

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

Vector Blast

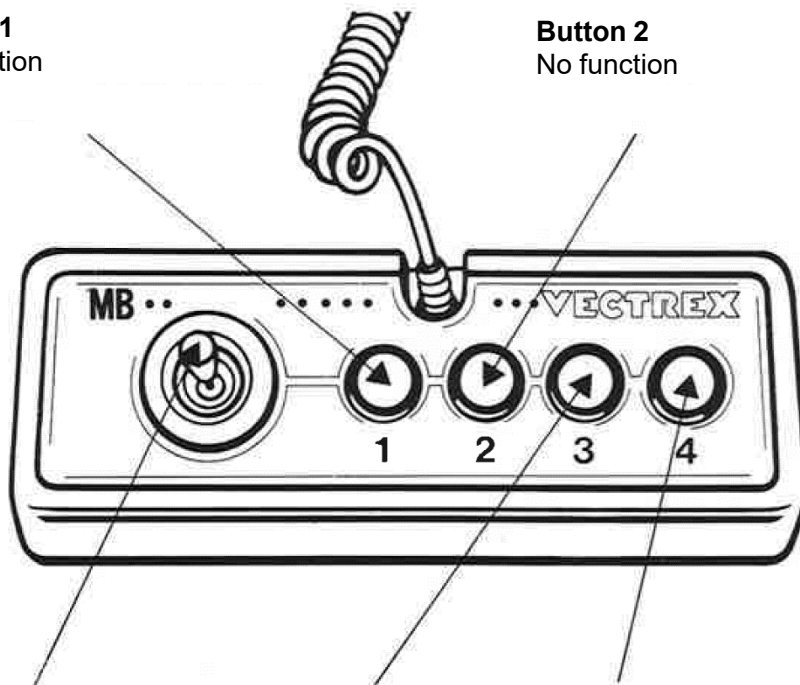
Vector Blast

GAME CONTROLS

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

Button 1
No function

Button 2
No function



Joystick
Moves your player through the arena in all four directions

Button 3
No function

Button 4
Places a bomb at your player's current position

HOW TO PLAY

PLAYER SELECTION

This game can be played by exactly two players.

The number of players is fixed and cannot be changed in the game menu.

OPTION SELECTION

The number of lives (1–5) must be selected before each game begins.

Use the joystick to choose the desired value and press **Button 4** to confirm.

The game then starts automatically.

GAME PLAY

Vector Blast is a fast-paced two-player action game for the Vectrex.

The game is a Bombman clone, inspired by Blue Bomber 2.

The goal is to eliminate your opponent using strategically placed bombs.

But be careful: bombs do not distinguish between friend and foe.

Whoever places a bomb must quickly find a safe escape route before the explosion is triggered.

The objective is simple: reduce all of your opponent's lives to zero and be the last player standing.

The Arena

The playfield consists of a large outer square with 16 inner squares.

These squares serve as obstacles and block the movement paths of the players.

They do not provide protection from explosions, but instead make movement through the arena more difficult and make escaping from an explosion harder.

Players must therefore carefully plan their position and escape route before placing a bomb.

HOW TO PLAY

Movement & Bomb Placement

Both players move through the arena using their respective joysticks.
Each player can only place one active bomb at a time.
A new bomb can only be placed after the previous one has exploded.
After a short delay, the bomb explodes in four directions:
up, down, left, right

Lives & Game End

If a player is hit by an explosion line, they lose one life.
After a player loses a life, the current life display is briefly shown in the form of diamonds above the playfield.
A player loses the game once they have no lives remaining.
If both players lose their last life at the same time, the round ends in a draw.

SCORING

There is no scoring system in **Vector Blast**. The game does not award points – instead, the winner is determined solely by the number of lives remaining. For details on lives and how they work, please refer to the GAME PLAY section.

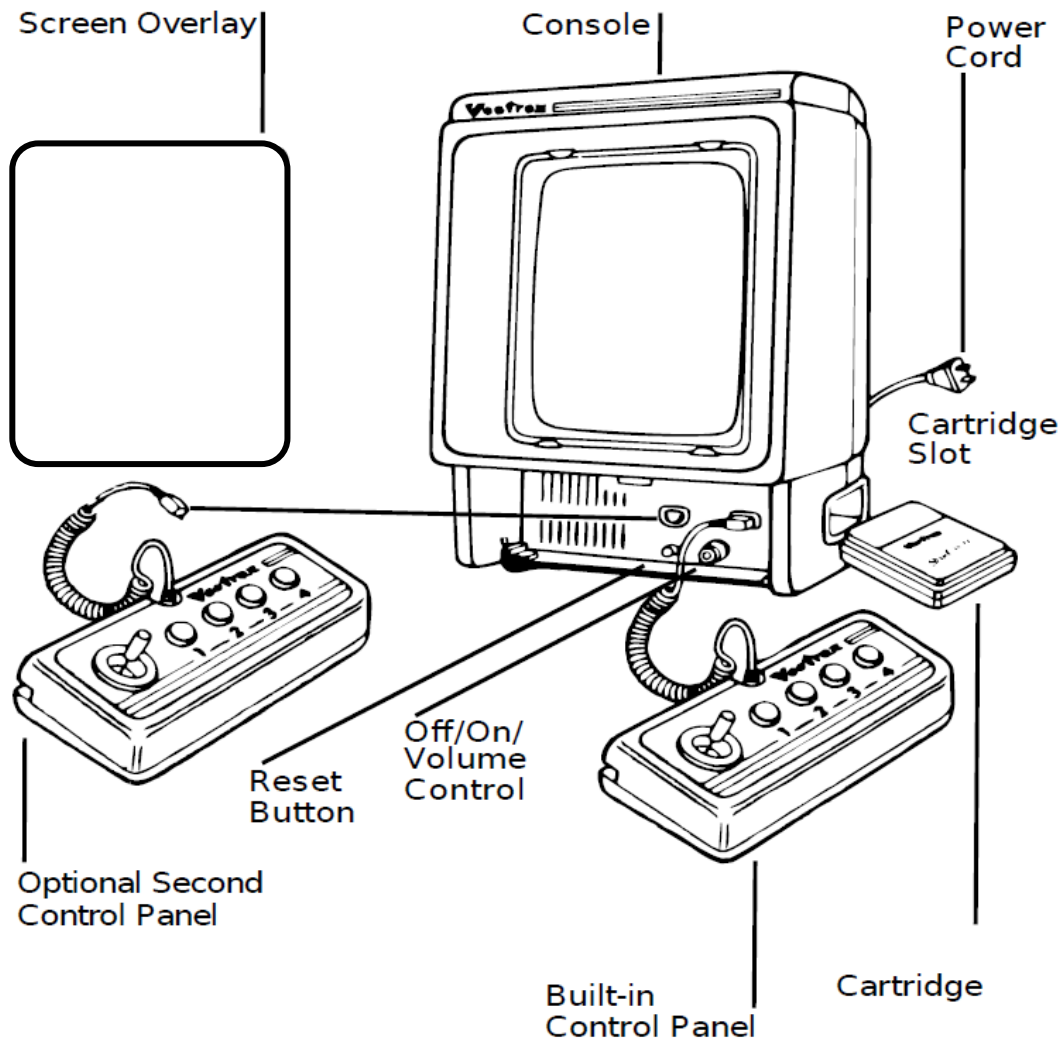
HIGH SCORE MEMORY

Vector Blast does not feature a high score system, as the game is based on lives rather than points. No scores are saved or displayed.

RESTARTING THE GAME

To restart a completed game, press **Button 4**. The game will then return to the option selection menu, where the number of lives for both players must be chosen again before a new game can begin.

SETTING UP



CREDITS

This game was developed by **Serhat Subasi** 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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