HEAD-ON COLLISION™

A Thrilling Action Game of Skill
for the Exidy Sorcerer

Written in Machine Language
By Lee Anders

A
product
of
QS **QUALITY SOFTWARE**

LOADING INSTRUCTIONS

HEAD–ON COLLISION will run on a 16K or larger Sorcerer Computer. It is not necessary to have the BASIC ROM PAC inserted into your Sorcerer to load or play HEAD–ON COLLISION. To run HEAD–ON COLLISION, turn on your Sorcerer and with the tape in the cassette recorder, follow these instructions.

If you are in BASIC, type

BYE<CR>

to enter the Sorcerer Monitor. Rewind the tape and fast forward about one second. Type LOG, press play on the recorder, and press the RETURN key on the Sorcerer. The program should load in about a minute and a half.

Should the program fail to load correctly, an adjustment in volume setting may be necessary. Note the volume setting that loads the program correctly, and retain it for future reference. There is a second copy of HEAD–ON COLLISION on the tape following the first.

If the tape is defective, we will replace it at no charge if returned to us along with proof of purchase within ninety days of the date of purchase. Since the tape is difficult to copy, we will replace a tape that fails after ninety days at a small charge.

STARTING THE GAME

Following the display of the proprietary message, you will be asked to choose the level of play. After you press a 1, 2, or 3, the game will automatically begin. So be ready!

RESTARTING THE GAME

After the game is over, the score will be posted under GAME SCORE. If a new high score for this session has been made, it will be posted below the HIGH SCORE sign after the next game begins. Press the RETURN key to start a new game.

PLAYING THE GAME

You drive the black car which travels in a clockwise direction. The computer-controlled white car, travelling in a counter-clockwise direction, tries to collide with your car. The computer's car can change at most one lane at an intersection.

When playing HEAD-ON COLLISION, there are five keys that affect the movement of the player's car. Pressing the SPACE BAR speeds up the players car, and it is essential to use this key to avoid a collision at the first encounter with the computer controlled car. The four keys with arrows on the numeric keypad control the movement of the player's car at the four intersections. By holding down the up arrow key when his car approaches an intersection horizontally, the player can cause his car to move up one or two lanes. Similar actions occur for the other three arrow keys. By holding down an arrow key just as his car enters the intersection and then releasing it, the player can cause his car to change just one lane. Or by pressing an arrow key just after his car enters an intersection, the player can make his car change a single lane. While the player's car is being speeded up with the SPACE BAR, his car can change at most one lane at an intersection, and the arrow key must be pressed before the car reaches the intersection to cause any lane change.

SCORING

For each dot that you run over, you get five points. For each diamond that your car passes over, you get ten points.

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You are driving clockwise and a computer–controlled car is driving counter clockwise. The computer's car is trying to hit you head-on, but you can avoid a collision by changing lanes and increasing your speed. At the same time you try to score points by driving over dots and diamonds. Three levels of play, machine language programming, and excellent graphics make this fast action game challenging and exciting for all. At least 16K of RAM is required.