

# ARROWS AND ALLEYS™

*An Action Game of Skill  
For the Exldy Sorcerer*

**WRITTEN IN MACHINE LANGUAGE**  
**By Vic Tolomei**

A  
product  
of



**QUALITY SOFTWARE**

6660 Reseda Blvd., Suite 105, Reseda, CA 91335  
(213) 344-6599

**Published by Quality Software.**  
Copyright © 1980 by Quality Software.  
All rights reserved. No part of this publication  
may be reproduced without prior written consent.

## LOADING INSTRUCTIONS

ARROWS AND ALLEYS is distributed on cassette tape only and is designed to be difficult to copy. The user is advised to carefully follow the instructions below to load the program from cassette. Any deviation from the procedure given below will cause unpredictable results, and the program will not load properly.

1. Be sure that no ROM PAC is inserted in your Sorcerer when you power it on.
2. Place the ARROWS AND ALLEYS cassette in the recorder and rewind it if necessary.
3. RESET the Sorcerer by pressing both RESET keys simultaneously. You should see the Sorcerer Monitor ">" prompt.
4. After you see the prompt, type in the Monitor Load-and-Go command

>LOG (Carriage Return)

This must be the first command entered following the RESET.

5. Press PLAY on your recorder and wait. Soon the Monitor FOUND message should appear. About 20 seconds after the FOUND message appears, the screen will clear. This indicates that ARROWS AND ALLEYS is loading successfully. In about one more minute, the title screen will appear and the game will be ready for play.

If the program fails to load correctly, a change in volume setting may be necessary. You must start all over again at Step 2. Once ARROWS AND ALLEYS is successfully loaded, you should note the volume setting for future reference.

There is a second copy of ARROWS AND ALLEYS on the cassette 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 modest charge.

## SETTING UP FOR PLAY

Once ARROWS AND ALLEYS is successfully loaded, it will display a summary of this booklet for quick and ready reference. Then you will be asked to enter the number of players. You must respond with a 1 or 2.

Next you will be asked to enter the game speed:

- 1 = slow
- 2 = novice
- 3 = average
- 4 = crazy

Enter 1, 2, 3, or 4 to choose the overall game speed. It is recommended that new players should choose speed 1, which is very slow, until they grow accustomed to the keyboard, the display, and the game in general. You will want to increase the game speed as your skill increases. A simple RETURN in response to this question will be treated as if you had entered a game speed of 3.

Following the choice of the game speed and also following each loss of a player's car, a status board will appear showing the score for each player, the number of cars left and current value for hitting an arrow. The status board will show the highest score achieved since power-on, and will indicate which player's turn it is. At this point it is possible to start the game over by pressing the ESC key. When you are ready to begin or resume play, hit any key other than ESC or RUN/STOP.

### **OBJECT OF THE GAME**

The object of the game is to score as many points as possible. One or two players may play ARROWS AND ALLEYS. When two people play, the players take alternate turns. During his turn the player drives his car through the alleys moving up, down, right or left. He must shoot bullets at the arrows and rocket to destroy them before one of them collides with the car and destroys it. Such a collision ends the player's turn, and reduces by one the number of cars available to the player. The game ends when both players run out of cars.

### **CONTROLLING THE PLAYER'S CAR**

The four keys on the numeric keypad with arrows on them are used to control the player's car. In addition, the HOME key has the same effect as the down arrow key. The SHIFT key need not be held down when pressing one of the arrow keys. Each of these keys moves the car in the direction to which the arrow points. If the car is already moving to the left, pressing the right arrow key will slow it down to a crawl and finally cause it to begin moving to the right. Holding down any arrow key will cause the car to accelerate in that direction up to maximum speed.

When the car runs into a wall, it will automatically turn 90 degrees after making a brief stop. If you wish to hurry around a turn, you can press the appropriate arrow key to avoid the brief stop that otherwise occurs.

Remember that you can speed up your car in a given direction by holding down the arrow key for that direction. You can also slow down your car (and eventually reverse directions) by pressing the arrow key that points in the opposite direction to which your car is travelling.

## **FIRING YOUR BULLETS**

The bullet is fired from the car by the player in the direction in which the car is moving. Pressing the SPACE BAR causes a bullet to be fired. It will travel in one direction at a constant speed that is independent of the speed of the car. You have an unlimited supply of bullets that may be fired almost continuously. There is just one restriction - only one bullet may be on the screen at one time. So if you fire a bullet, you cannot fire another one until the current bullet explodes by hitting an arrow, a rocket, or a wall.

## **THE ARROWS**

The arrows are controlled by the computer both with respect to direction and to speed. Most of the time the arrows will head in the general direction of the car. But if the car gets too close, they usually dodge the front of the car and lunge toward the side or back of the car. However, they are not entirely predictable, and the player must be on guard.

## **THE ROCKET**

At random times, one of the 81 blocks separating the alleys begins to flash and a rocket emerges. The rocket travels around the board in much the same way as an arrow. At most one rocket will be on the board at any time. The speed of the rocket will increase as you destroy more rockets in a given turn. When you destroy a rocket, the board freezes, and allows you time to inspect the points awarded.

## **SCORING**

Points are awarded each time the player shoots an arrow or a rocket. The point value for an arrow is 10 until all ten of the arrows have been destroyed. Each time all of the arrows are destroyed, the value for shooting an arrow increases by 10 points. Moreover, you are awarded a bonus turn for destroying all ten arrows. With the first bonus turn you are awarded 1000 points, the second brings an award of 2000 points and so on. Destroying the rocket produces an award chosen randomly from the following set of values: 100, 200, 300, 400, 500, 600, 700, 800.

## **EXTENDED PLAY**

After all five cars have been lost, the normal game sequence ends. However, if a new highest score is obtained in this game, a sixth car is awarded to the player achieving it.