

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

VECTOR JET

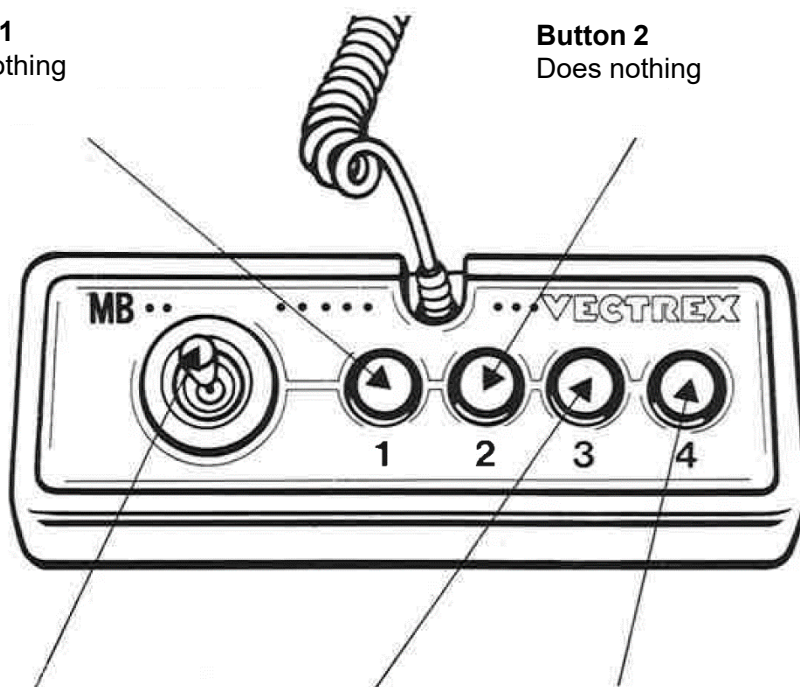
VECTOR JET

GAME CONTROLS

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

Button 1
Does nothing

Button 2
Does nothing



Joystick
Does nothing

Button 3
Activate a collected star (5 seconds invincible). Restarts the game when it is over.

Button 4
Hold to boost up, **let go** to go down.

HOW TO PLAY

PLAYER SELECTION

Single player only

OPTION SELECTION

The game begins immediately; there are no options to select.

GAME PLAY

Your jet flies on the left of the screen. Hold button 4 to climb, release it to descend. The flame at the rear of the jet grows while you climb. Obstacles come in from the right in three lanes and always leave one lane open. Rockets are launched from time to time; a blinking marker appears at the right edge about a second before one arrives, showing the height it will come in at. Everything gets faster the longer you survive, and a single hit ends the run.

THE STAR MECHANIC

Stars flicker as they drift in from the right and can be collected. A collected star is held as a shield, shown by a shield symbol next to the score, and does nothing on its own. Press button 3 to spend it: a ring appears around your jet and you pass through obstacles and rockets unharmed for 5 seconds. The ring blinks over the last second. Only one star can be held at a time, and a running shield cannot be extended.

SCORING

Points are awarded for staying alive: 5 points for every second of flight time.

Collecting a star gives 25 points and charges the shield. Passing an obstacle or rocket closely pays 5 points, 10 when very close.

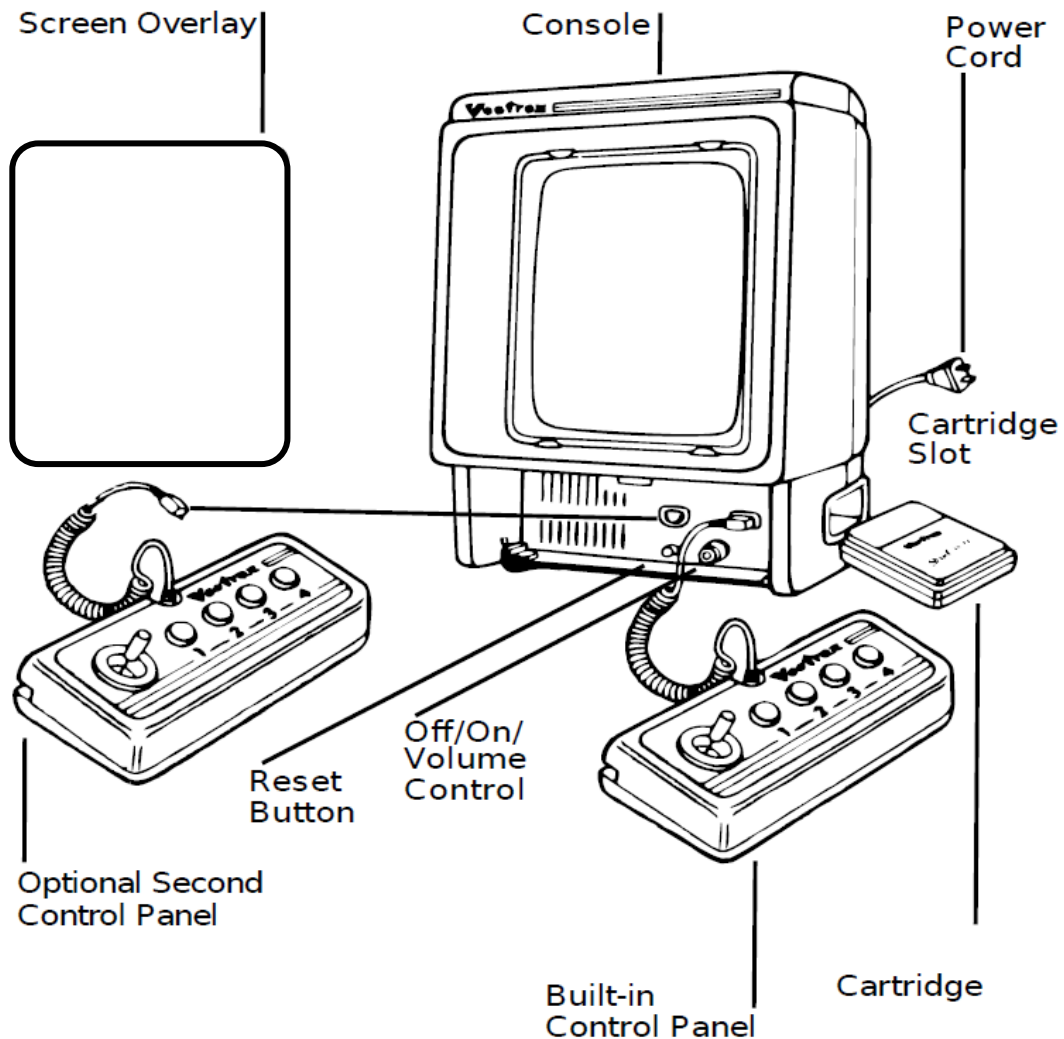
HIGH SCORE MEMORY

As long as your machine is on, with the game cartridge in place, the highest score is retained. It is shown on the game over screen, below your score. When the machine is turned off and the cartridge removed, the score is lost.

RESTARTING THE GAME

To restart a completed game, press button 3 once the game is over. The button is ignored for about a second after the crash, so a late press does not skip the score. If you wish to restart the game before it is completed, press the Reset button.

SETTING UP



CREDITS

This game was developed by **Altan Ates** 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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