Vectrex

KARL QUAPPE

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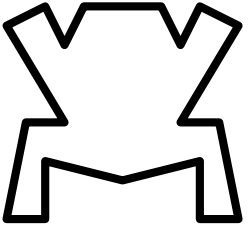
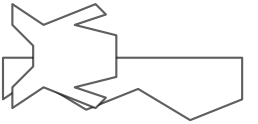


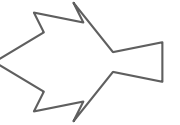
Karl needs to get home quickly!

On his way he will have to avoid many dangers.
First he must cross a highway, avoiding cars, trucks and other motor vehicles.
Than he must cross a rapid river to finally reach his home.

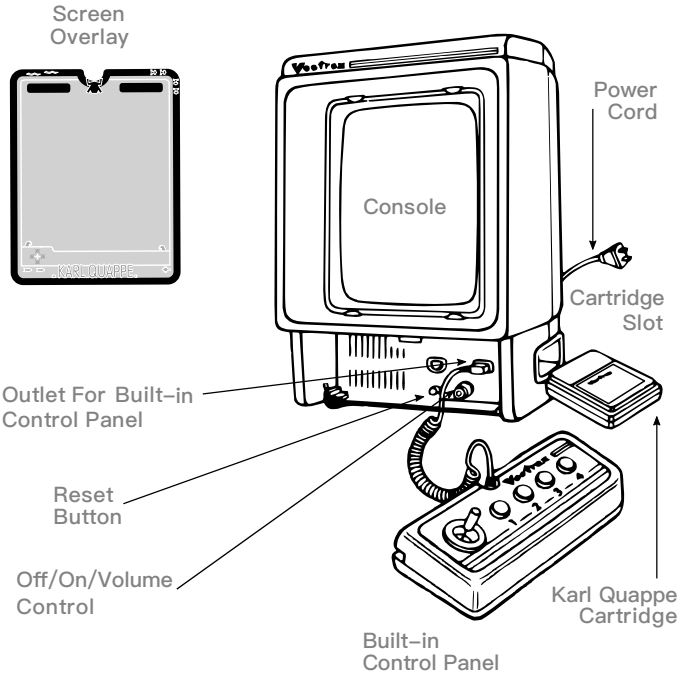
His mortal enemies will be out in force, keen to enhance their diets with fresh frog-meat. Can you outsmart them?

Rumor has it that even Karl's girlfriend is lost out on the river somewhere.
Can you rescue her and ensure that you both get home safely?





Setting Up


Screen
Overlay
KARL QUAPPE
Console
Power
Cord
Cartridge
Slot
Outlet For Built-in
Control Panel
Reset
Button
Off/On/Volume
Control
Karl Quappe
Cartridge
Built-in
Control Panel

System setup

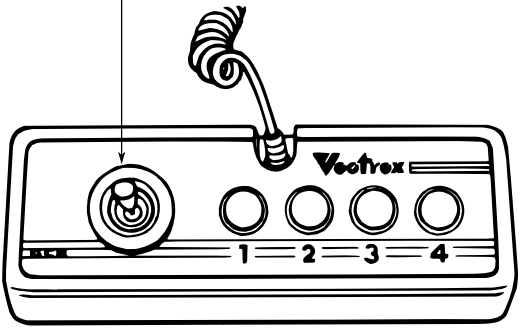
- Make sure the console power cord is plugged into an electrical outlet that is appropriate for your Vectrex unit.
- Check to be sure the plug for the built-in control panel is firmly seated in the control panel outlet on the right.
- Make sure the console is turned OFF before inserting the cartridge. Insert the cartridge into the slot with label side up. Be sure it is firmly inserted to the guideline marked on the cartridge.
- Insert the screen overlay behind the tabs at the top and bottom of the screen.
- Turn the OFF/ON/VOLUME CONTROL to the ON position (clockwise). You will see the Vectrex title for a few seconds, then the name of the game.
- Adjust the volume control to the desired listening level.

Karl Quappe Controls

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

Joystick

Moves Karl in the direction you steer the joystick.



Starting Karl Quappe

Cartridge

- Make sure the Vectrex is switched off.
- Insert the Karl Quappe cartridge into the Vectrex cartridge port.
- Turn the Vectrex on.

VecFever

- Select Karl Quappe from the menu.
- Launch the game.

VecFlash (or possibly other multi carts)

- Select Karl Quappe from the menu.
- Launch the game.
- After the initial bootup screen of Vectrex keep any button pressed until the Karl Quappe title screen is displayed.
  (to skip over code, which interferes with PB6 based bankswitching multi-cards)

Title Screen

While the title is displayed you can use the buttons of joystick 1 to procede to different sections.

Button 1

Start the game with the current selected options.

Button 2

Displays the current high scores. Using joystick 1 (left/right) displays either the COMPETITION or the HARDCORE high scores.

Button 3

Immediately enters the next attract mode "level" (the attract mode will be entered automatically after the title screen has been displayed for a certain amount of time).

Button 4

Enters the options menu.

Options

While the title screen is displayed, press button 4 to enter the options screen.

You can navigate the menu using joystick 1 (up/down).

To alter an option use either joystick 1 (left/right) or press a button.

To leave the menu enable the "BACK" entry and press a button.

If started from a VecFever device, pressing button 4 while on the "BACK" entry will exit to the VecFever menu.
(thus pressing 4/4 in the title screen goes back to VecFever)

In the options menu you can chose the following entries:

- number of players
- game mode
- music on/off
- level (for training mode)
- reset storage

Options

Players

Chose the number of players (one or two).
If you select a two player game the game mode automatically switches to COMPETITION, since only that mode supports a two player game.
Two players play alternately after each life.

Game Mode

There are three different game modes.

- COMPETITION
  is the default game mode.
  - high scores can be achieved
  - 1 and 2 player games are possible
  - each player starts with 5 lives
  - for every 10,000 points a new life is awarded
  - the game always starts at level 1

- TRAINING
  - high scores are not supported
  - only 1 player games are possible
  - each game starts with 5 lives
  - every 10,000 points a new life is awarded
  - a game can be continued after the last live is lost
  - the game starts at level 1
  - after once reaching 40,000 points in COMPETITION mode you can select the level you would like to train

- HARDCORE
  - high scores can be achieved (a unique set)
  - only 1 player games are possible
  - the player has only 1 life
  - no extra lives are awarded
  - no in-game specials can be found

MUSIC ON/OFF

An option to switch off the music. This applies to both in-game and title music.

LEVEL

Once a score of 40,000 or higher is achieved in COMPETITION mode, you can select a start level for TRAINING mode games (joystick 1 left/right).

RESET STORAGE

The cartridge memory can be erased.
This resets the cartridge memory to its default values, with no high scores and all options reset.
This also resets (if applicable) VecFever storage.

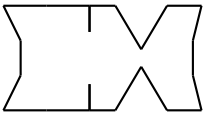
BACK

Will exit to the title screen.
If using a VecFever pressing button 4 will exit to the VecFever menu.

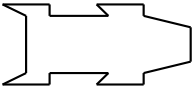
Gameplay

Use joystick 1 to move Karl around the screen.
Guide Karl to his home. First he must cross a road while avoiding the vehicles (making contact with any of the vehicale will prove fatal).

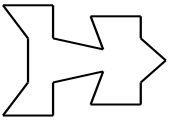
Following types can be found:



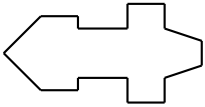
Caterpillar



Multi purpose vehicle



Race car



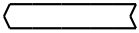
Sports car

Van

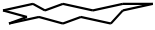
Gameplay

After an intermediate pause in the middle of the screen, Karl has to cross a river using a series of different objects such as logs and turtles. The current of the river is too strong for Karl, so if he enters the water he will drown.

Following objects which can be utilised:

- Log 
  A save object which Karl can use for transport.

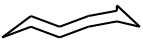
- Turtle 
  Beware, some turtles dive! If a turtle dives while Karl is on its back, Karl drowns.

- Crocodile 
  The back of a crocodile is save and can be used for transport. But beware, if Karl gets to close to the mouth you will become crocodile-dinner!

- Girls 
  Karls girlfriend may be found on a log on the river! She can be rescued - just touch her gently and guide her home.

The following objects can be found in the water area - but should be avoided.

- Otter 
  Otters may swim in the water. Beware! Otters are known to snatch unaware frogs right off the edge of a log!

- Snake 
  Snakes might be found on a log in the river or in the otherwise peaceful middle area. The head of a snake should be avoided at all costs.

The five homes Karl must reach may contain dangers or bonus objects.

- Fly 
Flies are food - score 200 bonus points.

- Crocodile 
The crocodile wants to eat Karl. Once the full head of it is visible - it becomes a death trap!

- Occupants 
If a home is already occupied by a "brother", Karl cannot enter it. Trying will result in death.

Scoring

- Each jump forward (up):
  10 points (backwards: -10 points)

- Level finished before the timer runs out:
  time not used, 10 points per tick

- Reach home with a girl carried:
  200 points

- Catch a fly in a home:
  200 points

- Complete a level:
  500 points

Deaths

- Running out of time
- Getting run over by a vehicle
- Drowning in the water
- Getting drowned by a turtle dive
- Getting carried out of bounds
- Incorrect timing (missing entry intro a home)
- Trying to enter a home which is already occupied
- Getting eaten by a snake
- Getting eaten by a crocodile in the water
- Getting eaten by a crocodile in your home
- Getting eaten by an otter

Warranty

There is no warranty!