MB
VIDEO
ELECTRONICS

VECTREX
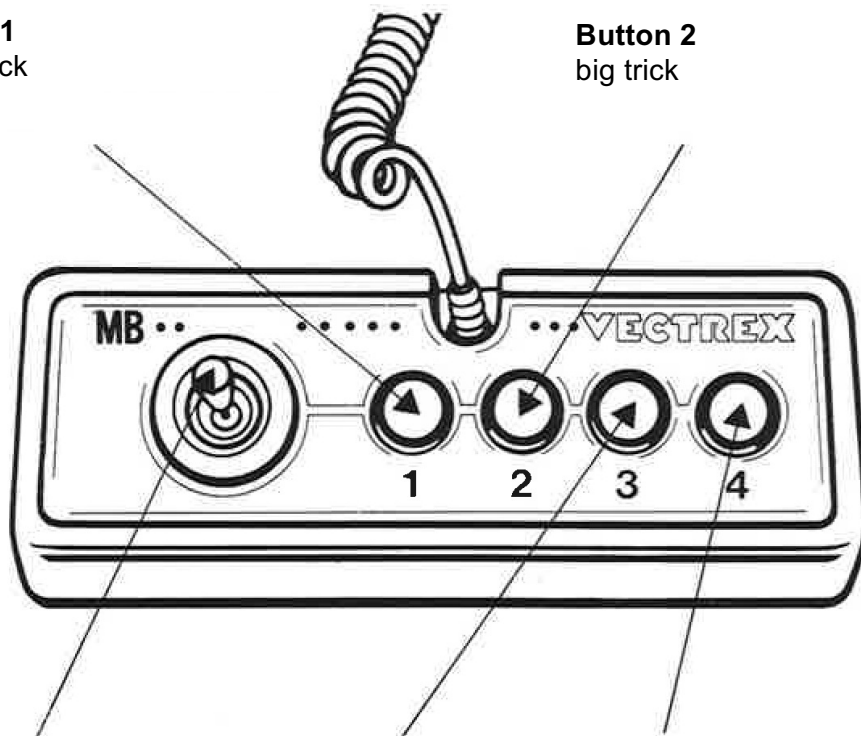CASSETTE

FREERIDE

FREERIDE

GAME CONTROLS

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

Button 1
small trick

Button 2
big trick

Joystick
Is not used

Button 3
Jump

Button 4
Crouch

HOW TO PLAY

GAME DESCRIPTION:
Prepare for an exhilarating adventure in **FREERIDE,** a sidescroller game designed exclusively for solo players.
Embark on this thrilling journey as a lone penguin skier, taking charge of navigating down an endless mountain slope. Test your skills and determination as you try to conquer the relentless descent.

GAME PLAY:
In **FREERIDE** you'll control a small penguin as it skis down the never-ending mountain. With each passing moment, the pace increases.

Your primary objective is to survive and accumulate as many points as possible while facing two types of obstacles: trees and stones.
Avoid collisions with trees by crouching underneath them. When encountering stones, dodge by jumping over them. A head-on collision will lead to a crash, so be cautious!

You only have one live, then you must start over.

EXTRA CHALLENGE:
During your descent, you can earn bonus points by performing tricks. However, be aware that once you start executing a trick, there's no backing out, and landing on your feet is crucial.
Unleash your inner skier and aim for the highest score by surviving the longest and mastering daring tricks.

Are you up for the challenge of becoming the ultimate penguin freerider?

SCORING

Earn points by accomplishing the following:

1.Riding Time: Each second you survive on the mountain will earn you one point on the scoreboard. Hold on and navigate through the obstacles to accumulate your riding time.

2.Tricks: Showcase your skiing skill by performing tricks during your descent. Successfully executing a trick will add extra points to your score. You can perform multiple tricks per jump, and each completed trick will reward you with points.
1. Small Trick: Execute a small trick to earn 2 points.
2. Big Trick: Master a more challenging (and longer) big trick and be rewarded with 5 points.

Keep in mind that as the game progresses and the speed increases, landing tricks will become increasingly difficult. So, seize the moment and demonstrate your best tricks while you can!
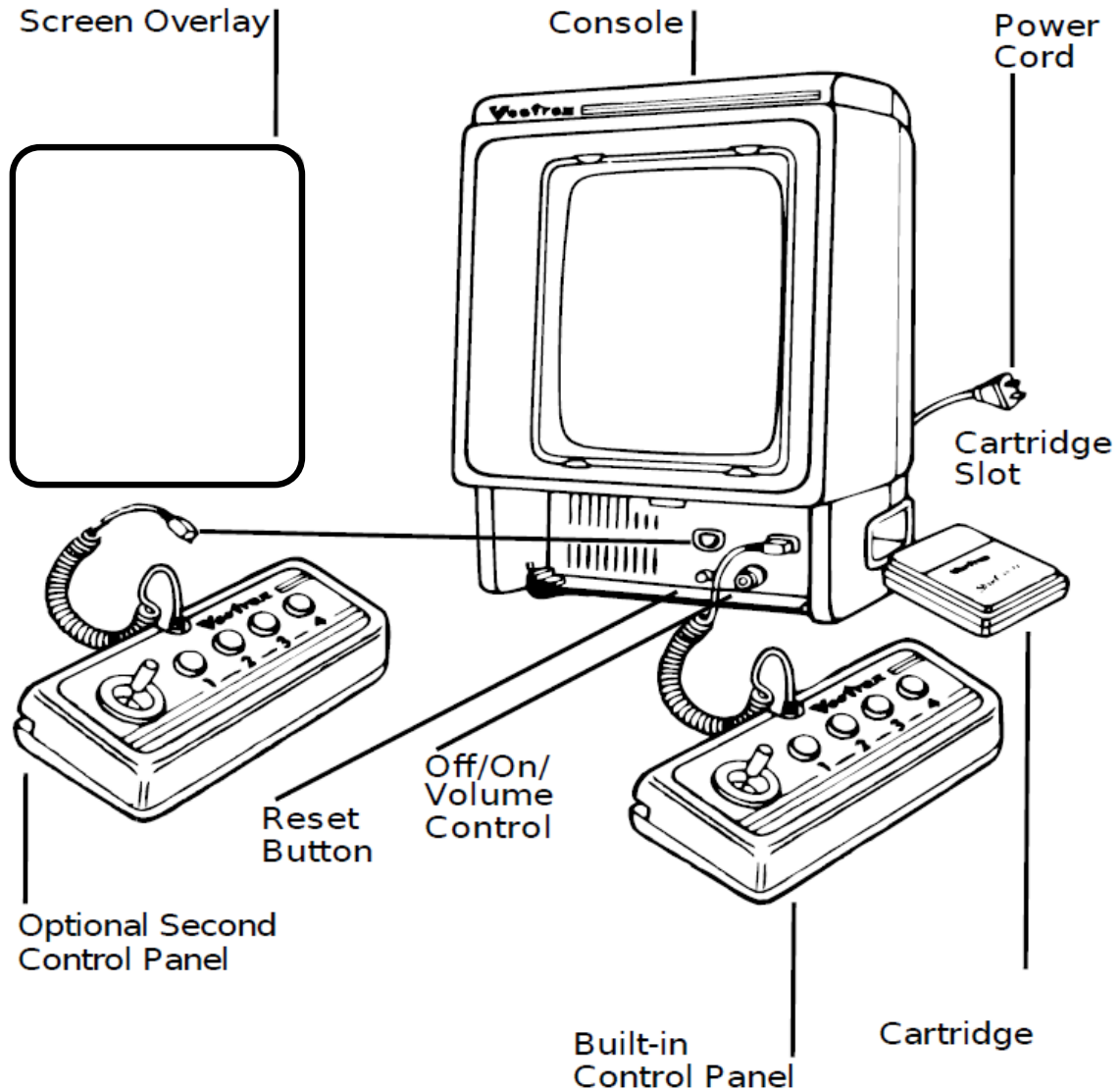
HIGH SCORE MEMORY

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 press any of the four buttons once the game is over. If you wish to restart the game before it is completed, press the Reset button.

SETTING UP

Screen Overlay

Console

Power Cord

Cartridge Slot

Optional Second Control Panel

Reset Button

Off/On/ Volume Control

Built-in Control Panel

Cartridge

CREDITS

This game was developed by Adrian Thees 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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