

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

RACETREX

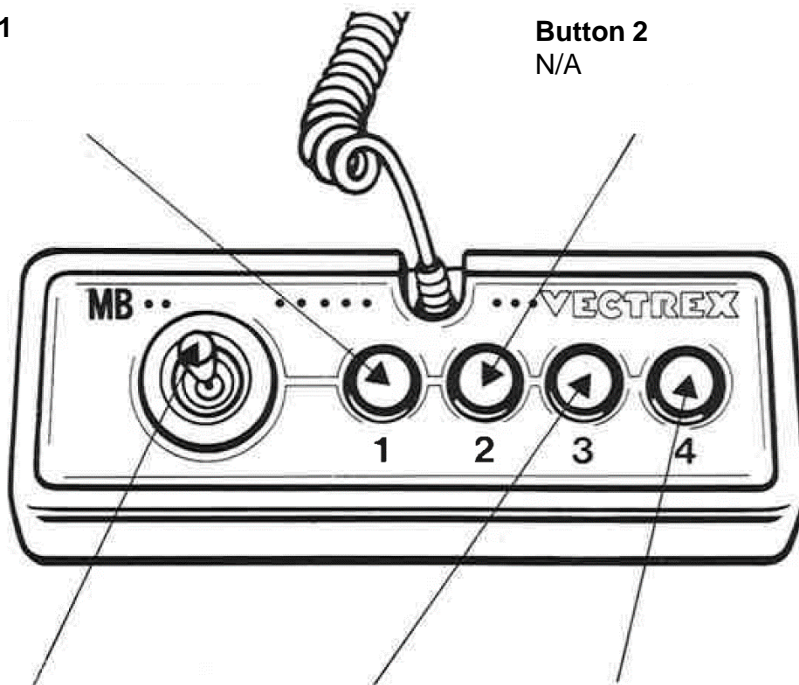
RACETREX

GAME CONTROLS

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

Button 1
Misc

Button 2
N/A



Joystick
Change lanes, hold to stay
in lane

Button 3
N/A

Button 4
Blast: last second
rescue blaster

HOW TO PLAY

PLAYER SELECTION

Single player game

OPTION SELECTION

No options to be selected

GAME PLAY

The player's vehicle is controlled using the arrow keys (right/left). When a button is held, the vehicle stays on the corresponding side of the road and returns to the middle lane as soon as the button is released.

In particularly precarious situations, the player has the option of using button 4 (BLAST) to shoot down a vehicle in front of him, thus escaping certain doom for the time being. There are 3 blasts available in every game.

The game consists of 3 stages that flow seamlessly into each other. With each stage the level of difficulty increases.

The player is granted 3 lives at the beginning. These are not replenished. After stage 3 is completed, the game is won.

SCORING

Points are awarded for achieving the following:

Surviving the stages will award you with an increasing stage counter.

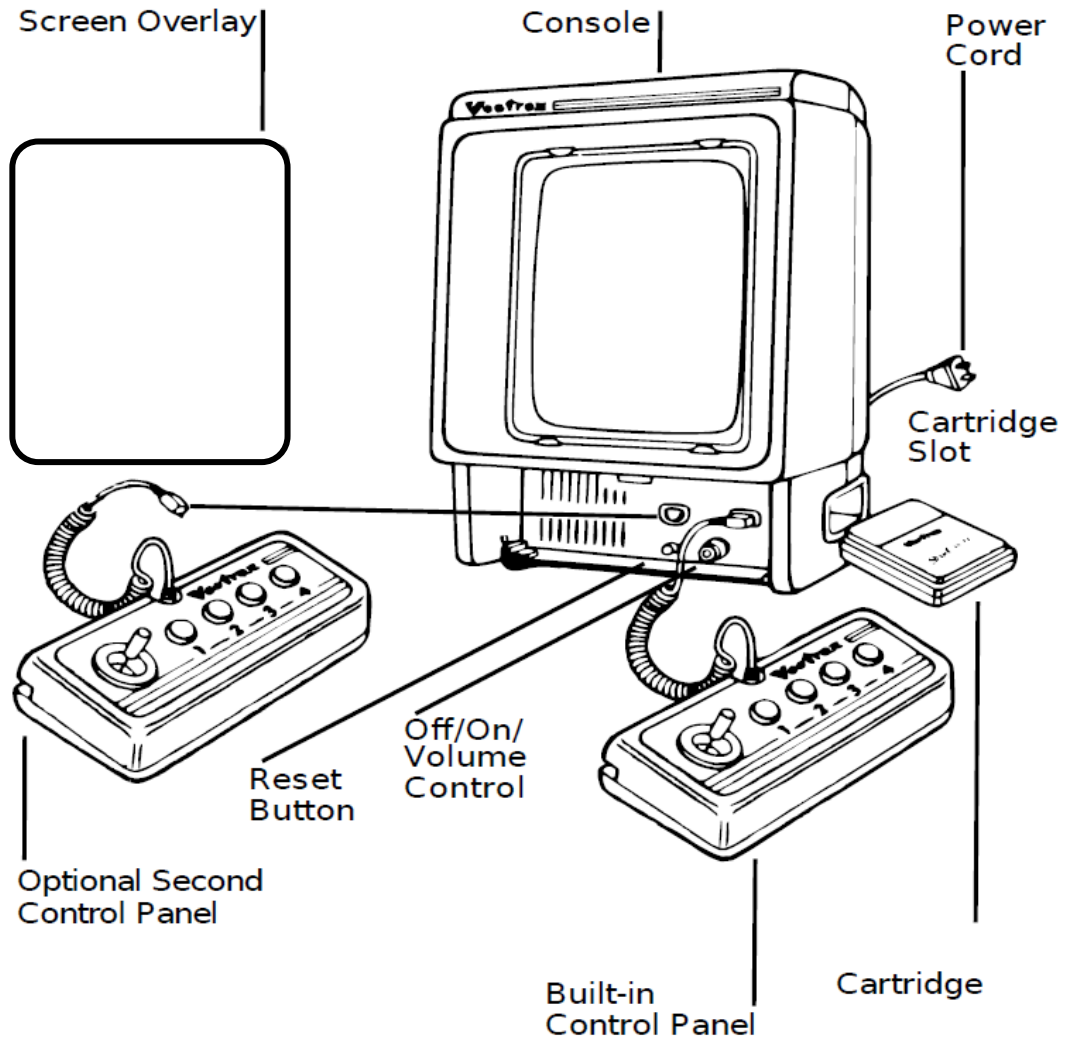
HIGH SCORE MEMORY

High scores are **not** saved.

RESTARTING THE GAME

To restart a completed game press Button 1, as described on the screen.

SETTING UP



CREDITS

This game was developed by **Moritz Sachs** 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 2021, supervised and tutored by Prof. Dr. rer. nat. Peer Johannsen.

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