

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

Vectro Jumper

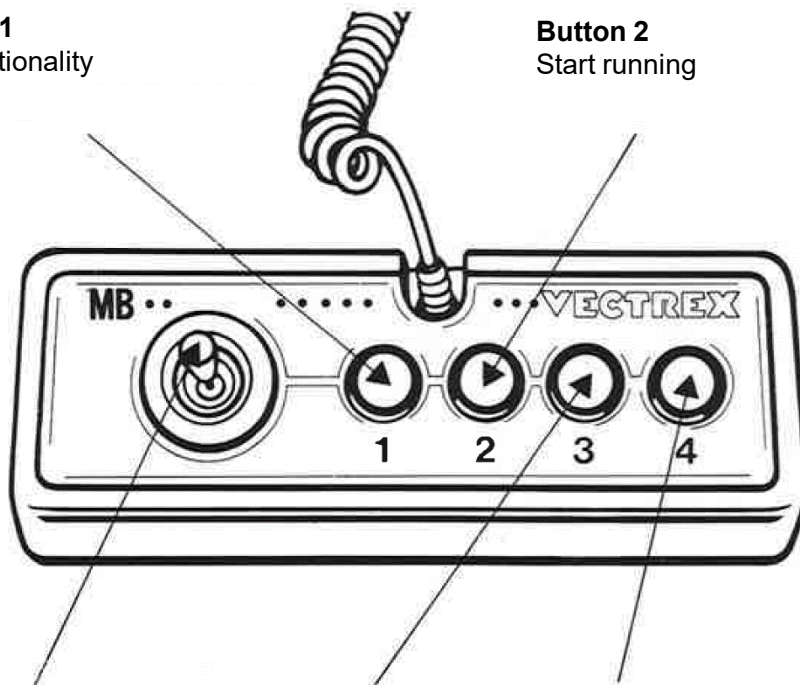
Vectro Jumper

GAME CONTROLS

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

Button 1
No functionality

Button 2
Start running



Joystick
No functionality

Button 3
Start Jump

Button 4
Open parachute

HOW TO PLAY

PLAYER SELECTION

This game is played by one player at a time.

OPTION SELECTION

There are no different game options. The player always starts at the beginning with the same speed and the same level of difficulty.

GAME PLAY

In Vectro Jumper, the player controls a jumper who is preparing for a precision landing. After the start screen, the jump is initiated by pressing Start. The player starts the jump by pressing Jump. While in the air, the player can open the parachute to control the fall. The aim is to land as close as possible to the flag with the parachute open. Hitting a building or landing outside the landing zone results in game over. The difficulty level is the take-offs and stronger winds.

SCORING

You earn more points the closer you land to the flag.
Perfect landings right next to the flag give maximum points.

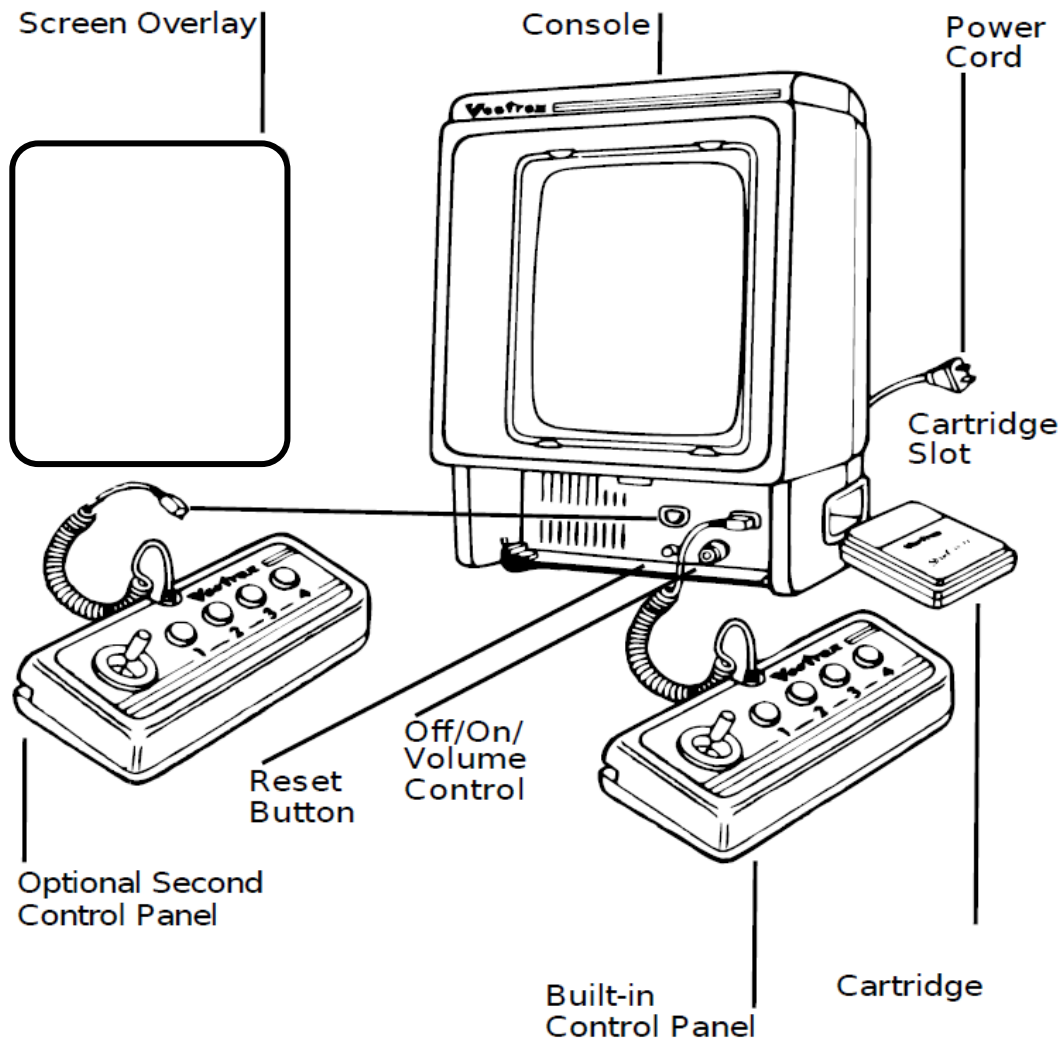
HIGH SCORE MEMORY

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 Marius Traub 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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