

VECTOR BREAK

an unsigned labs game for the Vectrex

WHAT IS VECTOR BREAK?

The classic, redrawn entirely from vectors: VECTOR BREAK is a block breaker

(in the tradition of Breakout and Arkanoid) running fully on the Vectrex's vector graphics.

Not a single pixel in sight - every block, the paddle and the ball are traced stroke by stroke by the electron beam.

One player, one paddle, one ball, one wall of blocks. Sounds simple.

It wont stay that way.



OBJECTIVE

Fire the ball at the wall of blocks with your paddle and clear them all. Just don't let the ball drop off the bottom of the playfield. If it does, the round is over.

Once you have cleared the entire wall, the next level begins: a fresh wall appears and the ball gets faster. There is no end. Only an ever faster ball and an ever higher score.

CONTROLS

VECTOR BREAK is played with
Controller 1:

Joystick LEFT -> moves the paddle
left.

Joystick RIGHT -> moves the paddle
right.

Button 4 -> restarts after "GAME
OVER"

That's all you need. No menu, no
options. The game starts immediately
once the

cartridge boots. The ball sets off on
its own, and its starting direction is
slightly randomized every time.



GAMEPLAY

The Wall

At the top of the playfield sit 3 rows of 5 blocks each - 15 in total.

Every block the ball hits disappears and is worth 10 points.

Score (SCORE)

Your current score is shown in the top left.

- Each destroyed block: +10 points

- Survival pays off too: as long as the ball is in play, bonus points slowly trickle in just for staying alive.

Speed (SPEED)

The current SPEED level is shown in the top right. It starts at 01 and rises with EVERY collision. Wall, block or paddle, it doesn't matter. So the ball gets faster the longer and more actively you play. On top of that, each level raises the speed cap, making later levels considerably more frantic.

Levels

When the whole wall is destroyed, you advance to the next level. A new wall is built (once the ball has dropped past where the blocks were) and the ball is now allowed to go even faster. That's how a round ramps up, level by level.

GAME OVER

If the ball slips past your paddle and falls off the bottom of the playfield, the round is over. A large "GAME OVER" appears, accompanied by a short farewell jingle.

Press BUTTON 4 to start a new round.

Score and level are reset in the process. The next attempt starts from zero again. There are no lives and no limits: you can restart as often as you like.



TIPS FROM UNSIGNED LABS

- Keep the paddle moving and try to hit the ball near its outer edges - that's how you control the bounce angle.
- The more you hit, the faster the ball gets. Think ahead, especially in higher levels.
- Each round's first ball starts randomly - stay flexible instead of relying on a fixed starting position.
- High scores come from the combination: clear blocks AND stay alive for a long time.

Have fun in the game and may your beams stay bright and your balls stay slow.
