

MB
VIDEO
ELECTRONICS

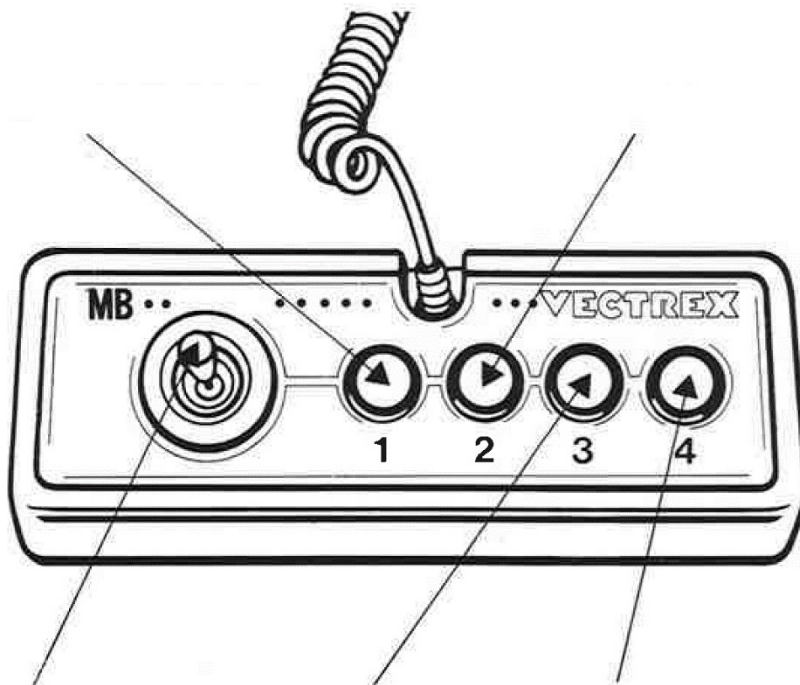
VECTREX
CASSETTE

Highway Hazard

Highway Hazard

GAME CONTROLS

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



Joystick

Navigates the character horizontally on the lanes or vertically when switching between the lanes.

Button 4

Start a game

HOW TO PLAY

PLAYER SELECTION

Highway Hazard is a single player game.

GAME PLAY

Highway Hazard is a single-player endless game in which the player must cross as many lanes as possible on busy roads without being hit by vehicles.

To avoid vehicles, the player must switch vertically between lanes or move horizontally within the lane.

As the game progresses, the cars move faster and it becomes increasingly difficult to avoid being hit.

SCORING

Points are awarded for achieving the following:

The score increases with each lane crossed. Running back lanes doesn't count.

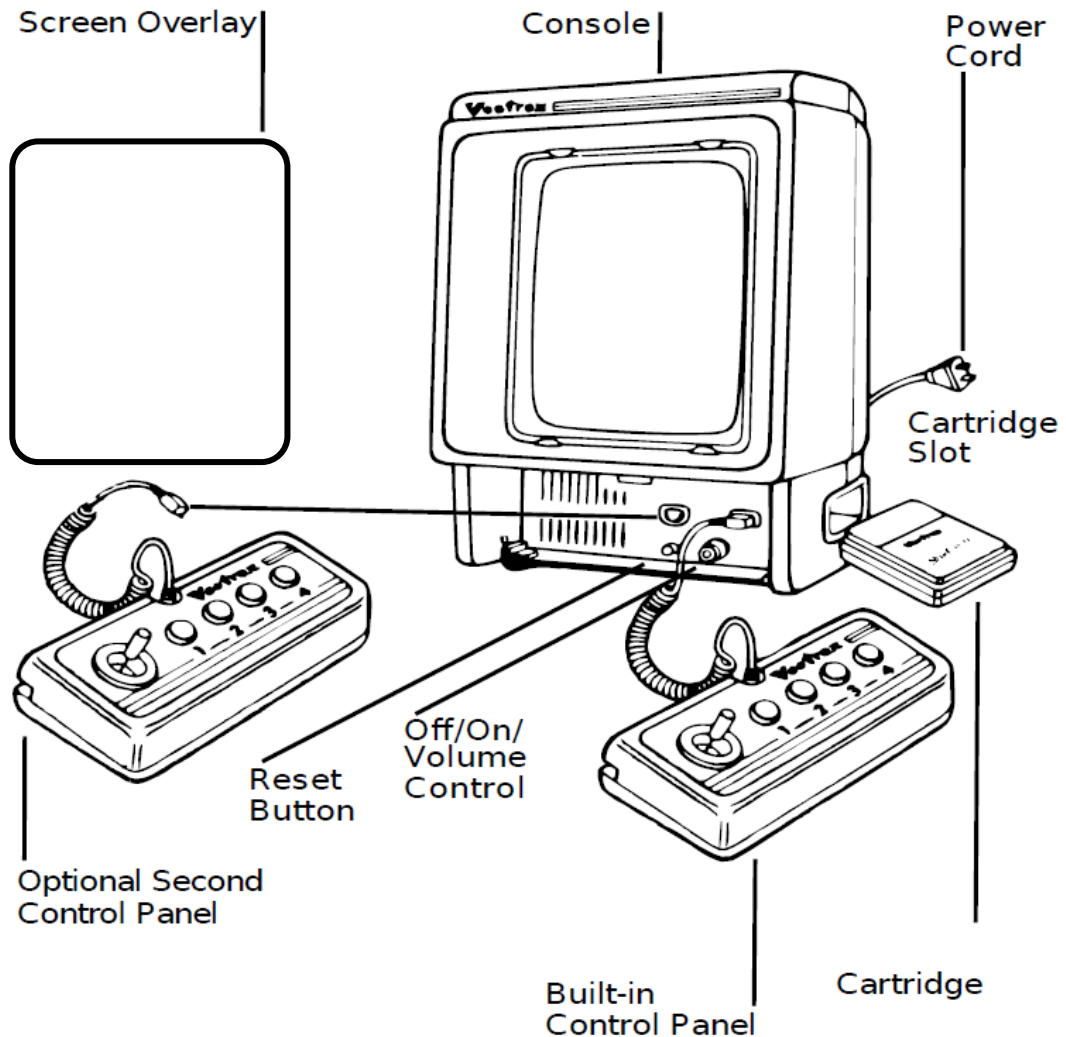
HIGH SCORE MEMORY

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



CREDITS

This game was developed by Maximilian Kagerer 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.

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