MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

MATRIX DESCEND

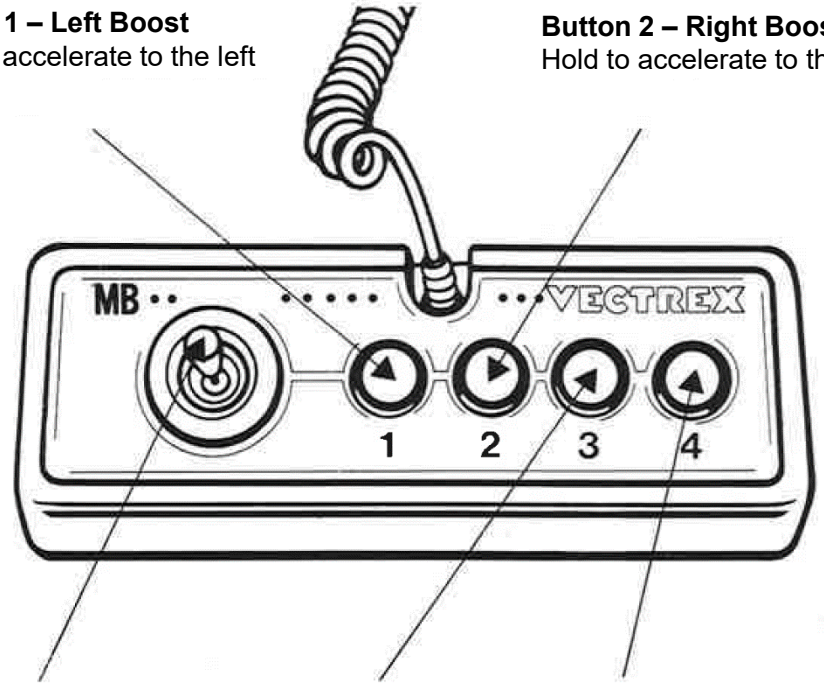
Matrix Descend

GAME CONTROLS

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

Button 1 – Left Boost
Hold to accelerate to the left

Button 2 – Right Boost
Hold to accelerate to the right



Joystick
Steer the rocket in all directions

Button 3
Downward Boost
Hold to accelerate downward

Button 4 – Upward Boost
Hold to accelerate upward

HOW TO PLAY

PLAYER SELECTION
MATRIX DESCEND is a single-player game. No player selection is required.

OPTION SELECTION
There are no selectable game options. The game starts with the default settings.

GAME PLAY
Guide the rocket through the openings in the approaching barriers. Use the joystick to move the rocket in all four directions. The four buttons provide an additional boost in the corresponding direction. Avoid touching the barriers, as a collision ends the game. The barrier speed increases as your score rises. You earn one point for each barrier you pass without colliding with it. Try to achieve the highest possible score.

STAY ALERT
The pace of the game changes over time. Slower sections can suddenly be followed by bursts of high speed, so stay alert and do not let the calm moments fool you

SCORING

You earn one point for each barrier you pass without colliding with it. Try to achieve the highest possible score.

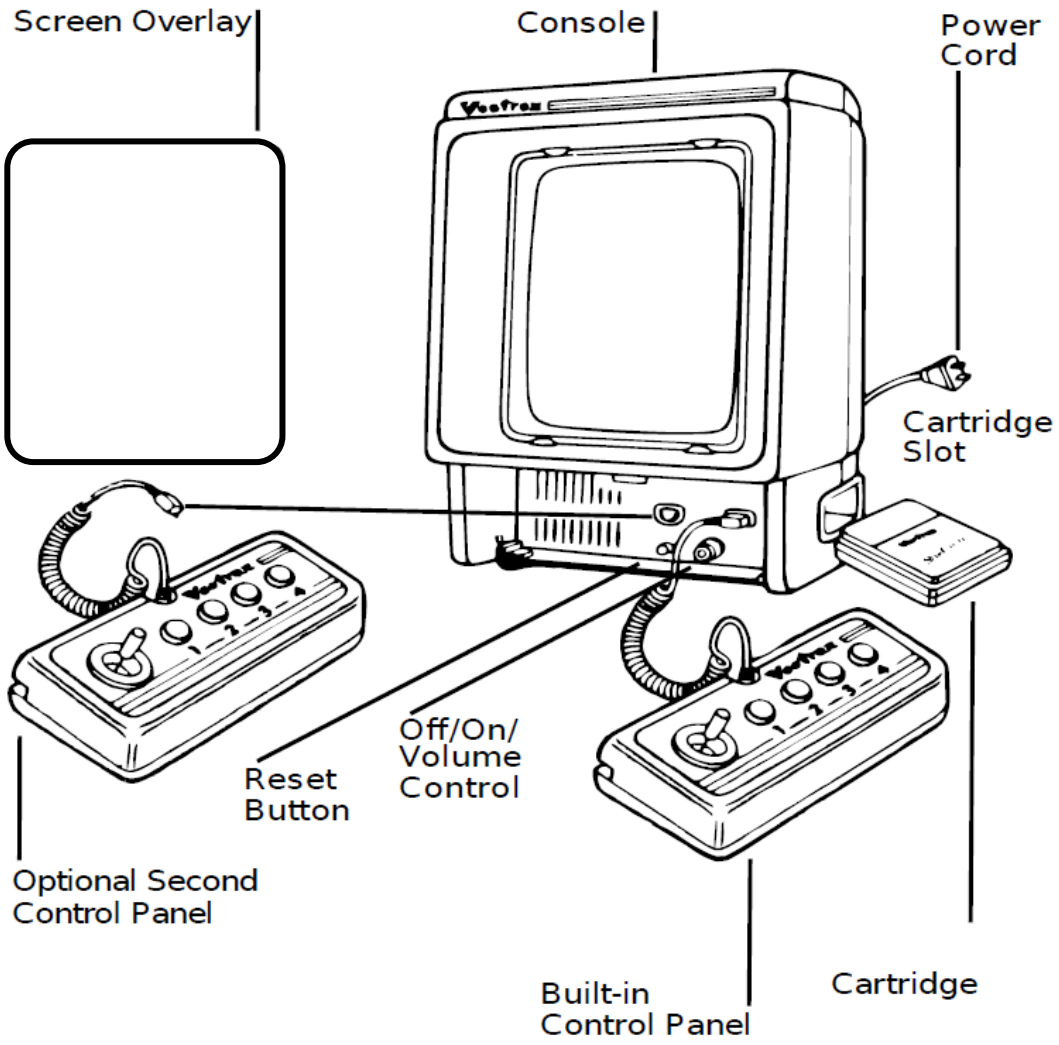
HIGH SCORE MEMORY

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 **Yannic Bötcher** 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 2026, supervised and tutored by Prof. Dr. rer. nat. Peer Johannsen.

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