

# SCOREBOARD

During an active battle, you can view the current scoreboard within the pause menu (see Figure 1).

As soon as the battle finishes, you will be presented a summary of the game (see Figure 2). You can view the scoreboard as long you do not restart or return to the home screen. There is no battle history.



Fig. 1: Pause Menu

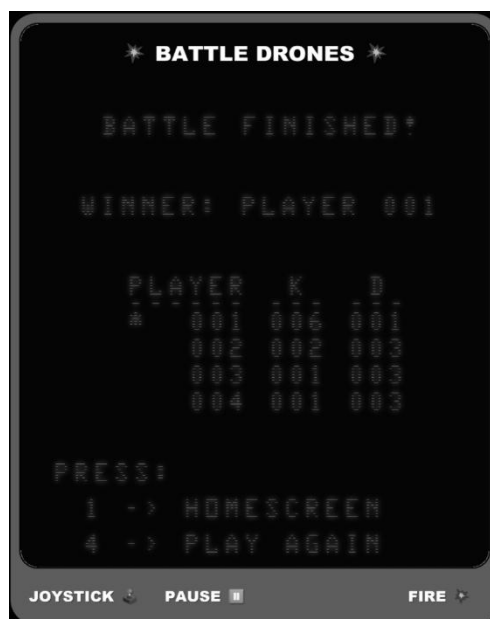


Fig. 2: Winner Screen with Stats

# PAUSE

If a player pauses the battle with button 1, only he can resume it with the same button again. During pause mode:

- All in-game action is paused, but the rendering continues.
- The current scoreboard is shown (see Figure 1) and shows the current stats for each player.

Press Button 1 again to resume the battle.

## HEALTH & DAMAGE

Each drone starts with 50 health points:

- Being hit by a bullet subtracts 10 points from the drone's health.
- When the health reaches 0, the drone is destroyed and removed from the arena.
- It will respawn at a random position after a 4-second cooldown.
- Drones have unlimited respawns.

## AFTER THE BATTLE

The moment a player wins the battle a summary of the game will be shown. You can see the player who won, player stats and possible further actions.

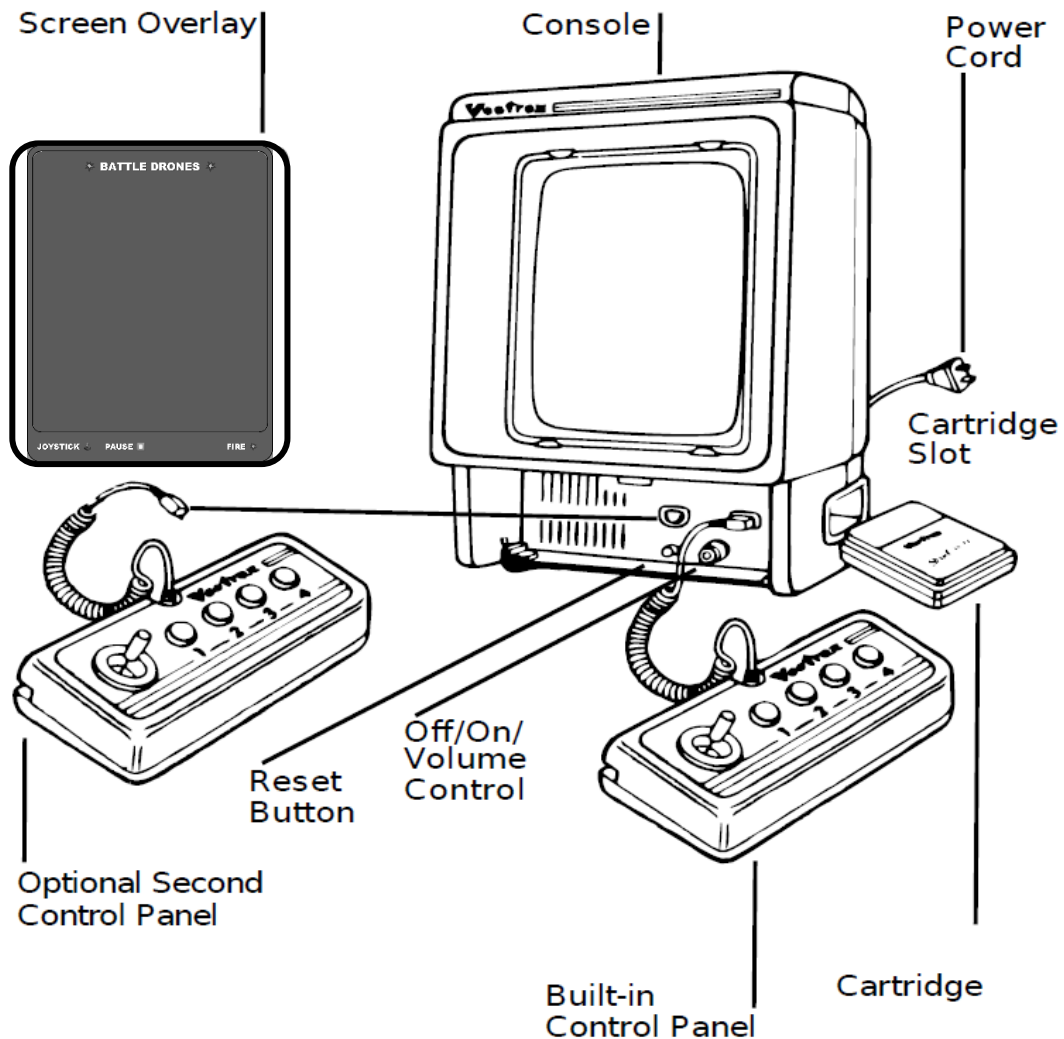
### **PLAYER STATS**

A table with kills and deaths of each player will be shown, to compare yourself with your opponents. An asterisk indicates the player who won.

### **FURTHER ACTIONS**

If you want to select a different game mode, press button 1. In case you enjoyed the game mode, please press the button 4 to play again.

# SETTING UP



# CREDITS

This game was developed by **Anthony Tonella** 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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