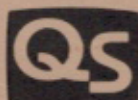# NIKE II

AN EXCITING ACTION GAME
FOR THE EXIDY SORCERER

A program in machine language
By Charles Finch and Bob Broffel

A
product
of
QS QUALITY SOFTWARE

LOADING INSTRUCTIONS

NIKE II will run on an 8K or larger Sorcerer Computer. It is not necessary to have the BASIC ROM PAC inserted into your Sorcerer to load or play NIKE II. To run NIKE II, turn on your Sorcerer and with the tape in the cassette recorder, follow these instructions.

If you are in BASIC, type

BYE (RETURN)

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 less than one minute.

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 use it for future reference. There is a second copy of NIKE II on the tape following the first.

STARTING THE GAME

After the program has been loaded, the proprietary message will appear. You will be asked for the level of difficulty at which you wish to play. Press one of the keys from 1 to 9 and be ready to play.

RESTARTING THE GAME

After a game is over and the score posted, the player is permitted to immediately select the level of difficulty for the next game by pressing a key from 1 to 9. The next game will commence without delay.

LEVEL OF DIFFICULTY

There are nine levels of difficulty. Roughly the higher the level of difficulty, the faster the aircraft, the higher they fly, and the closer the spacing between aircraft. The table below indicates, for each level of play, how these three factors are set.

LEVEL	ALTITUDE	SPACING	SPEED
1	LOW	WIDE	SLOW
2	LOW	WIDE	AVERAGE
3	MEDIUM	WIDE	SLOW
4	MEDIUM	WIDE	AVERAGE
5	MEDIUM	AVERAGE	SLOW
6	MEDIUM	AVERAGE	AVERAGE
7	HIGH	AVERAGE	FAST
8	HIGH	TIGHT	AVERAGE
9	HIGH	TIGHT	FAST

KEY PRESS CONTROLS

There are three keys that control the firing of your missiles. These are the 1, 2, and 3 keys. The keys on both the regular keyboard and the numeric keypad will work. Two or even three missiles may be fired simultaneously. However, a missile must be in the silo before it can be fired, and the silos are reloaded only after the previous missile has hit an aircraft in the middle or tail, or the missile has disappeared off the video. Thus, accurate shooting reloads the silo for the next firing quickly. Note that when a missile hits an aircraft in the nose, the aircraft is destroyed but the missile continues on. It may then hit another aircraft, but otherwise it must travel to the top of the screen.

OBJECT OF THE GAME

The object of the game is to achieve the highest score that you can. This is done by shooting down as many aircraft as you can and by firing the fewest missiles.

SCORING

Each game starts with the player given 110 points. For each aircraft that passes the missile sites and bombs the cities and factories, 5 points are deducted. For each missile that is fired, one point is deducted. Therefore, if all ten aircraft are shot down with ten missiles on the first pass, a score of 100 will be achieved. It is possible to do even better than that, however. A single missile can knock down two successive aircraft. So it is possible to destroy all ten aircraft with less than ten missiles. In that case, the player's score will exceed 100. The lowest possible score is 0.