MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

LARSINHO SOCCER

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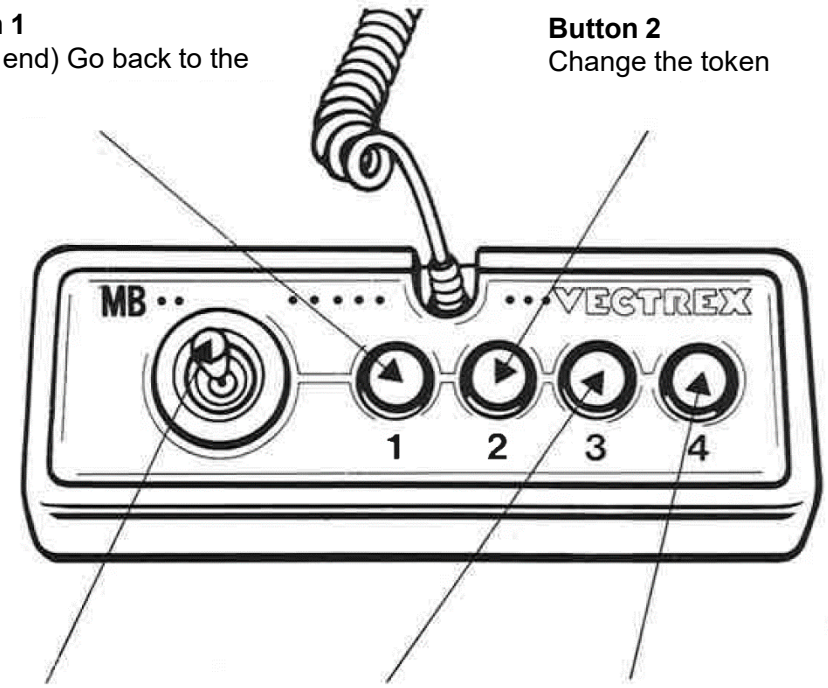
GAME CONTROLS

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

Button 1
(At the end) Go back to the menu

Button 2
Change the token



Joystick
Move the arrow to aim your shot

Button 3
Set the intensity of the shot

Button 4
Release the shot

HOW TO PLAY

PLAYER SELECTION

Larsinho soccer is a two-player game. That is the only player selection available.

OPTION SELECTION

Under the option “Game” in the menu you can choose whether to play using a single controller to control both teams or have single controller for each team. Press the button 4 of the first controller to confirm the selected option.

GAME PLAY

Larsinho Soccer is a turn-based multiplayer soccer game where each player has control over four tokens on the soccer field. The player 1 controls the blank tokens and player 2 controls the striped tokens.

The game starts with player 1 having the first move, they can move the tokens around by shooting one of them on each turn. The direction of the shot is controlled with the joystick, turn right to rotate the arrow clockwise, and turn it left to rotate it counterclockwise. Button 2 changes which token the player wishes to shoot, button 3 changes the shot’s intensity and button 4 releases the shot. The players can shoot their tokens and make them collide with one another to either try to score a goal or avoid the other player from scoring

The game ends after a player puts the ball in the opponent’s net or the time runs out, in which case the game ends in a draw.

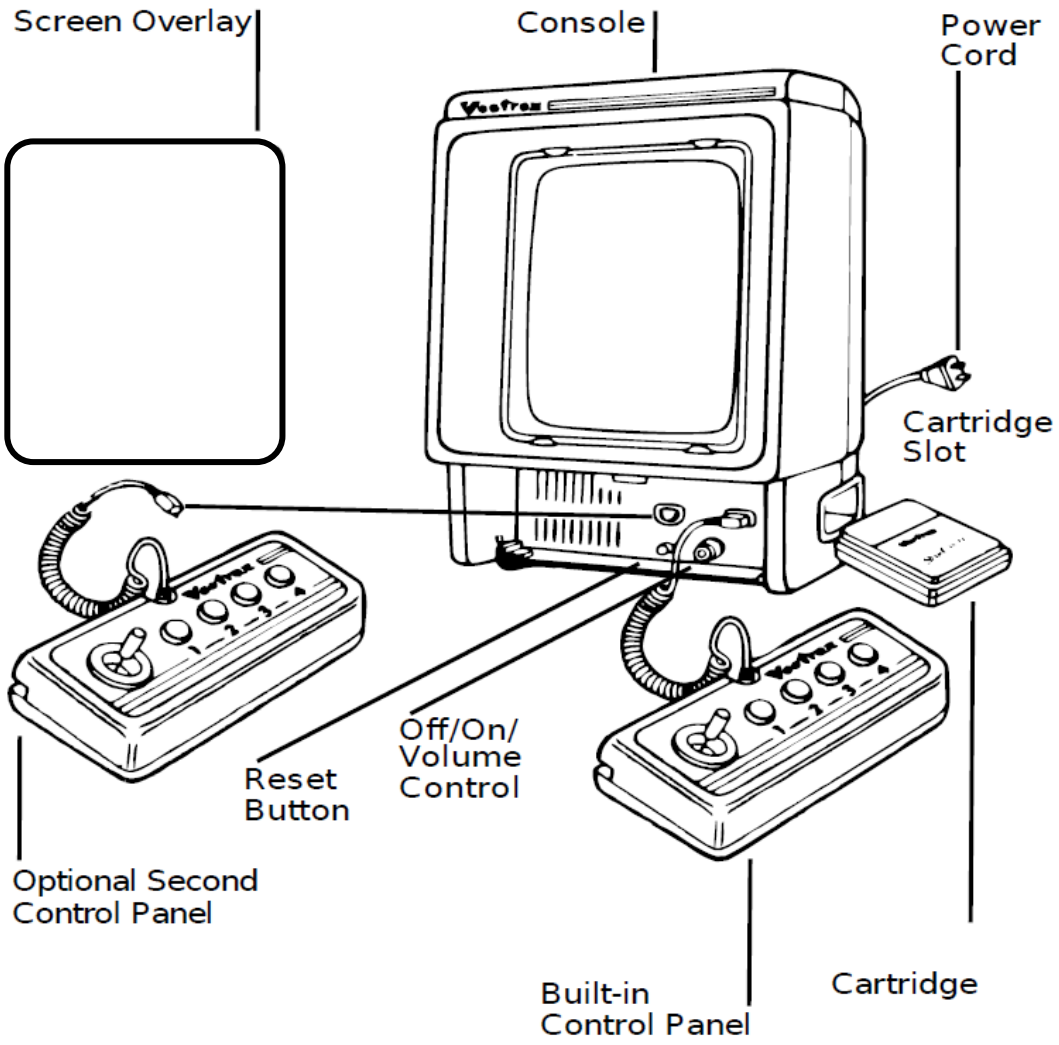
SCORING

A player scores a goal when the ball gets inside the opposition’s net. After that, the game ends showing which player is the winner.

RESTARTING THE GAME

To restart the game, you can either press the button 1 of the player 1’s controller or press the reset button to come back to the starting menu.

SETTING UP



CREDITS

This game was developed by Lucas Jimenez Resck and programmed in C and MC6809 assembly language. It is the outcome of a student project which was part of the elective course “Advanced hardware-oriented C and Assembly Language Programming” at Pforzheim University, Germany, in spring term 2025, supervised and tutored by Prof. Dr. rer. nat. Peer Johannsen.

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