



Personal Computer
Entertainment Series

One Hundred and One Monochrome Mazes

*Amazing fun
for the whole family*



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One Hundred and One Monochrome Mazes

Designed and Programmed
by
John Vaughn

First Edition (March 1983)

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Contents

The Maze	1
Before You Start	2
What You Need	3
How To Start the Game	4
Two Important Notes	4
To Start	4
Answer the Questions	5
Using the Direction Keys	6
How To Change the Options	6
How To Score	7
Rules of the Maze	8
The Goal of the Game	8
The Hazards	8
The Jump	9
Maze 101	10

Your quest in the 101 Monochrome Mazes is to find the correct path through the green labyrinth using the four cursor direction keys without falling into the black pools.

We wish you luck.

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How To Start the Game 1

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How To Change the Options 1

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The Maze

For millenia man has made mazes.

According to Greek mythology, the wizard Daedalus built the Great Labyrinth for King Minos of Crete. Once led into the maze, the king's Athenian captives would wander aimlessly until caught and devoured by the monstrous Minotaur.

On the more artistic side, the victorious Romans decorated their walkways with mosaic mazes of glimmering marble. The 19th century Victorian aristocrats created natural mazes of tall shrubbery to stroll through for an afternoon's diversion.

Today's mazes are 101 Monochrome Mazes. Some of these mazes are as gentle as the Victorian lawns. Others, with their trap doors, invisible walls, and deep black pools are as cruel and cunning as the Minotaur's lair.

Your quest in the 101 Monochrome Mazes is to find the correct path through the green labyrinth using the four cursor direction keys without falling into the black pools.

We wish you luck.

Before You Start

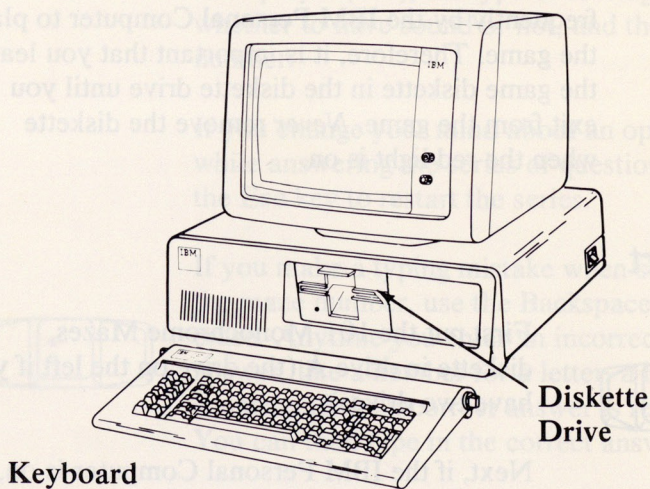
Before you start the game you should know that if the 101 Monochrome Mazes diskette is damaged, the program will not work. Therefore, we advise that you make a copy of your game diskette.

- If you purchased DOS Version 1.00 or 1.10, refer to “DISKCOPY—Backing Up a Diskette,” in your *Guide to Operations*.
- If you purchased DOS Version 2.00, refer to “Backing Up a Diskette,” in your IBM Personal Computer *Disk Operating System (DOS)* manual.

What You Need

- IBM Personal Computer
- At least 64KB of memory
- One diskette drive
- IBM Monochrome Display

IBM Monochrome Display



How To Start the Game

Two Important Notes

1. When the first maze appears on the screen, you should see two green tints: dark green and light green. Adjust the brightness and contrast knobs on the front of the Monochrome Display until these two tints are clearly distinguished. (The background and the pools are black.)
2. The 101 Monochrome Mazes diskette is used frequently by the IBM Personal Computer to play the game. Therefore, it is important that you leave the game diskette in the diskette drive until you exit from the game. *Never* remove the diskette when the red light is on.

To Start



+



and then



First put the 101 Monochrome Mazes diskette in drive A (the drive on the left if you have two drives).

Next, if the IBM Personal Computer is on, hold down the Ctrl and Alt keys, then press the Del key. The game will appear on the screen in a few moments.

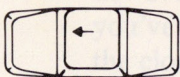
If the IBM Personal Computer is not already on, just turn your computer on with the diskette in drive A. This will start the game also.

Answer the Questions

When you start up the game, the copyright notice screen appears first. The serial number for your diskette is shown below the IBM logo.

After pressing the Spacebar to continue, the title screen, "ONE HUNDRED AND ONE MONOCHROME MAZES" appears. Then, after a short pause, you answer a series of questions to select the game options: the number of players (1-8), the marker speed for each player (1-9), the type of scoring, whether to have sound or not, and the maze number.

If you change your mind about an option while answering the series of questions, press the Esc key to restart the series.



If you make a typing mistake when selecting the maze number, use the Backspace key to erase. Anytime you enter an incorrect answer, like a number for a letter, a beep sounds and the incorrect answer is removed. You can then type in the correct answer.

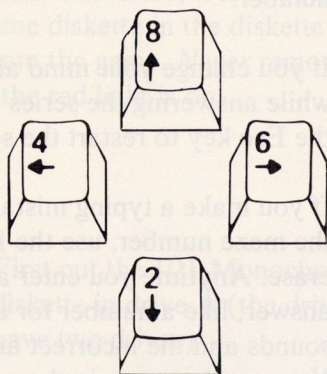
We suggest that you first start with a low speed and maze number. From there, move up until you find a level that challenges you. Then as you gain skill and confidence, move up further to the higher, more difficult levels. You will not last long in maze 101 until you learn the skills at the lower levels.



Using the Direction Keys

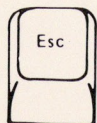
When you see the blinking arrow at the maze entrance, press the Cursor Down key. This will release the marker into the maze. After the marker has entered the maze, pressing one of the four cursor movement keys turns the marker in that direction.

The four cursor keys, Cursor Right, Cursor Left, Cursor Up and Cursor Down, on the righthand side of the keyboard control the marker. Since you'll be keeping both eyes on the screen, you must learn to control the cursor movement keys by touch.



Rest your hand lightly on the cursor movement keys. Your index finger will control the Cursor Left key; your ring finger will control the Cursor Right key; your middle finger will control both the Cursor Up and Cursor Down keys.

How To Change the Options



To change the maze or any other option, press the Esc key while the blinking arrow is in the starting position.

The Esc key will not work if the marker is in the maze.

How To Score

You score two ways in 101 Monochrome Mazes: by points or by time.

The maze level, the marker speed, and the time it took you to finish the maze all determine how points are scored. Each maze level consists of 10 mazes: 1-10 for level 1, 11-20 for level 2 and so on to level 10. Maze 101 is on a level all its own. The higher the maze level and marker speed, combined with the shortest time to complete the maze, yields the highest score.

If you fall into a pool before finishing the maze, you are awarded survival points. Time is not a factor in survival points. Survival points are determined by how far you go in the maze.

The second way to score is by time only. You run against the clock for the lowest time. You must, however, finish the game to get a time score. Once you've mastered one of the 10 levels, running against the clock becomes an entirely new challenge.

The three highest point scores for each level are recorded; time runs are not.

If you choose not to keep score, no points or time will appear on the screen. The maze you are on will be reset.

Rules of the Maze

The Goal of the Game

Find the path through the maze without falling into a pool.

The Hazards

The dark green areas of the maze are safe paths. The light green areas are walls of the maze. The black areas are pools into which you may fall.

Trickier hazards appear in the higher maze levels. The first is the invisible wall which pops up in front of you. The second is the trap door which opens a pool behind you. And the last is the gate which slams shut after you pass through it.

To become a champion maze runner, you must learn the tricks of all six areas: paths, walls, pools, invisible walls, trap doors, and gates.



To change the maze or any other option, press the Esc key while the blinking arrow is in the starting position.

The Esc key will not work if the marker is in the maze.

The Jump

Knowing how to change direction is all you need to finish the lower maze levels. To finish the higher maze levels, you must learn how to jump pools.

Some notes on jumping:

1. If you press the cursor key in the same direction that the marker is moving, the marker will jump the next square. If that square happens to be a pool, the marker will jump the pool.
2. If you try to jump a pool two squares wide, you'll fall in and drown.
3. Changing direction toward a pool and then jumping requires a run of two squares. Once moving in a direction, however, you can hop across pools like stepping stones in a pond.



Maze 101

After you have run all 100 mazes, you still have Maze 101. To conquer it, you will need all the dexterity and logic you learned at the lower levels. And you will need something more: a willingness to probe mysteries, tap on walls, and dive into deep water.

Maze 101 does not yield its secrets easily. If you unlock them, you can consider yourself a Master.

Hint: If you jump over an untripped trap door or gate, it will remain untripped.

To become a champion maze runner, you must learn the tricks of all six areas: paths, walls, pools, invisible walls, trap doors, and gates.

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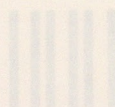
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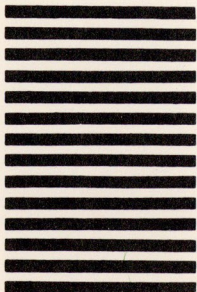
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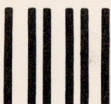
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