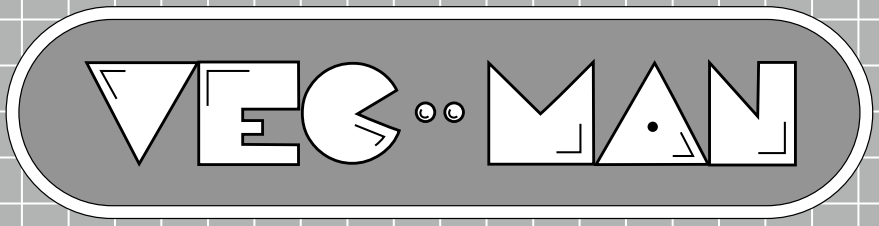
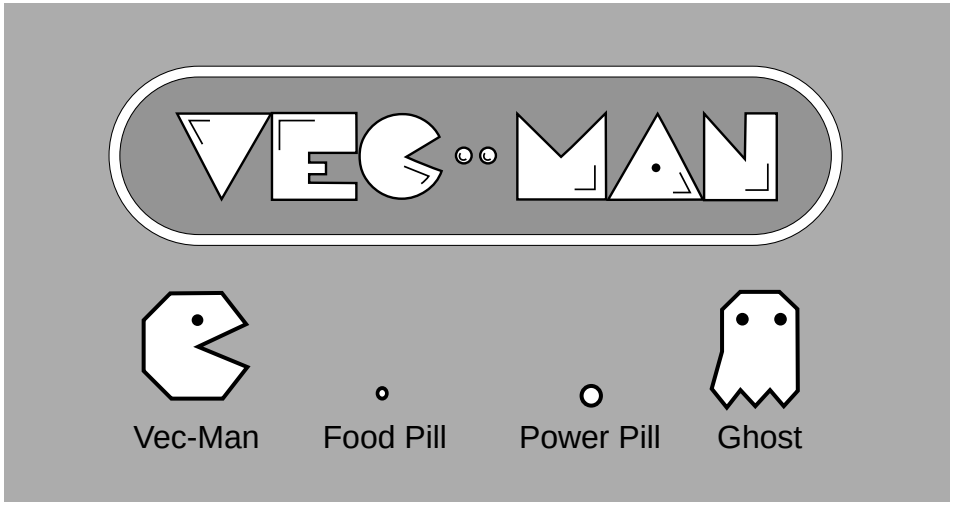
MB
VIDEO
ELECTRONICS

VECTREX

CASSETTE



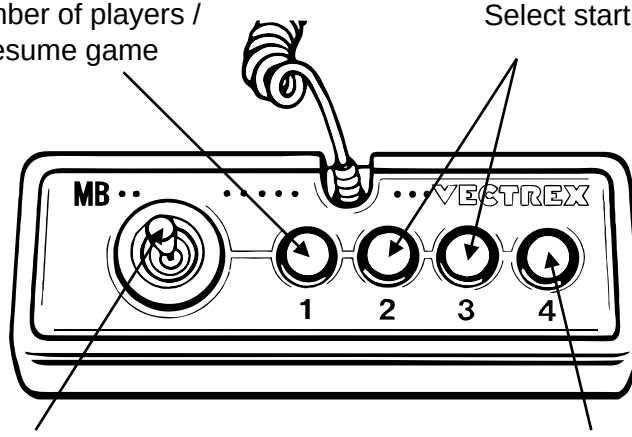


VEC-MAN CONTROLS

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

Select/Pause/Resume
Select number of players / Pause / Resume game

Select
Select starting level



Joystick
Move and control Vec-Man

Start
Start game

HOW TO PLAY

PLAYER SELECTION

This game can be played as a single player game or as a two player game. When played as a two player game, only the built-in control panel is used and the players take turns using this control

LEVEL SELECTION

The level selection determines the level at which the game is started. There is a total of 255 levels, but only the first 128 levels can be selected as starting levels. The machine's high score is updated only if a game is started at level 1.

GAME PLAY

Vec-Man lives in a world of mazes and is always hungry. His task is to eat all the food pills and items that are laid out in the current maze in order to advance to the next level.

Unfortunately, the mazes are inhabited by terrifying ghosts of the past who are also hungry and who want to eat Vec-Man. The ghosts are trying to hunt down Vec-Man, and if Vec-Man is caught by a ghost, he looses one of his lives.

With higher levels the number of ghosts will increase, and the ghosts will move faster and with advanced hunting strategies. Also the layout of the mazes will become more and more difficult.

Some mazes contain power pills or secret bonus items. If Vec-Man eats a power pill, then in turn, he will be able to eat the ghosts for a short period of time. Eaten ghosts will reappear after a while.

If Vec-Man manages to eat all present ghosts, so that for a moment the maze is entirely free of ghosts, then a bonus life is awarded.

LIVES AND BONUS LIVES

At each time of the game, Vec-Man has a current number of lives available out of a current maximum number of lives possible.

Whenever a bonus life is awarded, then the current number of lives is increased if it is still less than the current maximum. If the current number of lives is already equal to the current maximum, then instead the maximum number of lives is increased.

The initial setting depends on the level in which game play is started. In level 1, Vec-Man starts out with 1 / 1 lives. In all higher levels, Vec-Man begins with 2 / 2 lives, except for level 128, where it is 3 / 3 lives.

POWER PILLS

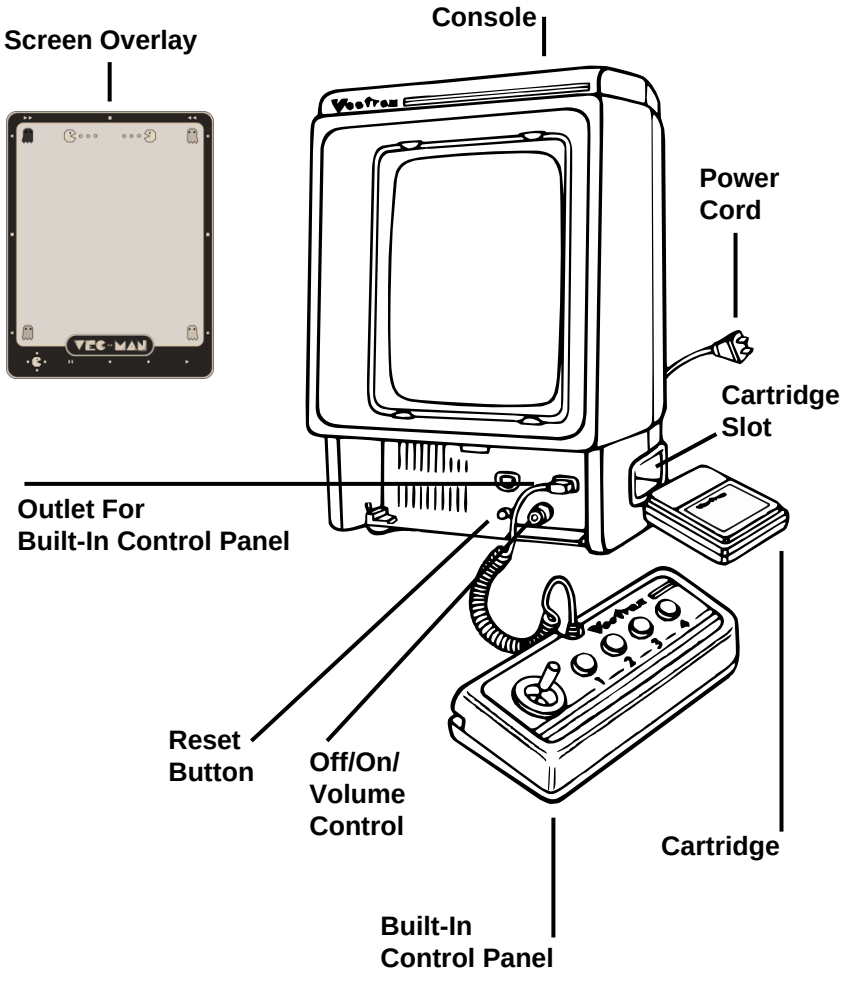
Whenever Vec-Man eats a power pill, then for a limited period of time his size and speed increase and he is able to eat the ghosts. If Vec-Man manages to entirely clear the maze of ghosts, then a bonus life is awarded.

Power pills that have been successfully used for obtaining a bonus life will not reappear again, if Vec-Man dies within the same level.

BONUS ITEMS

There are 5 different types of bonus items. Each bonus item has a different effect. Choose wisely exactly when to use them!

SETTING UP


Screen Overlay
Console
Power Cord
Cartridge Slot
Outlet For Built-In Control Panel
Reset Button
Off/On/ Volume Control
Cartridge
Built-In Control Panel

GRAPHICS CALIBRATION

In order to compensate for certain effects of aged analog hardware and thus to support a broad variety of real Vectrex consoles, a guided initial calibration procedure of the game’s graphics is provided on first start.

Please use the controller buttons and the brightness knob on the back of the Vectrex console to adjust the settings to give the best results on your personal device.

Once calibration is completed, all values are stored and it is safe to press the reset button of the console to abort an ongoing game and to start a new one. The calibration procedure can also be entirely skipped. In this case, predefined default settings will be used which have been tested to work sufficiently fine on many consoles.

BRIGHTNESS CALIBRATION

Each ghost uses its own strategy to pursue Vec-Man. All the ghosts have a different brightness and can thus be distinguished from each other. Please use the potentiometer knob on the back of your Vectrex console and adjust the screen's brightness level so that the contrast of the four ghosts shown during the calibration sequence goes from very bright to faint. The second game title screen can also be used as a reference for a good setting.

SCORING

The game's objective is to complete as many mazes as possible. Each completed maze will score 1 point.

Note that the machine's high score is updated only if game play is started at level 1.

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 current high score is also shown whenever the game title appears. When the machine is turned off and the cartridge is removed, the high score is lost.

RESTARTING THE GAME

To restart a completed game press any of the four buttons once the game is over and the title screen is shown. 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.

CREDITS

The Vec-Man game was designed and developed as part of the elective course “Advanced hardware-oriented C and Assembly Language Programming” at Pforzheim University, Germany, held in the spring term of 2019. The course was supervised and tutored by Prof. Dr. rer. nat. Peer Johannsen. The game is programmed entirely in the C programming language, using the gcc6809 compiler and the original Vectrex BIOS routines. The source code of the game was used as educational example throughout the lecture.

Contact: vectrex@pforzheim-university.de

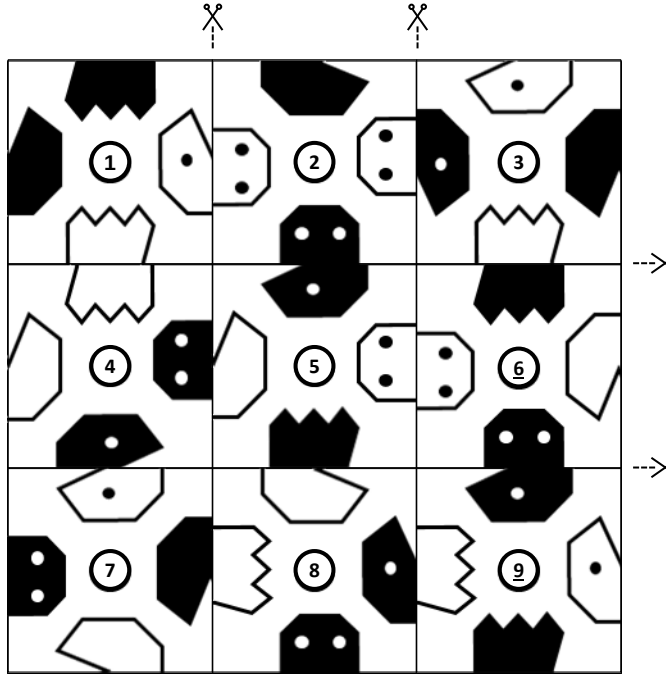
The design and the graphics of the game manual were kindly provided by Mr. Helmut Müller.

Many thanks to all beta testers for their valuable feedback and their suggestions. They have helped a lot in improving the game and turning the first prototype into the final release version.

Also a big thank you to Malban for his constant help and advice and for our great cooperation in the matter of C support in Vide.

VEC-MAN PUZZLE

This is a tiny bonus, meant as a Thank-You to the Vectrex community:



Cut out the nine square pieces of the puzzle above and then freely rearrange them in a 3x3 pattern in such a way that all the inner icons correctly match. You may rotate the square pieces in any way you like.

If you like the puzzle, send a picture of your solution to:

vectrex@pforzheim-university.de