

BOUNCE 77 (BOUNC)

This graphics program traces the path of a ball as it bounces around the screen. At the start, you enter the "drop frequency" which determines how often the bouncing ball leaves a trail (pick a whole number such as 1, 2, 3...) Sometimes the ball will get trapped in its own trail. If this happens, use the numeric keypad to help the ball out of its trail. Then type return to set the ball in motion again. To end the demonstration, type 's'.

CHECKERS 91 (CHECK)

The Sorcerer will play a game of checkers with you at the beginners level. The computer plays the light pieces and you play the black. You enter your move using the alphanumeric coordinate system shown on the side of the board (letter, then number with no comma between

them. Also do not use RETURN). After a jump the Sorcerer will display +TO, and wait for another jump if you have one. If you don't have another jump, hit the RETURN key. The game ends when one player has no more pieces left. In this game the computer does not recognize other endings such as repetitive moves.

DODGEM 116 (DODGE)

In this game, played against either the computer or a friend, the object is to be the first to get all your men off the opposite side of the board. The numbers compete against the letters. To move a piece, type its symbol followed by the direction (N, S, E, or W to indicate North, South, East, or West). For instance, to move the letter D to the North, you'd type DN. If you can't figure out what legal moves you have, type H (for Help). Note that to win you have to move your pieces off the edge of the board, not just next to the edge.

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SORCERER

CS-5001

GRAPHIC GAMES-2 (6 Games)

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EXIDY SORCERER (8k) LOADING INSTRUCTIONS

This tape cassette contains the five programs listed in this booklet, each recorded twice (once on each side). To load a program, place the cassette into the cassette player, type CLOAD program name (return), then press PLAY on the cassette player. For example, to load LEM, type CLOAD LEM (return). Note that program names are truncated to the first five letters of the first word of the game (i.e., Nuclear Reaction is shortened to NUCLE).

If the program loads correctly, the Sorcerer responds READY. Then type RUN to execute the program. If a TAPE CRC ERROR occurs, then type PP (return) before attempting to reload the program. If repeated attempts to load the program fail, try the other copy of the program on the other side of the cassette. Consult the Sorcerer manuals for information on how to adjust the cassette recorder for reliable cassette operations.

LEM - 10

In LEM, you're the pilot of your own lunar lander (or Lunar Excursion Module). The object of the game is to land safely on the lunar surface with the lowest velocity (preferably zero), using a limited amount of fuel. To do this, you control the thrust of your retro-rockets by typing a number 0-9 on the computer's numeric keys. The screen includes a readout of your instruments and a graphic display of your spacecraft's descent. Note that when you run out of fuel, the lunar lander will freefall (usually with disastrous results). If you chicken out, type RETURN to engage the automatic pilot.

NUCLEAR REACTION - 34 (NUCLE)

Nuclear Reaction, a strategy game, is played on a 6 by 6 board. Each player, in turn, places a particle of radioactive material on the board. When any location reaches its "critical mass", it

explodes, sending a particle to each adjacent non-diagonal square. The critical mass of a square is determined by how many neighbors it has.

One player has + particles, the other - You may only place a particle on an empty square, or one containing your own pieces. When one of your squares explodes, you capture any adjacent squares on which your exploding particles land. You win when your opponent has no more particles on the board. There is a time limit in entering your moves.

Here's a diagram of the "critical mass" for each square on the board. A key will be displayed on the screen, along with the board, to assist you in entering your moves.

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23332
34443
34443
34443
34443
23332
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PIE LOB 5 (PIE)

Two players lob custard cream pies at each other over a sand castle created by the computer. On a turn, each player inputs the angle (0-90 degrees), and the amount of strength (5-10) with which they wish to lob their pie. The computer then plots the path of the pie across the screen. If the pie goes off the top of the screen, it may appear on the other side on its way down if it does not go too far horizontally.

You'll have to remember your previous move because it's erased at the beginning of each turn. Also, watch out for the wind — it has a major effect on high lobbs.