

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

LASER TORRENT

LASER TORRENT

GAME CONTROLS

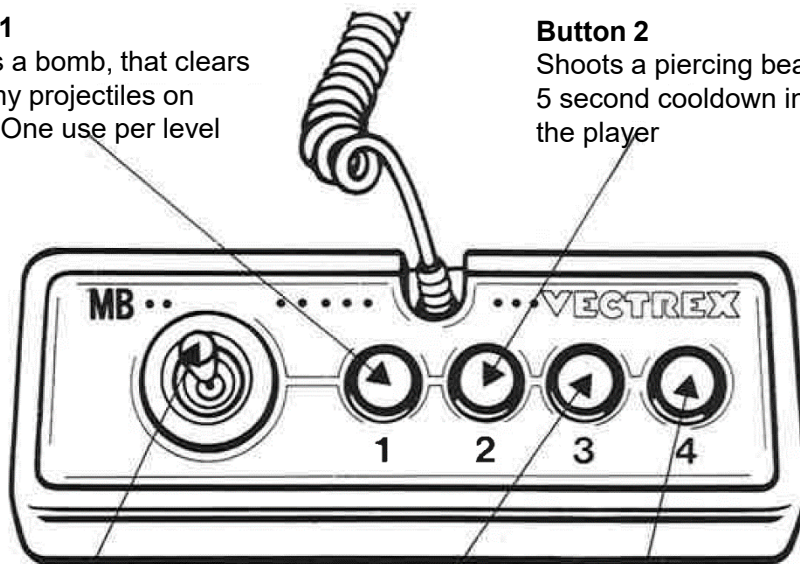
LASER TORRENT is designed to be played with the built-in control panel only. The functions of the controls are:

Button 1

Triggers a bomb, that clears all enemy projectiles on screen. One use per level

Button 2

Shoots a piercing beam with a 5 second cooldown in front of the player



Joystick

Moves the Player around

Button 3

Let's the player teleport a short distance in the direction they are currently moving

Button 4

Shoots a small Projectiles in front of the player

HOW TO PLAY

OPTION SELECTION

After booting up the game you can select any level between 1 and 5 by pressing buttons 2 or 3 to cycle between them. Button 4 confirms the level choice and starts the game. If no input is done the game will automatically start after a few seconds.

GAME PLAY

Left behind after a large space battle your lone space fighter is trying to make its way home from behind enemy lines. Trying to conserve energy for your flight home, your firing capabilities are severely limited. Battle through increasingly difficult numbers of enemies and dodge the torrent of laser bolts to survive.

Steer the ship by moving the joystick and press button 4 to fire a laser bolt. If you are about to be hit, you can dodge out the way by pressing button 3 while the joystick is on the left or right side. After 5 seconds your piercing laser beam will be fully charged and a line on your ship will indicate that it is ready to fire. If you are overwhelmed by the projectiles and there is no way out, you have one bomb per level, that can destroy all enemy projectiles. Use it wisely.

After beating enough enemies, you move on to the next level.

You start the game with 3 lives.

SCORING

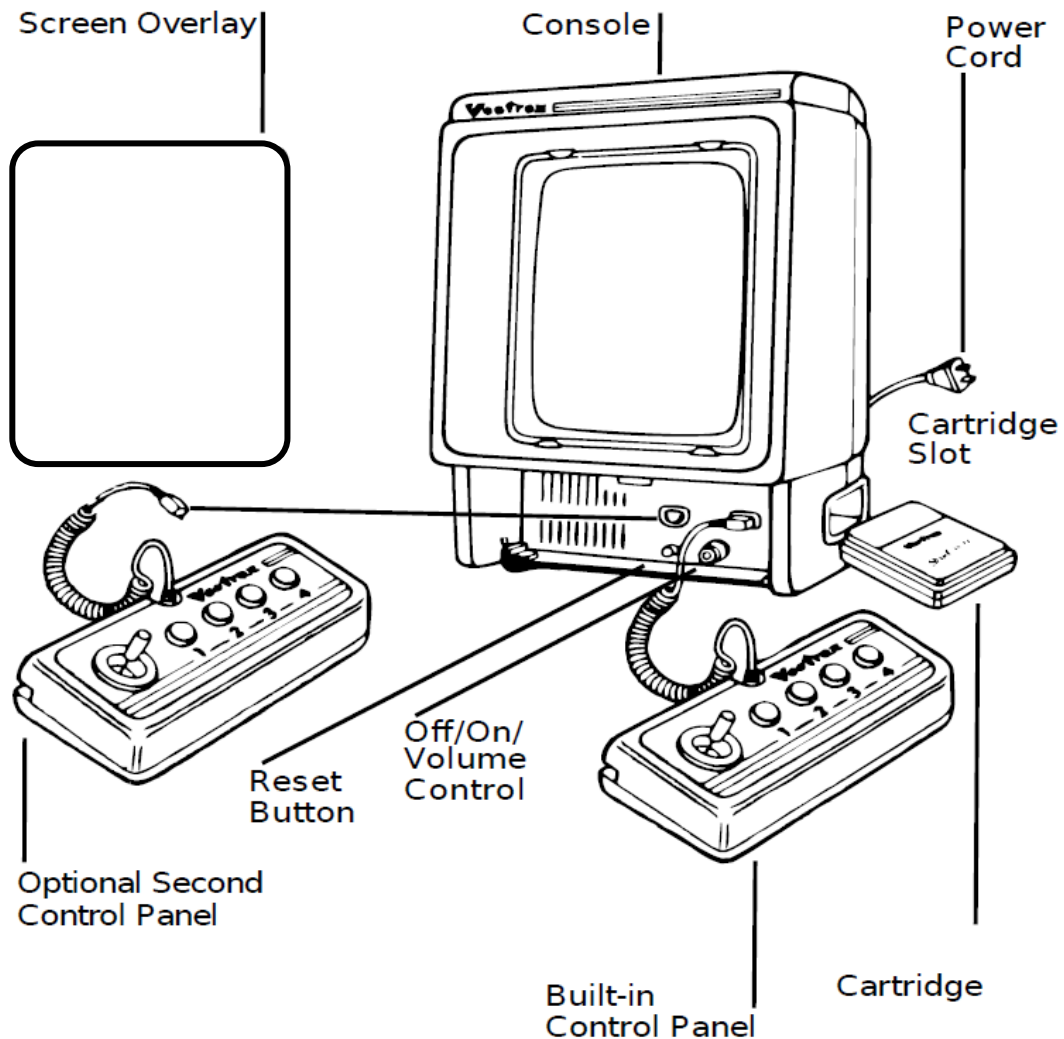
Your score increases by 1 for each enemy hit.

You can earn bonus points by finishing a level with a beam attack that hits more than the number of enemies remaining to beat the level.

RESTARTING THE GAME

After being defeated, the game automatically boots back to the main menu after a few seconds, or you can press button 4 to immediately go there

SETTING UP



CREDITS

This game was developed by Fabian Schnabel and programmed in C and MC6809 assembly language. It is the outcome of a student project which was part of the elective course "Advanced hardware-oriented C and Assembly Language Programming" at Pforzheim University, Germany, in spring term 2026, supervised and tutored by Prof. Dr. rer. nat. Peer Johannsen.

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