

INSTRUCTIONS FOR

HEAD ON

CARTRIDGE

Cartridge compatible with Acetronic, Radofin &
Prinztronic Microprocessor Systems.

You need razor sharp reactions to avoid a Head On collision with your opponents' car.

Insert the Head On cartridge into your Programmable Video system. Check to make sure that your consol is correctly connected to your TV set.

Locate the special Head On overlays in the cartridge giftbox and place them over the keyboards on the game hand controllers.

Switch on your game and TV. Press "Load Program" (or on some models "Reset") twice and game 1 will appear on your screen.

There are a total of 9 exciting games for 1 or 2 players.

GAME PLAY

Game 1 is for 1 player against the computer. Use only the lefthand player control. The object of game one is to avoid crashing head-on with the computer controlled car. The way to do this is to make sure you are not stuck in the same lane as the computer's car.

You can control the speed of your car by moving the joystick control. To the right makes your car go faster, to the left slower. The direction in which you move is controlled through the keypad.

On the special overlays which you put over the keyboard on the hand controllers you will see 4 arrows. (see fig. 1).

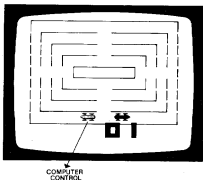
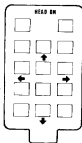


Fig.1

In game one you can change a maximum of 2 lanes at a time. The computer can only move 1.

To move the car in fig. 1 from the present position to the outside lane on the screen you have to press the button marked **↑** twice.

Likewise if you were in the outside lane on the right hand side of the screen and wanted to move in one or two lanes you would press the button marked **←** once or twice.

Press the "Start" button on the main console and game play will start.

The number at the bottom of the screen is the number of miles covered.

The faster you go the more points you get, however, you also need to react a lot faster in order to avoid colliding with the computers' car. The game finishes after you have had three head-on collisions.

GAME 2

Game 2 is the same as game 1 except now there are 2 computer cars to contend with.

GAMES 3 & 4

In games 3 and 4 the roles are reversed, you have to try to collide head-on with the computers' car. In game 3 the computer controls one car and in game 4 two cars. The object of the game is to keep the number of points gathered by the computer as low as possible.

GAMES 5 & 6

These games are the same as 1 and 2 but for 2 players. Each player takes it in turn to dodge either 1 or 2 computer cars. Separate scores are kept and the colour of the score is player's colour coded to be the same as each players cars.

GAMES 7 & 8

As games 3 and 4 for 2 players.

GAME 9

For 2 players, each player controls a car. The object of this game is for one player to get as many points as he can before the other player hits him. After a head-on collision the roles are reversed

and the player trying to avoid a collision is now the player trying to crash head-on with his opponent. The score colour always corresponds with the players' car who is trying to avoid a collision.

Winner is the player who after 3 head-on collision has the most points.

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