



for Atari 8-bit



The app's foosball table on the computer of the eighties:
how to load it, how to play and how to lift the cup.



Contents

A short manual, like the game: you'll have it running in ten minutes. The game's screens are in Spanish on every Atari; this manual translates what they say.

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Welcome to Taca Taca for Atari

The app's table, rewritten for an 8-bit computer.

■ What is it?

Taca Taca for Atari is the 8-bit version of the Taca Taca foosball game. It is written from scratch in 6502 assembly and takes up 13 KB, yet it keeps the essentials of the app: the table with its eight rods, the kick that spins the figure around its rod, the countdown, the **GOAL!** banner with confetti and cup mode with the same six tournaments.

It's free, and it runs both in an emulator —on your computer or phone— and on a real Atari.



The title screen. The app's logo, drawn in Atari colours.

1 or 2 players

Against the Atari or a friend

Play the computer on three difficulty levels, or red against blue with two joysticks.

6 tournaments

Cup mode

From the Neighbourhood Cup to the World Cup, with rivals that carry their own names and shirt colours.

■ What you need

What	Details
An Atari 8-bit	Any 400/800, XL or XE series machine with 40 KB of memory or more . A stock 800XL has 64 KB. Chapter 9 lists every model.
Or an emulator	Altirra, atari800 or Atari800MacX on a computer, or atari800 on Android. Nothing to set up: they emulate an 800XL.
A way to load it	An Atari disk drive (810, 1050, XF551), SIO2SD, SDrive, FujiNet or a PC with SIO2PC. There is no cassette or cartridge version.
TV	PAL or NTSC: the game adapts by itself, with its own colours and speed.
Controller	A joystick (two for two players). Without one, you can play with the keyboard.

Loading the game

One file, one double-click and onto the pitch.

■ The two files

The game is a free download from tacataca.mycomuapp.com/en/atari.php. It comes in two formats, and the .zip has both plus an instruction sheet:

File	What it is	What it's for
tacataca.xex	Executable (13 KB)	Opens straight away in any emulator, or from a DOS, SIO2SD, SDrive or FujiNet on real hardware.
tacataca.atr	Boot disk (90 KB)	Switch the Atari on with it inserted and the game loads by itself, no DOS needed. It's single density, so any Atari drive reads it, even the 810.

■ In an emulator

- **Altirra** (Windows): drag the .xex or .atr onto the window.
- **atari800** (macOS, Linux, Windows, Raspberry Pi): open the file from its menu, or in a terminal `atari800 -xl tacataca.xex`.
- **Atari800MacX** (Mac): open it as an executable or as a disk.
- **Android**: the atari800 ports open the same files.

RUNNING TOO FAST? Then the emulator has no speed limit. In Atari800MacX turn on **Limit Speed** (Control menu); in atari800, don't use turbo mode. The game runs at 50 frames per second on PAL and 60 on NTSC, like a real Atari.

■ On a real Atari

1. **With the .atr**: write it to a floppy (with APE or SIO2PC) or mount it as drive 1 on your SIO2SD or FujiNet. Switch the Atari on and the game loads by itself.
2. **With the .xex**: load it from your SIO2SD, SDrive or FujiNet menu, or from a DOS with its binary load option.

NO TRICKS You don't need to hold OPTION at power-on to turn BASIC off: the game does it by itself, and it fits even with BASIC on.

The title screen and the menu

Three keys to choose and one to play.

Once loaded, the Taca Taca logo appears with the menu below it. You drive it with the Atari's console keys (to the right of the keyboard, or on top on XE models) or with letter keys:

- **SELECT** or **M** changes the **mode** (MODO): 1 player against the Atari, 2 players (red against blue) or cup.
- **OPTION** or **D** changes the **difficulty** (DIFICULTAD) —easy, normal or hard— or, in cup mode, which of the six cups you'll play.
- **START**, **RETURN** or the joystick button starts the match (or opens the cup).

If nobody touches anything for about 15 seconds, the Atari starts playing against itself: that's the **demo**. **START** stops it and goes back to the menu.



The menu in cup mode. The second line is no longer the difficulty: it's the chosen cup (COPA).

Controls

With a joystick like in the eighties, or with the keyboard.

Action	Console / joystick	Keyboard
Change mode	SELECT	M
Difficulty or cup	OPTION	D
Start / continue	START or fire	RETURN (or SPACE in the menu)
Move the red rods	Joystick 1, up and down	A up · Z down
Kick	Joystick 1 fire button	SPACE
Pause	—	P (again to resume)
Back to the menu	—	ESC
Blue rods (2 players)	Joystick 2	—

■ In an emulator

Emulators map the console keys to function keys, but not all the same way: in **atari800** START, SELECT and OPTION are **F4**, **F3** and **F2**; in **Altirra**, **F2**, **F3** and **F4**. Each emulator also has keys that act as a joystick (usually the arrows or the numeric keypad, plus a fire key): you'll find them in its input menu.

ON A MAC Keys **F2** to **F4** do other things (brightness, Mission Control...) unless you hold **fn**. To avoid that fight, the game also takes **RETURN**, **M** and **D**, and you can play the whole thing with **A**, **Z** and **SPACE**.

The match

Eight rods, one ball and two goals.

■ The table

You are **red** (ROJO) and you attack to the right. Each team has four rods, like a real table: the **goalkeeper** (1 player), **defence** (2), **midfield** (5) and **forwards** (3). The score is at the top and the message bar at the bottom.

The joystick moves **all your rods at once**, up or down, just like in the app.

Before kick-off there's a **countdown**: 3, 2, 1... ¡YA! (GO!). Then the ball comes in from the side of the table, on the halfway line, and rolls across.



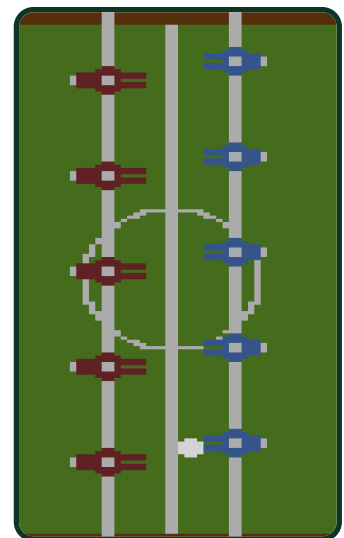
Red against blue. The grey lines are the rods with their players; the ball is the white dot.

■ Kicking

Press fire (or **SPACE**) and your players kick. As in the app, the figure **spins around its rod**: seen from above, the legs swing forward while the torso and head go back. It's a quick kick: the foot shoots out, stays stretched for a moment and comes back.

If the foot hits the ball, it flies hard towards the other goal. **Where it hits** sets the angle: the middle of the foot sends it straight; the toe or the heel sends it up or down at an angle.

If you don't kick, the ball bounces off your players: they block too.



The kick, up close. Red (left) and blue midfielders with their legs stretched.

TIP Don't kick all the time: after each kick the rod needs a moment to come back. Wait for the ball to reach your feet.

■ Goals, pause and full time



¡GOOOL! A gold banner and confetti. Then the team that conceded kicks off.



¡GANASTE! (you win!). At the end, START or **RETURN** goes back to the menu.

- First to **5 goals** wins (3 in the Neighbourhood Cup).
- If the ball stops almost still for a few seconds, **BOLA MUERTA: NUEVO SAQUE** (dead ball: new kick-off) appears and play restarts.
- **P** pauses the match and another **P** resumes it; **ESC** quits back to the menu.
- At full time you'll see **¡GANASTE!** (you win) or **PERDISTE** (you lose) against the Atari, or **¡GANA ROJO!** / **¡GANA AZUL!** (red / blue wins) between two people.

Two players

Red against blue, each with a joystick.

In the menu, press SELECT (or **M**) until it reads 2 - ROJO CONTRA AZUL and start with START.

- **Red** plays with joystick 1, or with **A**, **Z** and **SPACE**.
- **Blue** plays with joystick 2.

Same rules: first to 5 wins. In an emulator, each joystick can be a USB pad or a different set of keys; you assign them in its input menu.



A two-player finish. This time blue won, 5-0.

Cup mode

Six tournaments, from the neighbourhood to the World Cup. Lose once and you're out.

In the menu, press SELECT (or **M**) until **COPA (6 TORNEOS)** and pick the cup with OPTION (or **D**). START opens the cup screen.

■ The six cups

They are the app's cups. Each round has its own difficulty—including an **expert** level that only appears in cups—and each cup its own pool of rivals:

Cup	Rounds	Goals	Difficulty per round	Rivals
Neighbourhood (Del Barrio)	2	3	easy, easy	Deportivo El Pasaje, Unión La Esquina...
City (De la Ciudad)	3	5	easy, normal, normal	Tiburones FC, Leones del Norte...
National (Nacional)	3	5	normal, hard, hard	Pumas, Titanes, Halcones...
Continental	3	5	hard, hard, expert	Imperiales, Centauros, Gladiadores...
Nations (De las Naciones)	3	5	hard, expert, expert	Chile, Argentina, Brazil, Uruguay...
World Cup (Mundial)	5	5	hard, hard, expert, expert, expert	32 national teams

■ Round by round

The cup screen shows the rounds (round of 32, round of 16, quarter-finals, semi-final and final, depending on the cup), the rival drawn for each one and the results. The arrow marks the next match.

Each rival is drawn from the cup's pool and takes the pitch in **its own shirt colours**; the score shows its three-letter code against TU (you).

START or **RETURN** plays the round; **ESC** goes back to the menu.



The Continental Cup before kick-off: three rounds and their rivals.



¡CAMPEONES! (champions!) You won the final: confetti, and the cup is yours.



ELIMINADO (knocked out). One defeat ends the cup (here, against Japan in the World Cup).

Win the final and the cup screen celebrates with **CAMPEONES!**; get knocked out and it reads **QUE-DASTE ELIMINADO**. Either way, **RETURN** goes back to the menu to try another.

NO SAVING

The Atari doesn't save anything to disk: each cup is played start to finish in one sitting. Switching off loses your progress.

If something goes wrong

The usual stumbles and how to get past them.

? The game runs way too fast.

The emulator has no speed limit. Turn on **Limit Speed** in Atari800MacX (Control menu) or stop using turbo mode in atari800. This never happens on a real Atari.

? I press F4 and nothing starts.

On a Mac, function keys need **fn**, and in Altirra START is **F2**. Easiest: use **RETURN** to start, **M** for the mode and **D** for the difficulty.

? The rods don't move.

The game reads joystick 1. In an emulator, check which keys or which pad act as joystick 1, or play with **A**, **Z** and **SPACE**, which always work.

? The screen stays black or the Atari hangs while loading.

It's almost always memory: the game needs 40 KB. A 400, a 600XL or an 800 with less memory isn't enough (see chapter 9). If you're using the .xex from a DOS, try the .atr, which needs no DOS.

? The colours look odd.

The game detects whether the Atari is PAL or NTSC and picks its colours. If the emulator is set to one system and the TV (or window) to the other, the shades can shift a little; it doesn't affect play.

? There's no sound.

Turn up the TV or emulator volume (some start muted). The kicks, bounces, crowd and goal fanfare come from the POKEY chip.

? Is it in English?

The game's screens are in Spanish on every Atari. This manual translates what they say, and the controls are the same in any language.

? Do I have to pay anything?

No. Taca Taca for Atari is free: download it, copy it and play it freely.

Compatibility by model

Will it run on your Atari? Find your model.

There's one requirement: **40 KB of memory or more**. Every model in the table was emulated in atari800 with its own memory and OS, and the Atari played a full match.

Model	Year	Stock memory	Runs?
Atari 400	1979	8–16 KB	With an upgrade to 40 KB or more
Atari 800	1979	8–48 KB	Yes, with 40 KB or more (tested with 40, 48 and 52)
Atari 1200XL	1983	64 KB	Yes
Atari 600XL	1983	16 KB	With the 64 KB upgrade
Atari 800XL	1983	64 KB	Yes (PAL and NTSC, with or without BASIC)
Atari 65XE	1985	64 KB	Yes
Atari 130XE	1985	128 KB	Yes
Atari 800XE	1987	64 KB	Yes
XE Game System	1987	64 KB	Yes (with a disk drive or SIO2SD/FujiNet)
Upgraded machines and clones	—	64 KB or more	Yes

TRIED IT ON YOURS?

We haven't tested it on real hardware yet. If you run it on your Atari, tell us how it went at contacto@mycomuapp.com.

Credits

Taca Taca for Atari is written in 6502 assembly with MADS and tested in atari800. The logo, cups and rivals come from the app; the colours were measured on the Atari's PAL and NTSC palettes. Made in Valparaíso, Chile.



See you at the table!

Thanks for playing Taca Taca on your Atari.
If you beat the Atari in the World Cup, or ran it on a machine that isn't
in the table, write to us.

Email	contacto@mycomuapp.com
Download	tacataca.mycomuapp.com/atari.php
Developer	MyComuApp
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