

dk 11-14

commodore 64

Maziacs



MAZIACS

CBM
64

dktronic's ARCADE ACTION

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LOADING MAZIACS
See reverse for instructions

*Other recommended Software for
your Commodore Computer:—*

The Slicker Puzzle
Alien Rescue
Who Dares Wins
Millie Bug
Dictator

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This cassette contains two copies of this program one on each side. If you have any loading problems, or if one of the copies gets damaged, then use the other copy. Before loading any program please ensure that the heads of your cassette deck are clean and demagnetised.

Joystick or Keys

Instructions for CB64 MAZIACS

LOADING

Press "RUN/STOP" while holding the SHIFT key down. Then start the tape. MAZIACS is recorded on both sides of the tape.

THE ADVENTURE

Run through a complex maze, collect a box of treasure and return. The maze is very large and has no edges so you start and finish in the middle. Within the maze are SWORDS, PRISONERS & FOOD. These help you on your quest. There are also many MAZIACS. They are less helpful!

PRISONERS

Prisoners show you the route to the treasure or, if you have it already, the route back 'home'. The distance to the treasure or 'home' is shown on the lower of the two meters.

SWORDS

Having a sword will enable you to kill a MAZIAC but after a fight you will need to find another. You can fight a MAZIAC without a sword but the outcome is not so certain. If you are sitting down when a MAZIAC jumps you, you will be killed.

FOOD

Your strength is measured on the top meter. If it reaches zero you will DIE. Keep it up by collecting food. The stronger you are, the more chance you have of winning a fight without a sword.

MAZIACS

MAZIACS are the guardians of the treasure. Although they always know where you are they are not intelligent enough to find their way through the maze.

TREASURE

Distance to the treasure is always more than 250 moves. When carrying the treasure you can't carry a sword, but you may swap treasure and swords at any time. The more MAZIACS you kill on the way to the treasure the less you have to fight to get back.

VIEW

The main screen shows one fiftieth of the maze. View will show you one twelfth. This helps you to locate swords and food etc.

SCORE

If you are successful your score will be the minimum number of moves needed compared with the moves you actually made as a percentage. You also get bonuses for the more difficult levels so the very highest score is 140 (in theory!).

LEVELS

1. Easy. 2. Less food, swords & prisoners. 3. Very tricky. Lose energy during View, less time to see the correct route and prisoners can only be asked the way once.

CONTROLS

Only five. Q = Up A = Down
Z = Left X = Right
V = View

or use the Joystick (Port 2)

To pick up treasure, food or a sword, or to ask a prisoner the way just try to move into the space they occupy.