the

VECTREX

Encyclopedia



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DADDARULEKONGE



DaddaRuleKonge

This is book is made for people who collect for or are interested in the Vectrex. I made this book cause` I like to catalog and categorize stuff, and to learn more about the system.

I have tried to make the book well presented and easy to look through. If you are happy with the book then please look at some of the web-sites on the “Reference Guide” page. Find a site that you like and give them some spending money.

If you are annoyed, or the owner of some of the content i took from you, send an email to me: sennep@hotmail.com. The book is free, and I hope the information and pictures I use comes under free-use.

I hope you will get some use of this book, and maybe help you in your quest on collecting, or just having fun with this great system.

Similar books/PDF`s in the same format are books on NES, SNES, PSX, SMS, N64, Game&Watch, NeoGeo, including several other book in the same vein, from TMNT toys to Point and Click games.
http://daddarulekonge.itch.io/
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Vectrex

wikipedia.com



The Vectrex is a vector display-based home video game console that was developed by Western Technologies/Smith Engineering.

The idea for the Vectrex was conceived by John Ross of Smith Engineering in late 1980. He, Mike Purvis, Tom Sloper, and Steve Marking had gone to Electro-Mavin, a surplus warehouse in Los Angeles. They found a 1" cathode ray tube from a heads-up display and considered that a small electronic game could be be made of this. A demonstration of a vector-drawing cathode ray tube display was made by connecting the deflection yoke in a standard television to the channels of a stereo amplifier fed with music program material. An axillary yoke was used to keep the raster television's horizontal fly-back high-voltage system running. The demo led to a system originally conceived as a handheld called the Mini Arcade, but as Smith Engineering shopped the idea around to developers, it evolved into a tabletop with nine-inch screen.

The system was ultimately licensed to General Consumer Electronics in 1981. After an exceptionally brief hardware and software development period, the Vectrex was unveiled in July of the following year at the Summer Consumer Electronics Show in Chicago. It was released to the public in November, just in time for the holidays. The launch sales were strong enough that Milton Bradley bought out General Consumer Electronics in early 1983.

Milton Bradley's greater resources allowed the Vectrex to be released in parts of Europe within a few months of the buyout, and through a co-branding agreement with Bandai, in Japan as well. However, the Video game crash of 1983 turned Milton Bradley's support of the Vectrex into a costly mistake. In May 1984, Milton Bradley merged with Hasbro, and the Vectrex was discontinued a few months after. Over its lifetime, it had cost Milton Bradley tens of millions of dollars.

Prior to the Vectrex's discontinuation, a successor console with color screen had been planned. After the rights reverted to Smith Engineering, the company made plans to revive the Vectrex as a handheld, but the imminent arrival of Nintendo's Game Boy put an end to those plans. In the mid-1990s, Jay Smith, then head of Smith Engineering, released the Vectrex product line into the public domain.

The Vectrex was the first and only home-based system to ever use a vector-based screen. It was also the first home system to offer a 3D peripheral (the Vectrex 3D Imager), in 1984, predating the Sega Master System's SegaScope 3D by several years.

The Vectrex was a commercial failure, due in part to its release just prior to the North American video game crash of 1983. However, it retains a small, devoted fan base. In addition, critics have praised the system's durability, the design of its controllers, and its library of games.

Since late 1995, there is a Usenet Vectrex community that creates homebrew games for ParaJVE, a Vectrex emulator.

Design

The computer and vector generator were designed by Gerry Karr. The computer runs the game's computer code, watches the user's inputs, runs the sound generator, and controls the vector generator to make the screen drawings. The vector generator is an all-analog design using two integrators: X and Y. The computer sets the integration rates using a digital-to-analog converter. The computer controls the integration time by momentarily closing electronic analog switches within the operational-amplifier based integrator circuits. Voltage ramps are produced that the monitor uses to steer the electron beam over the face of the phosphor screen of the cathode ray tube. Another signal is generated that controls the brightness of the line.



The cathode ray tube is a Samsung model 240RB40 monochrome unit measuring 9 × 11 inches, displaying a picture of 240 mm diagonal; it is an off-the-shelf picture tube manufactured for small black/white television sets. The brightness of the CRT is controlled using a circular knob on the back of the display. A vector CRT display such as the one in the Vectrex does not require a special tube, and differs from standard raster-based television sets only in the control circuits. Rather than use sawtooth waves to direct the internal electron beam in a raster pattern, computer-controlled integrators feed linear amplifiers to drive the deflection yoke. This yoke has similar, if not identical inductances, unlike a TV deflection yoke. The yoke uses a standard TV core. The high-voltage transformer also uses a standard core and bobbin. There is special circuitry to turn off the electron beam if the vector generator stops or fails. This prevents burning of the screen's phosphors. This design is a great deal smaller than the electronics found in the free-standing, full-sized Asteroids.

Early units have a very audible "buzzing" from the built-in speaker that reacts to the graphics generated on screen. This is due to improper production grounding of signal lines of the low-level audio circuitry, and was eventually resolved in later production models. A "ground loop" had been created by a grounding strap added in production to meet U.S. Federal Communications Commission signal radiation requirements. This idiosyncrasy has become a familiar characteristic of the machine.

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Reference Guide

These are web sites that i use alot for pictures/screenshots, reference and much of the information. If I have not used wikipedia on a game description, then I have tried to credit it at the bottom of the text.

I can recommend all of these websites, as they are very informative and fun to look through. If you are the owner of one of these sites and feel that i have done you wrong, then please send me an e-mail and i will make the necessary change to your wish.

GameFAQs

"Founded in 1995, GameFAQs has over 40000 video game FAQs, Guides and Walkthroughs, over 250000 cheat codes, and over 100000 reviews."

•Used for pictures and the review score.

A great webiste regarding many of games released with loads of information, faqs and pictures.

http://www.gamefaqs.com/

Vectrex Wikia



"Welcome to the Vectrex wiki! A place for all Vectrexians to gather to discuss the best -- and only -- vector gaming system ever made! "

•Used for some pictures and information.

A good wiki on the Vectrex. It feature several articles on the system, with pictures and detailed information.

http://vectrex.wikia.com/wiki/Vectrex_Wiki

Vectrex Museum

"The most ambitious and unusual Home Arcade System ever released"

•Used for pictures and information.

A giant webiste on the Vectrex. It may be the most important website regarding the system, and a important website for collectors for the system. It features several in-depth articles on and around the Vectrex.

http://vectrexmuseum.com/

Vectrex Internet News

"Welcome To Vectrex News"

•Used for rarity score.

A webiste that featue different topics like politics, entertainment, money and tech. It also feature (what i found) a great rarity score on the vectrex.

http://www.vectrexnews.com/

The Definitive Guide to Vectrex Collection

"This guide began as a chronicle of all previously produced Homebrew games and accessories made for the Vectrex and has been expanded to also include all originally released games."

•Used for some pictures and information.

As the site say: The Definitive Guide to Vectrex Collection

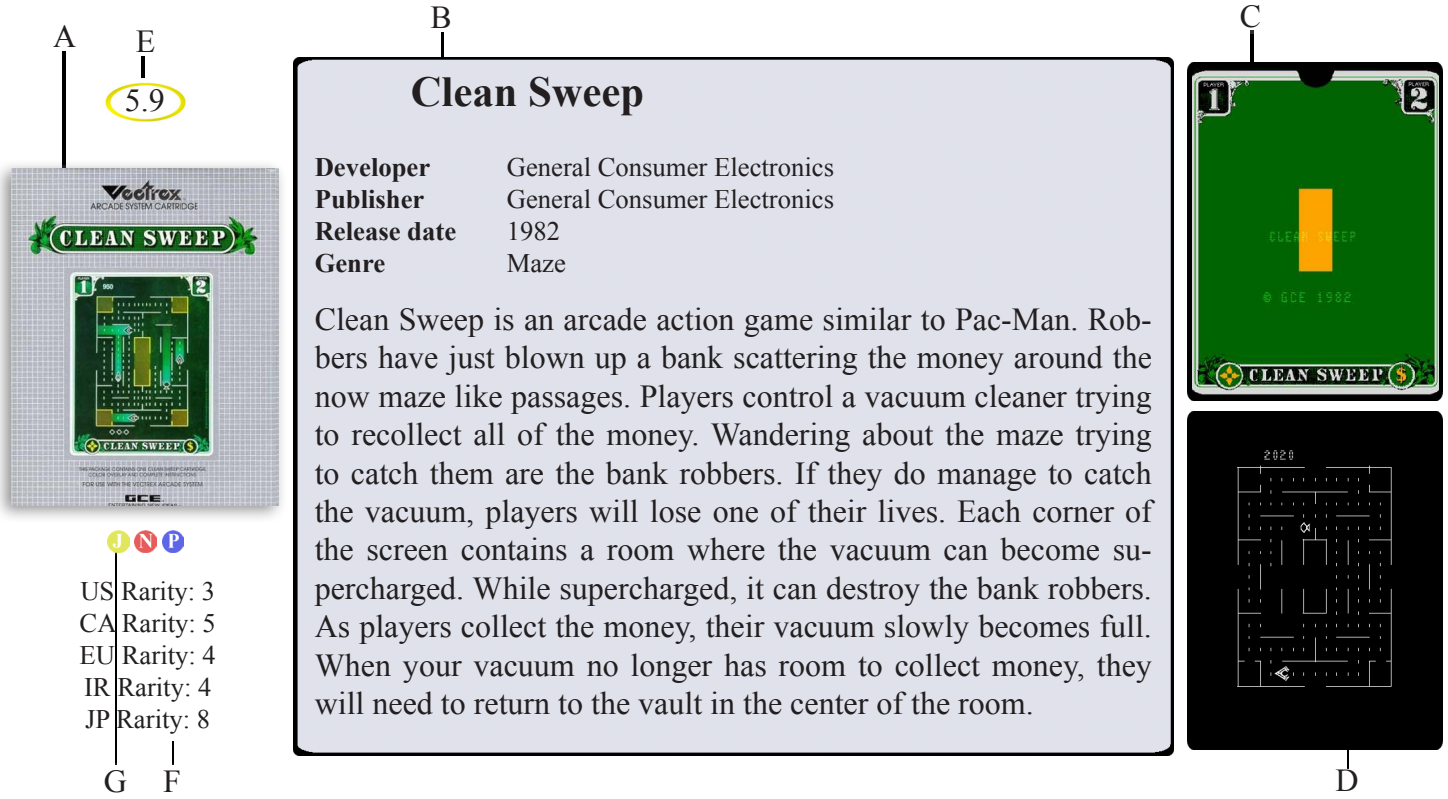
http://tbone1892001.wix.com/vectrex-guide

Vectrex Games

This is the main portion of the book. A collection of every official Vectrex game with cover art, title/overlay screen, a screen-shot and some information about the game.

Page Break-Down

This is a break-down on what the pages consist of:



A. Cover-Art

This represent the North-American cover art. I used GameFAQs for much of the pictures.

B. Info

This is the Info box. I used mainly wikipedia, mobygames and Vectrex museum for help for information on the information. In the info or trivia section, I wanted some content that would reflect on what the game is about, or an interest part of trivia. If I used another site for information and

did a direct transcript, I would try to credit the source material. The credit is in *italic*.

C. Title Screen/Overlay

This is a screenshot from the title screen of the game, found wherever. More often then not on gametrailers.com or mobygames.com. If they game had a overlay, it would be present here.

D. Screen-shot

This is a random screenshot from the game. I mainly used gametrailers or mobygames.com.

E. Web Reviews

The review score SHOULD and MUST be taken with a grain of salt. I used the review score from "GameFAQs.com", cause` they can often be seen as fair, as they usually are reviews by several users. Though, some of the more obscure games often had few reviews, and could be seen as biased. If the site did not have a review, i would not include one.

F. Rarity

In this section is used the rarity info found on Vectrex Internet News. The rarity scale is a general indicator of how easy or difficult it is to come across a game. The scale starts at 1 (very easy to find) and finishes at 10 (nearly impossible to locate). The rarity scale is include five sets. US (North-America), CA (Canada), EU (Europe), IR (Ireland) and JP (Japan). Remember, you should just take these scores with a grain of salt, and should only be used as a refrence point, and not to be taken all too literally.

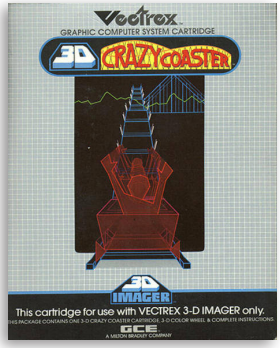
G. Release

These indicate what sort of release the game had. Red "N" for North-America and blue "P" for PAL/European, and "JP" for Japan. The information are from Vectrex Internet News.

Collecting for the Vectrex

The console has an extremely active, loyal, and old homebrew community, which has produced multiple emulators, entirely new games, and designed their own peripherals for use on the Vectrex, making it a fun system to collect for. The official game library isn't very big, and six of the official games require one or the other peripheral, which also make it a very expensive but short system to collect for. Console has everything, including CRT and built in controllers, required to play. But, because the console is built into the CRT, doing internal repairs can be dangerous. Also, it cannot be connected to a normal television, even if the CRT is nonfunctional.

9.0



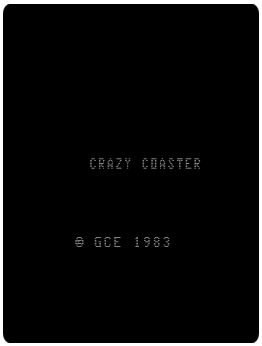
US Rarity: 6

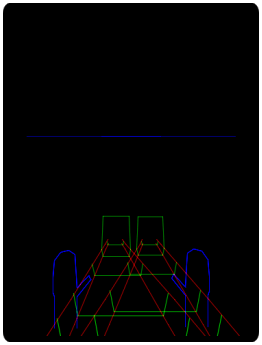
3D Crazy Coaster

Developer General Consumer Electronics
Publisher Milton Bradley
Release date 1983
Genre Simulation

Released in 1983, 3D Crazy Coaster made use of vector graphics, presenting a three-dimensional playing environment. It was originally designed for use with CGE's Imager glasses.

The player controlled the movements of a passenger in the lead car of a roller coaster as it plummets down steep hills and careers around sharp curves. One goal of the game was to keep the passenger's arms raised throughout the ride without being flung out.







US Rarity: 6

3D MineStorm

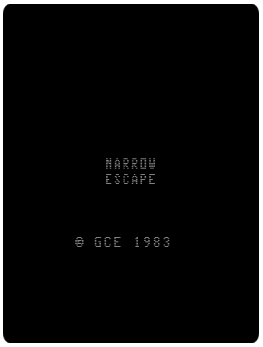
Developer General Consumer Electronics
Publisher General Consumer Electronics
Release date 1983
Genre Shooter

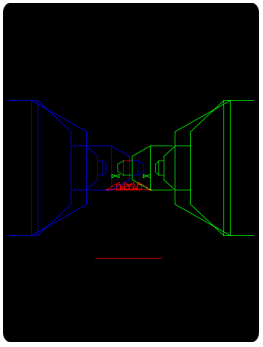
3D Mine Storm, programmed by Bill (William) Hawkins, who also programmed 3D Crazy Coaster, was a pack-in with the 3D Imager itself. The player controls a ship through multiple mine fields destroying all mines on each field to progress to the next field. The game will start with the enemy minelayer seeding the first mine field. Mines are left in 3 different levels or planes per field. The player's ship will come into view after all the mines have been activated and the minelayer has left the field.

"vectrex.wikia.com"









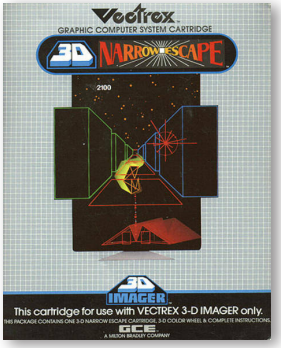
3D Narrow Escape

8.7

Developer General Consumer Electronics
Publisher General Consumer Electronics
Release date 1983
Genre Shooter

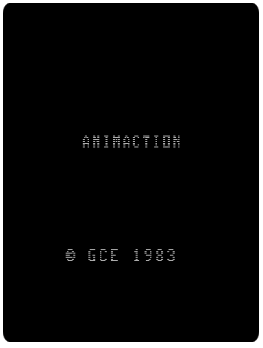
The goal in 3D Narrow Escape is to successfully navigate a ship through the narrow, fast-moving passages of the warlord's fortress, destroy the defense forces and avoid space debris. The player's ship must also be maneuvered through small holes in a series of walls where fuel cells can be picked up to restore the ship's constantly decreasing fuel supply. If the player pilots their ship successfully, they will be faced with the warlord's own escape ship which must be hit several times to be destroyed, liberating the star system from the warlord's tyranny.

"vectrex.wikia.com"



N

US Rarity: 7





AnimAction

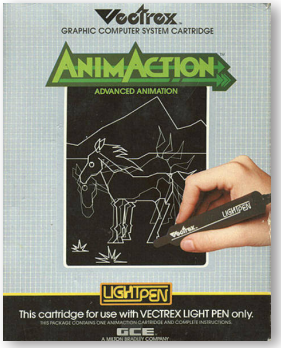
7.6

Developer General Consumer Electronics
Publisher General Consumer Electronics
Release date 1982
Genre non-game

AnimAction is one of the Vectrex titles that requires the light pen accessory to operate. The light pen pack-in cartridge Art Master, only had rudimentary animation capabilities. AnimAction takes animating the vector based artwork to another level.

An interesting fact about the AnimAction cartridge is that it is not on any of the the aftermarket multi-carts because it had extra memory built in to save the artwork, making it a more desirable program cartridge for a Vectrex collection.

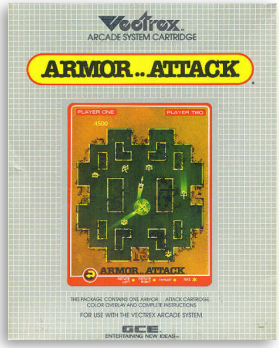
"geekvintage.com"



N

US Rarity: 6

7.8



J N P

US Rarity: 3
CA Rarity: 5
EU Rarity: 4
IR Rarity: 4
JP Rarity: 8

Armor Attack

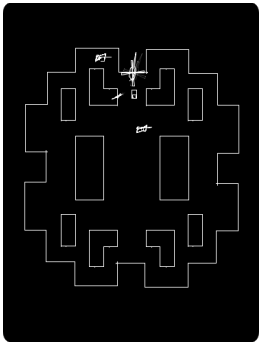
Developer	General Consumer Electronics
Publisher	General Consumer Electronics
Release date	1982
Genre	Shooter

Armor Attack is a vector shoot 'em up designed by Tim Skelly and released in arcades by Cinematronics in 1980. It was released for the Vectrex in 1982 as the only home port of the game.

The players jeep is armed with a rocket launcher that fires straight forward; the player can have two rockets on-screen at the time. The driving is similar to Combat for the Atari 2600.

The game is one of the 12 original games released worldwide including the USA, Europe and Japan. This was also one of the very few of the original GCE-released games that supported 1-2 players simultaneous play (others included Rip Off and Space Wars).





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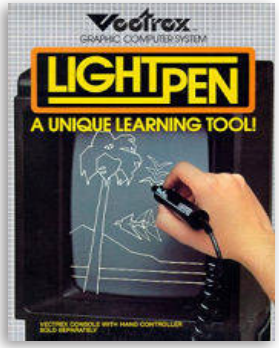


N

US Rarity: 6

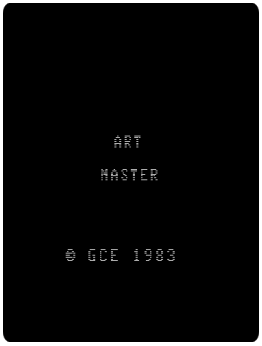
Art Master

Developer	General Consumer Electronics
Publisher	General Consumer Electronics
Release date	1982
Genre	non-game

Art Master came packaged in with the Vectrex Light Pen and was a program that allowed users to draw vector graphics right on the screen.

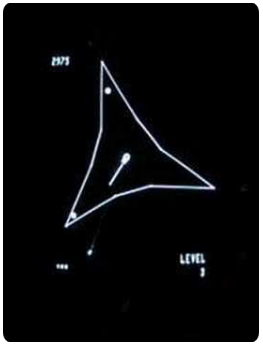
This cartridge required the Vectrex Light Pen accessory. There were three modes; Sketch, connect and animate. Providing endless hours of creativity and exercising the imagination.

"geekvintage.com"









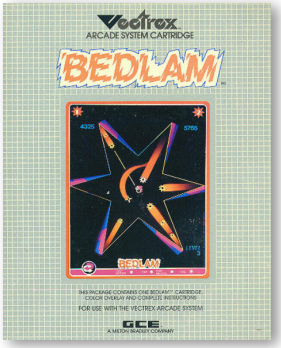
Bedlam

Developer General Consumer Electronics
Publisher Milton Bradley Ltd.
Release date 1983
Genre Shooter

Bedlam is a multi-directional shooter. The player controls a cannon in the center of the screen that can rotate 360°. Around the player is a star-shaped geometric form that changes from stage to stage. The corners of the star emit enemy ships that must be destroyed. The ships have different attack patterns, from ones that just travel in a straight line towards to ones which are indestructible and can only be pushed away from the player. If one of the enemy ships makes contact with the player, they will lose a life.

Besides the fire button, the player can use a quick turn to better defend against opponents coming in from the other side and a "zap," which destroys all ships on screen.

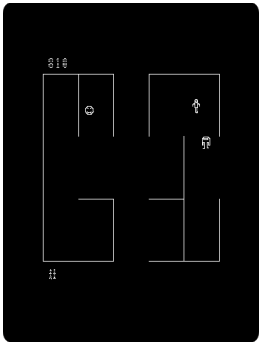
7.4



N P

US Rarity: 3
CA Rarity: 7
EU Rarity: 5
IR Rarity: 5





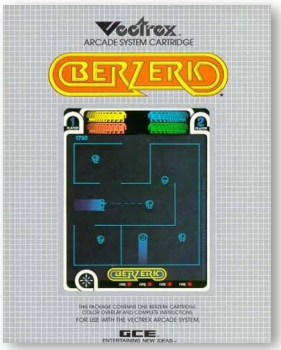
Berzerk

Developer General Consumer Electronics
Publisher General Consumer Electronics
Release date 1982
Genre Shooter

Players have been sent into a building infested with robots, and must do their best to clear it out. Each rooms has a number of walls through the middle, which restrict the movement. There will be a number of bad guys in the room - on early screens they may be immobile and not shoot at players, but after a few levels they become capable of shooting in multiple directions. Players can shoot at them in 8 directions, but can't shoot diagonally while moving. There are gaps at the side of each room, through which they exit, before or after clearing the room (there is a bonus for clearance). Players get an extra life every 2000 points.

"mobygames.com"

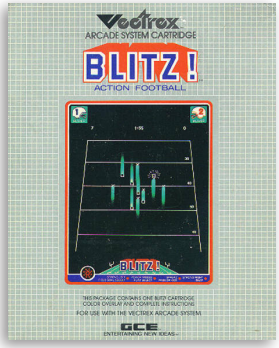
7.6



J N P

US Rarity: 3
CA Rarity: 5
EU Rarity: 5
IR Rarity: 4
JP Rarity: 8

7.3



N P

US Rarity: 3
CA Rarity: 6
EU Rarity: 5
IR Rarity: 5

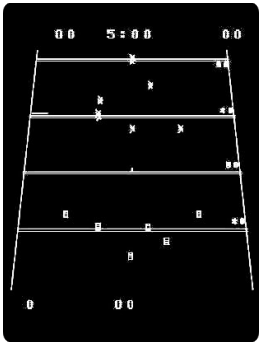
Blitz!

Developer	General Consumer Electronics
Publisher	General Consumer Electronics
Release date	1982
Genre	Sports

Blitz! is one of the oldest football games, using X's and O's using a top-down look on a football field with four options a piece for offense and defense. Two player game play is supported through an additional control panel. There are three game options that change the game's speed and difficulty.

In Europe, Blitz! was subtitled American Football, in the US the subtitle was Action Football (perhaps a licensing issue at the time). It was not available in Japan.





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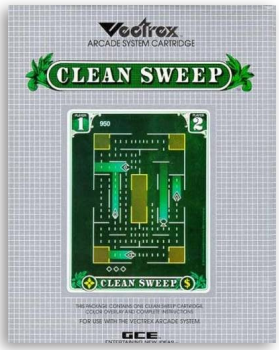


J N P

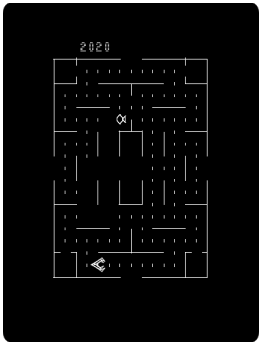
US Rarity: 3
CA Rarity: 5
EU Rarity: 4
IR Rarity: 4
JP Rarity: 8

Clean Sweep

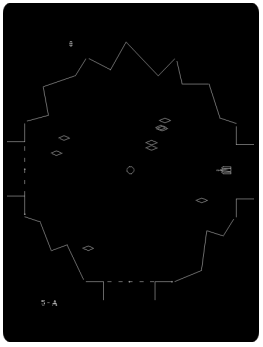
Developer	General Consumer Electronics
Publisher	General Consumer Electronics
Release date	1982
Genre	Maze

Clean Sweep is an arcade action game similar to Pac-Man. Robbers have just blown up a bank scattering the money around the now maze like passages. Players control a vacuum cleaner trying to recollect all of the money. Wandering about the maze trying to catch them are the bank robbers. If they do manage to catch the vacuum, players will lose one of their lives. Each corner of the screen contains a room where the vacuum can become supercharged. While supercharged, it can destroy the bank robbers. As players collect the money, their vacuum slowly becomes full. When your vacuum no longer has room to collect money, they will need to return to the vault in the center of the room.









Cosmic Chasm

7.6

Developer General Consumer Electronics
Publisher Milton Bradley Ltd.
Release date 1982
Genre Shooter

Cosmic Chasm was a color vector arcade game created for the arcades by Cinematronics in 1983, but was originally a game created by GCE for the Vectrex home game system.

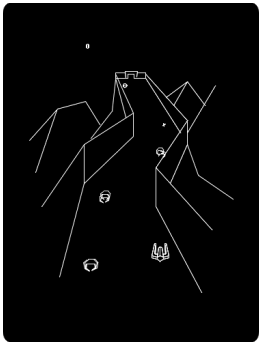
The player controls a space ship armed with lasers and shields on a mission to destroy the Cosmic Chasm space station from the inside out. Each room of the space station has protector ships that attack the player directly and a center that slowly expands thus forcing the player not to linger in the room for too long after defeating the protector ships. The player must shoot away force fields that protect the exits in order to traverse the corridors that lead to other rooms.



J N P

US Rarity: 3
CA Rarity: 5
EU Rarity: 4
IR Rarity: 4
JP Rarity: 7





Fortress of Narzod

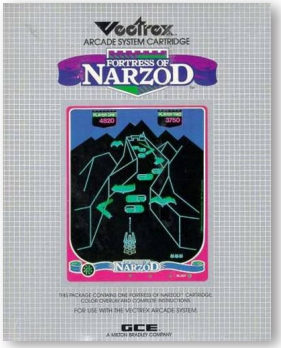
8.1

Developer General Consumer Electronics
Publisher General Consumer Electronics
Release date 1983
Genre Shooter

The players are in a hovercraft in a interestingly drawn land. Ahead is the Fortress of Narzod. From it's gate come many different foes, players will have to blast their way through to Narzod. The player is one of the worlds few remaining good wizards fighting the evil Narzod. He has surrounded himself in a powerful fortress guarded by minions of darkness and the fearsome Mystic Hurler.

Players will be shooting wave after wave of guardian to destroy the Mystic Hurler and with it, the power of Narzod. To do this they will have to make their way through several canyons while enemies both try to shoot and crash into them.

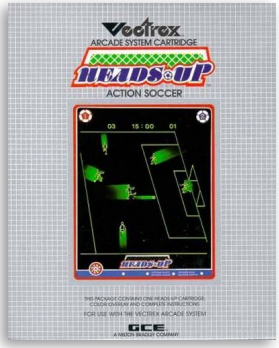
"mobygames.com"



N P

US Rarity: 3
CA Rarity: 5
EU Rarity: 4
IR Rarity: 4

7.3



N P

US Rarity: 3
CA Rarity: 6
EU Rarity: 5
IR Rarity: 5

Heads Up

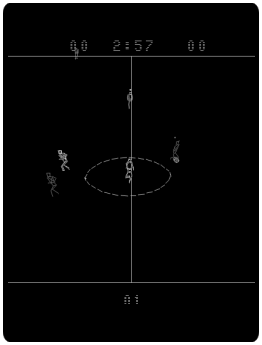
Developer General Consumer Electronics
Publisher Milton Bradley Ltd.
Release date 1983
Genre Sports

Heads Up Action Soccer is a soccer game played in a slightly tilted side view perspective for one or two players. The game offers three difficulty grades. To win the game, the player has to get the ball into the opponents goal as often as possible within a certain time frame, while avoiding getting any balls into their own goal.

Due to the Vectrex only being able to display one colour, the two teams can only be discerned by their line brightness. When playing alone, the human player controls the brighter team. In a multiplayer match, player two controls the darker team.

"mobygames.com"





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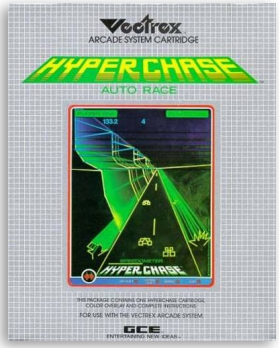


J N P

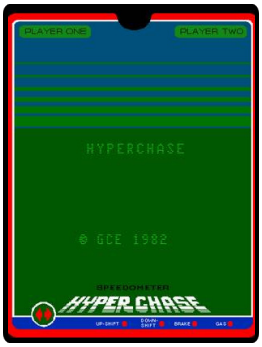
US Rarity: 3
CA Rarity: 5
EU Rarity: 4
IR Rarity: 4
JP Rarity: 8

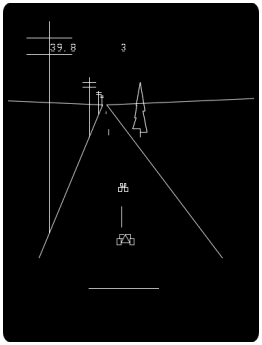
Hyperchase Auto Race

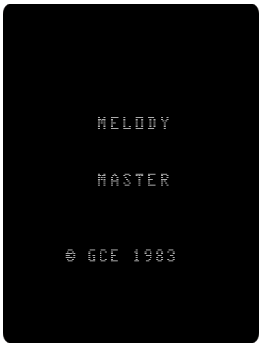
Developer General Consumer Electronics
Publisher General Consumer Electronics
Release date 1982
Genre Racing

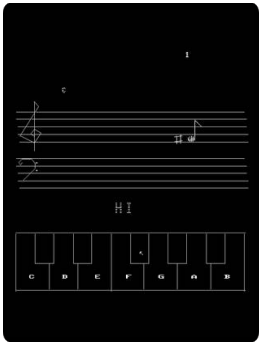
Hyperchase is an action racing game similar to Pole Position. The game is played with a 3D point of view from behind the car. The goal is to race through the course in the shortest amount of time possible; in the easier game variation, players are allowed an unlimited number of crashes, and in the harder game they are allowed only 5 crashes or the game ends. In addition to staying on the varied course roads, they will also need to avoid numerous other cars as a crash will cost their precious time. The score in the game is based on how quickly they can complete the course.

"mobygames.com"









Melody Master

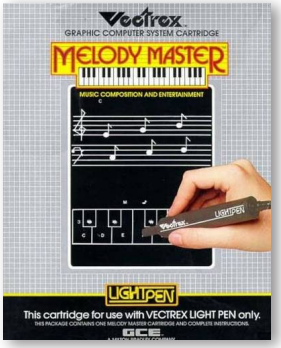
7.2

Developer General Consumer Electronics
Publisher General Consumer Electronics
Release date 1982
Genre non-game

Melody Master is a cartridge that, when used in conjunction with the Vectrex light pen, introduces users to the world of music. It allows users to compose their own melodies and even has the capability to play flute and piano harmony with rhythm sections of snare and cymbals.

There is also a tutorial program for those who are not musically inclined. The "Songman" teaches users to recognize notes and identify other concepts of musical notation.

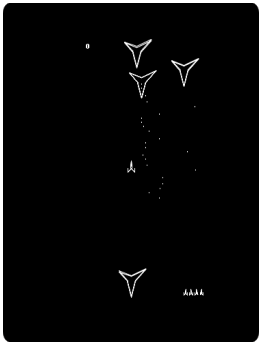
"geekvintage.com"



N

US Rarity: 6





MineStorm

7.3

Developer General Consumer Electronics
Publisher General Consumer Electronics
Release date 1982
Genre Shooter

Developed by General Consumer Electronics, Vectrex's manufacturer, it was built into the game system. The gameplay is very similar to that of Atari's Asteroids. The game begins with a large enemy ship dropping mines onto the field as an ominous jingle plays, and moves from the top to the bottom of the screen, where it disappears. The player's ship starts in the middle of the field with 5 lives. Numerous mines then start popping up. The player must destroy all of the mines in order to progress to the next minefield.

The original game that came packaged with the Vectrex system included a bug causing the game to crash on the thirteenth level.



J N P

US Rarity: 3
CA Rarity: 1
EU Rarity: 1
IR Rarity: 1
JP Rarity: 7



US Rarity: 8

Mine Storm II

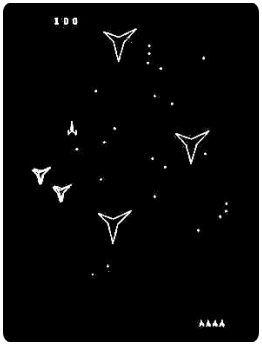
Developer General Consumer Electronics
Publisher General Consumer Electronics
Release date 1983
Genre Shooter

One of the built-in versions of Mine Storm had a glitch that made the game crash at level 13, so GCE decided to send a copy of Mine Storm 2 to gamers that wrote to the company and complained.

This game is rare, because most of the gamers didn't know about the offer, and also because not many gamers got to level 13.

"vectrex.wikia.com"







US Rarity: 10

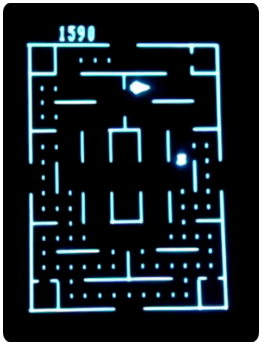
Mr. Boston

Developer General Consumer Electronics
Publisher General Consumer Electronics
Release date 1983
Genre Maze

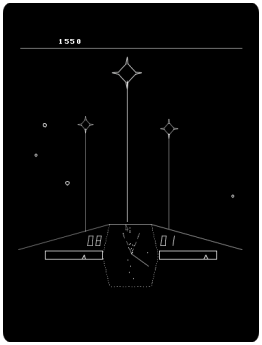
This rare game is one of the most sought Vectrex items. The liquor company Mr. Boston gave out a limited number of customized cartridges of Clean Sweep. The box had a Mr. Boston sticker on it. The overlay was basically the regular Clean Sweep overlay with the Mr. Boston name, logo, and copyright info running up either side. The game itself had custom text, and the player controlled a top hat rather than a vacuum.

Very few (four?) cartridges are known to exist. The last Mr Boston Cart sold for $3400.00 plus a boxed Bandai Vectrex. It is listed at gamesniped.com as number seven of the ten worlds most expensive video games ever.







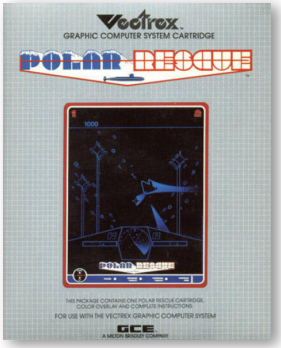


Polar Rescue

Developer General Consumer Electronics
Publisher General Consumer Electronics
Release date 1983
Genre Action

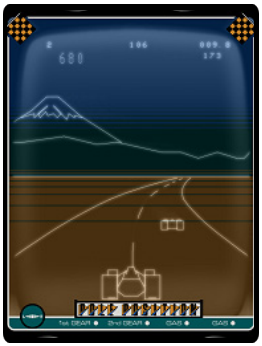
Polar Rescue is an action game played from a first person point of view. The player is the commander of a submarine on a rescue mission beneath the ice of the north pole. On each level the goal is to locate and rescue the survivors of an expedition. The waters players need to explore are quite dangerous; in addition to large chunks of ice and maelstroms, they will also need to deal with enemy submarines and numerous underwater mines. The sub is equipped with a limited number of torpedoes to help them destroy obstacles and enemies in their way. To make the game more challenging, the sub has a limited amount of oxygen. More oxygen can be collected by destroying enemy subs.

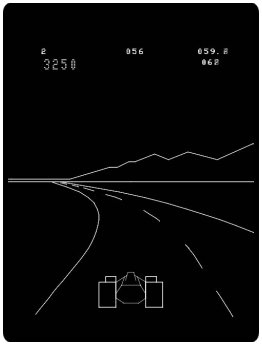
7.8



N

US Rarity: 8





Pole Position

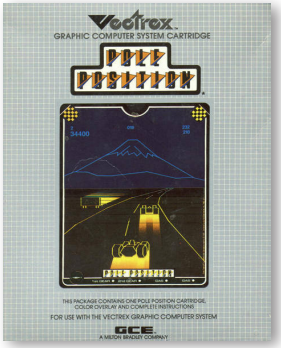
Developer General Consumer Electronics
Publisher General Consumer Electronics
Release date 1983
Genre Racing

Pole Position is an arcade game that was released in 1982. It was ported to many consoles, including the Vectrex in 1983.

The player races their car around a course before the timer runs out. The first run is the qualifying lap, which the player starts off with 120 seconds to complete it. Depending on how well the player makes it around the lap, the better their starting position is for the next race (up to four laps total, if applicable). The player must avoid road hazards (such as puddles, which slows them down) and other cars as they drive, earning extra time for each completed lap during the second and final race.

"vectrex.wikia.com"

8.2



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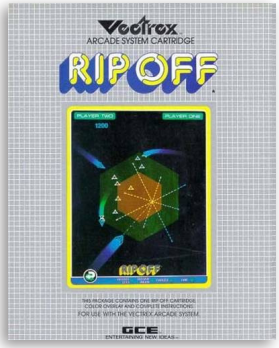
US Rarity: 6

5.3



J N P

US Rarity: 3
CA Rarity: 5
EU Rarity: 4
IR Rarity: 4
JP Rarity: 8

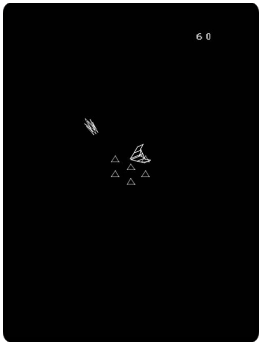
Rip-Off

Developer General Consumer Electronics
Publisher General Consumer Electronics
Release date 1982
Genre Shooter

Rip-Off is a vector shoot 'em up released in arcades by Cinematronics in 1980. It was ported to the Vectrex home system in 1982.

The objective of Rip-Off is to prevent computer-controlled enemies from stealing eight canisters set in the center of the screen. One or two players control tank-like vehicles while game-controlled "pirate" tanks rush onto the field and attempt to drag the canisters off the edge of the screen. Enemies can be defeated by shooting or colliding with them. The game speed and difficulty increase with each successive wave until all the canisters have been taken ("ripped off").





8.4



J N P

US Rarity: 3
CA Rarity: 5
EU Rarity: 4
IR Rarity: 4
JP Rarity: 9

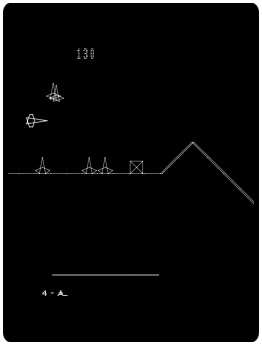
Scramble

Developer General Consumer Electronics
Publisher General Consumer Electronics
Release date 1982
Genre Shooter

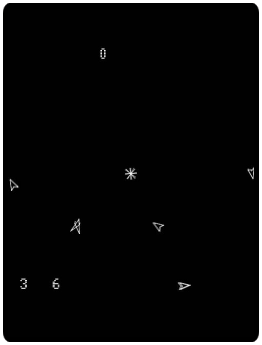
Scramble is a 1981 side-scrolling shoot 'em up arcade game by Konami. It was commercially successful and critically acclaimed in its time.

The Vectrex version of the game was also praised in a review by Video magazine where reviewers praised its fidelity to the original arcade game and described it as their favorite among the Vetrex titles they had reviewed. The game's overlays were singled out for praise, with reviewers commenting that "when you're really involved with a Vectrex game like Scramble, it's almost possible to forget that the program is in black-and-white."









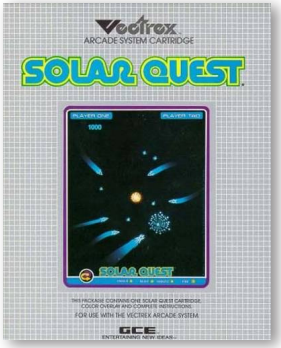
Solar Quest

7.5

Developer General Consumer Electronics
Publisher General Consumer Electronics
Release date 1982
Genre Shooter

Solar Quest is a monochrome vector arcade game created by Cinematronics in 1981. It was designed and programmed by Scott Boden, who previously worked on Star Castle.

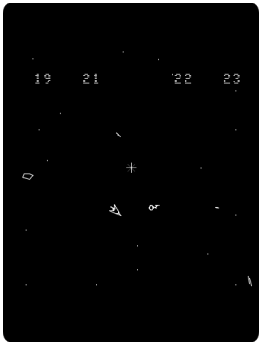
The player controls a ship that can rotate to the left and right and thrust forward, similar to the better known Asteroids, and like that game the player also has a “hail mary” device, hyperspace. In the center of the screen is the sun, which pulls objects into it, in a fashion similar to Spacewar!. The screen wraps at the edges. Waves of enemy spaceships appear in groups of up to eight. There are seven different types of ships, growing smaller to make them harder to hit.



J N P

US Rarity: 3
CA Rarity: 5
EU Rarity: 4
IR Rarity: 4
JP Rarity: 8





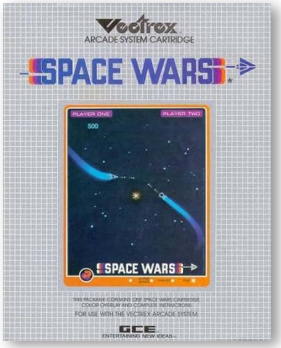
Space Wars

7.7

Developer General Consumer Electronics
Publisher General Consumer Electronics
Release date 1982
Genre Shooter

Space Wars is an early vector graphics arcade game. It is based on Spacewar!, a PDP-1 program. It was ported to the Vectrex in 1982.

The game was the brainchild of Larry Rosenthal, an MIT graduate who was fascinated with the original Spacewar! and developed his own custom hardware and software so that he could play the game. In the game, two players controlled different ships. One button rotated the ship left, another rotated the ship right, one engaged thrust, one fired a shell, and one entered hyperspace (which causes the ship to disappear and reappear elsewhere on the playfield at random).



J N P

US Rarity: 3
EU Rarity: 5
IR Rarity: 5
JP Rarity: 8

7.9



N P

US Rarity: 3
CA Rarity: 5
EU Rarity: 4
IR Rarity: 4

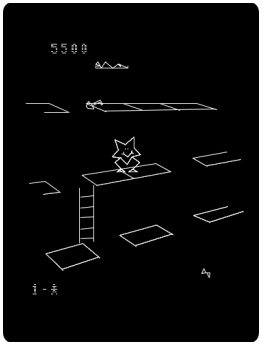
Spike

Developer General Consumer Electronics
Publisher General Consumer Electronics
Release date 1983
Genre Platformer

Spike is a 1983 platform game for the Vectrex. The character of Spike is considered a mascot of the Vectrex, being among the first video game mascots, and Spike is one of the earliest examples of voice synthesis in video games.

In the game, players must navigate a tiny creature named Spike through chasms and ladders while avoiding enemies and endless pits. The player must collect Molly's bows to unlock doors and reach the final level to save Molly from the boss named Spud and bring her home.





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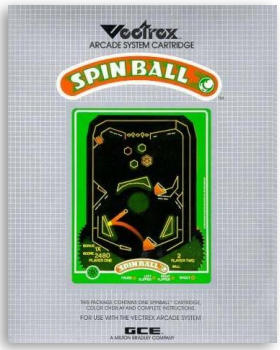


N P

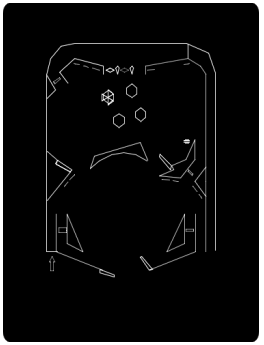
US Rarity: 3
CA Rarity: 5
EU Rarity: 5
IR Rarity: 5

Spinball

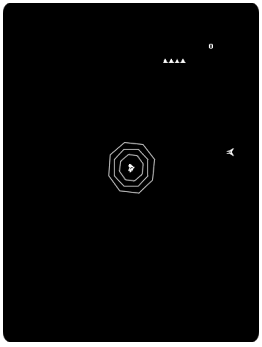
Developer General Consumer Electronics
Publisher General Consumer Electronics
Release date 1983
Genre Pinball

Spin Ball is a pinball simulation game. The games pinball table comes complete with a variety of bumpers, spinners, and other targets which can earn players varying amounts of points with several combinations possible for even more points. Bonuses can be earned as well, both in point form and also ball savers which block the chutes on the corners of the screen. A ball splitter may also appear, allowing them to have two balls in play at one time. The joystick is used to set the tension on the spring when putting a ball into play or to shake the table during play, and the buttons are used to control the left and right paddles on the table. Players begin each game with 5 balls, and the game ends when all 5 are lost.









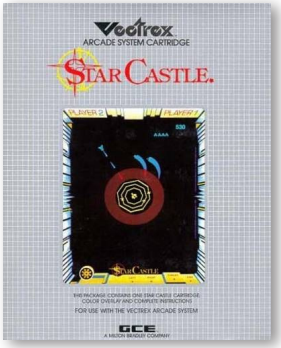
Star Castle

Developer General Consumer Electronics
Publisher General Consumer Electronics
Release date 1983
Genre Shooter

Star Castle is a 1980 vector arcade game by Cinematronics. The game involves obliterating a series of defenses orbiting a stationary turret in the center of the screen. The game was designed by Tim Skelly and programmed by Scott Boden. As with many other titles by the company, Star Castle was ported to the Vectrex video game console in 1983.

The object of the game is to destroy an enemy cannon which sits in the center of three concentric, rotating energy shield rings while avoiding or destroying 'mines' – enemies that spawn from the core, pass through the energy rings, and then home in on the player's ship.

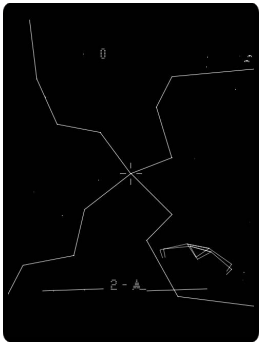
7.8



N

US Rarity: 6





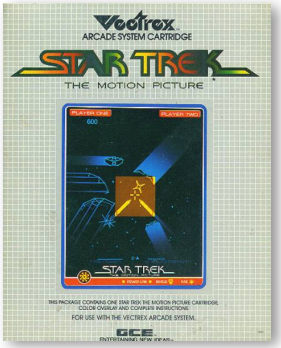
Star Trek: The Motion Picture

Developer General Consumer Electronics
Publisher Milton Bradley Ltd.
Release date 1982
Genre Shooter

Star Trek: The Motion Picture is a first-person shooter set in the Star Trek universe. The player controls a ship equipped with photon torpedoes, trying to eliminate as many enemy ships as possible. After destroying a sufficient amount of enemies, the player advances to the next level.

The screen has two status bars, one for the amount of torpedoes left, and one for the remaining shield. The shield is used to repel the star-shaped projectiles fired by enemy ships. Both bars can be replenished by docking with the space station that comes into view from time to time. It is also possible to warp into a black hole, where the player has to take on a Klingon mothership.

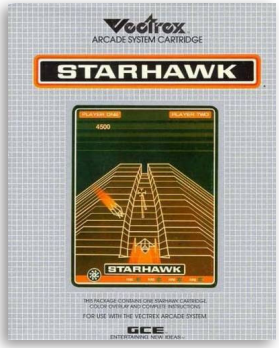
8.2



J N P

US Rarity: 3
CA Rarity: 5
EU Rarity: 4
IR Rarity: 4
JP Rarity: 9

6.6



J N P

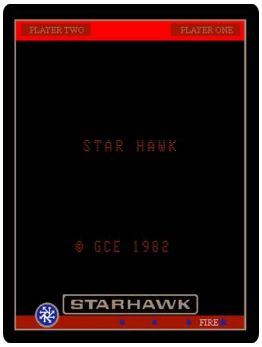
US Rarity: 3
CA Rarity: 5
EU Rarity: 4
IR Rarity: 4
JP Rarity: 8

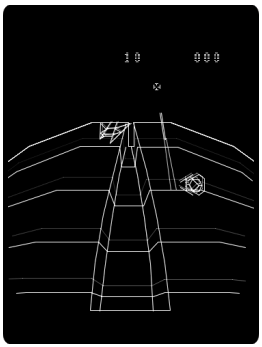
Starhawk

Developer	General Consumer Electronics
Publisher	General Consumer Electronics
Release date	1982
Genre	Shooter

Starhawk is a 1979 vector arcade game by Cinematronics. It is a shoot 'em up with a fixed environment. The game was unique at the time as it presented the graphics in a pseudo-three dimensional way. Essentially, the game is a simple video game version of the Star Wars: Episode IV trench run. The game is remembered as having advanced graphics for the time and being the first video game based upon or to have noticeable references to Star Wars.

According to the Vectrex manual, the story involves "protecting your comrades from alien ships trying to infiltrate your culture" and "defending the sovereignty of your planet".





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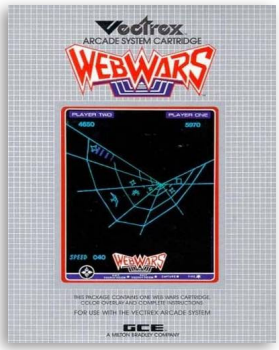


N P

US Rarity: 3
CA Rarity: 5
EU Rarity: 5
IR Rarity: 5

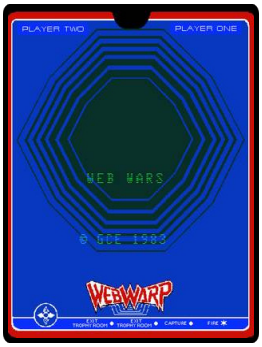
Web Wars

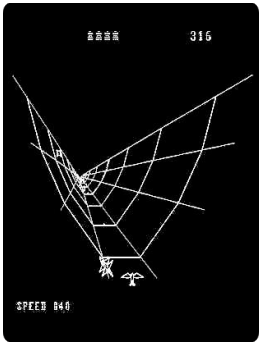
Developer	General Consumer Electronics
Publisher	Milton Bradley Ltd.
Release date	1983
Genre	Shooter

The player slips into the role of Hawk King. His mission is to search the Web of Fantasy for certain legendary creatures and collect them all.

The Hawk King is controlled in a third person perspective, flying through the Web. The 20 creatures that can be captured are protected by drones, which can in turn be destroyed with the blaster weapon. Other actions the player can take is speeding up or slowing down the Hawk King, and extending a rod to capture a rare species once the player encounters one.

"mobygames.com"

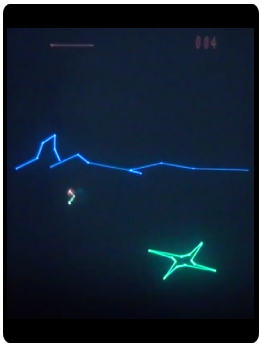




Homebrew

The Vectrex has an extremely active, loyal, and old homebrew community, which has produced multiple emulators, entirely new games, and designed their own peripherals for use on the Vectrex. The available game library has effectively doubled in size in the last 15 years.

Included on these pages are some of the homebrews released. More were released, and often in several different verstions (i.e. limited editions). For more on the Vetrex homebrew scene, please visit vectrexmuseum.com.

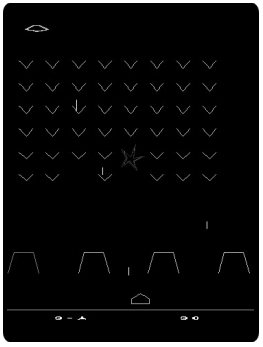


3D Lord of the Robots

Developer Fury ULD
Release date 2006
Genre Shooter

3D Lord of the Robots was limited to 100 copies, all of which had a special engraved metal box label.



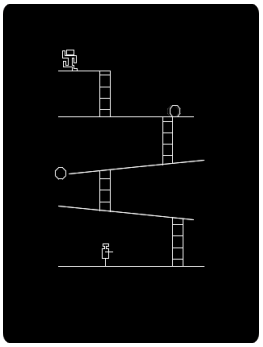


All Good Things

Developer John Dondzila
Release date 1996
Genre Compilation

All Good Things was the world's first 16K Vectrex cartridge. A compilation with: Rockaroids, More Invaders!, Vectrex Blocks (aka Vectris) and Spike's Water Balloons. It also include a "secret puzzle game", 23 Matches.



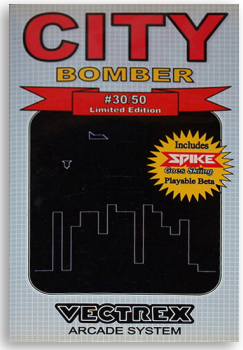


Becky's Message

Developer Dan Siewers
Release date 2004
Genre Platformer

Becky's Message is a Donkey Kong -inspired little game, thoguh, the goal is actually a bit different. Rather than acquiring a high score via jumping over as many barrels as possible, the player has to jump over 15 barrels in order to unlock "Becky's message".

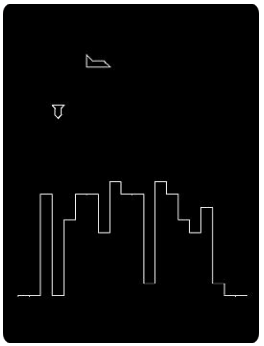




City Bomber

Developer Andrew “Andy” Coleman
Release date 2007
Genre Action

Based on an old VIC-20 title called ‘Blitz’. The plane flies above an abandoned city, slowly descending towards the buildings. The only hope of survival is to destroy the towering city blocks beneath the plane to clear a runway for the plane to land on.





Color Clash

Developer Revival Studios
Release date 2006
Genre Action

In Colorclash, players has to shoot various gems that are falling down from the top of the screen. The gems are marked with symbols and the player has to match up the symbol on the ship with the symbol on the gems.

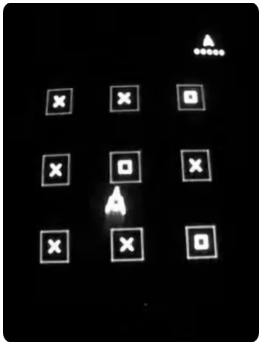


Continuum

Developer George Pelonis
Release date 2010
Genre Puzzle

Continuum is mostly a puzzle game that requires the player to solve 10 puzzles by moving their ship over onscreen vortexes in a certain order to complete the puzzles and advance through the game.



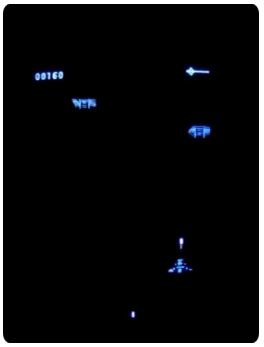


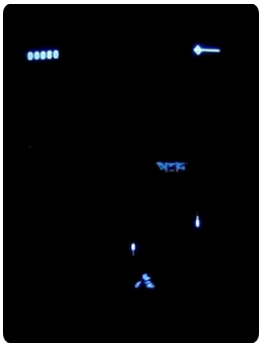
Debris Limited Edition

Developer Revival Studios
Release date 2005
Genre Shooter

Debris Limited Edition was produced with a number of 80 copies numbered 21-100. There was no standard, slim or unlimited version of this release as with other games by Revival Studios.





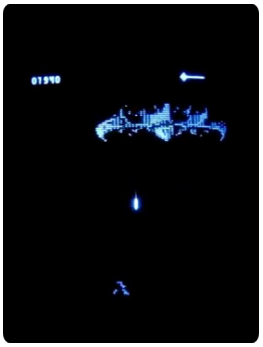


Debris Exclusive Edition

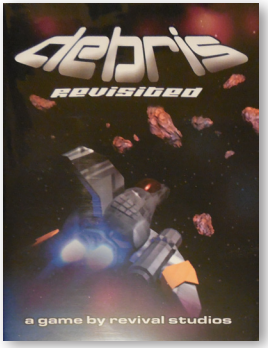


Developer Revival Studios
Release date 2005
Genre Shooter

This edition was limited to 20 and were all numbered within the box and on a (included) signed Certificate of Authenticity by creator, Martijn Wenting. This was the only edition of Debris which came with an overlay and offset-printed box.

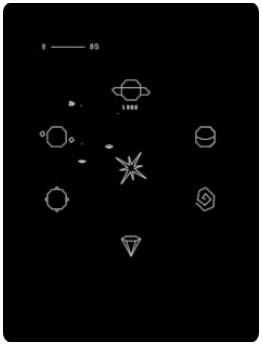


Debris Revisited



Developer Revival Studios
Release date 2010
Genre Shooter

Debris Revisited was released as an upgraded version of the 2005 version, including more levels, faster gameplay, varied enemy attack patterns, and a bonus mini-game entitled AstroDodge. This version did receive a standard and a limited edition version.

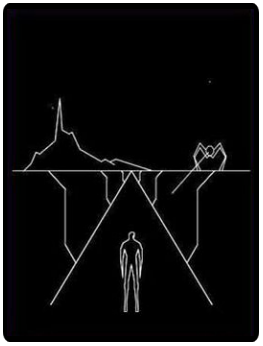


Gravitrex



Developer John Dondzila
Release date 2002
Genre Shooter

Gravitrex is a huge game based on Gravitar by Atari. It include two game modes, standard and arcade, level select passwords and loads of more.

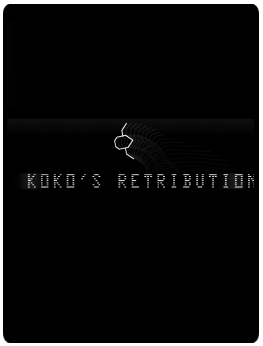


I, Cyborg



Developer George Pelonis
Release date 2004
Genre Action

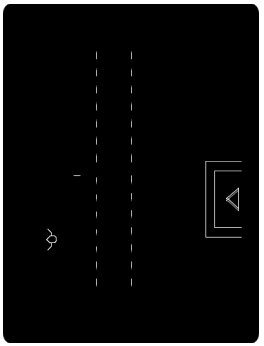
I, Cyborg is a third person perspective action game, taking place in a partial-3D environment. The player is a Cyborg, wrongfully imprisoned for alleged crimes against the Robot Empire. In 2005, I, Cyborg: Edition X was released, limited to only 10 copies.



Koko's Retribution

Developer Dan Siewers
Release date 2004
Genre Shooter

Koko's Retribution is a clone of Yars' Revenge. It is a ROM file only to be played on Vectrex emulators and has not been released on cartridge.



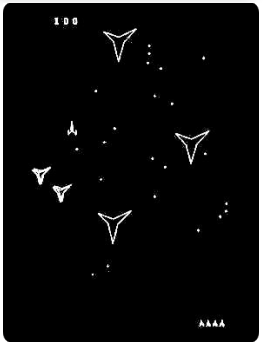


Logo

Developer vectorzoa.com
Release date 2006
Genre non-game

LOGO (based on the original Logo learning tool from the 1980's) is a programming language for Vectrex. Fans of the LightPen programs will find LOGO to be much more involved, with tons of features.

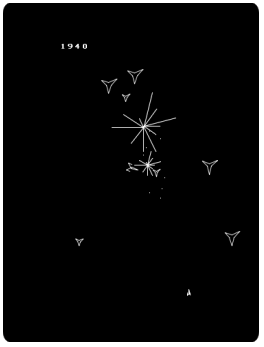




Minestorm III

Developer Fred Taft
Release date 2001
Genre Shooter

Fred Taft modified the Minestorm code, so that the level 13 bug is no longer present. In addition, he added the concept of 'stages'. When the game first starts, the first 13 levels are 'stage 1'. Then players move onto the 13 levels of stage 2.

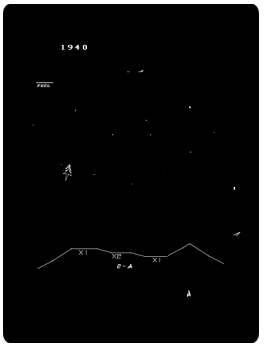


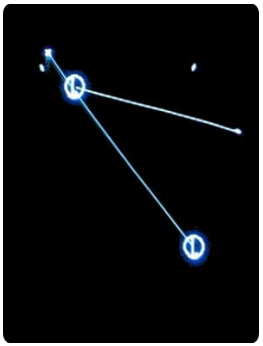


Moon Lander

Developer Clay Cowgill & Chris Salomon
Release date 2000
Genre Action

Moon Lander is based on Atari Lunar Lander. The game came as a 32k version, but also as a 16k demo version. The 32k version feature sound, digitized speech, faster gameplay, demo mode, pause feature has a music player, and extra landers are awarded.



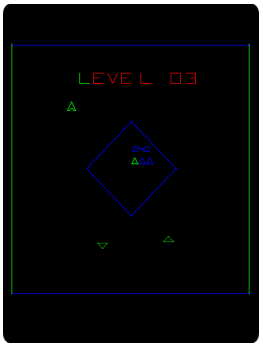


Nebula Commander

Developer Craig Aker
Release date 2005
Genre Action

Nebula Commander is a RTS game. Players command the nebula by conquering all who oppose them. Race to mine space crystals for the energy necessary to build destroyers and missles, construct the armada and then launch a attack.





Omega Chase

Developer Christopher Tumber
Release date 1998
Genre Shooter

Omega Chase is a clone of Omega Race, which was a free download. Players controls a ship in the Omega System. Fighters, Escorts and Freighters attack their ship and it's the player's job to destroy them first.

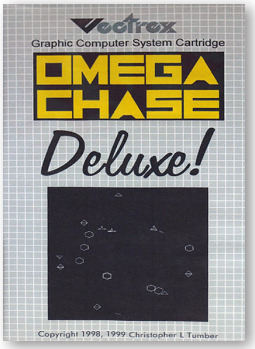


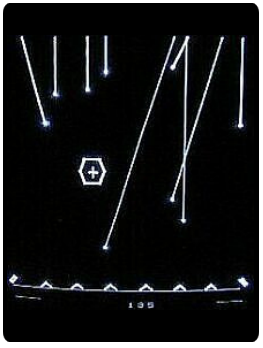


Omega Chase Deluxe

Developer Christopher Tumber
Release date 2000
Genre Shooter

Omega Chase Deluxe was the physical cartridge release of the game, which also included Zap. It was available both as an unlimited release and a limited edition Collectors Edition. The latter version allowed an unlimited lives game variation.

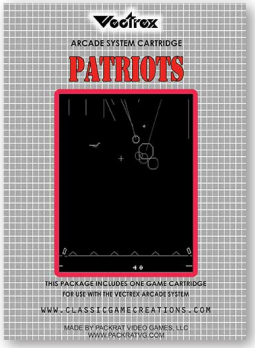


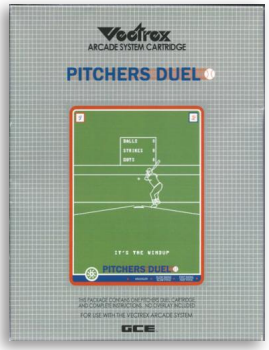


Patriots

Developer John Dondzila
Release date 1996
Genre Action

This was Dondzila 2nd game. After this one he also made Patriots Remix and Patriots III. The game is based on Atari's Missile Command. It also includes a hidden game, Breakout.

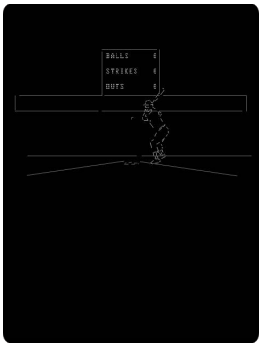


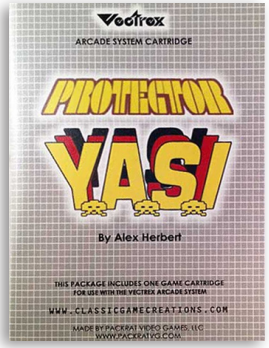


Pitcher's Duel

Developer n/a
Release date 2007
Genre Sports

Pitcher's Duel was found though a private sale and was held until a high quality release could be done. It was released at Classic Gaming Expo 2007 in retro-styled reproduction Vectrex box, and also as a loose cartridge.





Protector/Y*A*S*I

Developer Alex Herbert
Release date 2003
Genre Compilation

Protector is the non-limited version that came on the same cartridge as YASI. It was also the first ever Vectrex game to feature a high score saving memory on the cartridge. Also included is a hidden game, Spike Goes Down.

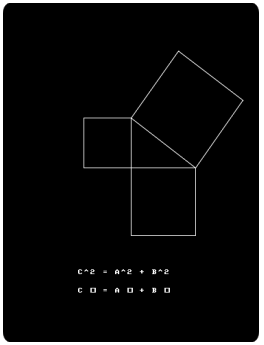


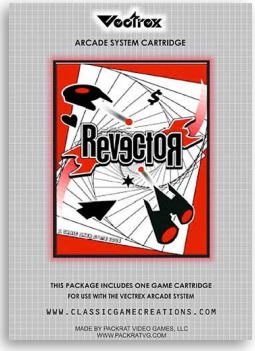


Pythagoran Theorem

Developer Rob Mitchell
Release date 2002
Genre non-game

Pythagoran Theorem is a education program that also features the most speech than any other Vectrex binary. VecVoice is needed (and supported).

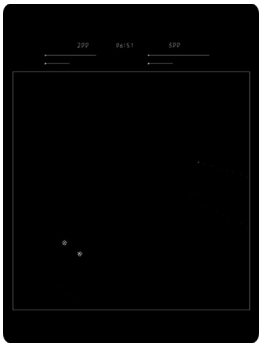


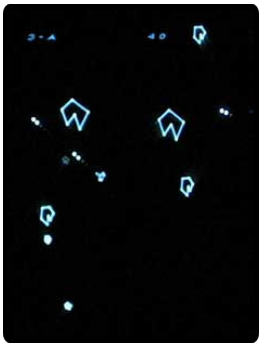


Revector

Developer Craig Aker
Release date 2004
Genre Shooter

The goal is to out score the opponent in a 7 minute timed match. Players can score points by shooting the opponent or by picking up power-up items.

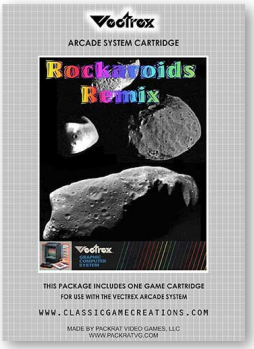


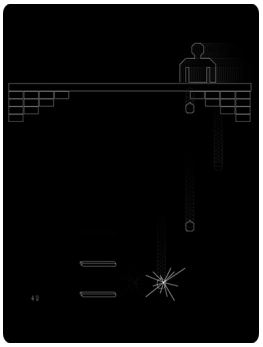


Rockaroids Remix

Developer John Dondzila
Release date 1996
Genre Shooter

Rockaroids Remix was the 2nd version of Dondzila's Asteroids conversion. It is more intense than the first version and faster than the third version.

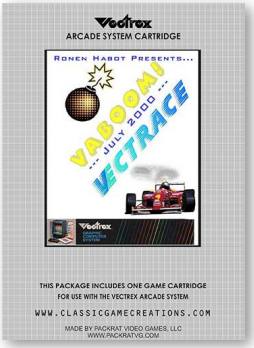




Ronen's Game Cart

Developer Ronen Habot
Release date 2000
Genre Compilation

This game include two games on one cartridge: Vaboom! is a modified clone of one of Atari 2600's Kaboom!. Vectrace is a racing game where players weave their way through the other race cars and toward the checkered flag.



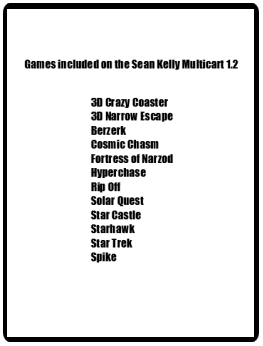


Royal 21

Developer FURY
Release date August 8, 2009
Genre Cards

The object is to get as many cards as possible in a stack to equal 21 or to have five cards in a stack equal less than 21, which will then remove the stack from the game.





Sean Kelly's Vectrex Multi-Cart V 1.2

Developer Sean Kelly
Release date 1995
Genre Compilation

The cartridge is encased in a regular Vectrex case and has no label. It contains the entire Vectrex library less one title - AnimAction. It also includes other demos like Bach's Prelude. The game selection is done with a bank of dip-switches.

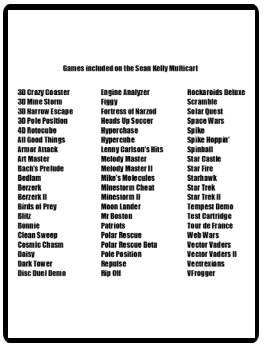


Sean Kelly's Vectrex Multi-Cart V 2

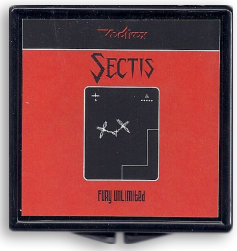


Developer Sean Kelly
Release date 200
Genre Compilation

This cartridge is encased in a regular Vectrex case and has a color Vectrex-style label. There are no switches on the cartridge for selecting games. Instead, games are selected via on-screen menu that allows users to scroll through several banks of titles.

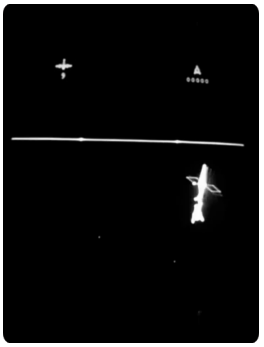


Sectis

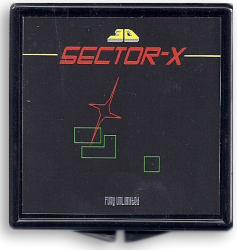


Developer FURY
Release date 2010
Genre Shooter

The majority of the game involves destroying enemies known as sectoids (in levels one and three), along with end of level bosses, although there are also puzzles to solve in the second level.



3D Sector-X

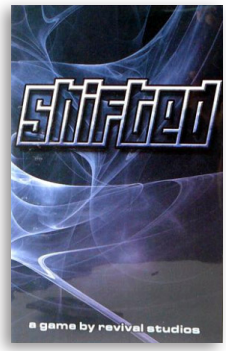


Developer FURY
Release date 2010
Genre Shooter

3D Sector-X has to have a 3D Imager or modern day reproduction in order to be able to play. It will take the Color Wheel, although the 3D Narrow Escape/3D Crazy Coaster wheel is recommended.



Shifted!



Developer Revival Studios
Release date 2011
Genre Puzzle

Shifted's gameplay is based on Pesky Marbles, a 2003 Java game for cellular phones. In Shifted, the task is to combine three or more object of a specific type next to each other to make them explode.

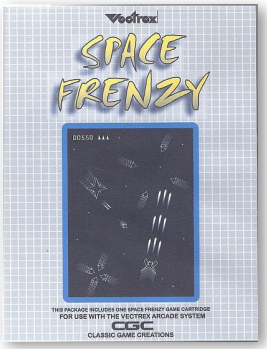


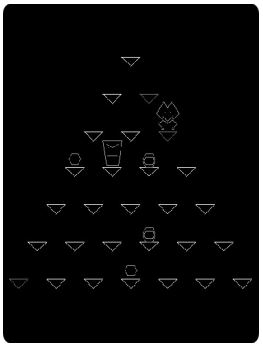


Space Frenzy

Developer John Dondzila
Release date 2006
Genre Shooter

Space Frenzy is a Vectrex version of Star Fury. It Includes digitized sound.

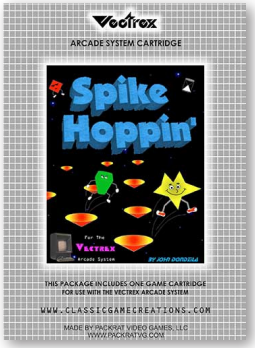




Spike Hoppin'

Developer John Dondzila
Release date 1998
Genre Action

Spike Hoppin' is a game where players make Spike hop on blocks, and change all their "colors". Spud returns and will try to stop Spike, as well as other enemies and a few friends too.



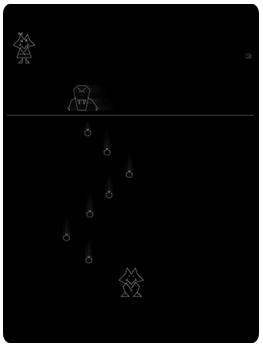


Spike's Spree/VeCaves

Developer Mark De Smet
Release date 2002
Genre Compilation

Spike's Spree is based on the Atari 2600 cartridge of Fast Food, where the player control a mouth that has to eat various foods as they flew towards Mighty Mouth from the side of the screen. The cart also include the game, VeCaves.





Spike's Water Balloons Analog

Developer John Dondzila
Release date 2001
Genre Action

Players must help out hero, Spike, win Molly's affections by winning a wet and wild game of water balloon catch. The game can be played with a standard Vectrex controller or a modified Atari 2600 Paddle controller.

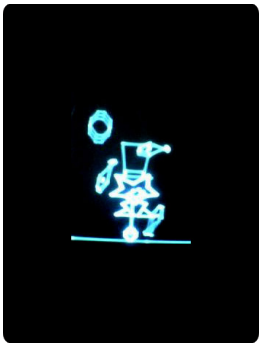




Spikes Circus

Developer Alex Nicholson
Release date 2006
Genre Action

In Spikes Circus, players can join Spike riding a unicycle in a circus. The game feature a introduction sequence with Spike, Molly and the vocal talents of Spud performing an original VecVox song.



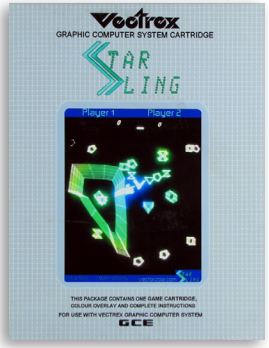


Spinnerama

Developer Chris Tumber
Release date 2002
Genre Compilation

The cartridge is a compilation of games modified by Tumber for use with the Atari Driving Controller for direction, rather than the standard joystick. This package originally sold for $58 U. S., which included the 2600 Driving Controller.





Star Sling

Developer Alex Nicholson
Release date 2006
Genre Action

In Star Sling, the player must match two or more like asteroids on the screen by slinging them together in order to make them explode and disappear. A Turbo Edition and Limited Edition of the game were also released, the latter came with an overlay.

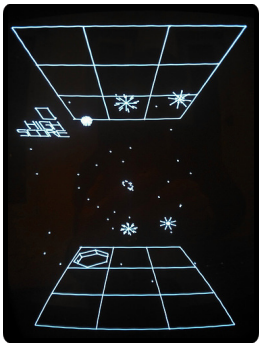




Sundance

Developer FURY
Release date 2011
Genre Puzzle

The Vectrex release is a port of the arcade game, although with several enhancements and minor changes. Only 150 copies of the first version were made. There was also two special edition of Sundance released, Dark of the Sun and Sundance: Matrix.

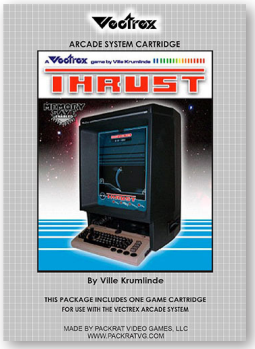


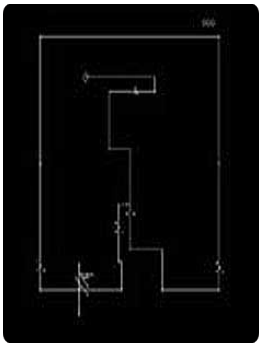


Thrust

Developer Ville Krumlinde
Release date 2004
Genre Shooter

In this game, the player must penetrate planets to make it to the pod bases. They then must engage their tractor beam to attach the pods to their ship, then navigate off the planet with the pod still attached to complete their mission.

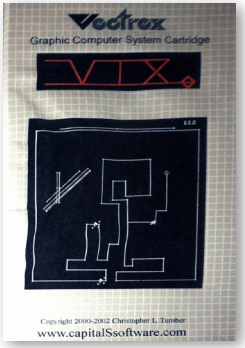


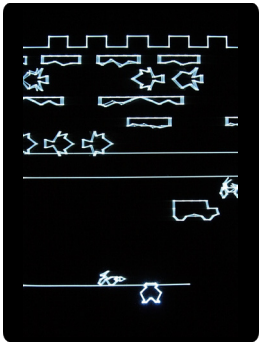


Tsunami/VIX

Developer Christopher Tumber
Release date 2002
Genre Compilation

The cartridge includes 2 games, Tsunami and Vix. Tsunami is a clone of Tempest and included 5 different stages and 3 different ways to control movement- joystick, spinner or compass. Vix is a clone of Qix.



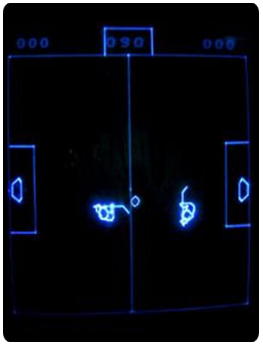


V-Frogger

Developer Chris Salomon
Release date 1998
Genre Action

In this enhanced version of a arcade game clone by Christopher Salomon, players must guide frogs across a busy street and then through dangerous water to get to their home.

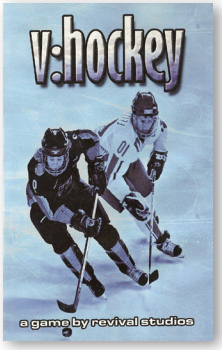




V-Hockey

Developer Revival Studios
Release date 2010
Genre Sports

V-Hockey sees players battle in a one versus one showdown on ice for the puck and the most goals. They can steal, block, shoot and save their way to victory either against three levels of computer difficulty or another player.



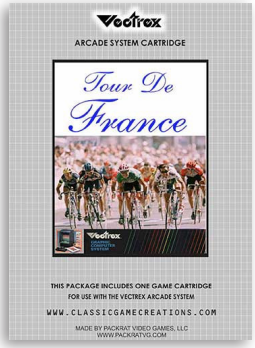


Vec Sports Boxing

Developer Manu Pärssinen
Release date 2002
Genre Sports

Vec Sports Boxing has both a one player mode and a two player mode. In one player mode, the player controls a boxer who is training to become the top fighter. In two player mode, the players control boxers who are sparring.

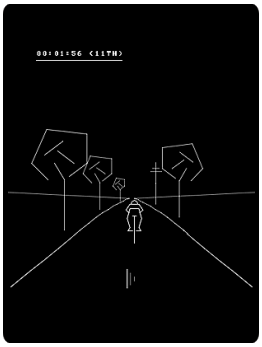


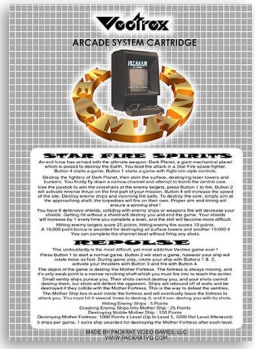


Tour De France

Developer Mark Indictor
Release date 1983
Genre Sports

Tour De France was completed in the 1980s, but never released. Thanks to the work of some nice Vectrex enthusiastics, it's now possible for everyone to enjoy those miles and miles of roads on the bicycle as they try to win Tour De France.

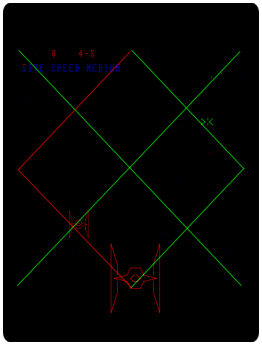




Vecmania

Developer John Dondzila
Release date 1999
Genre Compilation

Vecmania has the largest amount of games for a homebrew compilation for the Vectrex, with a full seven games (one hidden) and two unfinished demos.

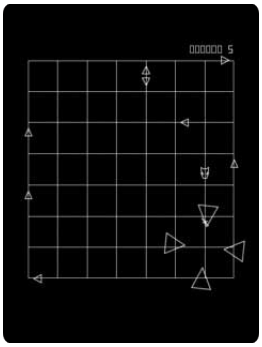


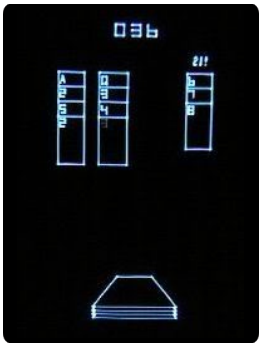


Vectopia

Developer John Dondzila
Release date 2001
Genre Compilation

Unlike the previous Vecmania, which comprised seven full games and two demos, the majority of Vectopia is composed of unfinished demos and only three full games.





Vector 21

Developer George Pelonis
Release date 2006
Genre Cards

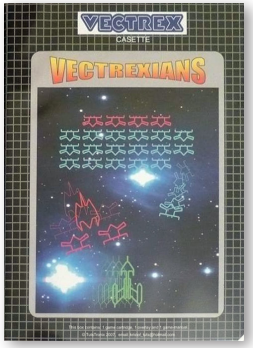


Vector 21 is a cross between Blackjack and Solitaire. It is the player's goal to try to score a point value of 21 or less in a card stack as many times as possible without busting (going over 21) before running out of time.

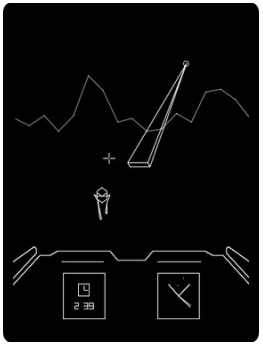


Vectrexians

Developer Kristof Tuts
Release date 2008
Genre Shooter



Vectrexians is a vector reimplementation of the classic arcade game Galaxian. Players must screen shoot their way through attacking alien convoys.

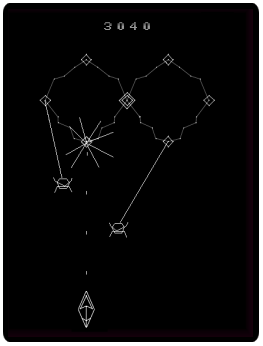


War of the Robots

Developer George Pelonis
Release date 2003
Genre Shooter



The player controls a gun turret on a watchtower in the Robot Drop Zone. The game is the only FURY game which was not originally sold with its own box. Instead, it was sold in a ziplock bag.



Zantis

Developer George Pelonis
Release date 2013
Genre Shooter



Zantis is "very loosely based" on Spiders, being simplified in game play and having many different characteristics than the arcade game. Only 150 copies of the game were made. A limited edition of Zantis: 99 Ways to Die was also available.

Peripherals and Collector items

3-D Imager



The 3-D imager, invented by John Ross, turns the 2-D black-and-white images drawn by the Vectrex into a color 3-D experience. The imager works by spinning a disk in front of the viewer's eyes. The disk is black for 180 degrees and then has 60 degree wedges of transparent red, green, and blue filters. The user looks through this to the Vectrex screen. The Vectrex synchronizes the rotation of the disk to the software frame rate as it draws 6 screens: with the right eye covered: the left eye red image, then green, and then the blue image is drawn... and then, while the left eye is covered by the black 180 degree sector: the right eye red, green, and then the blue image is drawn. Only one eye will see the Vectrex screen and its 3 associated images (or colors) at any one time while the other will be blocked by the 180 degree mask. The prototype was made in the plastic casework of a Viewmaster. The disc spins freely and is driven by a motor. The Vectrex software generates its own frame-rate and compares it to an index signal from the glasses once per revolution. Score is kept of how many wheel rotations are early compared to the software frame rate, and how many are late. The software tries to keep these two trends equal by adjusting the power being delivered to the motor that spins the filter and mask wheel. Pulse Width Modulation (PWM) is used to control the motor speed: the ratio of the "on" time versus the "off" time of a rapid stream of power pulses to the motor. In this way the software synchronizes the wheel rotation to the software's frame rate, or drawing time, for the combined and repeating group of up to 6 evolving images.



A single object that does not lie on the plane of the monitor (i.e., in front of or into the monitor) is drawn at least twice to provide information for each eye. The distance between the duplicate images and the angles from which they are drawn will determine where the object will appear to "be" in 3-D space. The 3-D illusion is also enhanced by adjusting the brightness of the object (dimming objects in the background). Spinning the disk at a high enough speed will fool the viewer's eyes/brain into thinking that the multiple images it is seeing are two different views of the same object due to the persistence of vision. This creates the impression of 3-D and color.

The same 3-D effect is in fact possible with raster or film-projection images, and the shutter glasses used in some 3-D theaters and virtual reality theme park rides work on the same principle.

Light pen



The light pen allows the user to “draw”, to create images and to indicate, on the screen. It has a photo-detector that can see the bright spot of the vector-drawing display monitor when it goes by under the light pen’s position where it is being held to the screen. The photo-detector feeds internal pulse-catching circuits that tell the Vectrex and its software of the event. The prototype was made in the plastic casework of a Marks-A-Lot felt-tipped marker pen. The Vectrex draws a spider-web-like search-pattern to track the pen’s location. The software changes the pattern size as the pen changes motions and velocity in an attempt keep a continuous lock on the pen’s position. The Vectrex light pen was also invented by John Ross.

Playstation to Vectrex Controller Adapter



This adapter allows players to use most any standard Playstation joypad/joystick/driving controller with the Vectrex. No modifications need to be performed on either the controller or the Vectrex. No soldering, no cutting traces, no opening cases-- players just plug in the adapter, plug in the Playstation controller and start playing the Vectrex.

Spectrum I+ Stress Tester Unit



This was a Luscher color test working on a b/w Vectrex based hardware by Roy Abel & Associates. The thing weighs a ton, because it has a pay-phone style base. The vertical post part is where the quarters collect.

The principle of the thing is that a user select 8 colors from a flower-shaped palette with the buttons inside it, in order of the most to least favorite. The buttons also have LEDs that go out as users choose colors. It then spits out a lot of canned text to the screen. In fact, it doesn’t use vectors at all, just text. They don’t even have their own music, using only the canned music in the Vectrex Exec-ROM, but using it well. Also, the screen blanks when it’s not running, and the LEDs flash in a spinning “attract mode” pattern.

Only one unit is known to have been found, that’s why it is impossible to determine a value on the unit.

“vectrexmuseum.com”



The Mini-Cade

Before the Mini-Cade was discovered, it was rumored to exist as several people reminded an arcade cabinet in the public areas playing Minestorm. This could be the system they saw. There are seven systems known to exist. Two systems were found in the Massachusetts state.

The Minicade is a table-top arcade system that was built in 1982 by a society named ESI in the Boston area in the USA. The Mini-Cade is interesting for the Vectrex collectors because it's built arround a vectrex system. It's like if the Vectrex system was taken back to its original roots: after all, the Vectrex was made to bring home the arcade excitement.

The Mini-Cade is made of several parts: The Vectrex in itself is enclosed in a wooden box. 4 holes have been drilled inside the black sheet metal for the lever and the 4 buttons to pass through. A real Vectrex pad is hidden under. The pad label is also a new one with a chrome steel color and the figures 1,2,3 and fire written under the buttons. A coin-op device is located on the right side of the system. This one is linked to the red led and to a Time-op PCB.



How it's operating: The system is turned on when the back door is closed. Like in a fridge, there is a button detecting weither the door is or not closed. When the system is turned on, the red led "Time-op" lights. The Vectrex is normaly working but the pad is not active. Actually, the link between the pad and the Vectrex has been modified: there is a Timer PCB placed between them both. The pad remains inactive as long as no coin has been inserted in the coin op. The red led informs the player that he must insert a quarter to play. When the coin is inserted, the red led is switched off and the pad is "free"...the players can take the control of the Minestorm ship. They can play during 1 minute and 30 seconds with the original setting. During this time, players can even reset his game by pressing a small button on the front. There is no lives limitation but only a time limitation.



There is a "copyright ESI 1982" written next to the front logo. On the back, one can see a new sticker placed on the GCE one. This system has serial number 10078 and the second one found has serial number 10076. Another serial number known is 10080, that one is owned by someone named Chris.

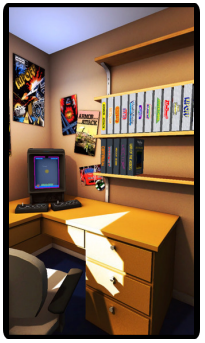
"vectrexmuseum.com"



Vectrex Regeneration

Developer	Rantmedia Games
Format	iOS
Release date	2012
Size	148 MB
Genre	Compilation

by: Blake Patterson@toucharcade.com









At startup, the app drops players into an exquisitely detailed '80s kid's bedroom (some of players may have seen it before...). They can pan about the 3D-rendered room, moving from item to item. Most importantly, on the desk is the Vectrex. Over there on the wall are the game shelves. And over the bed, there, is the leader(chalk)board, and right over there is the achievement corkboard, next to the media shelf, with photos from early app production and videotapes of Vectrex TV ads that can be played on the VCR over in the corner.

After pulling a 3D-rendered game box from the shelf (instructions are there if one would care for a glance), they can send it to the Vectrex on the desk for a quick play. In that virtual Vectrex runs a Vectrex emulator that renders the games to the iOS screen. And, fortunately, there is probably no other screen anywhere that could better approximate pixel-less vectorscope renderings than an iOS Retina display. Not only is the display crisp and smooth, but there is a nice, affected flicker to the vectors that makes the experience all the more authentic.

As for the aforementioned games -- they aren't just carbon-copy replicas of the original ROM cartridges; they have been modified to hook into Game Center leaderboard and achievement systems, to add a competitive element, absent from the original.

The game feature the standard, on-screen controls. These involve a virtual analog stick and four action buttons. The buttons can be stretched, rotated, and moved around the screen to the players liking, and the stick is the sort that lands and centers wherever they press on the screen.

Games include: Armor Attack, Bedlam, Berzerk, Blitz, Cosmic Chasm, Fortress of Narzod, Heads Up, Hyper Chase, MineStorm, Pole Position, Rip-Off, Scramble, Solar Quest, Spike, Star Castle, Star Ship, Starhawk, and Web Wars. And four indie titles: Continuum, Thrust, Vector21 and War of the Robots.

The free Vectrex Regeneration download comes bundled with the original release MineStorm, the Asteroids-like game that came built into every Vectrex, as well as the four listed indie titles. The rest of the listed original titles can be had via the Mega Pack that can be purchased within the app for $6.99.

TouchArcade Rating: 4/5 stars

Checklist

These two pages consist of every official Vectrex game. The games are listed in five categories.
I used the rarity list by Martijn Wenting on Vectrex Internet News for making this list.

The Checklist are made for people to cross out the games they have. “C” measn the cart, or CD. “I” is the manual/ information/overlay, etc. “B” is the box. And “S” is for collectors who collect sealed games.

US Games

Game Title	Game-ID	Pg	C	I	B	S
Animaction	VT 3604	13				
Armor Attack	VT 3301	14				
Art Master	VT 3601	14				
Bedlam	VT 3305	15				
Berzerk	VT 3302	15				
Blitz!	VT 3202	16				
Clean Sweep	VT 3303	16				
Cosmic Chasm	VT 3101	17				
Crazy Coaster 3D	VT 3634	12				
Fortress of Narzod	VT 3304	17				
Heads-Up	VT 3203	18				
Hyper Chase	VT 3201	18				
Melody Master	VT 3602	19				
Minestorm	VT 3000	19				
Minestorm 3D	VT 3632	12				
Minestorm II	VT 3000	20				
Minestorm II, ver.2	VT 3000	20				
Mr.Boston	n/a	20				
Narrow Escape 3D	VT 3633	13				
Polar Rescue	VT 3308	21				
Pole Position	VT 3206	21				
Rip Off	VT 3102	22				
Scramble	VT 3103	22				
Solar Quest	VT 3104	23				

Game Title	Game-ID	Pg	C	I	B	S
Space Wars	VT 3105	23				
Spike	VT 3306	24				
Spinball	VT 3204	24				
Star Castle	VT 3109	25				
Star Hawk	VT 3106	26				
Star Trek	VT 3107	25				
Web Wars	VT 3108	26				

CA Games

Game Title	Game-ID	Pg	C	I	B	S
Armor Attack	3301-C1	14				
Bedlam	3305-C1	15				
Berzerk	3302-C1	15				
Blitz!	3202-C1	16				
Clean Sweep	3303-C1	16				
Cosmic Chasm	3101-C1	17				
Fortress of Narzod	3304-C1	17				
Heads-Up Action Soccer	3203-C1	18				
Hyper Chase	3201-C1	18				
Minestorm	3000-C1	19				
Rip Off	3102-C1	22				
Scramble	3103-C1	22				
Solar Quest	3104-C1	23				
Space Wars	3105-C1	23				
Spike	3306-C1	24				
Spinball	3204-C1	24				
Star Hawk	3106-C1	26				
Star Trek	3107-C1	25				
Web Wars	3108-C1	26				
Star Castle *(has not been known to exist?)*	n/a	25				

European Games (Made in Hong Kong)

Game Title	Game-ID	Pg	C	I	B	S
Armor Attack	602-8124-72	14				
Bedlam	602-8134-72	15				
Berzerk	602-8123-72	15				
Blitz!	602-8131-72	16				
Clean Sweep	602-8122-72	16				
Cosmic Chasm	602-8126-72	17				
Flipper/Pinball	602-8133-72	24				
Fortress of Narzod	602-8132-72	17				
Hyper Chase	602-8128-72	18				
Minestorm	n/a	19				
Rip Off	602-8129-72	22				
Scramble	602-8120-72	22				
Solar Quest	602-8121-72	23				
Space Wars	602-8130-72	23				
Soccer Football	602-8135-72	18				
Spike	602-8137-72	24				
Star Hawk	602-8127-72	26				
Star Ship	602-8125-72	25				
Web Warp	602-8136-72	26				

European Games (Made in Rep. of Ire)

Game Title	Game-ID	Pg	C	I	B	S
Armor Attack	602-8124-72	14				
Bedlam	602-8134-72	15				
Berzerk	602-8123-72	15				
Blitz!	602-8131-72	16				
Clean Sweep	602-8122-72	16				
Cosmic Chasm	602-8126-72	17				
Flipper/Pinball	602-8133-72	24				
Fortress of Narzod	602-8132-72	17				

Hyper Chase	602-8128-72	18				
Minestorm	n/a	19				
Rip Off	602-8129-72	22				
Scramble	602-8120-72	22				
Solar Quest	602-8121-72	23				
Space Wars	602-8130-72	23				
Soccer Football	602-8135-72	18				
Spike	602-8137-72	24				
Star Hawk	602-8127-72	26				
Star Ship	602-8125-72	25				
Web Warp	602-8136-72	26				

Bandai Japanese Games

Game Title	Game-ID	Pg	C	I	B	S
Minestorm	n/a	19				
Harmagedon	1000013	25				
Scramble Wars	1000012	22				
Armor Attack	1000010	14				
Berzerk	1000014	15				
Clean Sweep	1000018	16				
Cosmic Chasm	1000011	17				
Hyperchase	1000015	18				
Rip Off	n/a	22				
Solar Quest	1000017	23				
Space Wars	n/a	23				
Star Hawk	n/a	26				

Homebrew/Cancelled/Prototype Games

This list include homebrew games. I used the homebrew list from vectrexmuseum.com.

M Modern release (coded after 1995), some not on cartridge.
P A prototype or a binary exists.
PM A prototype or a binary exists. Has had a modern release (after 1995).
R Only rumors or vague mentions of the title exist.
W Work in Progress (click on game's name for more info)

Game Title	Note	Compilation Pack	Limited	Pg	C	I	B	S
23 Matches	M	All Good Things		27				
3D Hellhole	W			X				
Abyss Demo	M	Vecmania		38				
Air Combat	R			X				
All Good Things	M	All Good Things		27				
Android Computer Graphics	P			X				
Art Master II	R			X				
Art Master III	R			X				
Art Master IV	R			X				
Art Program in Logo	R			X				
Art War	W			X				
Basic Animation	R			X				
Basic Science	R			X				
Becky's Message	M	*(only on ROM file)*		27				
Berzerk Arena	W			X				
Berzerk Debugged	PM			X				
Birds of Prey	M	Vecmania		38				
Boulder Escape Terror Hazard	W			X				
Breakout	M	Patriots		31				
Chomp	R			X				
Color Clash	M			28				
Create-A-Game/Maze	R			X				
Cube Quest	PM			X				
Dark Tower	PM			X				

Game Title	Note	Compilation Pack	Limited	Pg	C	I	B	S
Debris Exclusive Edition	M		20	29				
Debris Limited Edition	M		80	28				
Demo 3D	R			X				
Disc Duel Demo	M	Vecmania		38				
Engine Analyzer	PM			X				
Exec ROM Version B	R			X				
Exec ROM Version C	R			X				
Exec ROM Version D	R			X				
Expander + BASIC	R			X				
Exploring the Solar System	R			X				
Gold	R			X				
Gravitrex	M			29				
Hangman	R			X				
I, Cyborg	M			29				
I, Cyborg Edition X	M		10	29				
I, Cyborg Omega Edition	M		1	29				
Imagine	R			X				
Koko's Retribution	M			30				
Laser Ball	R			X				
LOGO	M			30				
Mad Planetoids Demo	M	Vectopia		38				
Mail Plane	P			X				
Minestorm III	M			30				
Missile Lords	W			X				
Moon Lander	M			30				
More Invaders!	M	All Good Things		27				
Music Maestro	R			X				
Narrow Escape 2D	M			X				
Nebula Commander	M			31				
Newport Cigarettes Promo Cart	R			X				
Nonagalf	W			X				
Omega Chase	M			31				

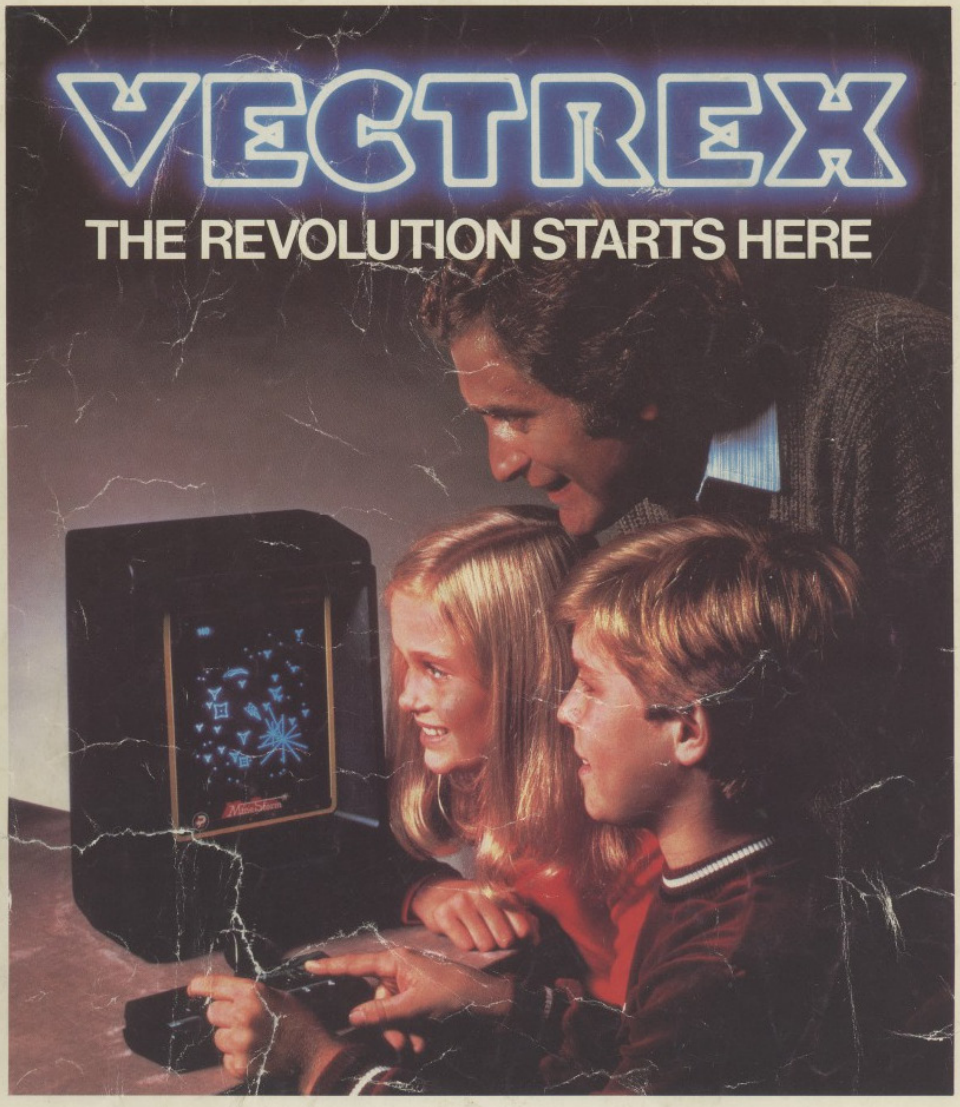
Game Title	Note	Compilation Pack	Limited	Pg	C	I	B	S
Omega Chase Deluxe	M			31				
Omega Chase Deluxe Trained	M			X				
Paratroopers	M	Gravitrex		29				
Patriots III	M	Gravitrex		29				
Patriots Remix	M	Vecmania		38				
Patriots	M			31				
Paul Slocum Vectrex Art	M			X				
Pitcher's Duel aka Batter Up Action Baseball	PM			32				
Polar Rescue Prototype	PM			X				
Pole Position 3D	P			X				
Pop	W			X				
Power Trip	R			X				
Protector	M			32				
Protector Limited Edition	M			X				
Pythagoran Theorem	M			32				
QAC, Quality Assurance Cartridge	R			X				
Repulse	M	Vecmania		38				
Revector	M			32				
Ring of Fire	R			X				
Robotron Clone	W			X				
Rockaroids	M	All Good Things		27				
Rockaroids Remix 3rd Rock	M	Vecmania		38				
Rockaroids Remix	M			33				
Ronen's Game Cart	M			33				
Rounders	W			X				
Sledge 3D	P			X				
Snowball	R			X				
Space Frenzy	M			35				
Spikes Circus	W			X				
Spike Goes Down	M	Protector		32				
Spike Goes Skiing	W			X				
Spike Hoppin'	M	All Good Things		27				

Game Title	Note	Compilation Pack	Limited	Pg	C	I	B	S
Spike's Slam Pit	W			X				
Spike's Spree	M	VeCaves		35				
Spike's Water Balloons	M	All Good Things		27				
Spike's Water Balloons Analog	M	Vectopia		38				
Spinnerama	M			36				
Spudster's Revenge	W			X				
Star Fire Level 1 Demo	M	Vectopia		38				
Star Fire Level 2 Demo	M	Vectopia		38				
Star Fire Spirits	M	Vecmania		38				
Star Fury 2D	W			X				
Star Fury 3D	W			X				
Star Fury 3D Visual Demo	M	Vector 21		39				
Star Fury Demo	M	Vectopia		38				
Star Sling Freeware Edition	M	*(only on ROM file)*		36				
Star Sling Premium Limited Edition	M		25	36				
Star Sling Turbo Edition	M			36				
Star Trek Debugged	PM			X				
Stress Tester	P			X				
Super Spike World	W			X				
Test Cartridge revision 4	PM			X				
The Sound Studio	R			X				
Thrust	M			37				
Tour De France	PM			X				
Trakkers	M	Vectopia		38				
Tsunami	M			37				
Tsunami Trained	M			X				
Unknown puzzle game?	W			X				
Unknown Spike card game?	W			X				
Untitled (Astro)	W			X				
UTG	W			X				
Vaboom	M	Ronen's Game Cart		33				
War of the Robots	M			39				

Game Title	Note	Compilation Pack	Limited	Pg	C	I	B	S
War of the Robots Bow to the Queen Edition	M	*(only on ROM file)*		39				
War of the Robots CGE2K3 Edition	M		1	39				
War of the Robots Omega Edition	M		1	39				
War of the Robots the Freeware Edition	M	*(only on ROM file)*		39				
VeCathlon	W			X				
VeCaves	M			35				
Vecmania	M			38				
VecSports Boxing	M			38				
VecSports Boxing LE	M		13	38				
VecSports Kingpin	W			X				
Vectopia	M			38				
Vector 21	M		100	39				
Vector 21 A Fistful of Wildcards!	M		21	39				
Vector 21 Omega Edition	M		1	39				
Vector Patrol	W			X				
Vector Pilot	W			X				
Vector Vaders	M			X				
Vector Vaders Remix	M			X				
Vectorion	W			X				
Vectrace	M			X				
Vectrepede	M			X				
Vectrexians	W			X				
Vectris	M			X				
Vectropolis 500 Demo	M			X				
Verzerk	M			X				
V-Frogger	M			37				
VIX Trained	M			X				
VIX	M			37				
Wormhole	M			X				
VPong	M			X				
Xudoku	M			X				
Zap	M			X				

VECTREX

THE REVOLUTION STARTS HERE



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*Based on actual survey among players of Atari® CX-2600 VCS™ and Mattel Electronics® Intellivision®.