MB
VIDEO ELECTRONICS

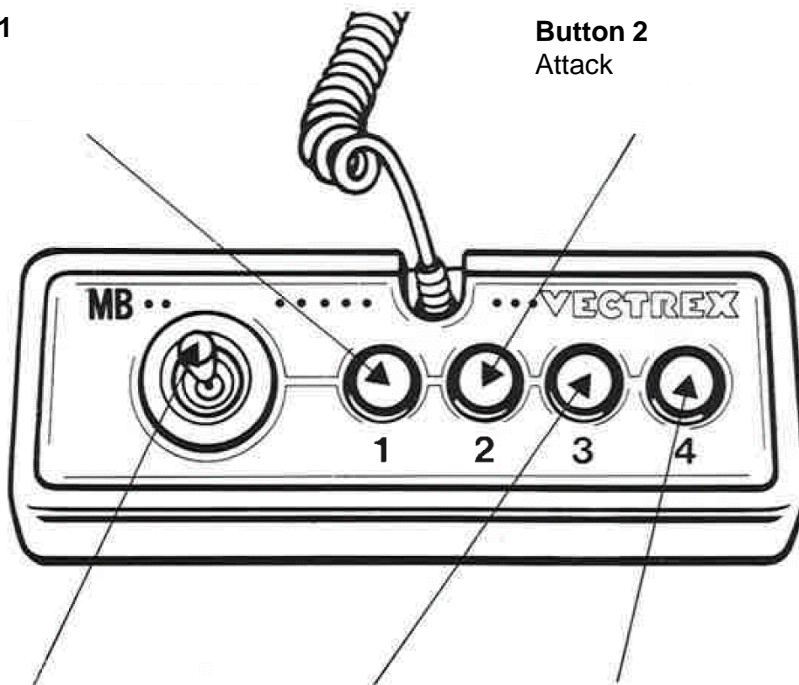# VECTREX
CASSETTE

VECVENTURE

VECVENTURE

GAME CONTROLS

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

Button 1
Unused

Button 2
Attack

Joystick
Interaction with minigames
Path choosing

Button 3
Block

Button 4
Heal

HOW TO PLAY

PLAYER SELECTION
This game is designed to be played in single player mode only.

OPTION SELECTION
There is no option to select the game mode

GAME PLAY
After starting the game the player is prompted with an option to choose a path which can be chosen via the joystick. After this an enemy will appear and challenge the hero in combat. Taking turns with the enemy during combat, the player can decide between the three actions of ATTACK, BLOCK and HEAL. When choosing one of the actions a minigame pops up for a chance to increase the damage/block/healing. These minigames show either a chain of arrows which needs to be memorized and then replicated or shows multiple arrows moving to the center of the screen. When the arrow is inside the shown box, the joystick needs to be pressed in the direction of the arrow.
The goal of the game is to defeat as many enemies as possible without dying.
NOTE:
-Block can only be increased to a value of 10
-It is not possible to heal above 30

STORY
In the land of Eldoria, a dark force threatens to engulf the kingdom. The only hope lies in a mysterious hero who has emerged from the shadows, wielding an ancient spear of unparalleled power. As he ventures forth into the unknown, he must face a series of deadly adversaries in turn-based combat, using his wits and strategic prowess to emerge victorious and save the realm from destruction.

SCORING

Points are awarded for achieving the following:
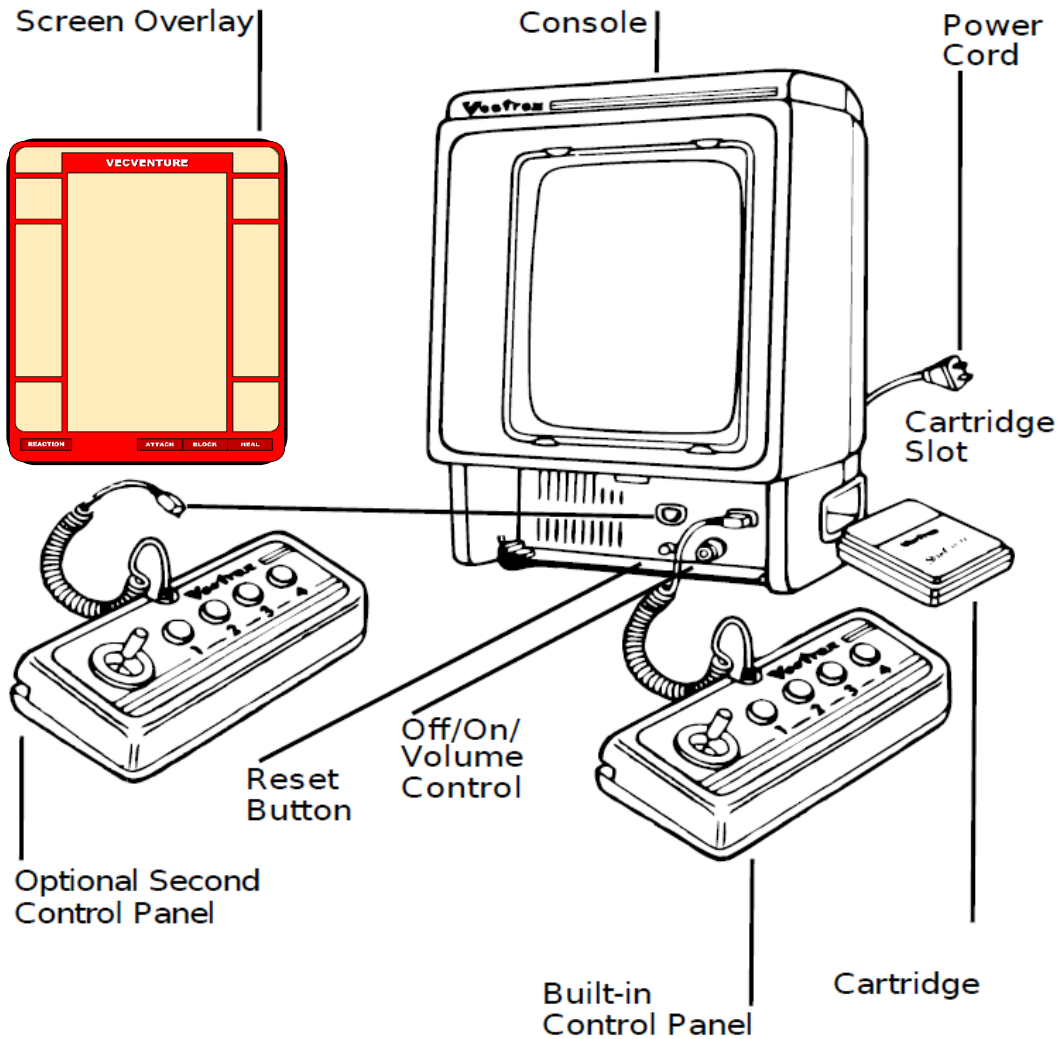Defeating an enemy

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, press the Reset button.

SETTING UP

Screen Overlay

Console

Power Cord

VECVENTURE

REACTION   ATTACK BLOCK   HEAL

Cartridge Slot

Optional Second Control Panel

Reset Button

Off/On/ Volume Control

Built-in Control Panel

Cartridge

CREDITS

This game was developed Alexander Bauer 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 2023, supervised and tutored by Prof. Dr. rer. nat. Peer Johannsen.

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