INSTRUCTIONS FOR

SUPER MAZE

CARTRIDGE

Cartridge compatable with Acetronic MPU 1000, Radofin 1292 & Prinztronic Microprocessor Systems.

MAZE

This cartridge contains programs for 24 game variations of labyrinth games. In all these games the goal is to find the way to the exit in the shortest time.

Insert the cartridge into the Game Console and switch on the Game Console and your TV. Make sure that the Game Console is connected according to the instructions supplied with the Game Console.

Press the LOAD PROGRAMME Key twice and the first Maze game will be displayed on the TV screen. Press the SELECT Key to choose the game variation you desire. When you are ready to begin press the START Key to start the game. Use the joystick controls to move the players through the maze towards the exit on the right side of the screen. Note — for the single player games use the left player control.

SCORING AND TIME LIMITS

The computer will award points to the first player through the exit. The number of points awarded will depend upon how quickly the player has moved through the maze. The Timing Indicator at the bottom of the screen will indicate by its' symbol the time used. There is a fixed time limit and if time runs out before either player has reached the exit no points will be awarded.

The games and scoring are organized into matches. A match consists of 10 games. The computer will indicate the number of games played up to 10, at the top left side of the screen. The players' cumulative scores will be shown at the bottom of the screen. After the tenth game the player with the highest score is the winner of the match.

After the tenth game the match is over, press LOAD PROGRAMME to start another match.

36   47

LEFT PLAYER SCORE   RIGHT PLAYER SCORE

TIME INDICATOR
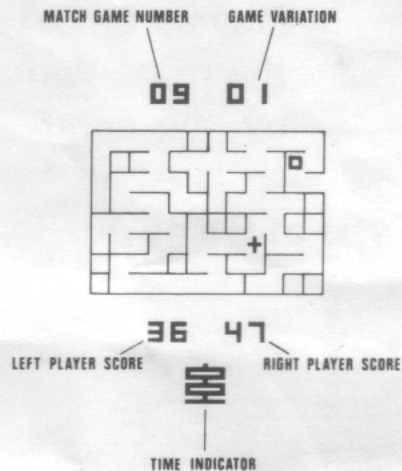
All 10 games in a match must be in the same game variation. The score will reset to zero and the match game counter will reset to 1 whenever the Select Key is pressed.

Game Variations

There are six types of games. Each type of game may be played in four versions. The versions are :

MAZE	—	the computer will display a labyrinth selected at random from 16 different labyrinths contained in its memory.
HIDDEN MAZE	—	The maze will be hidden behind a matrix on the screen. As players move through the matrix the openings will be revealed.
INVISIBLE MAZE	—	The screen will be blank and the maze will be displayed only as players move.
CHANGING MAZE	—	During the game the computer will change randomly to a completely new labyrinth.
MOVING MAZE	—	The construction of the maze will be continuously changed by the computer.

CAT AND MOUSE

CAT AND MOUSE — Players (mice) must try to go through the maze while avoiding being caught by the computer controlled "CAT".

Game Variation	Type of Game	Version
1	Maze	1 player, slow speed
2	Maze	2 players, slow speed
3	Maze	1 player, high speed
4	Maze	2 players, high speed
5	Hidden Maze	1 player, slow speed
6	Hidden Maze	2 players, slow speed
7	Hidden Maze	1 players, high speed
8	Hidden Maze	2 players, high speed
9	Invisible Maze	1 player, slow speed
10	Invisible Maze	2 players, slow speed
11	Invisible Maze	1 player, high speed
12	Invisible Maze	2 players, high speed
13	Changing Maze	1 player, slow speed
14	Changing Maze	2 players, slow speed
15	Changing Maze	1 player, high speed
16	Changing Maze	2 players, high speed
17	Moving Maze	1 player, slow speed
18	Moving Maze	2 players, slow speed
19	Moving Maze	1 player, high speed
20	Moving Maze	2 players, high speed
21	Cat and Mouse	1 player, slow speed
22	Cat and Mouse	2 players, slow speed
23	Cat and Mouse	1 player, high speed
24	Cat and Mouse	2 players, high speed

All single player games utilize left player control