

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

SkateTrix

SkateTrix

GAME CONTROLS

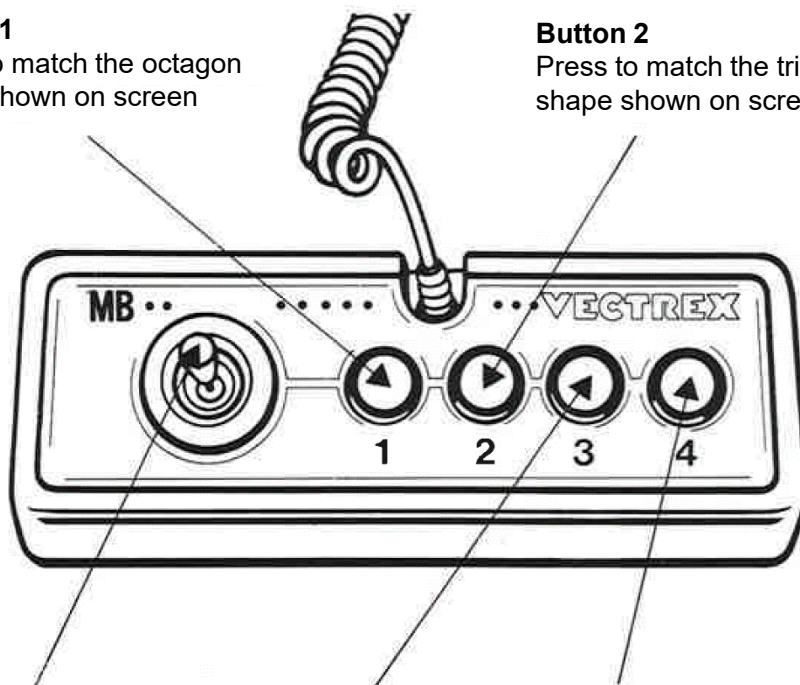
SkateTrix is designed to be played with the built-in control panel only. The functions of the controls are:

Button 1

Press to match the octagon shape shown on screen

Button 2

Press to match the triangle shape shown on screen



Joystick

Move the joystick in the direction of the arrows shown on screen

Button 3

Press to match the square shape shown on screen

Button 4

Press to match the cross shape shown on screen

HOW TO PLAY

PLAYER SELECTION

This game is designed for a single player.

OPTION SELECTION

There is currently only one mode available:

Normal Mode: Play through a series of levels with increasing difficulty.

An Endless Mode is planned for a future update:

Endless Mode: Catch the shapes at the right moment as they appear continuously.

GAME PLAY

You control a skater riding down a ramp.

Before jumping, you must enter a sequence of button and joystick combinations displayed on screen within a limited time.

At the edge of the ramp, press the cross-shaped button to jump. Once you jump, you are able to perform a trick. Your goal is to perform tricks and achieve the highest possible score without running out of lives.

You start the game with 3 lives. Each correct input and successful jump earns you points. The faster and more accurately you perform, the higher your score. Wrong inputs or missed jumps cause you to lose lives. The game ends when you run out of lives.

SCORING

Points are awarded for achieving the following:
Correctly entering button and joystick combinations.

You will earn extra points for:
Successfully timing your jump at the edge of the ramp.
Performing tricks after the jump.

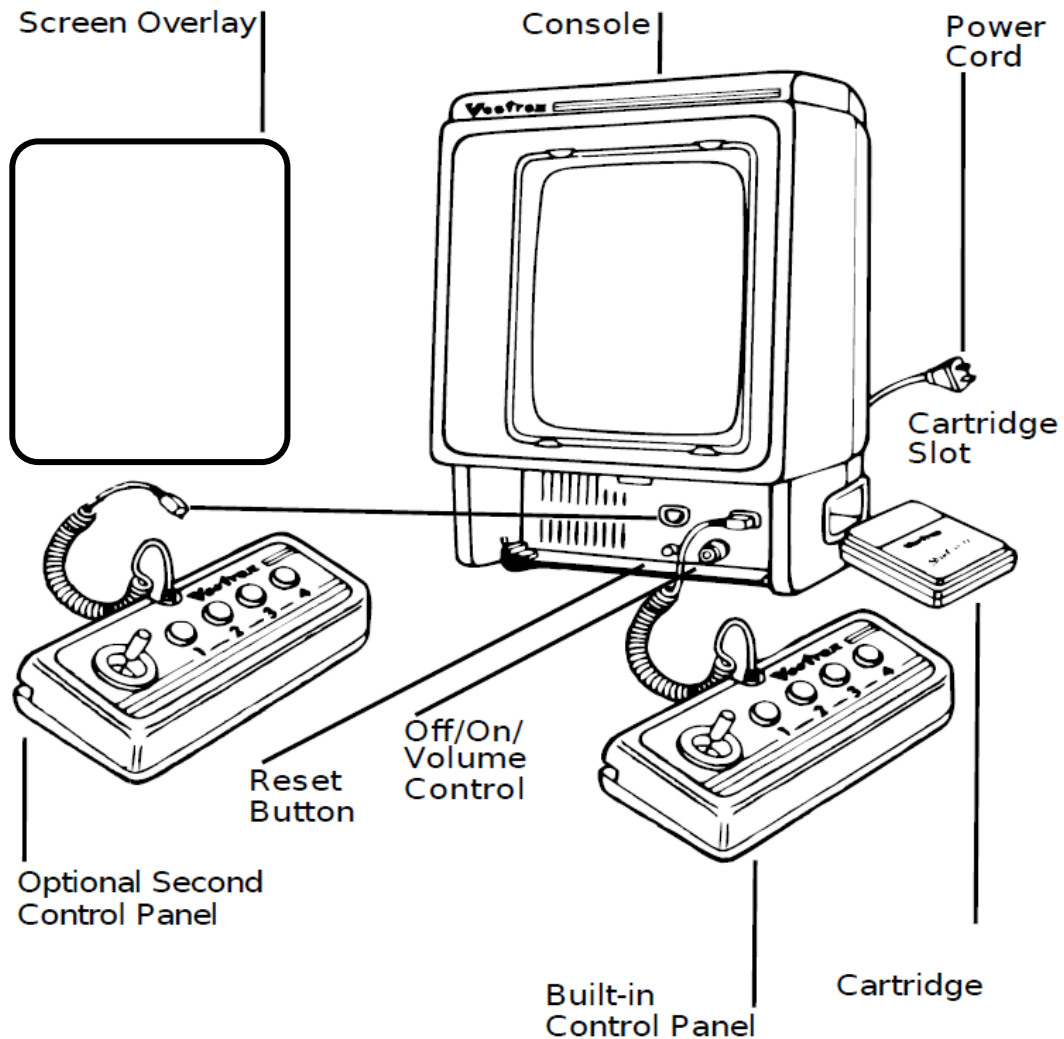
HIGH SCORE MEMORY

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. The high score is also displayed on the Game Over screen. When the machine is turned off and the cartridge removed, the score is lost.

RESTARTING THE GAME

To restart a completed game, press button 4 once the game is over. If you wish to restart the game before it is completed, press the Reset button.

SETTING UP



CREDITS

This game was developed by **Julia Krauß** 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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