

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

Rocket Cars

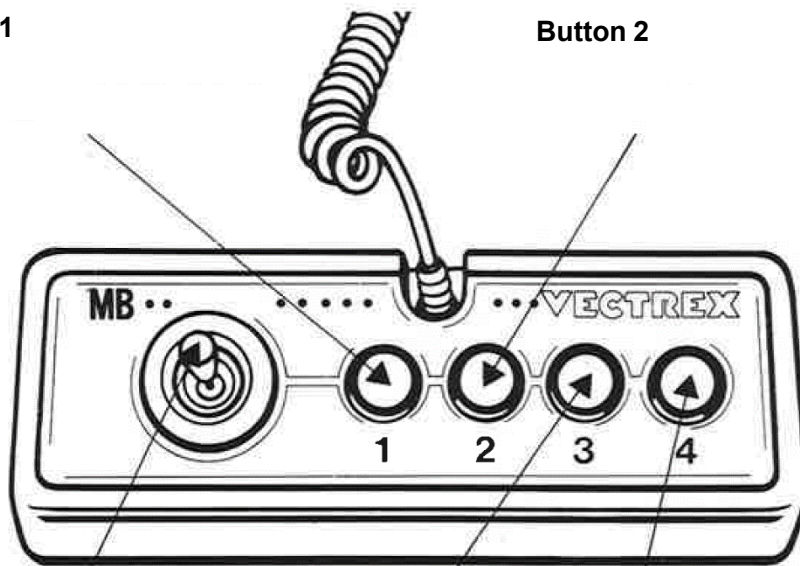
Rocket Cars

GAME CONTROLS

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

Button 1

Button 2



Joystick

Car on the ground: Move car to the left or right
Car in the air: Point Car towards joystick position

Button 3

Use fuel to accelerate

Button 4

Tapping it once makes the car jump in the air. If the car is in the air it flips towards the joystick position

HOW TO PLAY

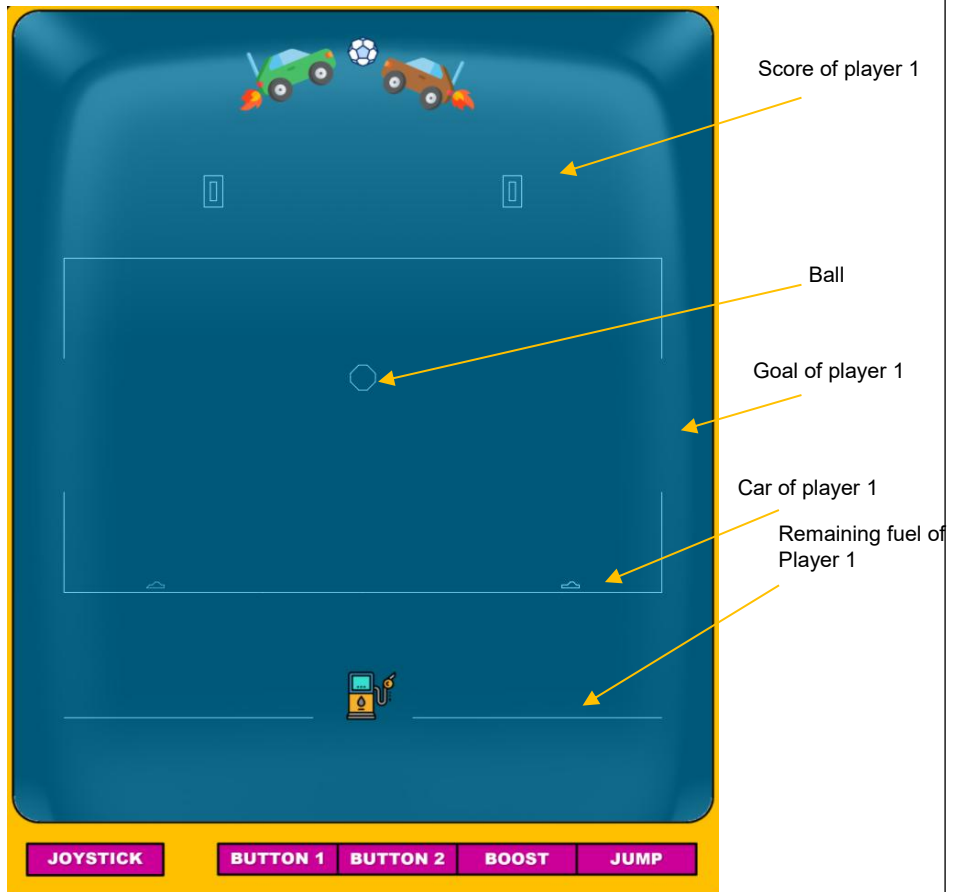
PLAYER SELECTION

You can play Rocket Cars alone against a bot by choosing 1 in the selection. But it's always more fun to play 1 vs 1 against you can do that by connecting a second controller and selecting 2 in the selection menu.

GAME PLAY

The game is a version of car soccer and inspired by a game called Rocket League. The goal of the game is to score goals by getting the ball within the empty spot on the backwall of your opponent. Whoever scores 3 goals first wins.

After every goal and at the start of each game there is a kickoff. The cars get reset into their own half and the ball drops in the center of the arena, as shown in the picture below.

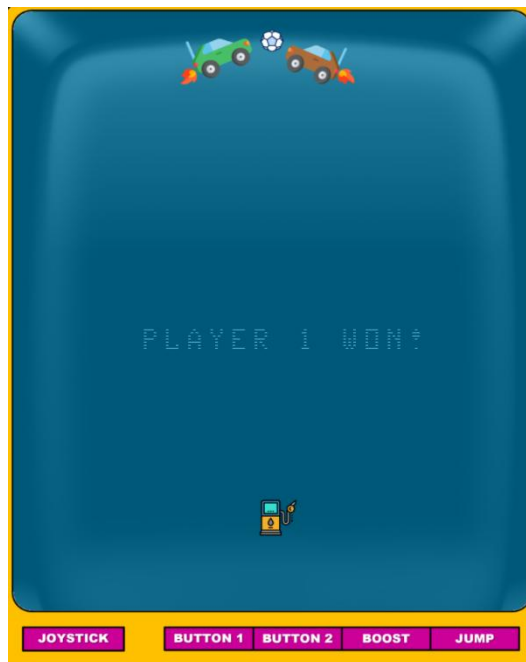


HOW TO PLAY

GAME PLAY

To move you can use the joystick as shown in the game controls section. To accelerate and to fly into the air you use fuel. If the car is on the ground and the player is not holding BUTTON 3 the fuel refills. Another way to gain speed is to use flips (BUTTON 4 while car is in the air).

After one player has scored the third goal you will see this screen:

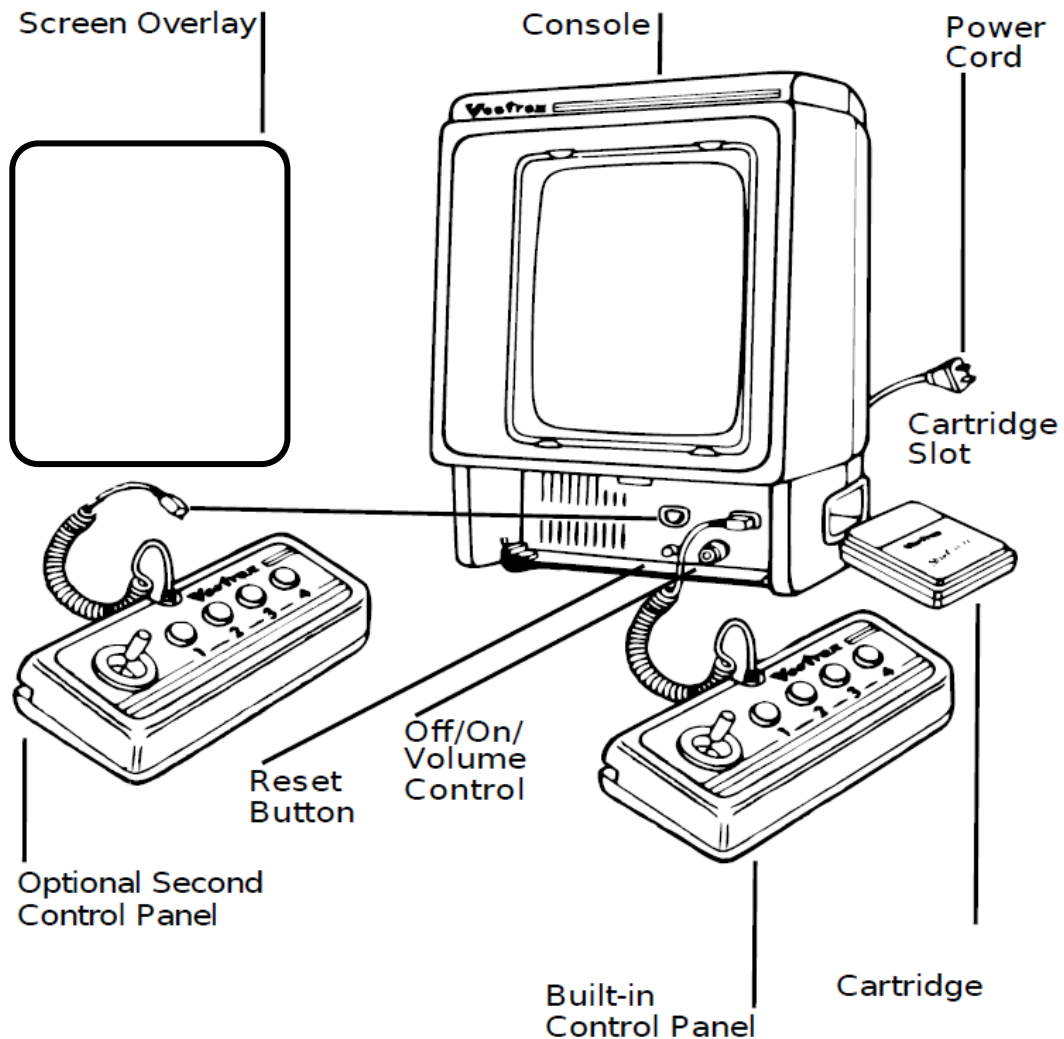


Just press BUTTON 4 to start a new game in the same mode. If you want to change the playmode you will have to restart the game.

TIPPS AND TRICKS

- While your car is on the ground use flips to gain speed and quickly move across the arena while conserving or recovering fuel.
- Use flips for more powerful shots.
- Use the arena to your advantage, use the ceiling or walls to pass to yourself or shoot indirectly
- Try to keep possession of the ball – do not always shoot when you are in a bad spot

SETTING UP



CREDITS

This game was developed by **Jannik Walter** 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.