

Sears

TELE-GAMES®

MAZE MANIA

GAME INSTRUCTIONS



FOR 1 or 2
PLAYERS

16

GAMES

SEARS, ROEBUCK AND CO.

4975157

NOTE: Always turn the console **POWER** switch **OFF** when inserting or removing a Tele-Games Cartridge. This will protect the electronic components and prolong the life of your Video Arcade.

Also, it is normal for the screen to "flip" and "roll" each time the game is first turned on or reset. This occurs while the computer is calculating its next move.

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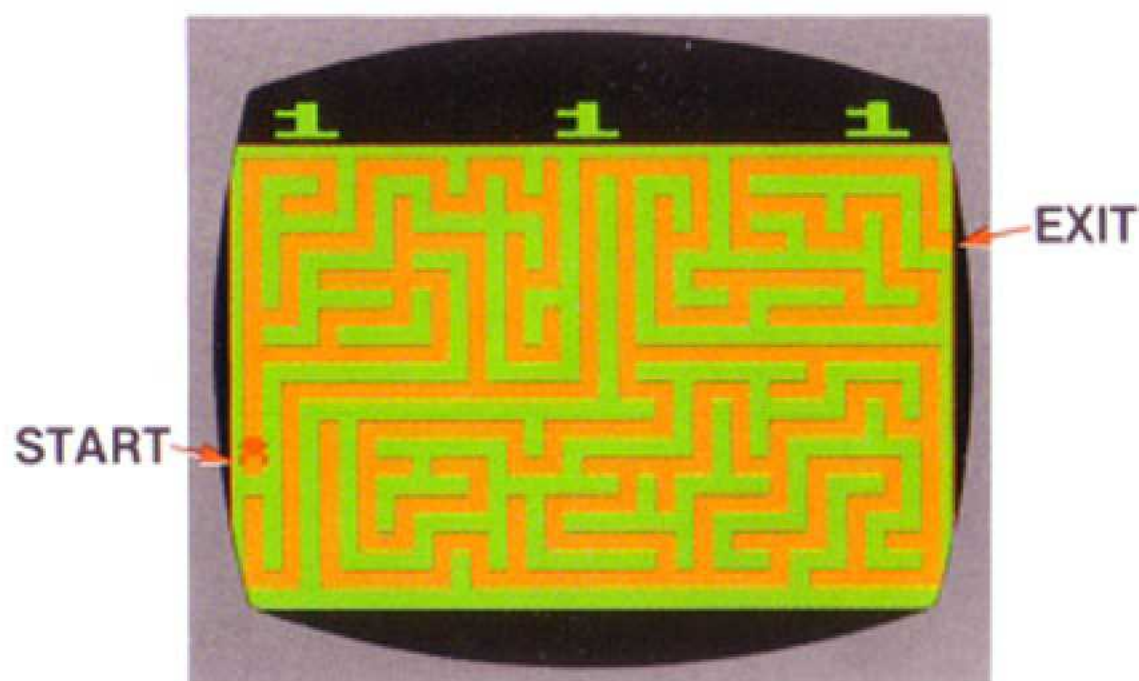
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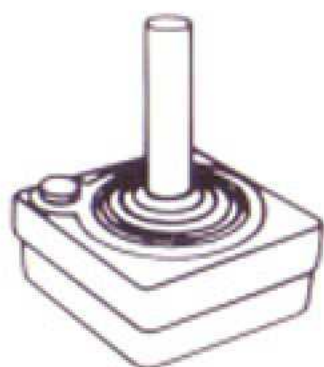
1. GAME OBJECTIVE

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.



2. USING THE CONTROLLERS



Use your Joystick Controllers with this Tele-Games® Cartridge. Be sure the controller cables are firmly plugged into the controller jacks at the rear of your Video Arcade™. Hold the controller with the red button to your upper left toward the television screen. See page 4 of your

owner's manual for further details.

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.)

* MAZE MANIA may be played by one player.

3. 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 or to choose a different maze for the game you've selected. You can also use the game RESET switch to see an invisible maze **AFTER** you decide to give up a game. Press the switch and keep it in the down position. You will then

see the previously invisible maze. When you release the switch, a new game will start.

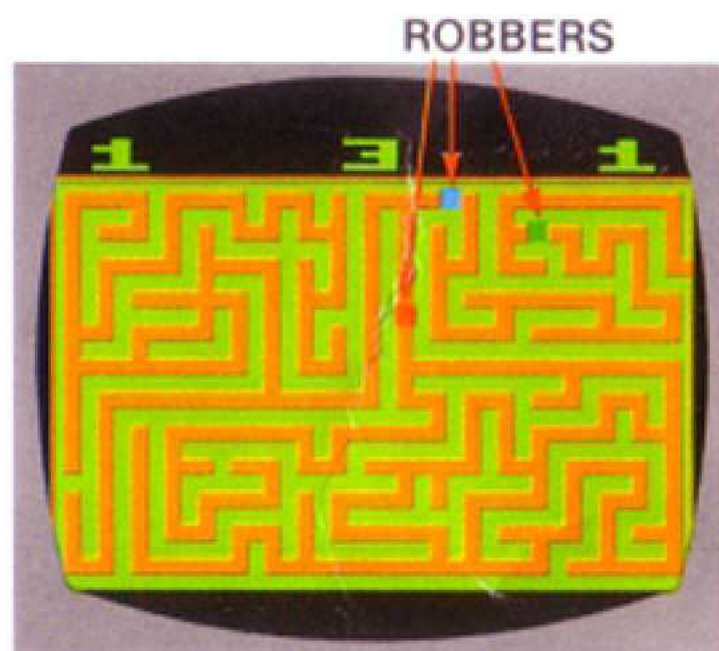
RIGHT and LEFT SKILL switches—

In the **EXPERT** position, your cop moves at the same speed as the robbers. In the **NOVICE** position, your cop moves faster than the robbers. The **LEFT PLAYER** uses the **LEFT PLAYER SKILL** switch; the **RIGHT PLAYER** uses the **RIGHT PLAYER SKILL** switch.

4. 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.

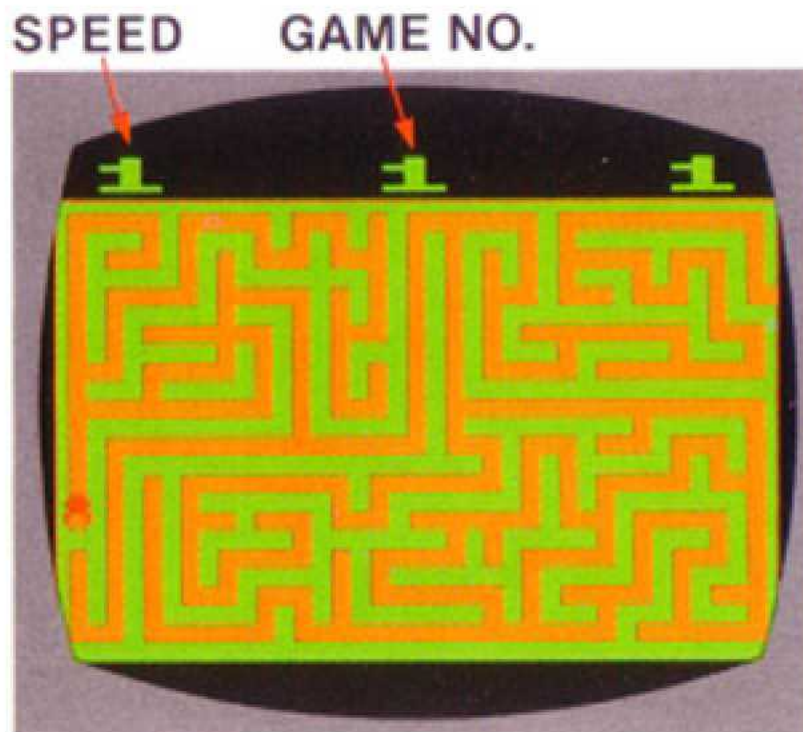
Throughout the game you may encounter armed robbers, blockades, and other obstacles to prohibit you from finishing your beat.



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 ex-

perience the unique sounds that occur 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

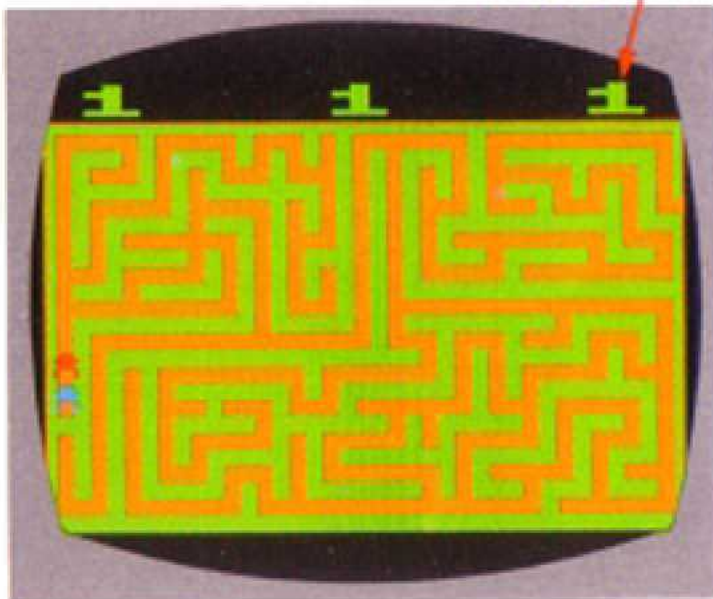
VISIBILITY

During some games, all or some of the city blocks may

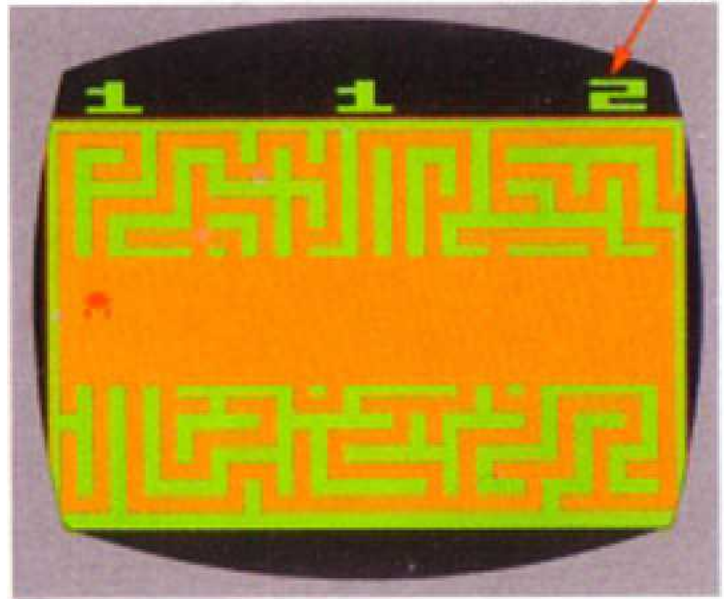
suffer blackouts. The top right number on the screen represents the amount of the maze you can see during a game:

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

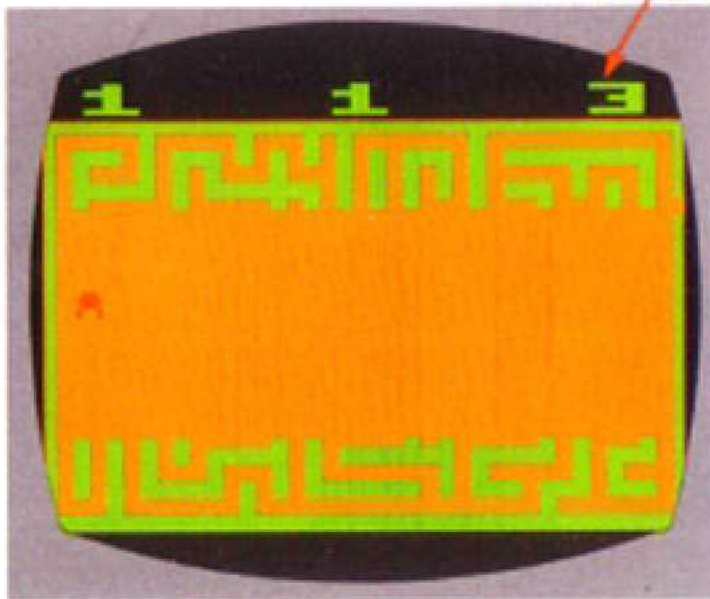
VISIBILITY



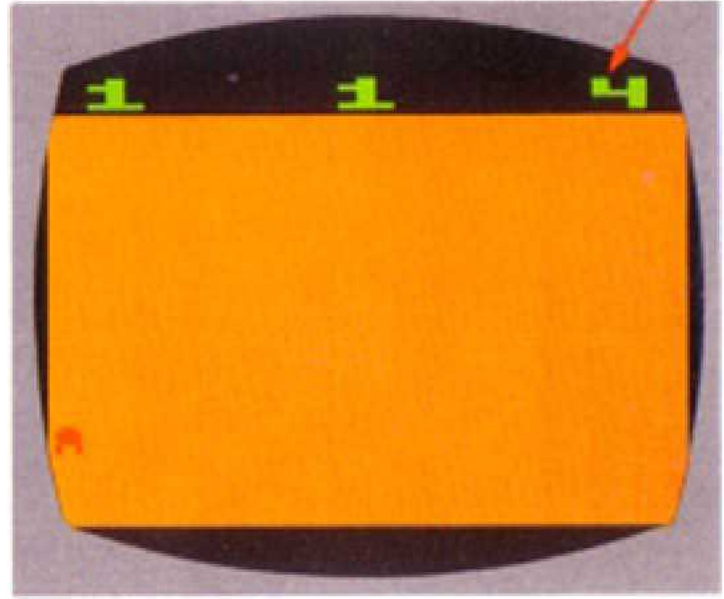
VISIBILITY



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 and hold the **GAME SELECT** switch until the combination of speed, game, and visibility you desire appears at the top of the screen.

5. GAME VARIATIONS

Each game offers different variations of 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 a 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 a robber touches you. Once paralyzed, you move slowly, gradually gaining speed until you can move fast or at normal speed again.

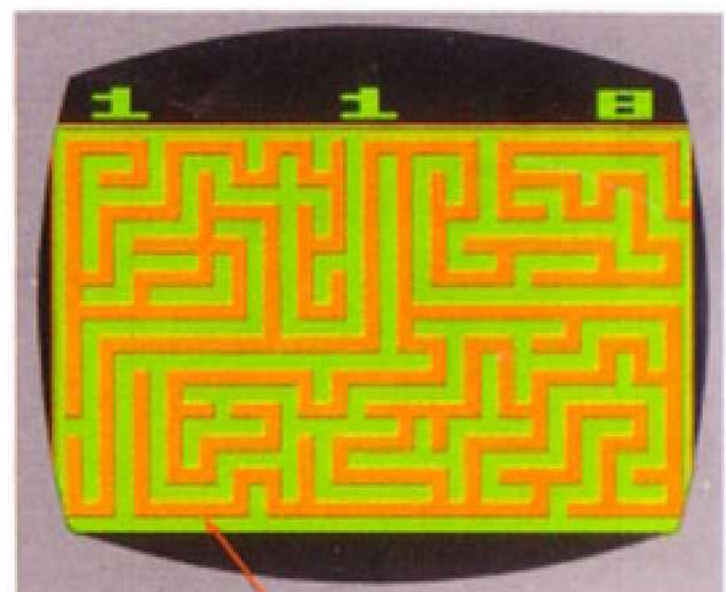
NOTE: A wounded cop continues to move in the same direction that he was headed when wounded. Only at the next intersection can you change the cop's direction.

TERROR

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

BLOCKADE

Confuse your opponent by leaving a blockade resembling a dead end in the maze. Although your opponent can pass through a blockade, they can be useful strategy for confusing him. Press the red controller **WHEN YOUR COP IS MOVING** to leave a blockade. When you leave a blockade, the previous one disappears.



BLOCKADE

AUTOMATIC PEEK

This is your way out of the darkness! During invisible mazes or blackouts, the computer flashes the complete maze on the screen every few seconds. Try to recognize the way out before your opponent does.

PLAYER PEEK

During invisible games, a player can peek at the com-

plete maze by pressing the red controller button. The maze remains on the screen momentarily.

SCOUTS

During invisible mazes, your cop has a partner or scout who moves ahead of him. The scout randomly leads the way, but you are free to ignore his suggestions.

NOTE: All of the 16 MAZE MANIA 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 the Game Matrix for game variations.

6. GAME MATRIX

| GAME NO. | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
|-------------|------|--------|--------|-------------|-------------|--------|--------|-------------|--------|--------|--------|-------------|-------------|-------------|--------|----|
| 2 ROBBERS | | Yellow | | | | | | | Yellow | Yellow | | | Yellow | | | |
| CAPTURE | | | | Light Green | | | | Light Green | | | | Light Green | | Light Green | | |
| 3 ROBBERS | | | Orange | | Orange | | | | | | Orange | | | | Orange | |
| 5 ROBBERS | | | | | | Orange | Orange | | | | | | | | | |
| AUTO PEEK | Blue | | | Blue | | | | | | | | Blue | | | Blue | |
| PLAYER PEEK | | Yellow | Yellow | | | Yellow | | Yellow | | | | | Yellow | Yellow | | |
| WOUNDS | | | | | Light Green | | | | | | | | Light Green | | | |
| BLOCKADE | | | | | | | | Orange | | | | | | | | |
| TERROR | | | | | | | Orange | | Orange | Orange | | | | | Orange | |
| SCOUTS | | | | | | | Blue | | | | | | | | | |

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

No Game Variations

