MB
VIDEO ELECTRONICS

VECTREX
CASSETTE

Vecdrift
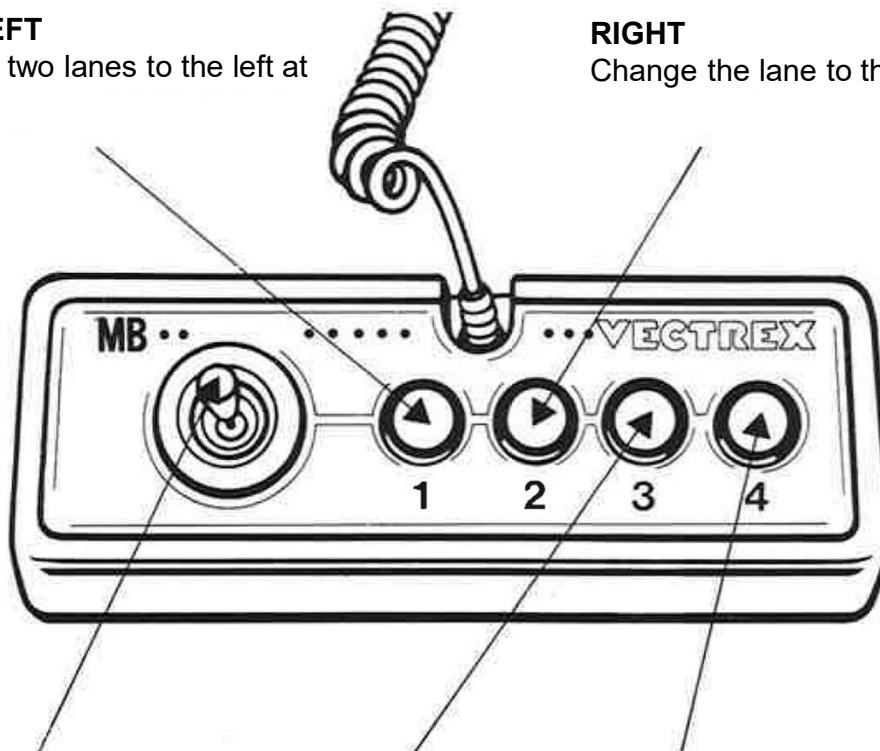
Vecdrift

GAME CONTROLS

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

HOP LEFT
Change two lanes to the left at once

RIGHT
Change the lane to the right

Joystick
Not needed

LEFT
Change the lane to the left

HOP RIGHT
Change two lanes to the right at once

HOW TO PLAY

PLAYER SELECTION
Vecdrift is a single player game.

OPTION SELECTION
The player can select the level of difficulty by pressing button 1. To start the game, press button 4.

GAME PLAY
The player is controlling the car on a highway with three lanes. By pressing the four different buttons on the control panel, the car changes the lanes to the left or right.
Button 3 and 4 allows the player to change two lanes (if possible) at once. If it is not possible, the car will change just one lane to the right or left.
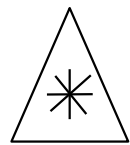
Avoid crashing into enemy cars and reach the highest score.
Sometimes there will be a road sign spawning on the left and the right off the road, which impacts the players car behavior for a bit of time. The time and which road sign is active is shown on the top of the road.
There are three different road signs:

1. Fog
   - the visibility of opposing cars deteriorates

2. Rain
   - the button layout is swapped
   - chancing two lanes at once is no longer possible

3. Oil
   - there is a delay in the input of the player
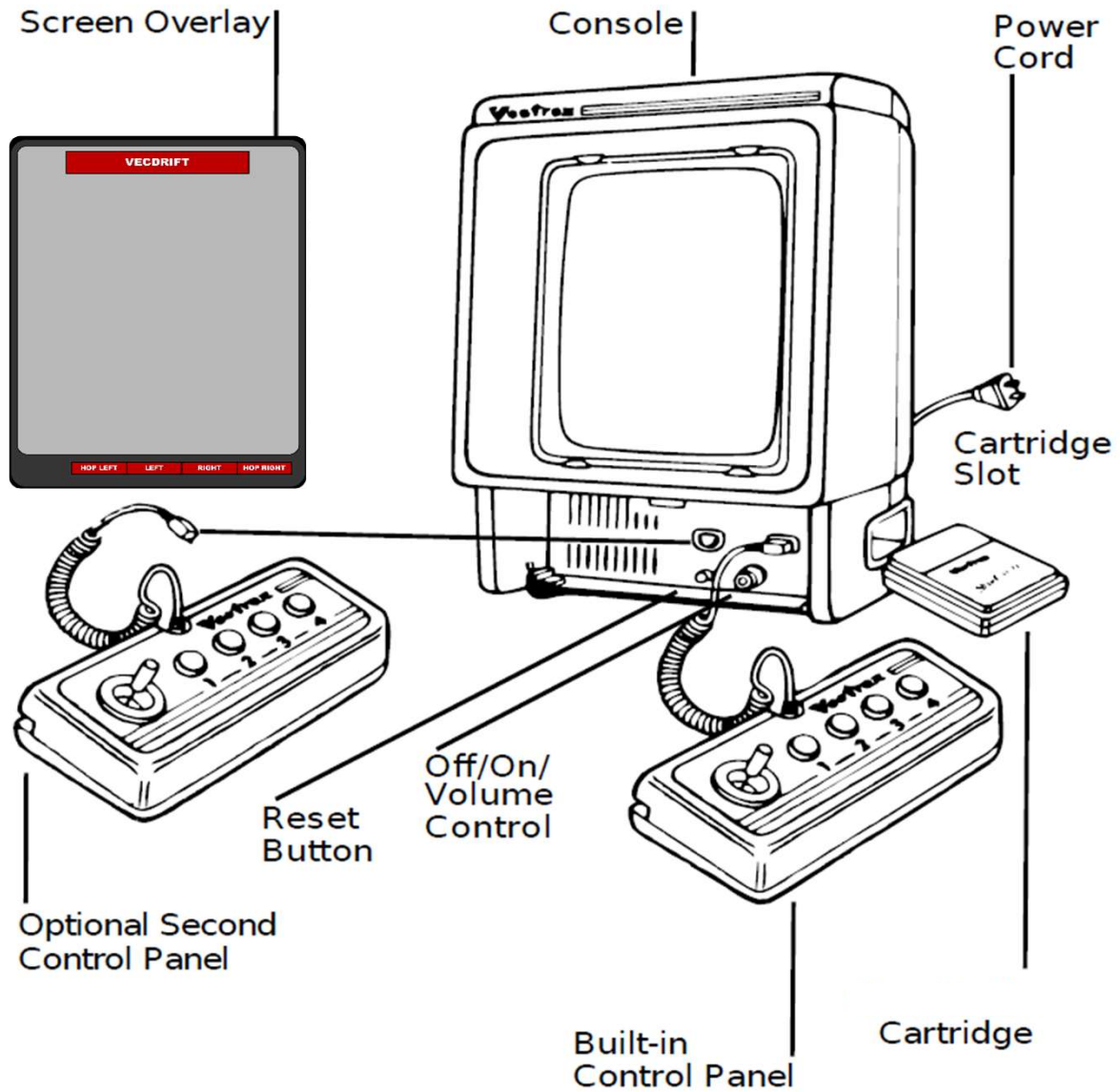
SCORING

The score increases with time.

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

Screen Overlay

VECDRIFT

HOP LEFT   LEFT   RIGHT   HOP RIGHT

Console

Power Cord

Cartridge Slot

Off/On/ Volume Control

Reset Button

Optional Second Control Panel

Built-in Control Panel

Cartridge

CREDITS

This game was developed by stackoverflow and programmed in C and MC6809 assembly language. Special thanks to hcmffm for designing the cars.
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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