



COLLISION COURSE

By Mike Peace © 1982



ASTROCADE BASIC 8004

COLLISION COURSE is an exciting game of skill and strategy for 1 to 4 players.

SIDE 1. All players use their own control handle.

SIDE 2. For those who have only one or two handles, all players use handle number 1.

FOLLOW INPUT INSTRUCTIONS ON BACK OF PAGE.

GAME INSTRUCTIONS

STARTING THE GAME

Using hand control #1, turn the knob until the desired number of players appears on the screen. Pull the trigger and play will begin.

PLAYING THE GAME

The hand control functions are:

TRIGGER	Accelerator
NOB	No function
JOYSTICK	Controls left, right, up and down movement only at intersections.

You will be controlling the flashing vehicle moving clockwise. The computer controls the larger vehicle moving counter clockwise. You must avoid colliding with anything. The only time you can change lanes is at the intersections. This is done by moving your joystick in the desired direction, prior to the intersections. You can cross up to two lanes, be careful not to hit the walls. Bonus flags will appear at various locations. These are worth points and fuel. Your fuel gauge will keep you informed of your fuel supply. The screen will become red from right to left as fuel is exhausted. As levels increase, so does fuel consumption based on use of accelerator. To complete each level of play all dots must be removed from roadways. A bonus is awarded for completing each level. After reaching bonus level 125, road blocks appear moving through the middle of the screen. Road blocks can be avoided by moving around them.

SCORING

Each dot is worth 1 point
Bonus flags are worth 10 x level
Completion of levels are worth 25 x level

GAME OVER

Game is over when all players have crashed 5 times. Pull trigger for new game.