



Head-on Collision! Help

Rules Summary

To complete a level in Head-on Collision!, move the car to collect all of the score bubbles (10 points each). Enemy cars will travel in the opposite direction. Your car can only go in one direction. Be quick! If an enemy car runs head-on into you, you lose a car. You start off with three cars and can receive a new car every 3,000 points. The object is to get the highest possible score.

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Head-on Collision! Rules

Object of the game

The object of Head-on Collision! is to score as high as possible.

Scoring

- 10 points for each bubble.
- Variable number of points upon completion of a level. (Level 1 = 100 points)
- Every 3000 points you will get a new car.

Game Over Conditions

You will progress to a new level once you eliminate all the score bubbles on the current level. The game is over when all your cars have been eliminated by the enemy cars.

Hints

Don't lean on the accelerator key. In the non-lane areas you will only be allowed to change one lane at a time if you are hitting the accelerator key. If you are not, you can move two lanes. Very handy when trying to get away from an enemy car!

Always look ahead and plan. If you get rid of the outer lane score bubbles first, you will be able to score higher and prolong your car's life. The enemy cars intelligence varies. Some are really smart and will always track where you are going. Others are pretty dumb. Be careful, the higher the level, the smarter the enemy.

Once a car enters into your lane, you will lose a car. As soon as you know you're going to lose a car, hit the accelerator key. You will be able to get more score bubbles that way.

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Head-on Collision! Preferences

How to set Preferences

To bring up the Preferences dialog box, choose the "Preferences..." menu item from the "Game" menu. If any option is changed in the Preference dialog box, the current game being played will be abandoned. If you do not wish to abandon the current game, select the **Cancel** button and return to the game.

The Preferences dialog box is broken up into various sections shown by the tabs at the top of the dialog box. Clicking on a tab shows the options available for that topic. For example, the "Extras" tab allows you to choose the background color and texture of the game, and to change the sound options.

Tab Descriptions

Options Tab

Skill Level

Easy

Clicking on the radio button labeled *Easy* will select an easy game. Most novices will be able to beat an easy game after a few tries.

Moderate

Clicking on the radio button labeled *Moderate* will select a moderately-challenging game.

Difficult

Clicking on the radio button labeled *Difficult* will select a difficult game. A difficult game is very challenging and will require an accomplished player to beat.

Cars Tab

The Cars tab allows you to change the appearance of the playing pieces used in the game. The options for this tab will not affect the rules of the game; however, the look of the playing pieces will change.

Car Names

The "Car Names" list box shows the names of the various playing pieces available. Clicking on a name in the list box selects the new playing pieces and previews the pieces in the "Car Preview" area.

Roads Tab

The Roads tab allows you to change the appearance of the game board. The options for this tab will not affect the rules of the game; however, the look of the board will change.

Road Names

The "Road Names" list box shows the names of all of the board lanes available. Clicking on a name in the list box selects the new board and previews the lanes in the "Road Preview" area.

Keys Tab

The following keys control the movement of the car. They are configurable. The default keystrokes are also listed. . .

- Change Lanes Up - Up Arrow Key - Moves the car up.
- Change Lanes Down - Down Arrow Key - Moves the car down.
- Change Lanes Left - Left Arrow Key - Moves the car left.
- Change Lanes Right - Right Arrow Key - Moves the car right.
- Accelerate - the "Z" key - Accelerates your car.

Extras Tab

The Extras tab allows you to change the background of the main game window, or to change the sounds used in the game. Changing the options in the Extras tab does not affect the rules of the game.

Screen Background

The box framing the "Screen Background" list box shows the current background color or texture of the screen. Highlighting the name of a color or texture in the list box will preview the new background color or texture of the game window.

Game Sounds

Game Sounds Enabled

The "Game Sounds Enabled" check box turns the game sounds *on* or *off*. This option is checked *on* by default. Un-checking the box will turn the game sounds *off*. If this option is turned *off*, the rest of the controls below it are disabled.

If your system does not have any sound support, this option will not be available.

Path...

The *Path...* button allows you to choose a sound file to be played during a game event. The game events that can have sounds attached are listed above the button. You can associate a playable sound file with a game event.

Test

The *Test* button plays the sound associated with the game event selected

in the list box above the button. If there is no sound associated with the event, or the selected file is invalid, no sound will be played.

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How To Move Pieces

You can only change lanes in the four non-lane areas. Move your race car by using the keyboard keys (see the Preferences tab in the Preferences dialog box). You can move the car in four directions; up, down, left, and right. Note that you can only change one lane at a time if you are pressing the accelerator key. If you're not hitting the accelerator key you can change two lanes in the non-lane areas.

Menu Commands

Game Menu

New

Starts a new game. This will abandon a game in progress.

Show High Scores...

Brings up the High Score dialog box.

Preferences...

Brings up the Preferences dialog box. Abandons any game currently in progress if any options are changed.

Exit

Quits the game.

Panic Button

If you want to quickly pause and minimize the game, hit the ***Escape*** key on the keyboard.

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