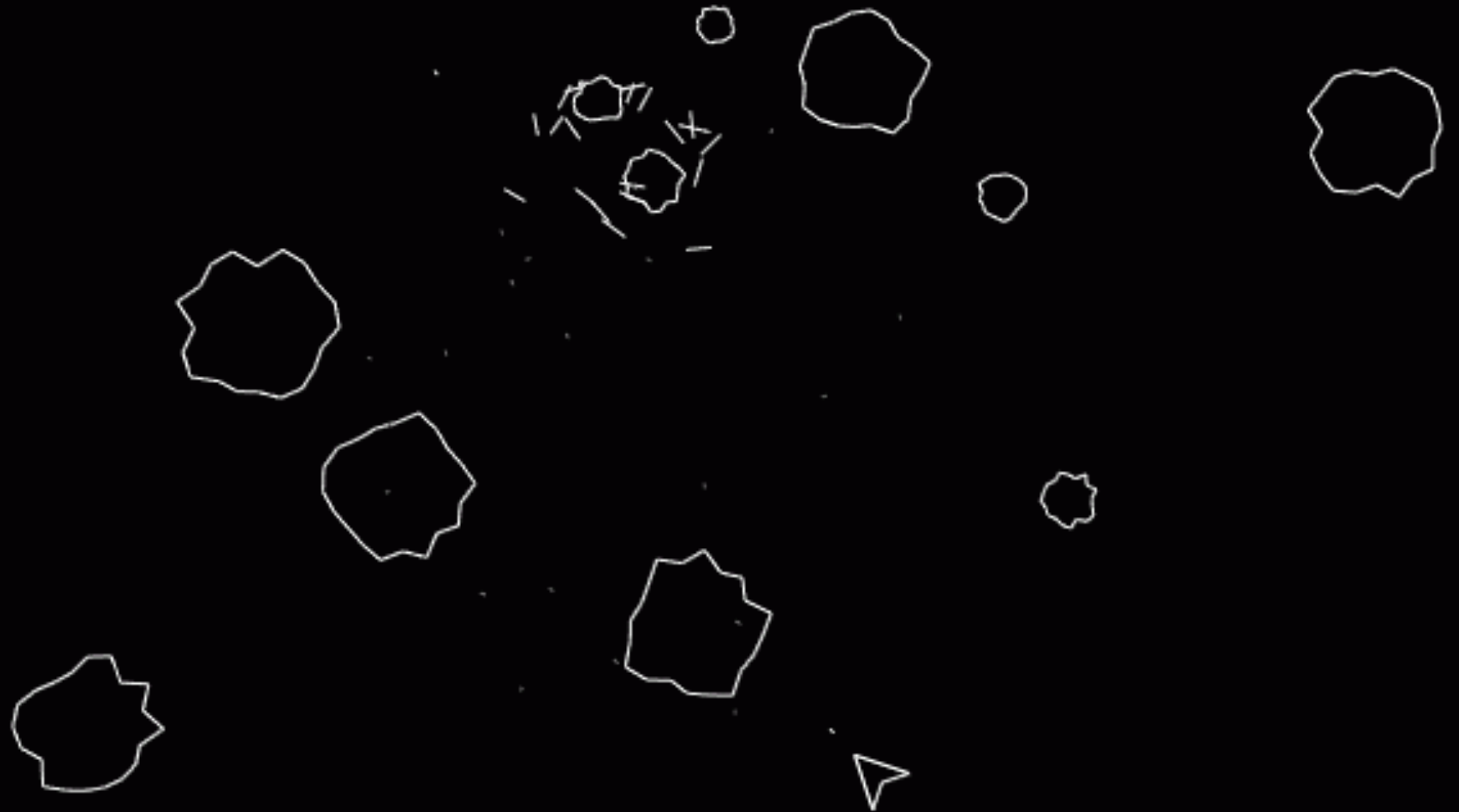


**remember, remember
the days a year ago....**

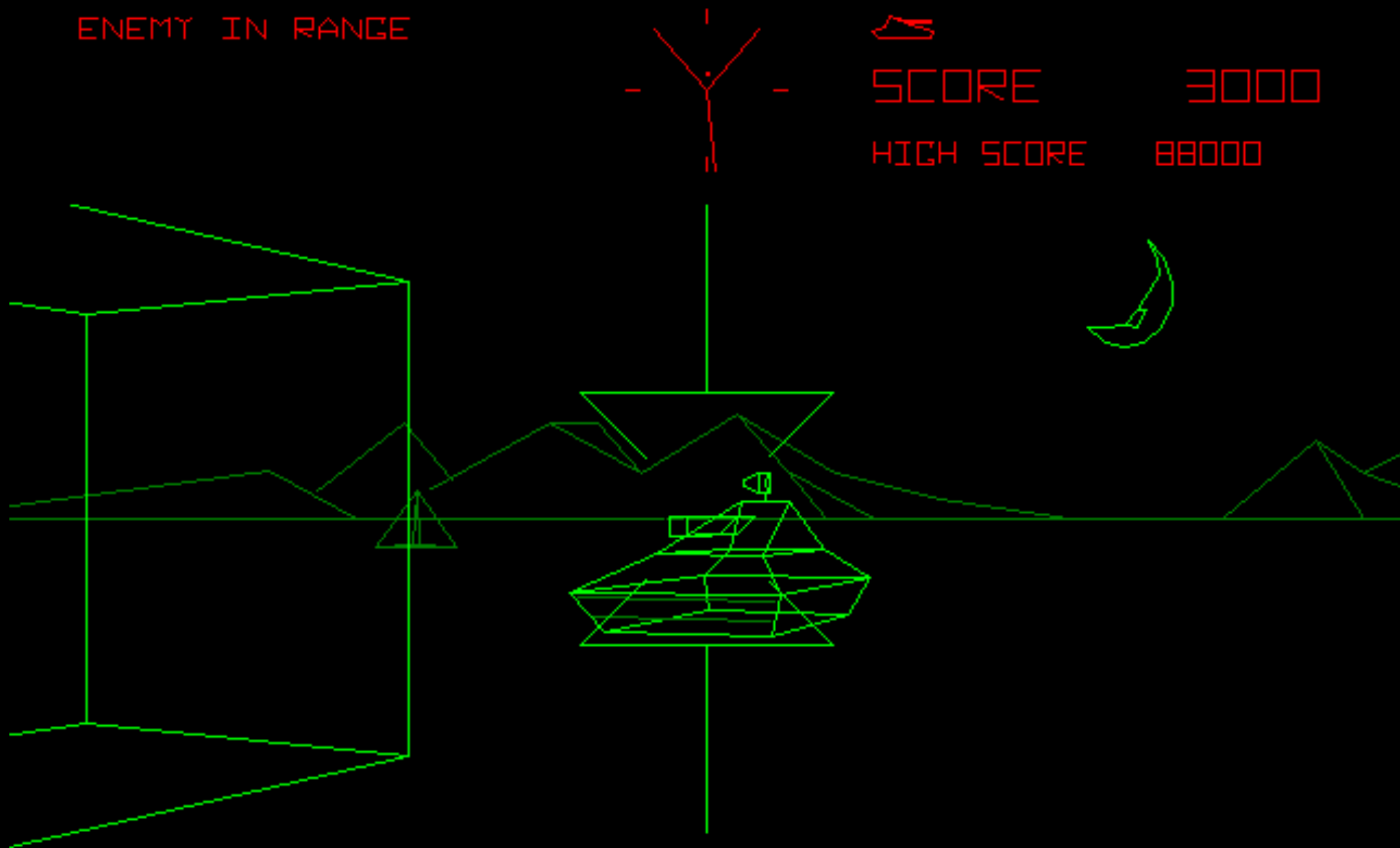
1982

vectrex became reality





democratization arcade

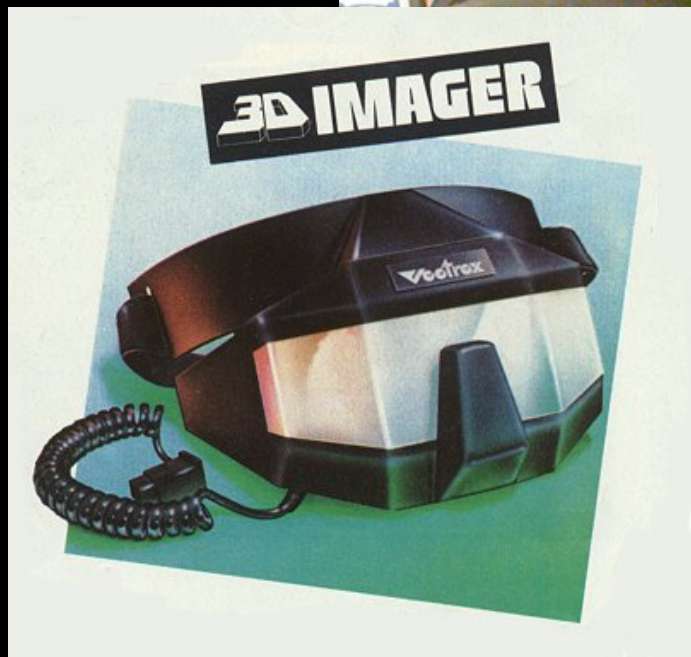


virtual reality at home

vectrex

- **vector screen**
- **new fast cpu 6809**
- **simple assembler!**
- **3D**
- **great sound!**
- **light pen**





enjoy 3d imager

1983

**we proudly present
(greetings to xevious)**

we = la1n.ch
starting developing games in
13 years
on mac_



in 3 years, then when vertex ...

vecz

shoot'em up

download via ftp - index.html

(browser available in 10 years)

<http://www.la1n.ch/vecz/index.html>

vecz

- **in pure assembler (full speed)**
- **5661 bytes of code (every line a command to the processor)**
- **8kb on rom (no extended rom)**
- **10 different enemies with own behaviors**
- **every enemy 4 lines**
- **big boss: 4x bigger**

vecz

; set up player

lda #1

sta spritesyx+OBJ_STATE

lda #0

sta spritesyx+OBJ_TYPE

; reset score

lda #120

sta str_score

lda #0

sta str_score+1

lda #48

sta str_score+2

**today's
release price
45.- sfr**

**let's have
a look**

**we hope to ship
to ussr
next year!**

**in 33 years:
you can play it on an emulator
or buy an original now
there will be still a community
let's plays
people making roms**

now

champagne!