

800-BYTE SOFTWARE

MAZOGS

You will be confronted by a large and complex Maze, which contains somewhere within it a glittering and fabulous Treasure. You not only have the problem of finding the treasure and bringing it out of the maze, you must also face the guardians of the maze in the form of a host of fearsome Mazogs. Even if you survive their attacks you could still starve to death if you get hopelessly lost. Fortunately, there are various ways in which you can get help on this dangerous mission.

The program will draw a different maze for each mission, and place in it the Mazogs, the Mazogs' Prisoners, some handy Swords, and of course, the Treasure. You will be placed at an entrance. You will not see all of this maze either before or during the maze - the portion containing you, wherever you happen to be. This portion is magnified during its transfer to the screen, and information in the maze is transformed into animated pictures.

LOAD Program

No, the Mazogs are not attacking - this is just the Title. Press any key to go on at any time during the title. There are three levels of difficulty. The first is to get you used to the game, especially the keying. The other two involve more action and rules, so it's recommended that you:

1 TRY IT OUT

While the maze is being drawn, which takes 5-10 seconds, a message will remind you which keys are used. When the game starts (not yet) you will move around the maze using four keys. You have the choice of two sets of keys.

W,A,D & X are logically arranged, W for up, A for left etc. Although W,S,H & J are initially not so easy, they are the recommended set for the speed of movement needed during parts of the game. It may help if you rotate your machine slightly anti-clockwise. Keys V and Y will be mentioned later.

Occasionally you will get "THE MAZE IS BEING REDRAWN". The program draws the maze randomly and if not satisfied with it's handiwork - if the maze isn't complex enough - it does it again. Press any key. This is the largest piece of the maze you will see during a game and is called a View. The wide grey band down the middle is the division between two mazes. In actual fact the mazes are identical. What you can see is the right of the left maze and the left of the right maze. Right? If you don't follow what is going on, it matters little. All you really need to know is that you can enter Right or you can enter the same maze at the left without having to go all the way round to find the other doorway. Your choice will depend on what you can see in these limited areas. The key to the maze symbols is -

X or X is a Mazog

S is a sword

P or P is a prisoner

T or T is the Treasure

The white spaces are passages and the black areas, swords, prisoners and the treasure are always impenetrable. You are always in the middle of a View and may be any one of a number of symbols. At the moment you are '1' and there is a sword next to you. Press L or R. Once decided, you cannot change your mind. Press any key for information.

'CHECKING DISTANCE' The program at this stage is ensuring that the treasure is at least 120 moves from your starting point. If it's too close then it will be moved.

'SITUATION REPORT' This is given not only at the start of the game but can be asked for at any time you are in the maze. For this game you are only given the number of moves to the treasure. This may be anything for 120 to over 400. (Yes, 400!).

You are now ready to start the game. Press S. There you are, standing ready to go. Above you is a sword. Swords are used for killing Mazogs but as Mazog blood is pretty powerful stuff, a sword can only be used once. You can fight a Mazog without a sword but you only have a 50/50 chance of winning. There are 38 Mazogs and 40 swords. This sounds like an easy operation, but quite often swords are like policemen - never around when you need them. Some of the swords will be inaccessible. To collect a sword all you do is try to move into that square. Pressing W will give you the first sword. You can't collect another until you've used the one you have, so you won't be able to wander the maze making a collection. Now you can try moving about. When you get used to the idea of the maze moving and master keys, you will be able to scamper about quite fast. When you come across.....

A sword - you will have to leave it until you are swordless.

A Mazog - you can come right up to him quite safely. If you fight him you will need to find another sword.

A prisoner - then your mission can start. Prisoners are former treasure seekers who, through the very occasional leniency of the Mazogs, has been allowed to live, but has been bricked up in the walls of the maze. They can be recognised by their eyes blinking. If you try to move into a 'prisoner square' he will stop blinking (deep in thought?) and then tell you the way to the treasure.

'THIS WAY' messages will show you the Route all the way to the treasure. There must be a catch in it somewhere! There is. Although you are a super hero, your memory is not quite what it should be and after a time, about ten seconds, you will forget the complex instructions and the Route will disappear.

So, after getting the Route from a prisoner, you need to belt through the maze as fast as possible before it is forgotten. You will then need to find another prisoner. You can ask the same prisoner as many times as you want, either on the way to the treasure or on the return journey. On the return you will be given the Route to the maze Exit. It is most advisable to run the route holding a sword.

View

If you are lost, or looking for a sword or prisoner, or want to see the route over a wider area, then press V. The View lasts for 5 seconds but you can use it as often as you like. Grey lines show the edge of the maze.

Y for STOP

Pressing Y will stop the game and tell you how far you are from the treasure. If you have the treasure it will tell you how far you are from the Exit. If you are lost and can't find a prisoner, you can use the Situation Report, make a couple of moves and then use it again to find out if you are getting 'warmer'.

THE TREASURE

When you get to the treasure (all sparkling and glittery !), try to move onto it. You now have the prize ! If you have a sword at the time you will leave it behind.

THE RETURN

The return journey should be quite easy. Any Mazogs on the Route will have been killed, so the only danger is losing your way and bumping into one. You will find that if you bump into a sword, the treasure and the sword will be exchanged. This move is only useful in other games. The treasure and the sword can easily be re-exchanged.

HOME

When you get back to the start (on View only) you will be greeted by a friend and the Exit will appear. At the end of every game you are given the option of going on to another, or before that, having a look at the whole maze you have just tried.

Press M

The top left quarter of the maze will appear. Using the keys W,S,H & J you can now move up and down the maze to its limits and across the maze in either direction for ever. Pressing P (Print) will print in the route from the entrance to the original location of the treasure. Your position whether you are back at 'base', on the route, lost, or dead, will be marked with a grey square. Pressing O (Rubout) will clear the route; G will give another game.

2 FACE A CHALLENGE

There are four new features in addition to those in game 1.

1. Mazogs are not quite as inactive as they appear. They can now spot you if you are either immediately to the left or right of them, and they will jump on you and fight. You won't be able to get past the Mazog in the picture however fast you run.
2. SITUATION REPORT. There is the strong possibility that if you do too much wandering in your search you will starve to death. The number of moves you have is always four times the moves from the start to the treasure. This may seem quite generous, but if you have to do a lot of running about looking for a much needed sword or prisoner, it's surprising how quickly the moves left to go, will jump down towards zero - dead ! Information and especially Views also gobble up moves. You can gain more moves by attacking and killing Mazogs. As they will always attack you from the side, you can only attack them from above or below. So, if you are running short of moves AND have a sword AND can find a Mazog AND he is in the right position AND you have enough moves to get to him THEN extra moves are yours !!

3. VIEWS

Pressing V for a view will automatically clear any route to the treasure or 'base' from the maze before it's shown.

4. SCORE

At the end of a successful game you will be given a score which

is the number of moves you have left, including those made by killing Mazogs, as a percentage of moves you were given at the beginning of the game. You can, of course, increase your score by wandering from your route at the right moments to despatch the odd Mazog just to increase your score. On the return you can do the same after dumping the treasure at the site of a sword. Your score can be more than 100%.

3 MANIAC MOBILE MAZOGS

This is what it's all been leading up to! Will you be able to cope with.....

ALL MAZOGS JUMP ABOUT in the maze in a frighteningly unpredictable manner. There are two defences against them.....

SWORDS. Running the maze without a sword is suicidal unless you keep using View to see that the 'coast is clear'. If you fight a Mazog it's best to know where your next sword is. Mazogs will sometimes come in twos or threes!

POSITION. Any Mazog above or below you is quite harmless, so that periods of hectic dashing about can be less profitable than waiting in a safe position for a Mazog to move off elsewhere. "Mazog pushing" is the dangerous art of manoeuvring a Mazog up or down the maze until you reach a sword, turnoff or other objective.

DON'T FORGET that with the nasties on the move, the return journey can be just as hazardous - more so, as you can't carry the treasure and a sword. Moves gained for attacking and killing a Mazog are higher, but the task is, you will find, much trickier.

VIEWS will last longer and cost less in moves. They don't stop the Mazogs from moving. For View first position yourself safely. If you don't or can't, you could view a Mazog (X) jumping towards you and be unable to do anything about it. If one attacks during View, it will immediately end, as might you!

PRISONERS Any prisoner who tells you the Route to the treasure or to the Exit will (how sad) die from this unexpected mental exercise, so they will have to be used with great care. Using them all on the way to the treasure will make the return journey a matter of great memory and greater luck. You also have to be careful not to run into them accidentally.

RETURN As already mentioned, getting back with the treasure may be more hazardous than finding it. If you meet a Mazog you can -

- Find a safe position and wait for him to go away. Incidentally, if you want the Mazogs to jump around faster, press a key to try to move you into a wall.
- Go and find a sword, dump the treasure, find the Mazog and kill him, and then go back and find the treasure.
- Do some 'Mazog-Pushing'.

ADDITIONAL NOTES

In the situation report you are given the option to 'buy' a sword in cases of desperate need. You'd have to be desperate - the cost of your sword is half the moves you have left.

At the end of the game, and you press P to solve the maze, it will be solved from the start to the original site of the treasure. If the treasure has been carried from its original site and then dumped, that site will be marked by an inverse asterisk.