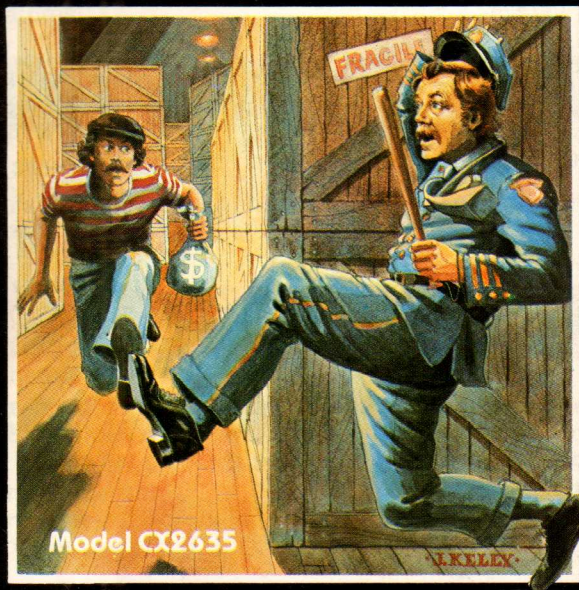



# MAZE CRAZE™

A Game of Cops 'n Robbers

## GAME PROGRAM™

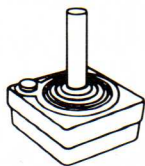
### INSTRUCTIONS



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P.O. Box 427, Sunnyvale, CA 94086

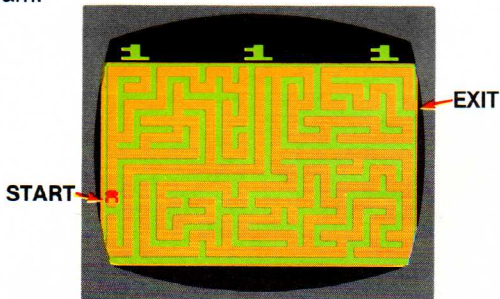
Use your Joystick Controllers with this ATARI® Game Program™. Be sure the controllers are firmly plugged into the **LEFT** and **RIGHT CONTROL-LER** jacks at the rear of your ATARI Video Computer System™. Hold the controller with the red button to your upper left toward the television screen. See *Section 3 of your Video Computer System Owner's Manual* for further details.



**NOTE:** Always turn the console **power** switch **off** when inserting or removing a Game Program. This will protect the electronic components and prolong the life of your ATARI Video Computer System.

## GAME OBJECTIVE

Each player\* controls a blue or red cop. Your cop's beat is a maze of city blocks, and you must move the cop from the left side of the maze to the exit on the right, as shown in the diagram.



\*MAZE CRAZETM may be played by one player, depending on the game number you're playing. See GAME VARIATIONS and the Game Matrix to determine whether anything has to happen to a second player in order for you to exit the maze and end the game.

# USING THE CONTROLLERS

To move your cop, push the Joystick forward, backward, left or right.

Press the red controller button to:

- Select a new maze for the game you've just completed.
- Use the features offered in some games. (see the **GAME VARIATIONS** section for a detailed breakdown of these features)

## TO BEGIN PLAY

### game select switch

Use this switch to select the number of the game, visibility and speed you wish to play.

### game reset switch

Use this switch to start game play, to choose a different maze for the game you've selected, or to see an invisible maze before you exit.

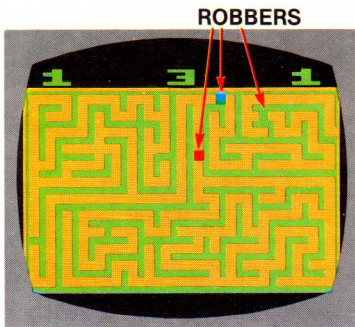
### right and left difficulty switches

In the **a** position, your cop moves at the same speed as the robbers. In the **b** position, your cop moves faster than the robbers. The left player uses the **left difficulty** switch; the right player uses the **right difficulty** switch.

## GAME PLAY

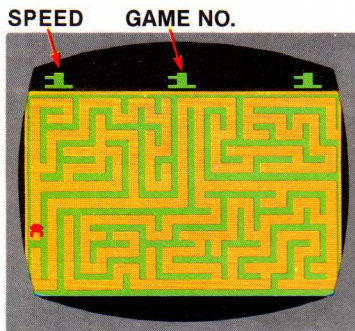
You're a cop confronting danger and suspense as you and your opponent wind your way across the city blocks. The first player to reach the exit on the right side of the maze wins the game.

Throughout the game you may encounter armed robbers, blockades, and other obstacles to prohibit you from finishing your beat.



You'll hear the footsteps of cops, as well as the sound effects when someone bumps into a deadend, or the special sound effects when someone exits from a maze. You'll also experience the unique sound that occurs when a robber captures a cop!

The number at the top center of the playfield represents the game number.



### Speed

How fast can your cop react to danger? The number at the top left side of the playfield represents the speed at which cops and robbers travel:

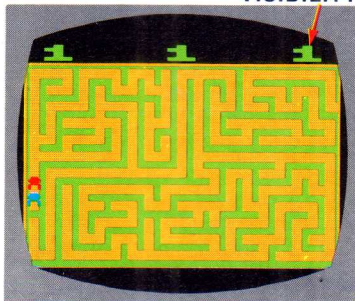
- 1 - medium
- 2 - fast
- 3 - slow
- 4 - calculatngly slow

## Visibility

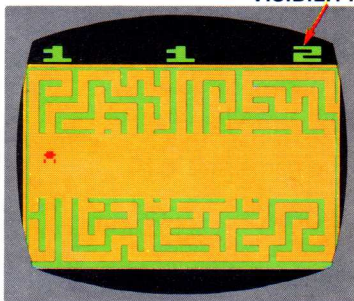
During some games, all or some of the city blocks may suffer blackouts. The top right number on the screen represents the amount of the maze you can see during a game:

- 1 - Straight forward action with all of the maze visible throughout the game.
- 2 - A small portion of the maze is invisible.
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- 4 - The ultimate in suspense with all of the maze invisible.

VISIBILITY



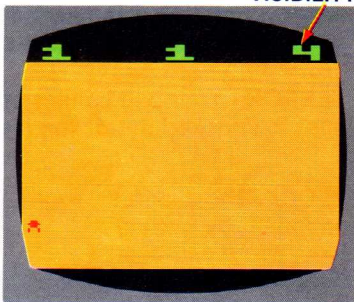
VISIBILITY



VISIBILITY



VISIBILITY



When a cop exits any of the invisible mazes, the maze appears on the screen. To select a game number, speed and visibility, press the **game select** switch. All of the available game numbers and visibility numbers will appear for each speed beginning with speed number one. Continue to press the switch until the combination of speed, game and visibility you desire appears at the top of the screen.

# GAME VARIATIONS

Each game offers different variations or features which can assist or hinder you in finding your way out of the maze.

**CAPTURE** - You must become a hero and capture three robbers before you win the game. To do this, move your cop toward the robber and make contact. During games that feature **CAPTURE**, color coded bars appear for each player at the top of the screen. Each time you capture a robber, the appropriate bar disappears. (Blue bar = blue robber)

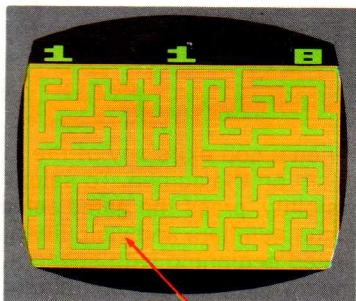
**2, 3 OR 5 ROBBERS** - Depending on the game you're playing, two, three or five robbers appear on the right side of the screen. They will be lurking around corners waiting for you. If they touch you, you automatically are knocked out of the game and lose.

**WOUNDS** - You're paralyzed after robbers touch you. Only after a few moments will you regain strength, and then you can gradually move at your normal speed.

**NOTE:** A wounded cop continues to move in the same direction that he was headed when wounded. Only at the next intersection can you change the cop's direction.

**TERROR** - Your cop cannot exit the maze until your opponent is knocked out of the maze by robbers.

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**BLOCKADE**

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**NOTE:** All of the 16 MAZE CRAZE games have four visibility options. Games 6 and 7 feature additional variations. Game 6 with visibility 1 is a 5 ROBBERS Game Variation. Game 6 with all other visibilities is a PLAYER PEEK Game Variation. Game 7 with visibility 1 combines the 5 ROBBERS and TERROR Game Variations. Game 7 with all other visibilities is a SCOUTS Game Variation. All other games allow you to choose your visibility options. See Game Matrix for game variations.

**GAME NO.**  
**2 ROBBERS**  
**CAPTURE**  
**3 ROBBERS**  
**5 ROBBERS**  
**AUTO PEEK**  
**PLAYER PEEK**  
**WOUNDS**  
**BLOCKADE**  
**TERROR**  
**SCOUTS**

	1															
	2	Yellow														
	3		Orange													
	4			Green												
	5		Orange													
	6				Red											
	7				Red											
	8			Green												
	9			Yellow												
	10								Yellow							
	11		Orange													
	12			Green												
	13			Yellow												
	14				Green											
	15		Orange													
	16															

Visibility 1  
 Visibility 2, 3, 4  
 Visibility 1  
 Visibility 2, 3, 4

No Game Variations

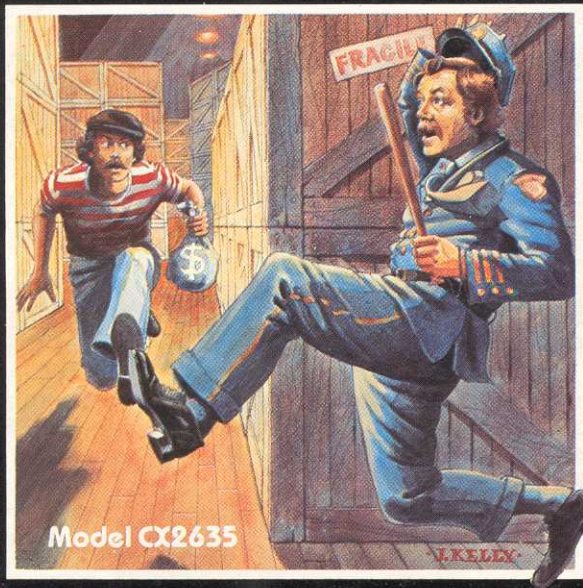


# MAZE CRAZE™

A Game of Cops 'n Robbers

## GAME PROGRAM™

### INSTRUCTIONS



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ATARI, INC., Consumer Division  
P.O. Box 427, Sunnyvale, CA 94086

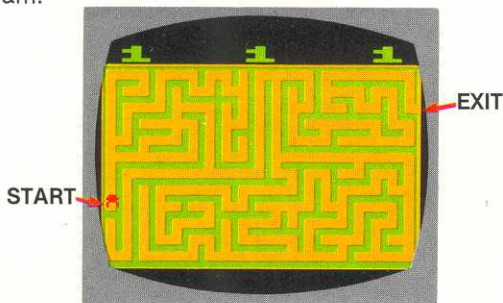
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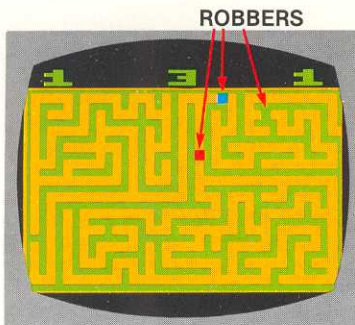
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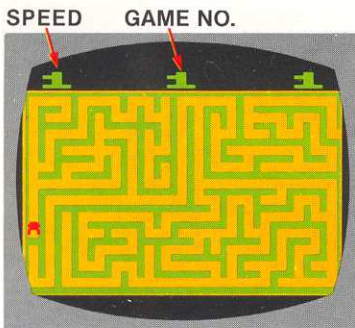
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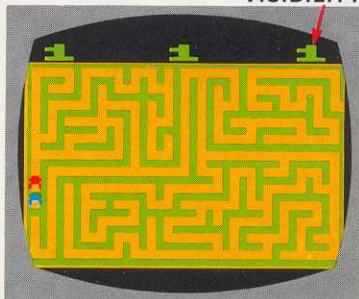
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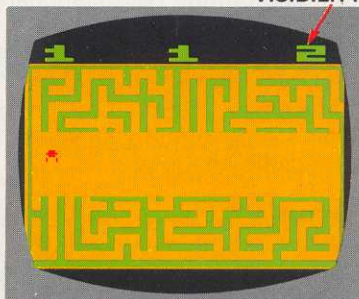
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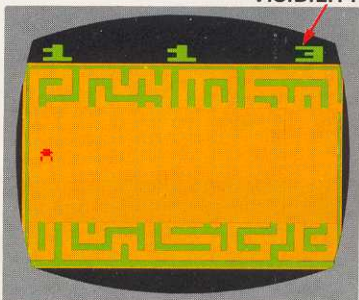
VISIBILITY



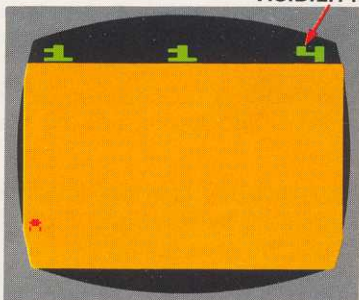
VISIBILITY



VISIBILITY



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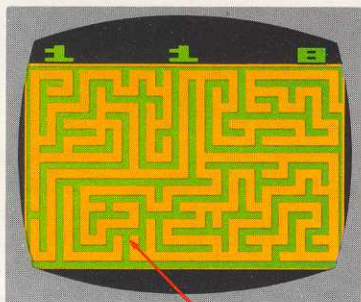
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GAME NO.  
 2 ROBBERS  
 CAPTURE  
 3 ROBBERS  
 5 ROBBERS  
 AUTO PEEK  
 PLAYER PEEK  
 WOUNDS  
 BLOCKADE  
 TERROR  
 SCOUTS

	1														
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	7				Red										
Blue	8						Green								
	9			Yellow					Yellow						
	10									Red					
	11									Orange					
	12			Blue			Green								
	13				Yellow							Yellow			
	14				Yellow			Green							
	15			Blue						Orange					
	16														

Visibility 1  
 Visibility 2, 3, 4  
 Visibility 1  
 Visibility 2, 3, 4

No Game Variations



# MAZE CRAZE™

A GAME OF COPS N' ROBBERS

ATARI® GAME PROGRAM™ INSTRUCTIONS



COMPLETE  
GAME PLAY  
INSTRUCTIONS

16 GAME  
VARIATIONS

GAME SELECT MATRIX  
Section 6

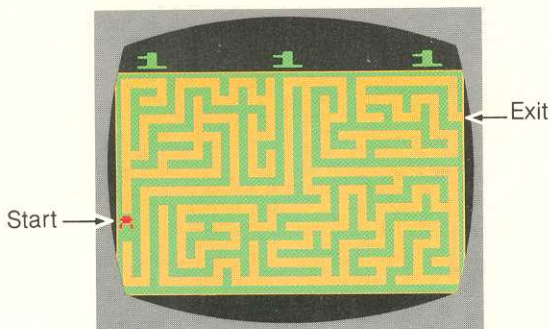
## **TABLE OF CONTENTS**

<b>1. OBJECT OF THE GAME</b>	<b>1</b>
<b>2. GAME PLAY</b>	<b>1</b>
<b>3. USING THE CONTROLLERS</b>	<b>4</b>
<b>4. CONSOLE CONTROLS</b>	<b>4</b>
<b>5. GAME VARIATIONS</b>	<b>5</b>
<b>6. GAME SELECT MATRIX</b>	<b>7</b>

## 1. OBJECT OF THE GAME

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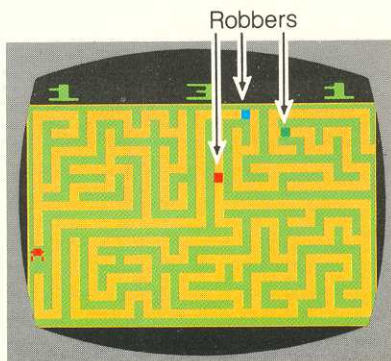
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## 2. GAME PLAY

You're a cop confronting danger and suspense as you and your opponent wind your way across the city blocks. The first player to reach the exit on the right side of the maze wins the game.

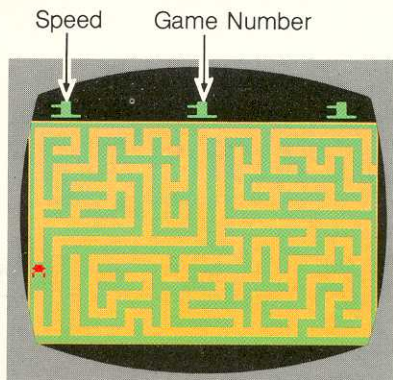
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## ATARI® GAME PROGRAM™ INSTRUCTIONS

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How fast can your cop react to danger? The number at the top left side of the playfield represents the speed at which cops and robbers travel:

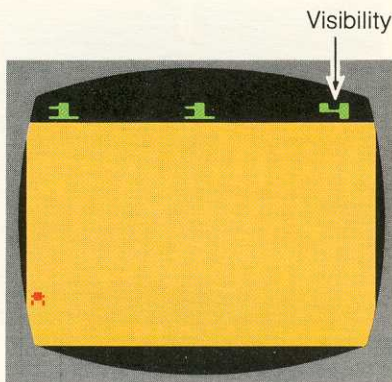
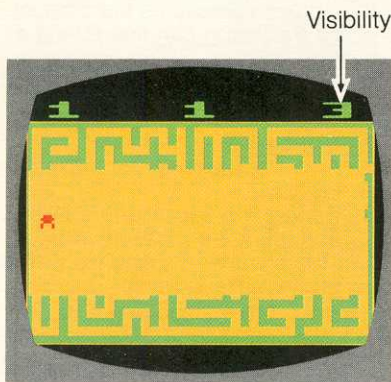
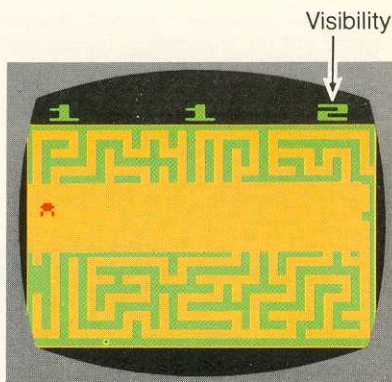
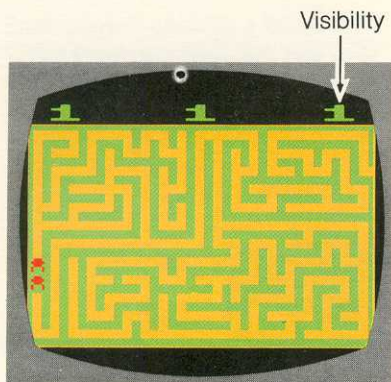
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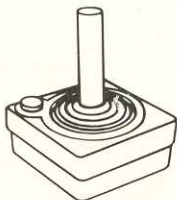
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## 4. CONSOLE CONTROLS

### GAME SELECT SWITCH

Use this switch to select the number of the game, visibility and speed you wish to play.

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Use this switch to start game play, to choose a different maze for the game you've selected, or to see an invisible maze before you exit.

### DIFFICULTY SWITCHES

In the **a** position, your cop moves at the same speed as the robbers. In the **b** position, your cop moves faster than the robbers. The left player uses the left difficulty switch; the right player uses the right difficulty switch.

### TV TYPE SWITCH

Set this switch to color if you have a color television set. Set it to **b-w** to play the game in black and white.

## 5. GAME VARIATIONS

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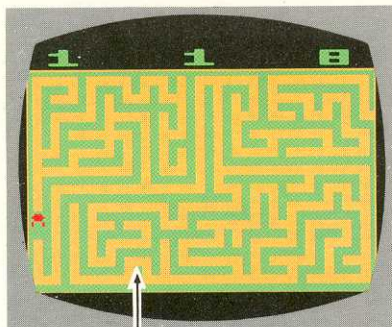
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## GAME PROGRAM™ CARTRIDGE LIMITED NINETY DAY WARRANTY

ATARI, INC. ("Atari") warrants to the original consumer purchaser that your ATARI® Game Program cartridge is free from any defects in material or workmanship for a period of ninety days from the date of purchase. If any such defect is discovered within the warranty period, Atari's sole obligation will be to replace the cartridge free of charge on receipt of the cartridge (charges prepaid, if mailed or shipped) with proof of date of purchase at either the retail store where the cartridge was purchased or at one of the ATARI Regional Service Centers listed below:

Atari, Inc.  
1312 Crossman Ave.  
Sunnyvale, CA 94086

Atari, Inc.  
5400 Newport Dr.  
Suite 1  
Rolling Meadows, IL 60008

Atari, Inc.  
43 Belmont Dr.  
Somerset, NJ 08873

Atari, Inc.  
2109 East Division St.  
Arlington, TX 76001

This warranty shall not apply if the cartridge (i) has been misused or shows signs of excessive wear; (ii) has been damaged by being used with any products not supplied by ATARI, or (iii) has been damaged by being serviced or modified by anyone other than an ATARI Regional Service Center.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE. CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM A BREACH OF ANY APPLICABLE EXPRESS OR IMPLIED WARRANTIES ARE HEREBY EXCLUDED.

Some states do not allow limitations on how long an implied warranty lasts or do not allow the exclusion or limitations of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.



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P.O. Box 427, Sunnyvale, CA 94086