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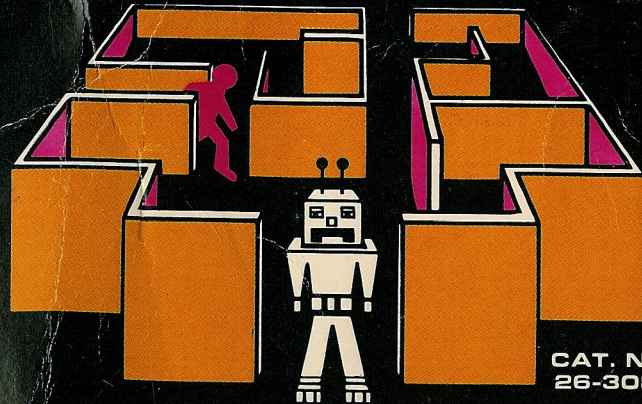
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MONSTER MAZE



CAT. NO.
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Radio Shack

TRS-80



COLOR
COMPUTER

TM

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Monster Maze

Radio Shack®

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10 9 8 7 6 5 4 3 2 1

Monster Maze

Lost in a network of mazes — in bad company! Everywhere you turn are mechanical monsters who stole your gold. The monsters are programmed to kill, so keep a cool head and a steady hand. Prepare for a battle as you struggle to keep the gold and find a way out alive!

This game requires a TRS-80 Color Computer with a minimum of 16K RAM and joystick controllers.

Loading Instructions

1. Have your computer power off before inserting or removing a Program Pak™. Failure to do so could result in damage to the Program Pak.
2. Connect the Color Computer to the television and set the switchbox control to Computer (or Game). See your Owner's Manual for further details regarding connections.
3. Plug the joystick controllers into the jacks located on the back left side of the computer.
4. Insert the Monster Maze Program Pak, label side up, into the slot located on the right side of the computer.
5. Turn on the television and tune it to channel 3 or 4 (whichever is least active in your area).

6. Turn on the Color Computer. You may need to adjust the television or press the RESET button on the computer to obtain a clear picture.

Introduction

You are in a monstrous situation! An evil scientist is the master of this complex dungeon of passageways; and you are his victim! He created a colony of deadly mechanical monsters programmed to terminate intruders. You must outsmart the monsters to recover the gold that is rightfully yours. Grip your gun as you penetrate the dungeon to claim your gold. Watch your step; the maze is booby trapped and the monsters are always lurking nearby!

Playing Field

After loading Monster Maze, the playing field will appear on your screen. The scoreboard on the right shows your current score (top), the number of men (or rounds) remaining in the game and the high score for the current session of play. Each time the computer is turned off, the high score is erased and returns to zero.

Controls

Monster Maze is played with joystick controllers. Only one person may play at a time, using the right joystick (the left joystick is not needed).

Move the joystick to maneuver your man around the maze. Press the red button on the joystick controller to fire your gun. You cannot move and shoot at the same time, so plan accordingly!

Playing the Game

You are in a maze full of mechanical monsters whose only motivation is to kill you. They are equipped with radar that seeks you out and fires laser pellets at you. You must maneuver through the maze to recover the stolen gold. Being shot at is only one of several things you must watch out for in Monster Maze. You may meet with disaster three times before the game is over, unless your score reaches bonus level. The number of rounds remaining (after the current one) is shown on the middle right side of the screen.

Which Way is Out?

Escape routes are good to know! Each maze has three open passages. These lead to the next maze which appears on the screen. Neither the destruction of all monsters nor capturing the gold is necessary to exit a particular maze, though they do earn you extra points. It is most important to grab the gold. Once you have it, don't stop running until you find your way safely out.

Shocking!

Beware of the walls in this maze: they are charged with a current that kills! Avoid coming too close, because contact brings the same results as getting shot: you lose that round of the game, much to the amusement of the monsters.

Aggression!

Each time you enter a new maze an even more aggressive group of monsters is likely to greet you. Sometimes there are no monsters in the maze, but at other times the entire gang is present. One thing is for sure: these monsters are never without their laser guns. They can shoot right through walls — a trick your gun can't perform. Learn these sneaky tactics; you will soon dodge the monsters' deadly lasers with ease!

Bonus Man

If you escape safely from a maze with the gold under your arm, you score an extra man and another chance to destroy mechanical monsters.

Scoring

Each game begins with three men. Try to accumulate as many points as possible before you are out of men.

Score ten points for each monster destroyed (including those destroyed by other monsters). Snatching the gold adds 100 points to your score. If you escape from the maze safely with the gold under your arm, score another 100 points and a bonus man.

Strategy

Anticipation is the best strategy. The monsters have every advantage, so always be prepared to defend yourself against their tricks.

Timing and accuracy are important to your survival. Position your gun even before the monsters begin to move and shoot. When you exit a maze, you enter the new maze on the opposite side. Aim at the nearest monster and shoot. Keep a step ahead of those dastardly monsters!

During the first few rounds, while the monsters are still a bit sleepy, you will have time to shoot them all, grab the gold and flee. When these bloodthirsty monsters wake up and find you nearby, there may not be time to shoot them all. Better grab the gold and run!

End of Game

The game is over when the last man has been hit by a robot or bumps into a wall. When this happens, the score under MEN will show zero and the action will freeze. To play again, press the red button on your joystick controller. The next game of Monster Maze begins, providing three more men and another shot at vengeance!

There are points for each month - destroyed including those destroyed by fire.
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Strategy

Anticipation is the best strategy. The members have every advantage.
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The members have every advantage.
be expected to defend against their look.

During the last few months, while the members are still a bit shaky, you will have
time to spend their money and the gold and the gold. When these conditions
work out well but you really, there may not be time to spend them all. But the
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End of Game

The game is over when the first time has been all of a sudden into a war.
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