



MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

Veometry Run

Veometry Run

Lives

WANTED

YOU
→



REWARD
\$ 350

MOVE



Button 1

Button 2

Bean

Cape



Developer: Fabian Anger

Date of release: 31.07.2025

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Preface

**WARNING: This manual is NOT edible
(trust me, I tried)**

Thank you for playing my game. It was as much of a very enjoyable personal project as it was a task for the betterment of my studies.

A few people have helped me by giving me advice, testing the game, and listening to my rants when progress got slow. Thank you for that, without you it would not be the same.

Enjoy!

HOW TO PLAY

PLAYER SELECTION

Veometry Run is a single player only game.

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HOW TO PLAY

1. About Veometry Run

Veometry Run is a single player game. You need one controller and of course the Vectrex Console to play it. After the Vectrex title the game will start with a short intro. If you want to you can skip the intro with any button.

In Veometry Run you are not the good guy. You are a thief, who lost some of your stolen goods during the escape from your last heist. But you do want that stuff back, so go get it!

Of course, the police will not just idly stand by and watch you collect your ill-gotten gains, so you cannot halt.

You need to stay on the move! They have lain traps in your path and are actively hunting after you. Dodge the traps, escape the cops, and most importantly, grab your loot!

Also have fun.

You know, it's a game after all.

But do get that loot. It's shiny.

Veometry Run

2. GAME CONTROLS

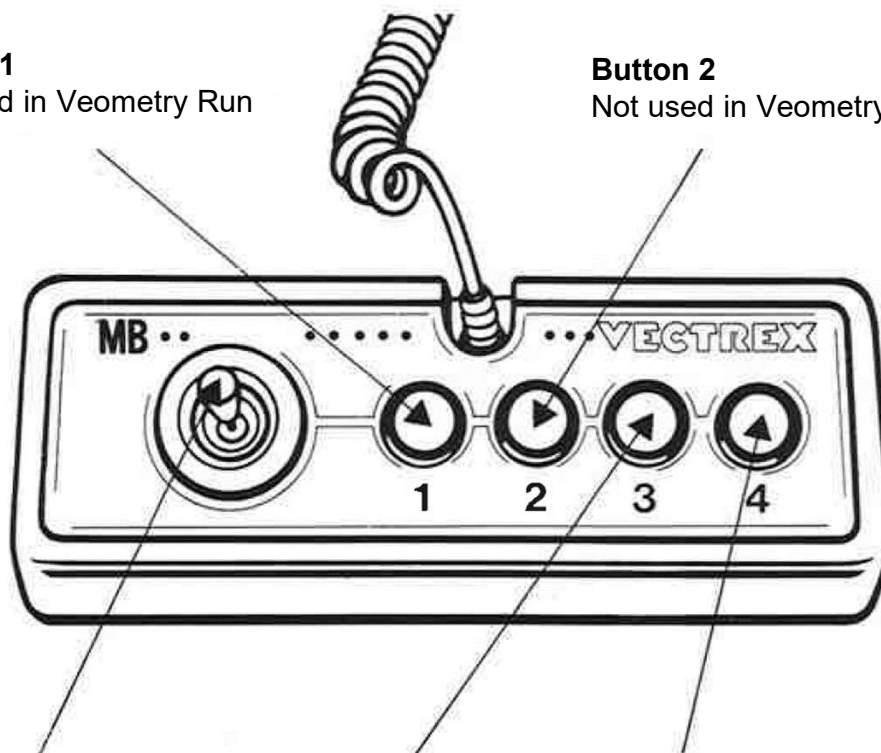
Veometry Run is designed to be played with the built-in control panel only. The functions of the controls are:

Button 1

Not used in Veometry Run

Button 2

Not used in Veometry Run



Joystick

Move around

Button 3

Powerup Bean

Button 4

Powerup Cape and
confirmation in menus

HOW TO PLAY

Controls

You can only run on either side of the screen.

You can move from one side of the screen to the other, but you can not switch direction if you are already on the move.

Use the joystick left or right to do that, you will need it to dodge traps.

Remember that once you started to move to the other side, your movement is locked in until you reach that side or use a powerup.

Your loot is in front of you, but you still must get to it. Run after it by using the joystick up. Sometimes you may realize that the path you have chosen is not safe at all, so you can always back up by using joystick down.

Luckily, you are not the common grunt one might expect hunting after criminally acquired goods. You got superpowers. Sometimes at least.

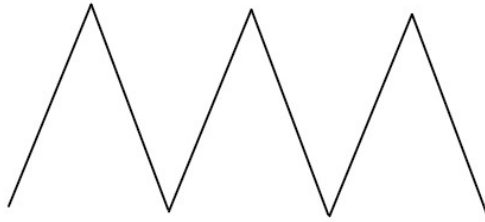
If you manage to find a cape, you can use Button 4 to ignore the rules of the street for 4 seconds, meaning you can switch the direction of your movement even while you are already locked in a direction. Used well this lets you run in the middle of the street!

Watch out when you are hungry though, you always have had a weak stomach. Eating beans really isn't good for you, but neither is it for anything else. Eat a bean with Button 3 to clear all traps off the screen!

HOW TO PLAY

3. Obstacles

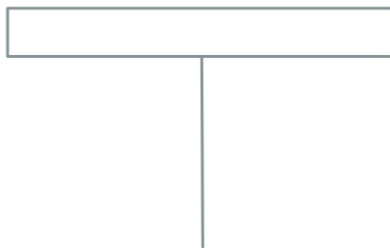
As mentioned, there are traps. They are mean, spiky, and surprisingly common. Worst of all, they look low effort. But what can you expect? They are hastily drawn lines after all.



Dodge these things or your quest for loot will end sooner than expected.

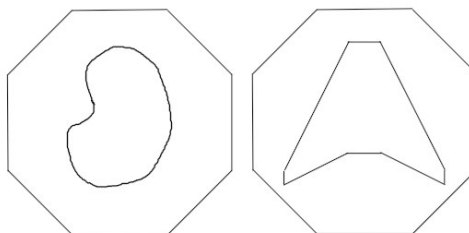
The police soon realized that you are quite limited in your movement, and they want to limit that even further. So, what they did was go for the ecologically efficient route. Because for some reason springs are cheaper than spikes. That's why there are springs on the road. Yup. That makes total sense.

They look like you would expect a spring to look like too.



OH right. Powerups.

Now these are the good stuff. You collect them, or even better yet, if you play the random mode you start with them. The rest has already been explained in controls. They do cool stuff. Have fun with those, you're going to need them. Don't be greedy, your pocket has limits. Because of that you can only carry one powerup of either kind at a time.



HOW TO PLAY

4. Game Modes

After watching the intro (or skipping it, no one got time to watch that more than once) you will be asked to choose one of three game modes.

Normal

Normal mode lets you play through 10 premade levels. These are easy at the start and slowly introduce you to the various obstacles and powerups. But don't get too comfortable, because once you progress further than the first few levels this mode will ramp up in difficulty. Get ready to make those (not nearly) pixel perfect jumps and be sure to save up your powerups, you might need them in a difficult spot (you do not keep your powerups when advancing in levels).

Continue

If you are a real professional, you won't need this option. Using continue lets you play Normal from the highest level you reached yet. This is perfect, if one of the later levels always gets you! Otherwise, there is no difference. Normal starts the game from the start and continue loads up your highest reached level.

Random

Now here is where the fun truly begins. Random lets you play randomly generated levels! They may be super easy – or super difficult. Don't worry, in this mode you get one free powerup of each kind per level. There's some nice levels, with springs, and powerups. But do watch out for when the random number generator decides it has had enough of you! Because in this mode the possibility to face a wall of spikes is never zero.

Have FUN!

5. SCORING

Points are awarded for achieving the following:

Each beaten Level counts as one score.

Of course, levels can be made easier by using powerups wisely, but as an extra challenge you can try to beat the game, or even random levels, without using any powerups!

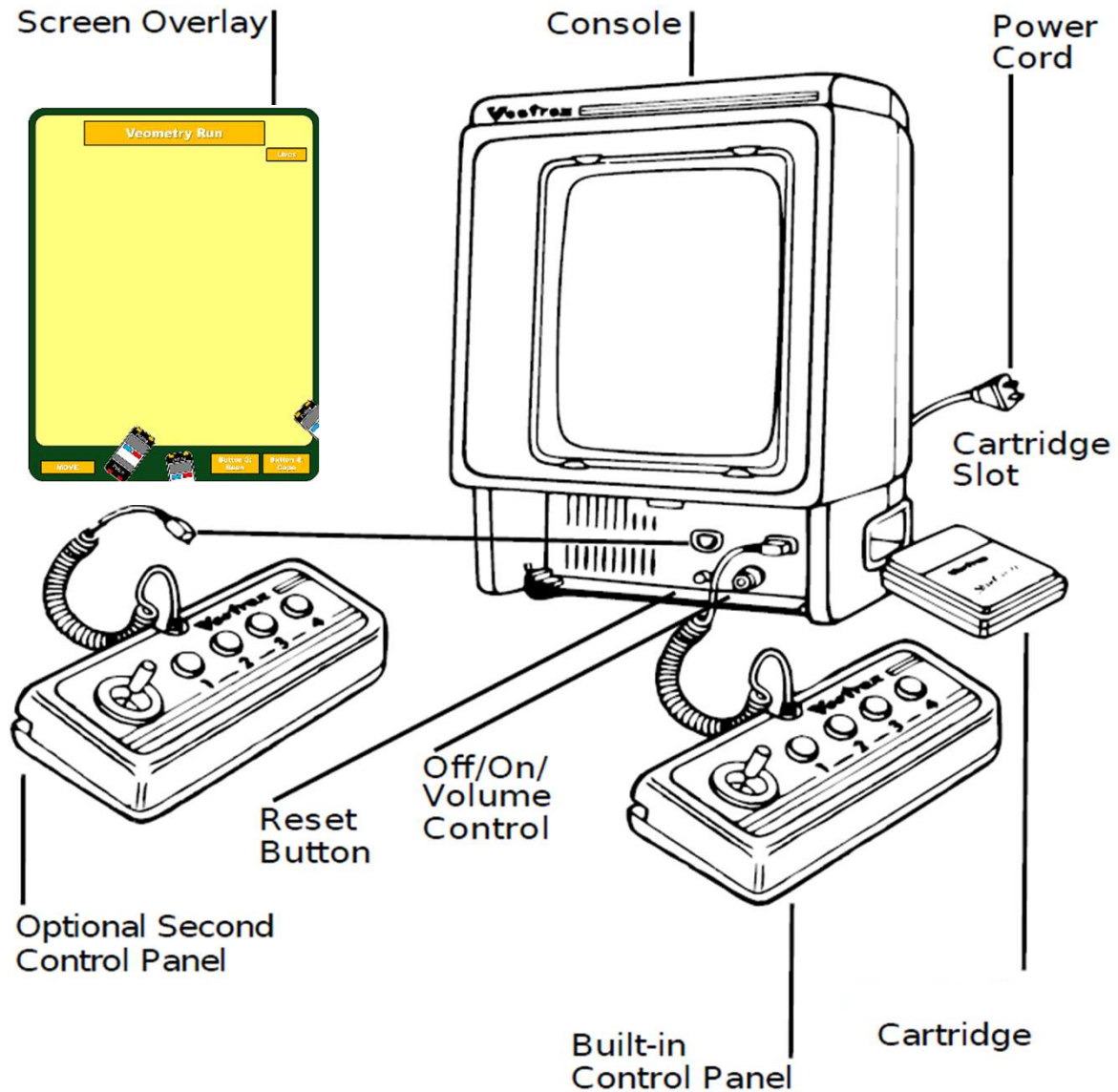
HIGH SCORE MEMORY

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

RESTARTING THE GAME

The game restarts when you press the Reset button on your Vectrex console.

6. SETTING UP



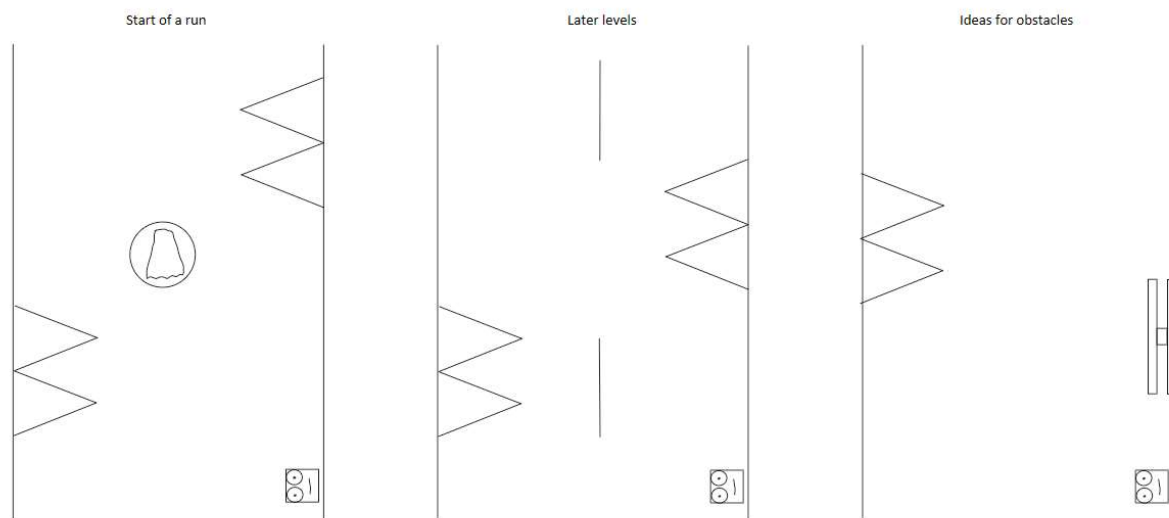
CREDITS

This game was developed by Fabian Anger 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.

7. Extra

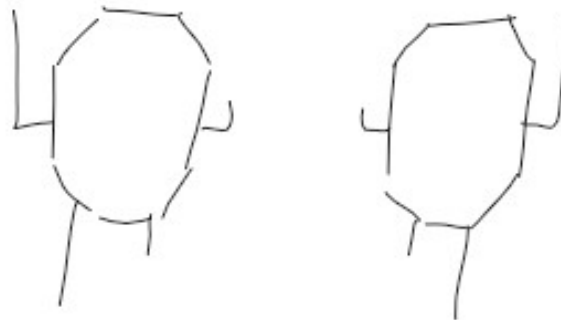
The following pages are dedicated to concept art and drawings for the vectors the game uses.

Early concept

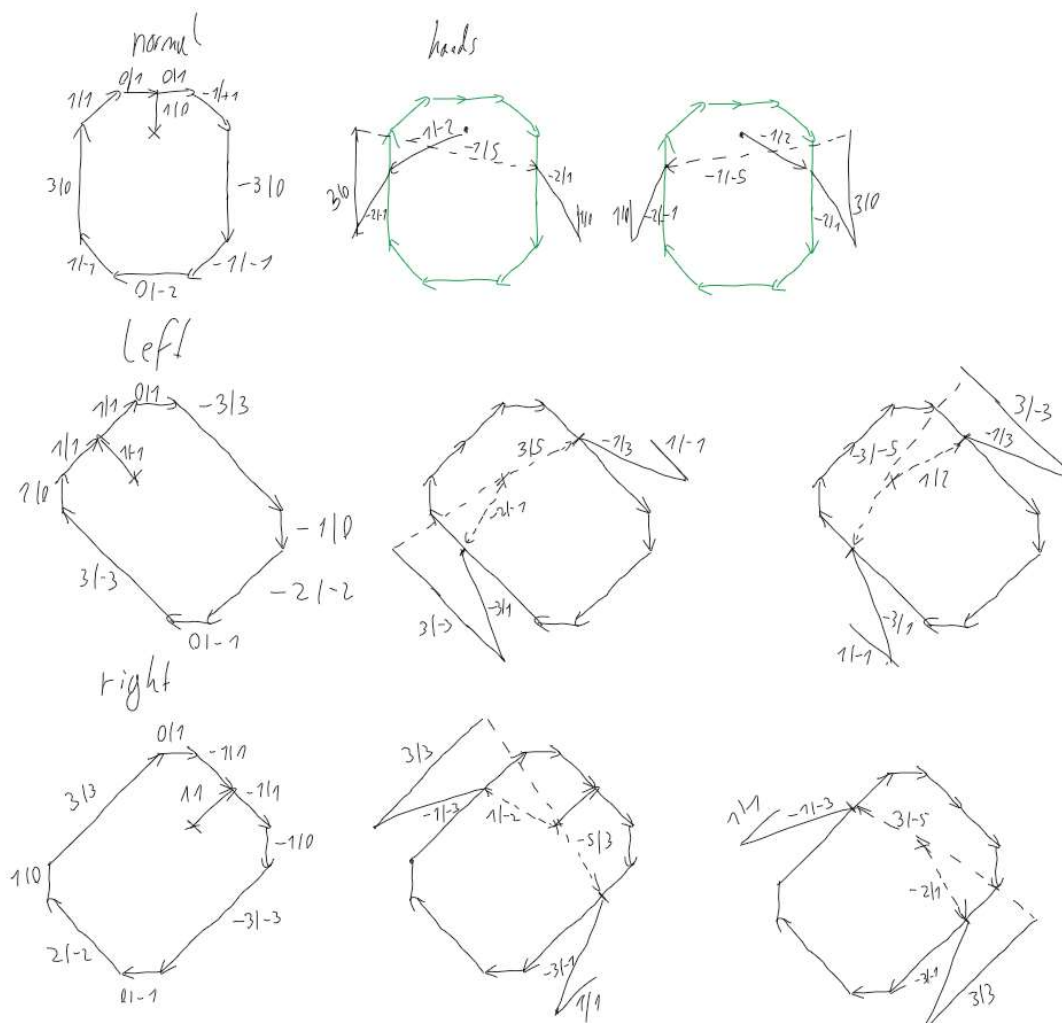


Extra

First idea for a run animation

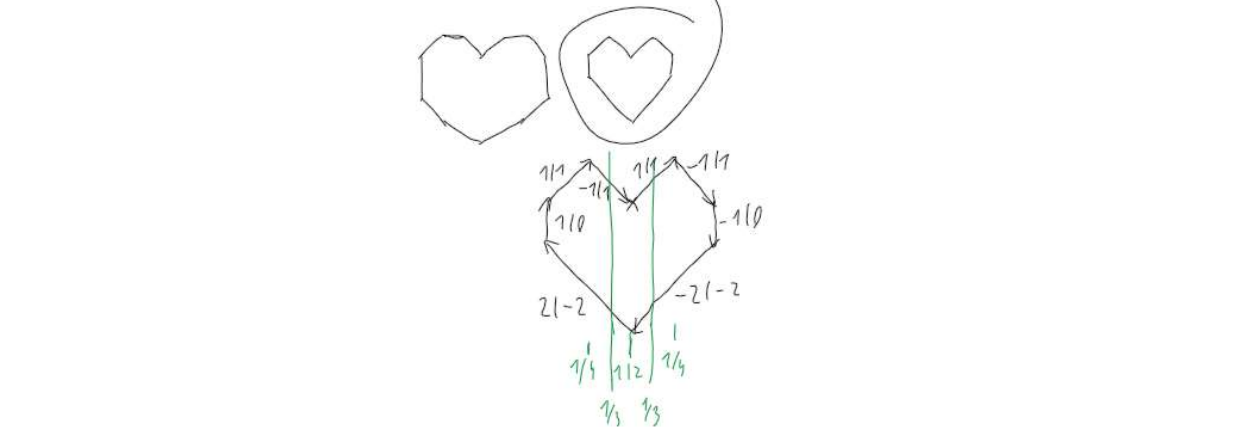


Implementation into the game

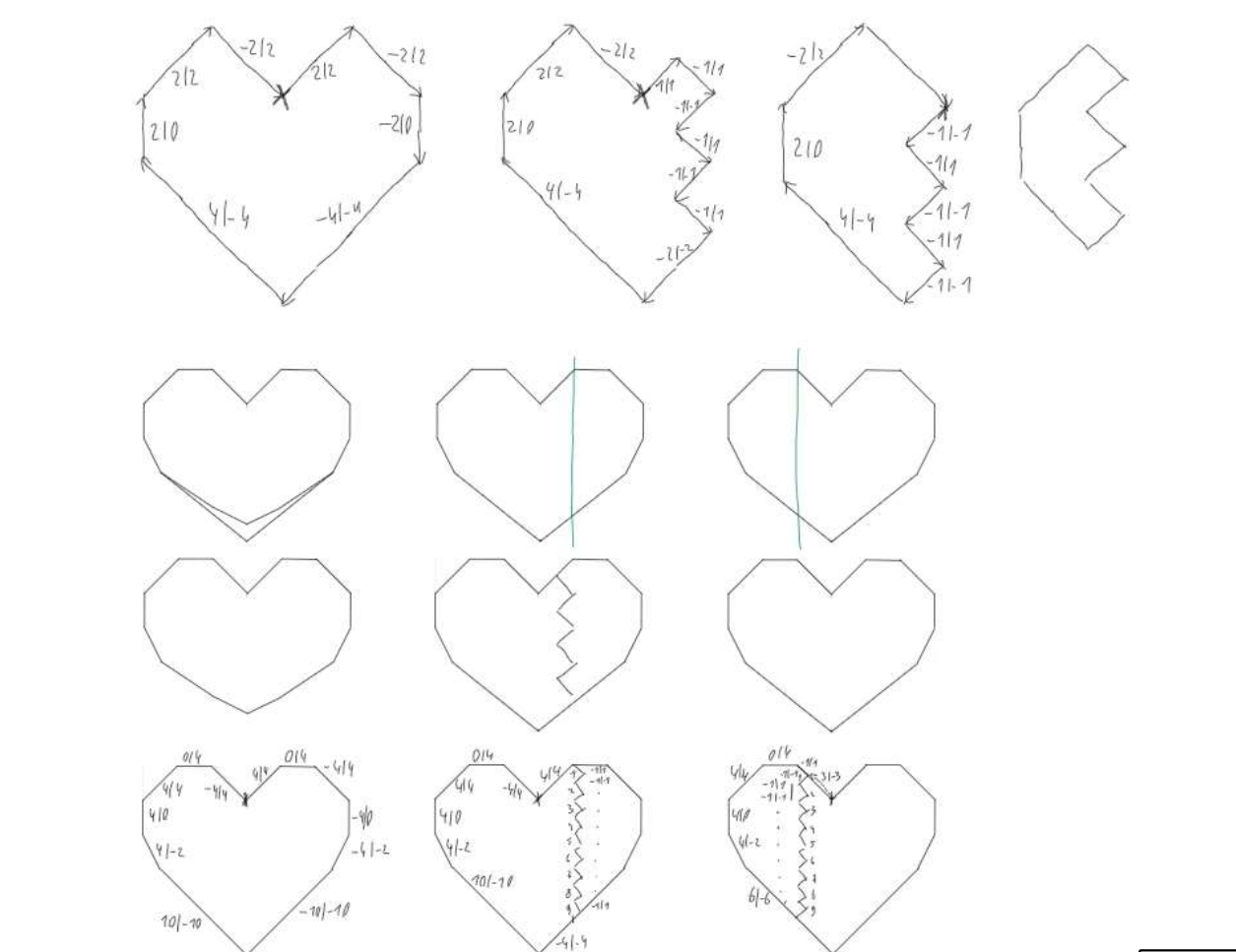


Extra

First concept of drawing the players remaining lives



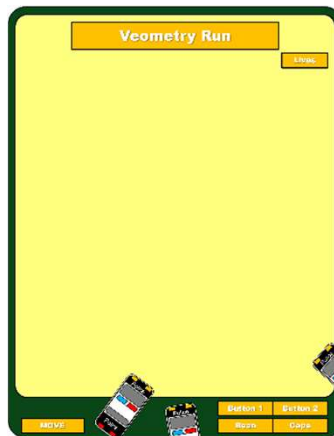
Implementation into the game



Extra

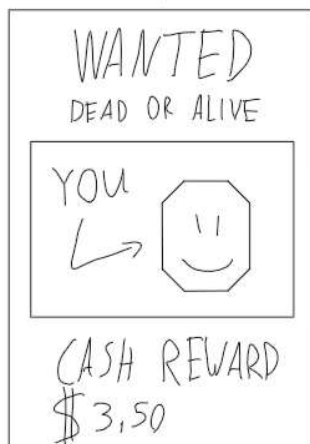
First idea for the overlay and final product

Overlay, Idea

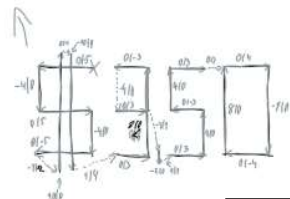


Concept and implementation of the intro

Intro Wanted: Dead Poster



CASH



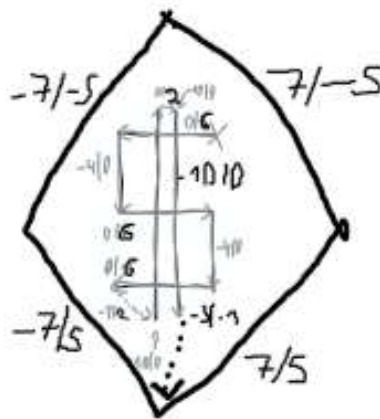
Extra

First idea for the outro

Outro with gl wouner:

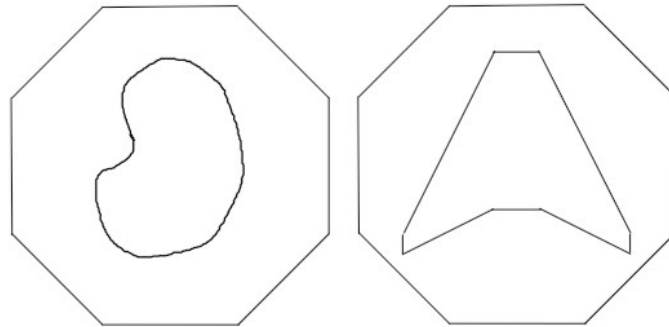


Drawing for the goal

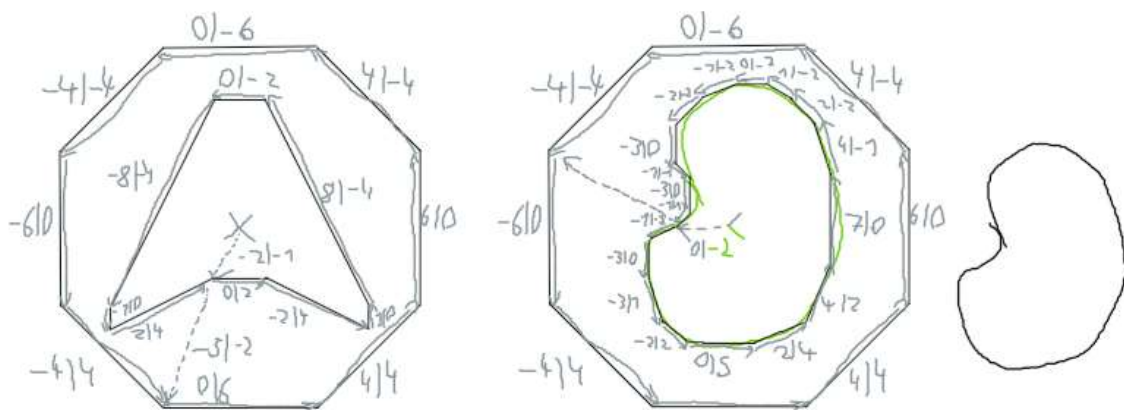


Extra

First idea powerup



Implementation in the game





ESTD. 1982

VECTREX
ACADEMY

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