

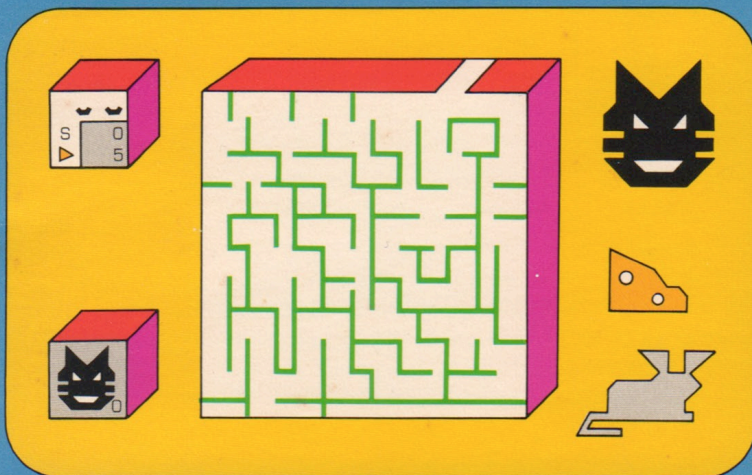


A-MAZE-ING

SOLID STATE
SOFTWARE™

COMMAND MODULE

A challenging combination of maze games to test your strategy skills. Race against time through increasingly difficult mazes filled with tempting cheese, towering obstacles, and devious cats!



Quick Reference Guide

Note that the key sequences required to access special functions depend on the type of computer console you have. Important keystroke sequences are summarized here for your "quick reference."

TI-99/4

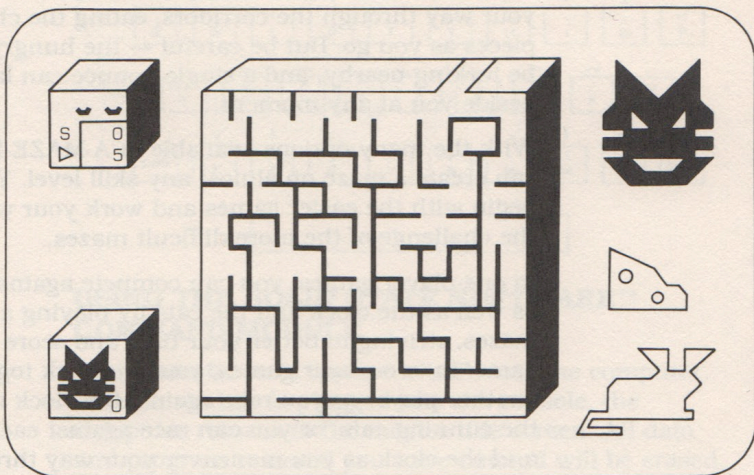
TI-99/4A

↘ W, ↑ E	↘ W, ↑ E	Controls movement with the keys on the left half of the keyboard. If the Wired Remote controllers are being used, move the lever in the desired direction.
↗ R, ← S	↗ R, ← S	
→ D, ↘ Z	→ D, ↘ Z	
↓ X, ↘ C	↓ X, ↘ C	
↘ U, ↑ I	↘ U, ↑ I	Controls movement with the keys on the right half of the keyboard. If the Wired Remote Controllers are being used, move the lever in the desired direction.
↗ O, ← J	↗ O, ← J	
→ K, ↘ N	→ K, ↘ N	
↓ M, ↘ .	↓ M, ↘ .	
SHIFT V (PROC'D)	FCTN 6 (PROC'D)	■ Creates a new maze with the same options if pressed <i>during</i> or <i>after</i> a game. ■ Returns to the first selection list if pressed <i>during</i> the option selection.
SHIFT R (REDO)	FCTN 8 (REDO)	Replays the same maze if pressed <i>during</i> or <i>after</i> a game.
SHIFT Z (BACK)	FCTN 9 (BACK)	Returns to the option selection if pressed <i>during</i> or <i>after</i> a game.
SHIFT A (AID)	FCTN 7 (AID)	Changes a maze from visible to invisible and back again. (Areas a mouse has passed through are always visible.) The FIRE button on the Wired Remote Controllers also has this function in one-player games.
SHIFT F (DEL)	FCTN 1 (DEL)	Turns off the beep that sounds when the mouse hits a wall. Pressing DEL again turns the beep back on.
SHIFT T (ERASE)	FCTN 3 (ERASE)	Changes the clock from visible to invisible and back again.
SHIFT P	FCTN P	Prints the maze as it appears on the display if the Solid State Thermal Printer is attached to the console.
SHIFT Q (QUIT)	FCTN = (QUIT)	Returns to the master title screen.



TEXAS INSTRUMENTS
HOME COMPUTER

A-MAZE-ING



This *Solid State Software™* Command Module is designed to be used with the Texas Instruments Home Computer. Its preprogrammed solid-state memory expands the power, versatility, and capability of your Home Computer.

Copyright © 1980 Texas Instruments Incorporated
Command Module program and data base contents
copyright © 1980 Texas Instruments Incorporated.
See important warranty information at back of book.

TEXAS INSTRUMENTS HOME COMPUTER

INTRODUCTION

With the A-MAZE-ING *Solid State Software™* Command Module, you become a mouse attempting to find your way through a maze. But this is no simple maze game! There are over 5,000 possible variations, including dangerous cats, delicious cheese, and dark mouseholes to aid or hinder your escape. You move your way through the corridors, eating the cheese pieces as you go. But be careful — the hungry cats may be lurking nearby, and a single pounce can land them *beside you at any moment*.

With the many options available in A-MAZE-ING, you can create a maze on almost any skill level. You can begin with the easier games and work your way up to the challenge of the more difficult mazes.

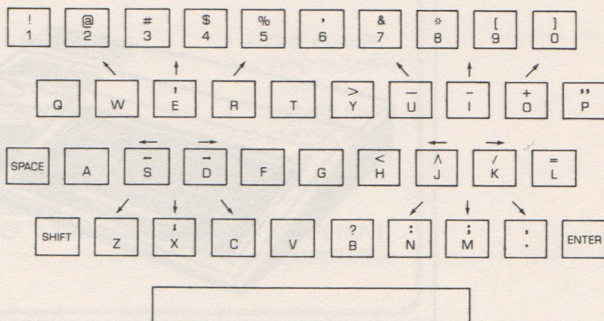
In one-player games, you can compete against yourself as well as the clock and the cats by playing a series of mazes, striving to better your time and score each game. In two-player games, you can work together with another player as you race against the clock to outwit the cunning cats, or you can race against each other *and* the clock as you maneuver your way through the maze.

Using a few simple keystrokes, you can replay your current maze, form a new maze with the same options, or change your options and create an entirely new maze. You can improve your strategy skills by playing the same maze over again or by challenging yourself with new, more difficult mazes.



A-MAZE-ING

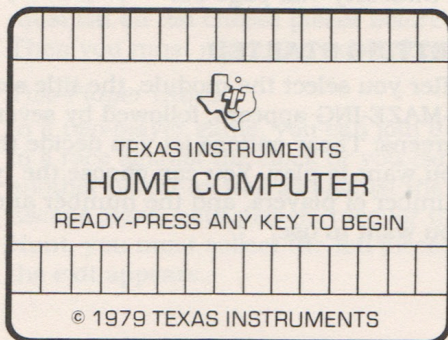
You can move the mouse on the screen by using either the Wired Remote Controllers or the console keyboard. For A-MAZE-ING, certain keys on both sides of the keyboard are designated as directional keys:



USING THE SOLID STATE SOFTWARE™ COMMAND MODULE

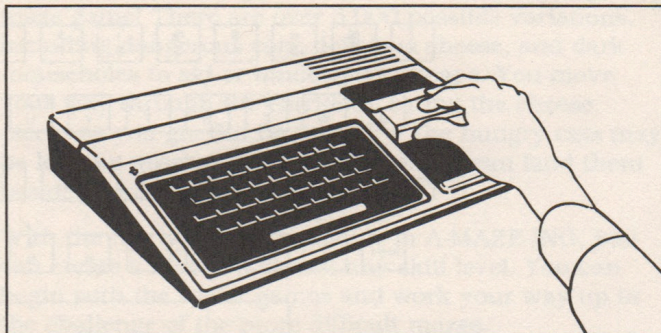
An automatic reset feature is built into the computer. When a module is plugged into the console, the computer returns to the master title screen. All data and program material you have entered will be erased.

Note: Be sure the module is free of static electricity before inserting it into the computer. (See page 18.)



TEXAS INSTRUMENTS HOME COMPUTER

1. Turn the computer ON and wait for the master title screen to appear. Then slide the module into the slot on the console.



2. Press any key to make the master selection list appear. The title, A-MAZE-ING, is on the list.
3. To select the module, press the key corresponding to the number beside A-MAZE-ING.

Note: To remove the module, *first* return the computer to the master title screen by pressing **SHIFT Q**. Then remove the module from the slot. If you have any problem inserting the module, or if it is accidentally removed from the slot while in use, please see "In Case of Difficulty" on page 19.

GETTING STARTED

After you select the module, the title screen for A-MAZE-ING appears, followed by several option screens. These options let you decide the type of game you want to play. You can choose the type of maze, the number of players, and the number and type of cats you want to use.



Selecting a Game Type

The first options ask whether you want to use one or two players and whether you wish to have an Escape Maze or a Cheese Hunt.

A-MAZE-ING	1 — ONE PLAYER
	2 — TWO PLAYERS
OPTION SELECTION	1 — ESCAPE MAZE
	2 — CHEESE HUNT
PRESS THE NUMBER BESIDE EACH OF YOUR CHOICES	TYPE OF HUNT
	1 — COMPETITIVE
	2 — COOPERATIVE

If you choose a two-player Cheese Hunt game, an additional selection appears. You can choose between a two-player competitive hunt or a two-player cooperative hunt.

One-Player Game

In a one-player game, you race against the clock. If you are playing an Escape Maze, you race for the exit, trying to get there as fast as you can. If you are playing a Cheese Hunt, you work your way through the maze, picking up ten randomly placed pieces of cheese. You must eat all ten cheese pieces before the exit appears. Then you must reach the exit before the cats catch you.

Two-Player Game

In a two-player game, you can join *with* another player in a race against the clock or you can race *against* another player as well as against the clock. In an Escape Maze, both players race for the exit. In a Cheese Hunt, you must collect the ten pieces of cheese before the exit appears.

TEXAS INSTRUMENTS HOME COMPUTER

There are two possible cheese quotas in a two-player game. In a competitive cheese hunt, each mouse must pick up five pieces of cheese. You or your opponent can eat any piece, but once either of you has eaten five pieces, you can't pick up more. After either player has eaten the quota of cheese, the exit appears. That first mouse can then exit, but the other mouse can't exit until its own quota is met.

In a cooperative cheese hunt, either player can pick up any amount of cheese. The exit appears only after all ten pieces have been eaten and success is based on the amount of time it takes both players to exit.

To add to the action in a two-player, two-cat cheese hunt, a piece of cheese on a row may disappear momentarily, if both cats and both mice are on the same row. It will reappear and can still be found and eaten normally, even when it can't be seen.

Choosing a Maze

After choosing the type of game you want, the next set of options appear.

A-MAZE-ING	1 — SIMPLE MAZE
	2 — COMPLEX MAZE
OPTION	
SELECTION	1 — VISIBLE MAZE
	2 — INVISIBLE MAZE
PRESS THE	1 — MOUSEHOLES
NUMBER	2 — OBSTACLES
BESIDE EACH	
OF YOUR CHOICES	1 — FAST MOUSE
	2 — SLOW MOUSE

This screen lets you choose the type of maze you want — simple or complex, visible or invisible. It gives you the opportunity to use mouseholes or obstacles, and it lets you choose either a fast or slow mouse.



Simple or Complex Mazes

A complex maze has more corridors than a simple maze, and the corridors are narrower in size. In general, a complex maze is more difficult and takes longer to solve than a simple maze. In all mazes the mouse starts in the entrance, which is always a mouse haven. By moving into the entrance area, the mouse can't be reached by a cat.

Visible or Invisible Mazes

Mazes may be visible or invisible. An invisible maze only shows you the passages a mouse has gone through, so you must search for the route to a piece of cheese or the exit. The option of an invisible maze is recommended in two-player games only when you are not using cats. Cats do not leave paths behind them as mice do. When a mouse moves back over its own path it will not erase the trail, but when smart cats move through a visible mouse trail, they make it invisible again. The invisibility option can be switched on and off during a game by pressing the **SHIFT A** (AID) key.

Mouseholes

Mouseholes are short cuts that mice can use but cats cannot. They appear as a hole at the intersection of two walls. You, as the mouse, must enter the mousehole along a diagonal line, either pressing the diagonal keys on the console on moving the lever of the Wired Remote Controllers in a diagonal direction. When you are within a mousehole, you are safe from a cat passing outside the hole but not from one moving on the inside. Some mazes have very few mouseholes, and sometimes long sections of a maze may not have any. If you find yourself in a maze with fewer mouseholes than you need, press **SHIFT V** (PROC'D) to create a new maze.

TEXAS INSTRUMENTS HOME COMPUTER

Obstacles

When you choose obstacles instead of mouseholes, the maze doesn't have any mouseholes. Instead, some of the entrances to passages are smaller. In simple mazes, there will be pillars in the passages. Obstacles do not get in the way of cats, so they make games with cats much more challenging.

Mouse Speed

You can select either a slow or a fast mouse. A slow mouse moves as fast as a slow cat. A fast mouse only moves as fast as a cat that's moving at medium speed. If you choose a fast mouse speed, the mouse will move fast but will have more trouble going through mouseholes than a slower mouse.

Cat Options

The final option screen lets you choose the type of cats, if any, you want to use in your maze.

A-MAZE-ING	0 — NO CATS
	1 — ONE CAT
	2 — TWO CATS
OPTION	CAT SPEED
SELECTION	1 — SLOW
	2 — MEDIUM
	3 — FAST
	4 — LIGHTNING
PRESS THE	1 — DUMB CAT
NUMBER	2 — SMART CAT
BESIDE EACH	1 — STANDARD CAT
OF YOUR CHOICES	2 — POUNCING CAT
	POUNCING
	FREQUENCY
	1 — LOW
	2 — MEDIUM
	3 — HIGH

Number of Cats

You may choose no cats, one cat, or two cats for each game. If two cats are chosen, one will follow the left wall and the other the right wall. All the cat options you choose will be the same for both cats.



Cat Speeds

There are four cat speeds — slow, medium, fast and lightning — and each higher cat speed is twice as fast as the previous one. Lightning, therefore, is eight times faster than slow. The cat speed can be anywhere from half as fast to eight times as fast as the mouse speed. Slow cat speed is recommended for invisible mazes.

Dumb or Smart Cats

Dumb cats blindly follow the walls assigned to them. They follow either the left or right wall exclusively and may turn a corner even when a mouse is directly in front of them. Dumb cats are recommended for new players.

Smart cats know the passages a mouse has taken and follow them instead of their normal route. Once a smart cat follows a mouse's path, it does not use that path again until the mouse passes through it once more.

Smart cats are not recommended for invisible mazes or mazes without mouseholes. Pressing **SHIFT A (AID)** during the game shows the current mouse paths and the cat clearing any of the paths it is following. Pressing **SHIFT A (AID)** again will return you to the regular visible maze.

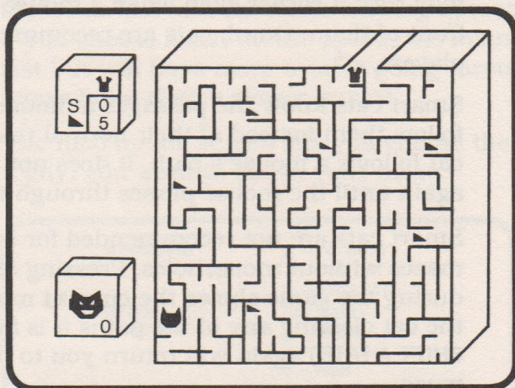
Standard or Pouncing Cats

A standard cat moves only within the standard boundaries of the passage, but a pouncing cat makes random jumps about the maze at random intervals. This adds an element of chance and suspense to the game, since a pounce can land a cat on a mouse or move a cat away from a mouse it had cornered. One cat may even pounce on another, which disturbs neither cat.

TEXAS INSTRUMENTS HOME COMPUTER

How often a cat pounces may be partially determined by selecting either low, medium, or high pouncing frequency. Other factors that influence the pouncing frequency are the complexity of the maze (pouncing happens twice as often in complex mazes) and the number of players involved (with two players, pouncing is less frequent).

After you have selected all your options, your maze begins. The following picture shows a typical one-player, one-cat, complex Cheese Hunt.



SCORING

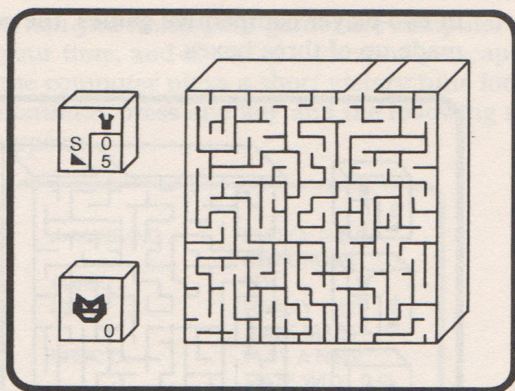
When the maze appears, scoring areas are displayed to the left of the maze.

One-Player Scores

In one-player games, the scoring area is made up of two boxes.



A-MAZE-ING



The top box shows how many times the mouse has escaped the maze since the last time you chose maze options (S stands for score). It also shows the number of pieces of cheese the mouse has eaten in the current maze (▲ stands for the cheese pieces). In one-player games, an escape counts as one point. The bottom scoring box keeps track of the total number of mice eaten by the cats during the mazes played with the current set of options.

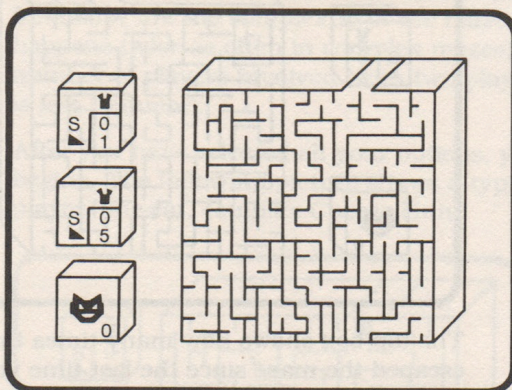
Two-Player Scores

In two-player cooperative games, the scoring area is also made up of two boxes.

The top box contains both mice and their combined scores for escapes and pieces of cheese eaten. Each mouse scores one point for escaping the maze. The bottom box again shows the number of mice eaten by the cats.

TEXAS INSTRUMENTS HOME COMPUTER

In two-player competitive games, the scoring area is made up of three boxes.



The top box records the number of times the blue mouse has escaped the maze as well as the number of pieces of cheese the blue mouse has eaten. The middle scoring box shows the same information for the red mouse. Each mouse scores one point for escaping the maze, and the first mouse to escape the maze scores one additional point. The bottom box again contains the total number of mice the cats have eaten during the current set of mazes.



A-MAZE-ING

Ending the Game

When you finish your game, the computer displays your time, and if you've successfully escaped the maze, the computer plays a short victory tune for you. To continue, press any key and the following screen appears.

A-MAZE-ING	END OF GAME SELECTIONS
PRESS:	TO:
REDO	REPLAY THE SAME MAZE
PROC'D	PLAY A NEW MAZE WITH THE SAME OPTIONS
BACK	CHANGE OPTIONS
QUIT	END THE GAME

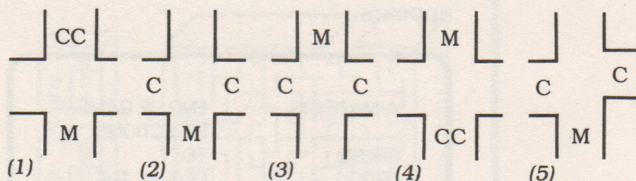
From here you can decide to continue with the game or return to the master title screen.

TEXAS INSTRUMENTS HOME COMPUTER

TACTICAL NOTES

As you play A-MAZE-ING, you may want to try some of the following moves to try to outsmart the devious cats.

Four-Way Intersections

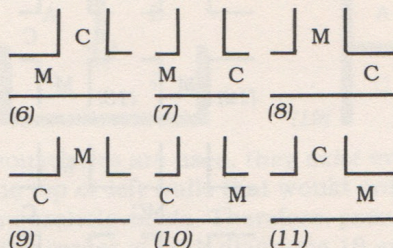


Dumb cats never pass directly through a four way intersection (1). They turn into one of the side passages (2). Therefore, if the side passages are long enough, the mouse has time to sneak back through the intersection (3). When the cats return to the intersection, they will then turn into the passage originally occupied by the mouse (4). This tactic also works when a pair of left and right passages are not opposite one another (5).

The same tactic can be used with smart cats but requires some extra moves on the part of the mouse. The mouse must enter each side passage to leave false trails. You, as the mouse, need only enter the first square of each side passage. But be careful. If you then cross the intersection (3), only the first cat to enter the intersection again will turn into the original space. The second cat follows the only remaining trail — your escape route.



Cloverleaf Intersections



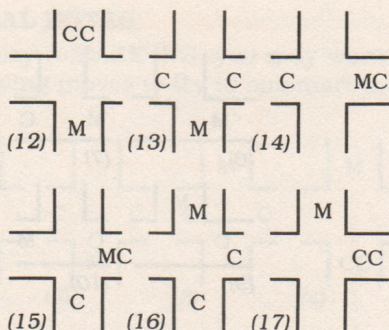
If you are being pursued by a single cat and you know which wall it is following, you can use basically the same tactic you use in four-way intersections. If you are dealing with a dumb cat, just wait in the passage where the cat will not immediately turn (6). If you are playing with a smart cat, you have to enter briefly the right-hand passage to leave a false trail. When the cat enters that passage (7), move into the passage the cat came from (8). This leaves another false trail for a smart cat.

When the cat moves through the intersection again (9), enter the passage he just left (10). This leaves one more false trail for the cat to follow. The cat then leaves the area (11), and you can either follow it out or gather up cheese in the side passages.

TEXAS INSTRUMENTS

HOME COMPUTER

Double Cloverleaf Intersections

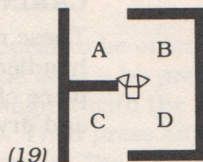
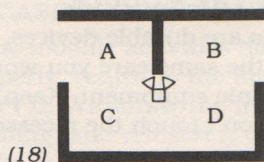


This maneuver is one of the most difficult in A-MAZE-ING because it requires split-second timing. It is used in cases where one or more passages of a four-way intersection are short. It is almost impossible with smart cats, since you must give them more time at each step to leave the intersection than you give dumb cats. If not, they can double back immediately and trap you.

The procedure starts like a four-way intersection move (12). The cats turn into the side passages (13). In a double cloverleaf, the mouse enters the longer passage after a cat enters it (14). When the other cat goes into the mouse's original passage (15), the mouse scampers to the passage the cats came from (16). This places both cats in the longer side passage (17). If you wish to go down the longer side passage, the maneuver is reversed, step-by-step, to allow both cats to leave from their original entrance (12).



Pseudo Mouseholes



When mouseholes are used, they exist even when only one of the top or left walls that would ordinarily make up the mousehole exists. Therefore, pseudo mouseholes exist at the center of both diagrams 18 and 19. You can escape from a cat by hiding within these mouseholes, allowing the cat to pass by to the outside. If you align yourself perfectly against the end of the wall at the center of either diagram 18 or 19, you are safe from a cat in square B, C, or D (outside). However, if a cat should enter square A (inside), you would be eaten! Maneuvering onto and off of pseudo mouseholes requires a light, quick touch at the controls, so you might want to practice a few times before you try to use them in a game.

The cats make the mazes much more complicated, and these tips can give you an extra edge in your battle to outwit them. As you play more and more mazes, you'll find yourself developing your own strategies to add to these.

TEXAS INSTRUMENTS HOME COMPUTER

CARING FOR THE MODULE

These modules are durable devices, but they should be handled with the same care you would give any other piece of electronic equipment. Keep the module clean and dry, and don't touch the recessed contacts.

CAUTION:

The contents of a module can be damaged by static electricity discharges.

Static electricity build-ups are more likely to occur when the natural humidity of the air is low (during winter or in areas with dry climates). To avoid damaging the module, just touch any metal object (a doorknob, a desk lamp, etc.) before handling the module.

If static electricity is a problem where you live, you may want to buy a special carpet treatment that reduces static build-up. These commercial preparations are usually available from local hardware and office supply stores.



IN CASE OF DIFFICULTY

If the module activities do not appear to be operating properly, return to the master title screen by pressing **SHIFT Q**. Withdraw the module, align it with the module opening, and reinsert it carefully. Then press any key to make the master selection list appear. The title of the module should show up on this list. Press the appropriate key to select A-MAZE-ING. (Note: In some instances, it may be necessary to turn the computer off, wait several seconds, and then turn it on again).

If the module is accidentally removed from the slot while the module contents are being used, the computer may behave erratically. To restore the computer to normal operation, turn the computer console off, and wait a few seconds. Then reinsert the module, and turn the computer on again.

If you have any difficulty with your computer or the A-MAZE-ING module, please contact the dealer from whom you purchased the unit and/or module for service directions.

Additional information concerning use and service can be found in your *User's Reference Guide*.

THREE-MONTH LIMITED WARRANTY HOME COMPUTER SOFTWARE MODULE

Texas Instruments Incorporated extends this consumer warranty only to the original consumer purchaser.

WARRANTY COVERAGE

This warranty covers the electronic and case components of the software module. These components include all semiconductor chips and devices, plastics, boards, wiring and all other hardware contained in this module ("the Hardware"). This limited warranty does not extend to the programs contained in the software module and in the accompanying book materials ("the Programs").

The Hardware is warranted against malfunction due to defective materials or construction. **THIS WARRANTY IS VOID IF THE HARDWARE HAS BEEN DAMAGED BY ACCIDENT, UNREASONABLE USE, NEGLIGENCE, IMPROPER SERVICE OR OTHER CAUSES NOT ARISING OUT OF DEFECTS IN MATERIALS OR WORKMANSHIP.**

WARRANTY DURATION

The Hardware is warranted for a period of three months from the date of the original purchase by the consumer.

WARRANTY DISCLAIMERS

ANY IMPLIED WARRANTIES ARISING OUT OF THIS SALE, INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE ABOVE THREE-MONTH PERIOD. TEXAS INSTRUMENTS SHALL NOT BE LIABLE FOR LOSS OF USE OF THE HARDWARE OR OTHER INCIDENTAL OR CONSEQUENTIAL COSTS, EXPENSES, OR DAMAGES INCURRED BY THE CONSUMER OR ANY OTHER USER.

Some states do not allow the exclusion or limitation of implied warranties or consequential damages, so the above limitations or exclusions may not apply to you in those states.

LEGAL REMEDIES

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

PERFORMANCE BY TI UNDER WARRANTY

During the above three month warranty period, defective Hardware will be replaced when it is returned postage prepaid to a Texas Instruments Service Facility listed below. The replacement Hardware will be warranted for three months from date of replacement. Other than the postage requirement, no charge will be made for replacement.



TI strongly recommends that you insure the Hardware for value prior to mailing.

TEXAS INSTRUMENTS CONSUMER SERVICE FACILITIES

Texas Instruments Service Facility
P.O. Box 2500
Lubbock, Texas 79408

Geophysical Services Incorporated
41 Shelley Road
Richmond Hill, Ontario, Canada L4C5G4

Consumers in California and Oregon may contact the following Texas Instruments offices for additional assistance or information.

Texas Instruments Consumer Service
831 South Douglas Street
El Segundo, California 90245
(213)973-1803

Texas Instruments Consumer Service
10700 Southwest Beaverton Highway
Park Plaza West
Beaverton, Oregon 97005
(503)643-6758

IMPORTANT NOTICE OF DISCLAIMER REGARDING THE PROGRAMS

The following should be read and understood *before* purchasing and/or using the software module.

TI does not warrant that the Programs will be free from error or will meet the specific requirements of the consumer. The consumer assumes complete responsibility for any decision made or actions taken based on information obtained using the Programs. Any statements made concerning the utility of the Programs are not to be construed as express or implied warranties.

TEXAS INSTRUMENTS MAKES NO WARRANTY, EITHER EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, REGARDING THE PROGRAMS AND MAKES ALL PROGRAMS AVAILABLE SOLELY ON AN "AS IS" BASIS. IN NO EVENT SHALL TEXAS INSTRUMENTS BE LIABLE TO ANYONE FOR SPECIAL, COLLATERAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES IN CONNECTION WITH OR ARISING OUT OF THE PURCHASE OR USE OF THE PROGRAMS AND THE SOLE AND EXCLUSIVE LIABILITY OF TEXAS INSTRUMENTS, REGARDLESS OF THE FORM OF ACTION, SHALL NOT EXCEED THE PURCHASE PRICE OF THE SOFTWARE MODULE. MOREOVER, TEXAS INSTRUMENTS SHALL NOT BE LIABLE FOR ANY CLAIM OF ANY KIND WHATSOEVER BY ANY OTHER PARTY AGAINST THE USER OF THE PROGRAMS.

Some states do not allow the exclusion or limitation of implied warranties or consequential damages, so the above limitations or exclusions may not apply to you in those states.

A maze of corridors looms before you. You play a mouse who must escape the maze before the dangerous cats pounce on you! But the maze is filled with delicious cheese to tempt you and obstacles to hinder you. Your safe passage through the maze depends upon your ability to develop your skills and strategy.

A-MAZE-ING offers you four types of maze games for one or two players.

- **Escape Maze** — A race through the maze for the exit. You race against the clock or another player as you try to find your way through the maze.
- **Cheese Hunt** — A race against the clock for one player. You move through the maze, eating ten randomly-placed pieces of cheese as you try to reach the exit.
- **Competitive Cheese Hunt** — A race between two players to devour ten cheese pieces. You compete against another player as you each try to eat five pieces of cheese and race for the exit.
- **Cooperative Cheese Hunt** — A race involving two players who work together to eat ten pieces of cheese placed randomly in the maze. You both race against the clock as you make your way through the corridors.

The A-MAZE-ING Command Module has over 5,000 possible mazes with varying degrees of difficulty that keep the game constantly fresh and challenging.

Adds 6K bytes of active memory with stored program to your TI Home Computer.

Command Module program and data base contents
copyright © 1980 Texas Instruments Incorporated.



TEXAS INSTRUMENTS
INCORPORATED

DALLAS, TEXAS