

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

Vecpack Joyride

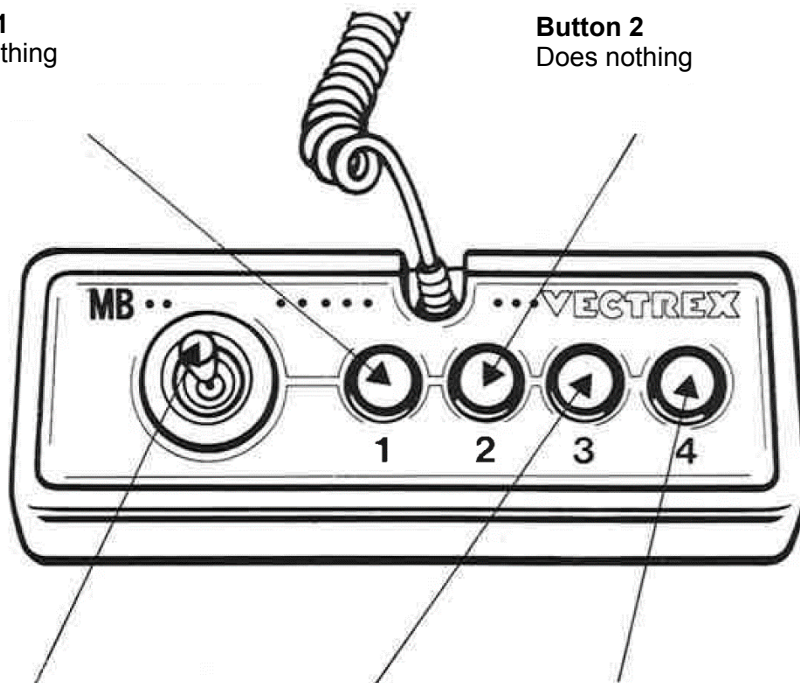
Vecpack Joyride

GAME CONTROLS

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

Button 1
Does nothing

Button 2
Does nothing



Joystick
lets the player rise

Button 3
Start the game

Button 4
lets the player rise

HOW TO PLAY

PLAYER SELECTION

Single player only

OPTION SELECTION

There are no configurable options

GAME PLAY

In Vecpack Joyride, you control a jetpack-equipped character flying through a dangerous, side-scrolling tunnel. The objective is to survive for as long as possible, dodge obstacles, collect coins, and achieve the highest score.

Movement & Jetpack Control

- Your character automatically moves forward.
- Press and hold Joystick Up or Button 3 to activate the (machinegun) jetpack and rise.
- Releasing the joystick or Button 3 lets gravity pull you down.
- Mastering the rhythm of pressing and releasing is key to navigating tight spaces.

Obstacles & Hazards

You'll encounter various threats, including:

- Static walls and moving blocks
- Homing rockets that track your position
- Laser traps that charge up before firing deadly beams

Coins

- Coins appear randomly and can be collected for bonus points
- When a coin is collected, a sound plays

SCORING

- Surviving increases score automatically
- +1 score per collected coin

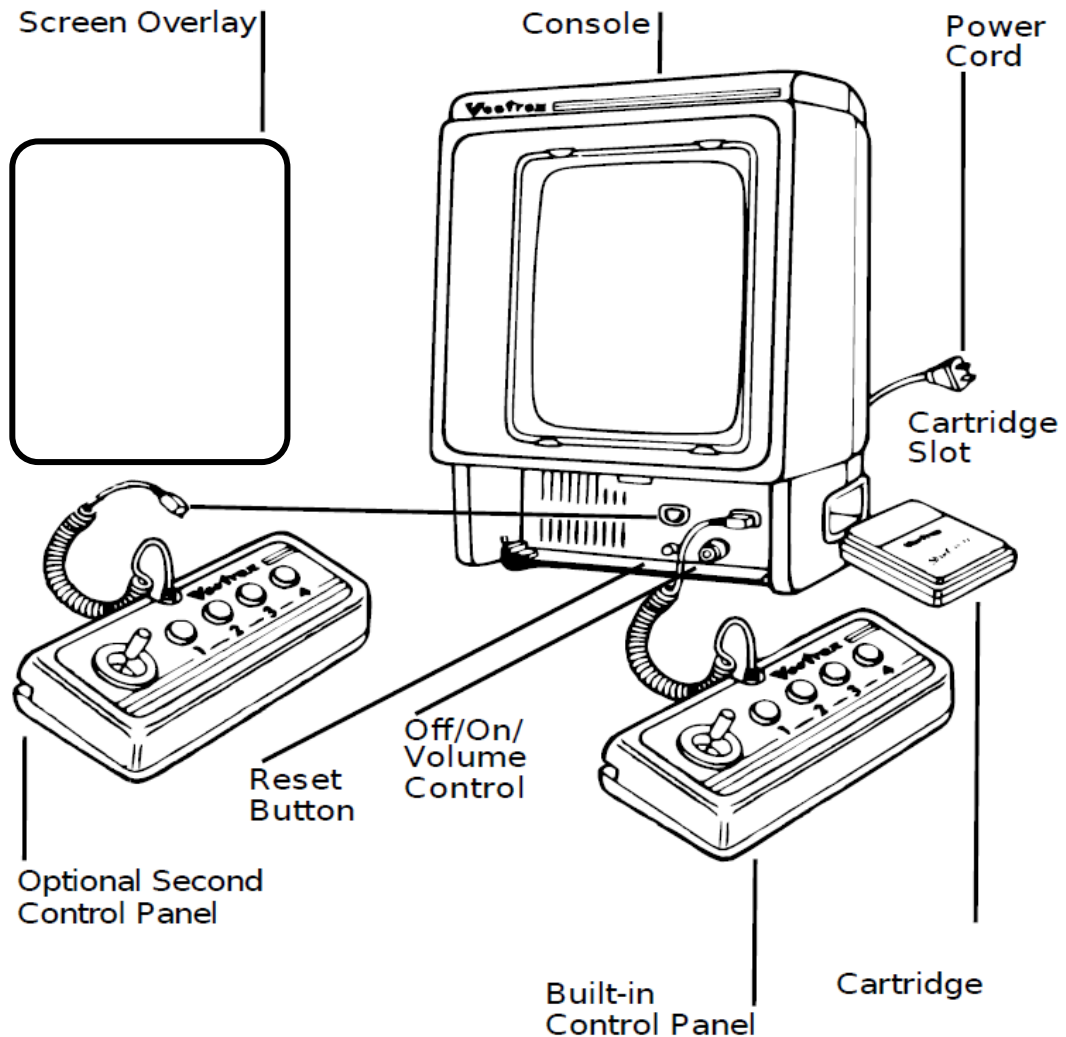
HIGH SCORE MEMORY

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 Button 3 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 **Jonathan Jelenko** 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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