

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

DODGE CHALLENGE

by laserbluejay

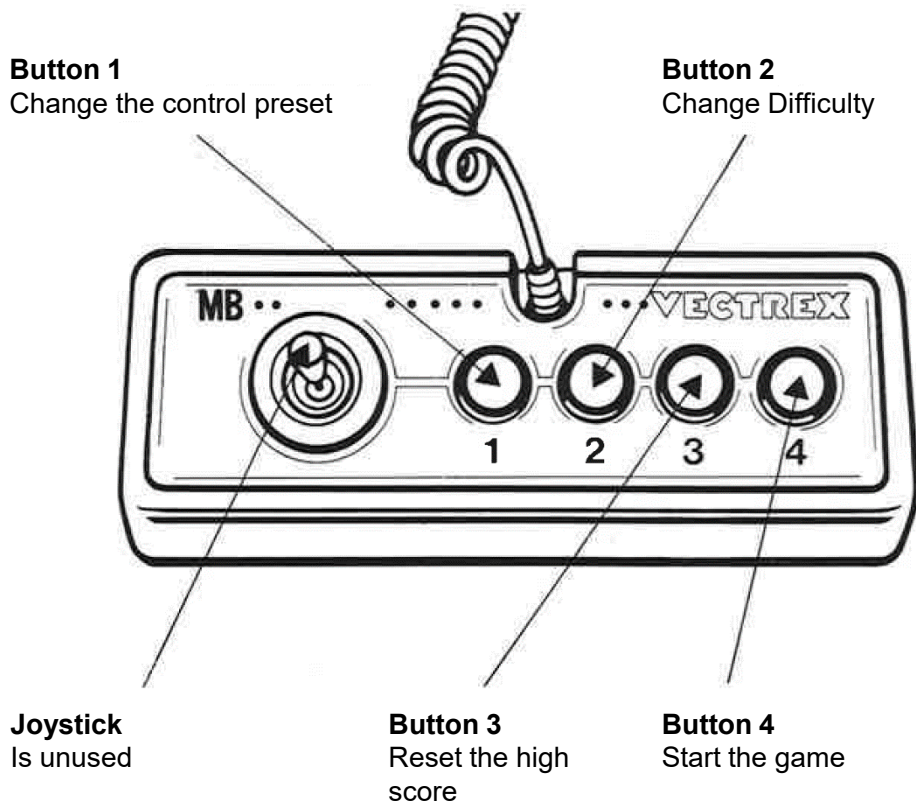
DODGE CHALLENGE

GAME CONTROLS (1/3)

DODGE CHALLENGE is designed to be played with the built-in control panel only.

Menu

The game menu includes three different control layouts (explained on the next pages). To navigate the menu, press the associated button marked by a number between 1 and 4:

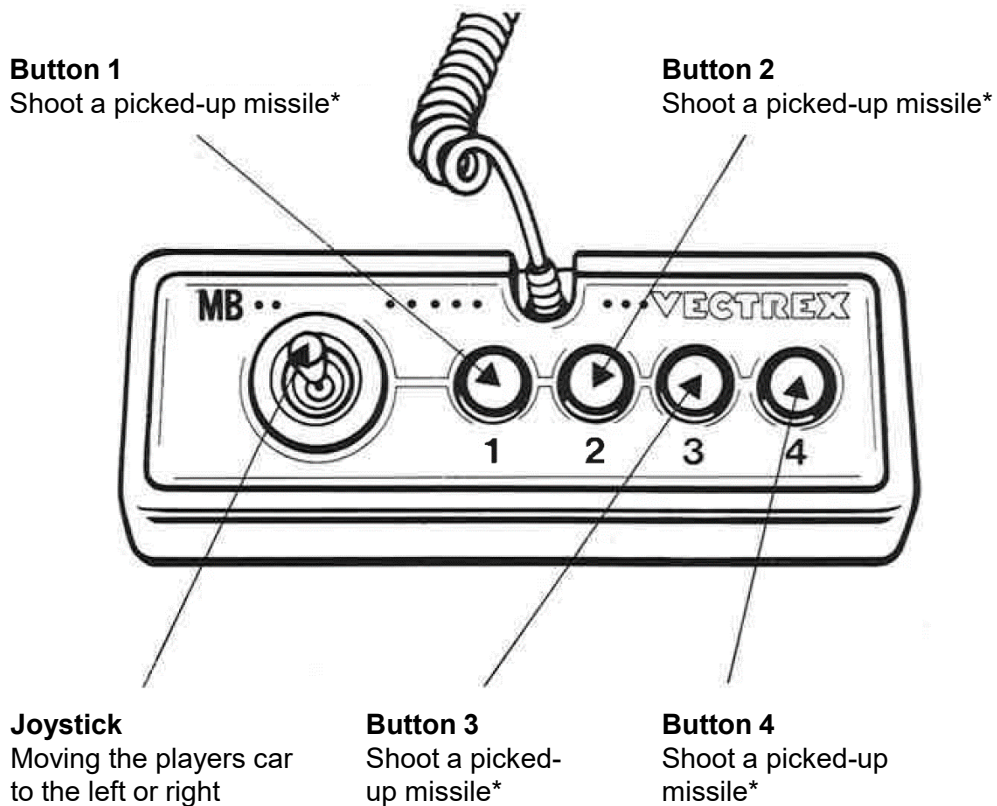


Oh, by the way: Have you ever tried pressing buttons 1-3 simultaneously in the menu?

GAME CONTROL (2/3)

Analog

With this preset, the game is played with the joystick. All buttons may be used to shoot a picked-up missile. A detailed description of the controls is depicted here:

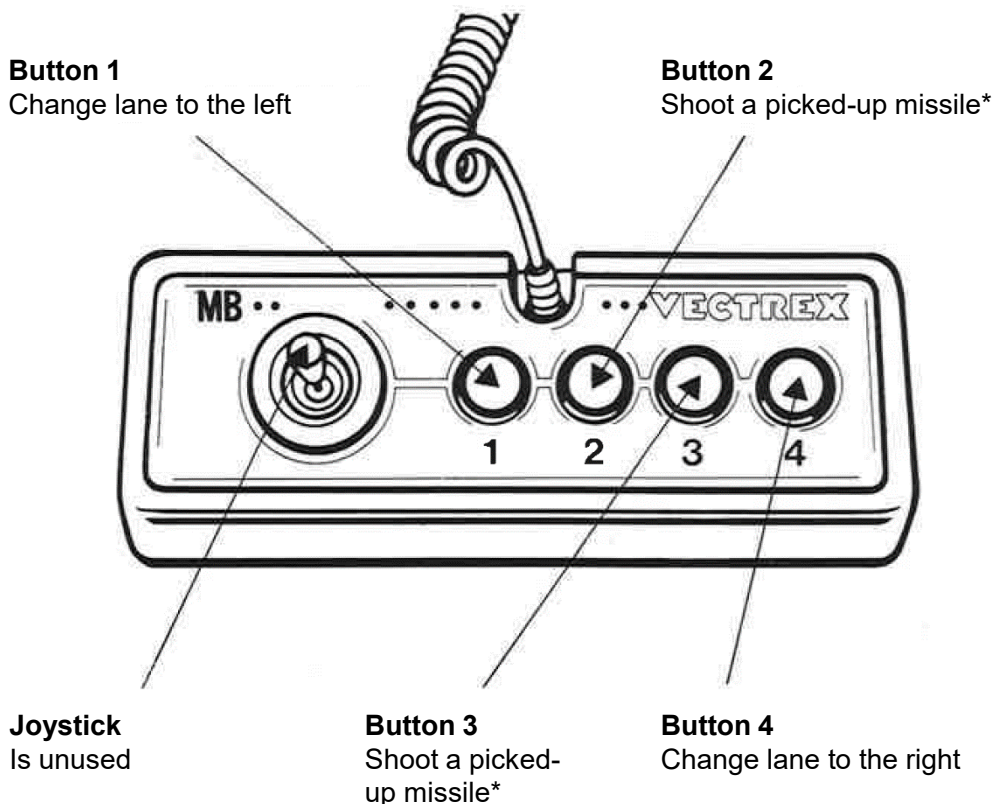


** It does not matter which button is used for shooting a missile. All buttons do the exactly same and consume the same missile.*

GAME CONTROL (Buttons)

Button 1/4

With this preset, the game may be played with buttons only. A detailed description of each button is depicted here:



Button 2/3

As with the “Button 1/4” layout, the game is played with buttons only. To change lane, this layout uses buttons 2 and 3. Button 2 is for going left and button 3 for going right.

The remaining buttons are used for shooting a picked-up missile.*

** It does not matter which button is used for shooting a missile. Both buttons do the exactly same and consume the same missile.**

HOW TO PLAY

PLAYERS

DODGE CHALLENGE is a singleplayer game but not meant to be exclusively played alone – it is always more fun with friends! You may take turns chasing your friends high score or go on your own and see how far you can make it.

OPTION SELECTION

As described in “GAME CONTROL (1/3)”, the menu contains three controller presets. Each preset is described in “GAME CONTROL (2/3) and (3/3)”. To select a different preset press button 1.

Button 2 selects the game difficulty. You may select “easy” “mid” or “hard”. The difficulty (or “mode”) determines the starting speed of your car and the maximum speed. Due to your extra efforts for playing on harder difficulty, you get points faster...

To reset the high score, press button 3. And to start with the selected options, press button 4.

GAME PLAY

You are in control of a fast racecar speeding down a three-lane highway. As you are faster than oncoming traffic, your objective is to dodge the traffic. If you hit something, the game ends (don't worry, you may try again!).

As you are too much in a hurry to stop for gas (or petrol, depending where you are from), you may collect fuel cans to get your gas level back up. The fuel gauge is in the top left-hand corner. The game ends if you run out of gas, so you may want to keep an eye on it...

To make it even more exciting, somebody lost missiles along the way. Upon collecting one, you may shoot it in your direction of travel to destroy traffic in your way. But be wary, you may only carry one at a time!

Furthermore, the failed players before you dropped their life on the way. You may collect them (again, only able to carry one at a time) to survive one collision. But be warned, this may negatively impact your score!

** To collect fuel cans, missiles and bonus life's, simply drive over them.*

Upon collecting a missile or bonus life, those are displayed in the top right. Using either one, removes it from your inventory and you must collect another one.

Your current score is displayed in the top middle. You may compare it after the game ends with your (or your friends) high score to determine the fastest one on the track!

The following section gives insights on how to earn points.

SCORING

The game constantly grants you with points, according to your current speed. As the game increases in speed, the points per second do so as well.

To earn bonus points, destroy oncoming traffic with collected missiles. It is not only fun to make things go boom, but it also rewards you with points. How nice is that!

On the other hand, you get some points deducted if you use a bonus live – So be careful!

HIGH SCORE MEMORY

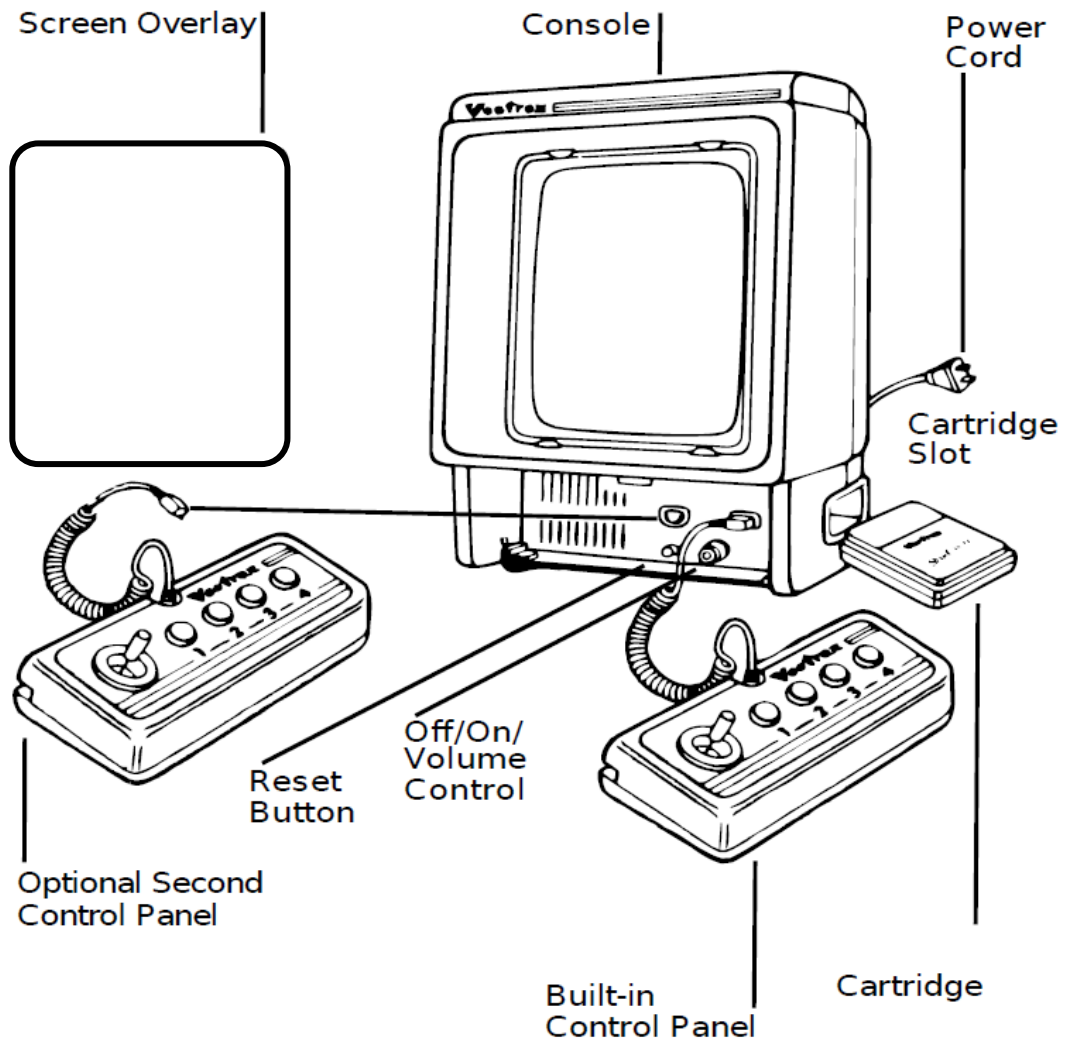
As long as your machine is on, with the game cartridge in place, the highest score is retained. When the machine is turned off and the cartridge removed, the score is lost.

RESTARTING THE GAME

Upon crashing into traffic, you may instantly restart the game with the exact same settings (unless you are still under shock from the crash, then you may take some time to recover!). To do so, press button 4.

If you wish to return to the menu e.g., to select a different input method, press button 1.

SETTING UP



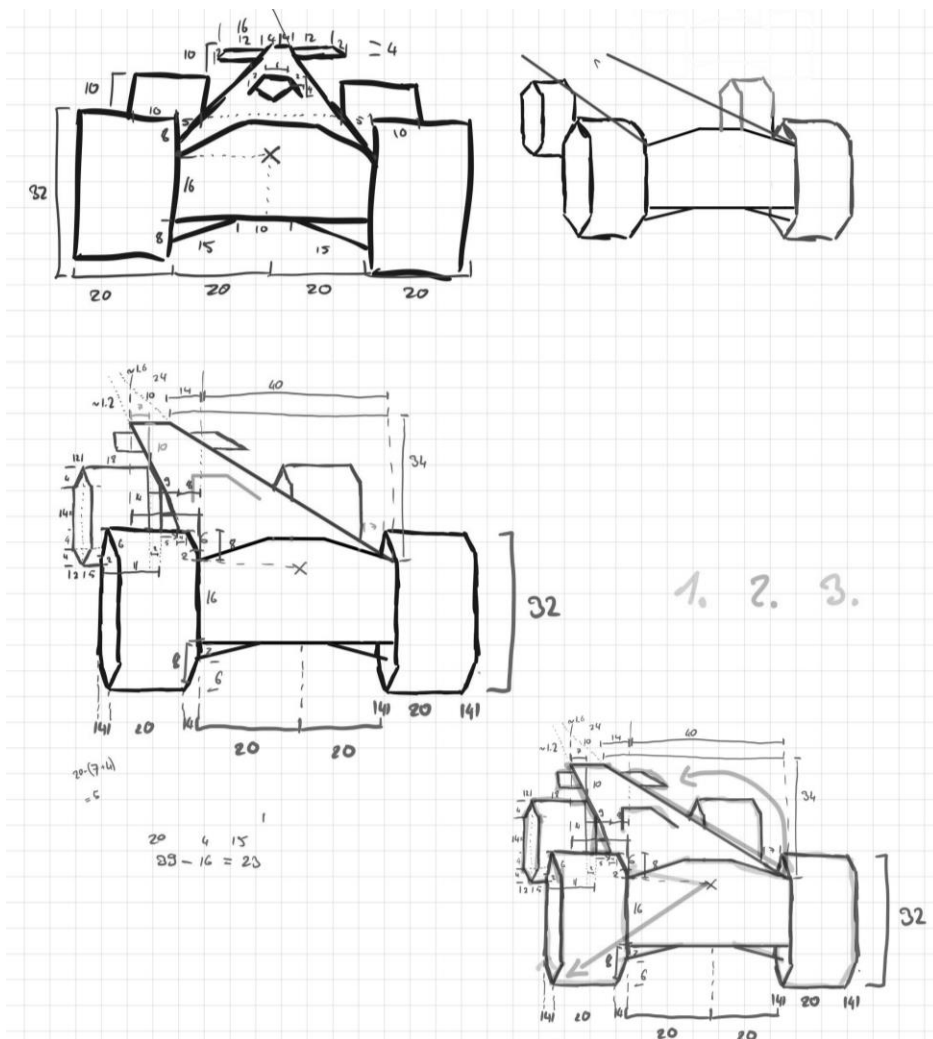
CREDITS

This game was developed by "laserbluejay" 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.

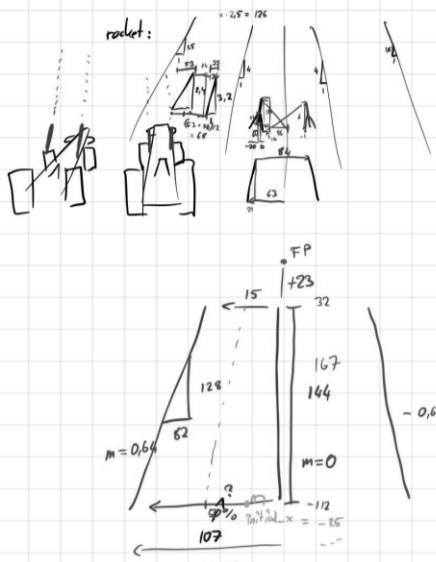
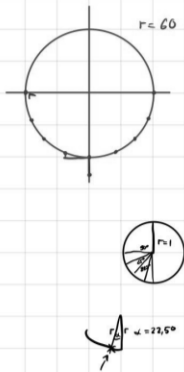
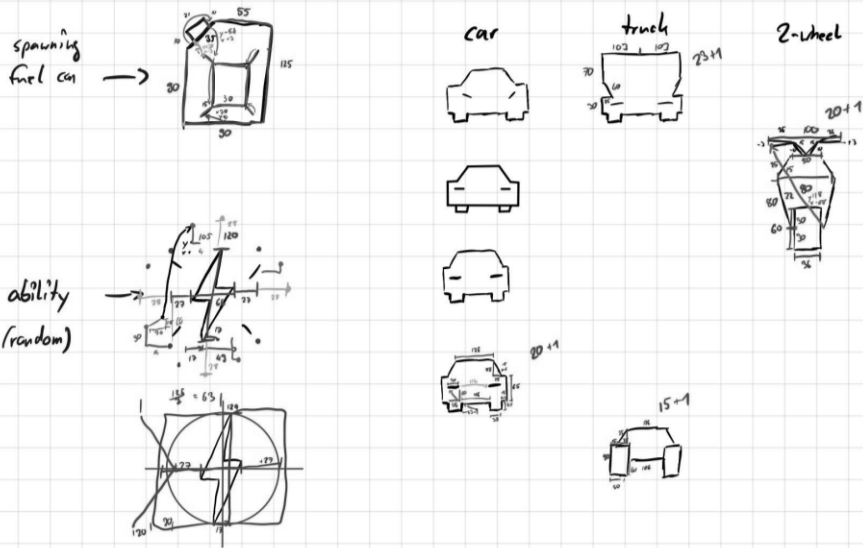
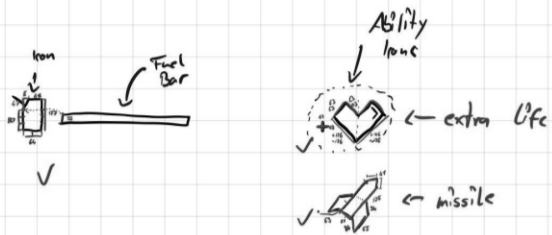
FURTHER CREDITS

This game is inspired by one of my favorite racing simulator servers “no hesi” (assetto corsa) with features that I thought about or got recommended by other students. I am with no means claiming to be the inventor of any of those mechanics or ideas. I just had fun implementing those features that I picked up. The purpose of this game was, to create a fun but challenging game for the vectrex console and community.

As for the graphics, the player car is hugely inspired by the Vectrex original game Pole Position. I looked at the original game but created and coded my own design derived from it. Some drawings are included on the following page(s). As for the other graphics, most of them were designed with inspiration from clipart's or other images online. And so, with the sound effects: I searched for chords online and combined those that I liked...



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