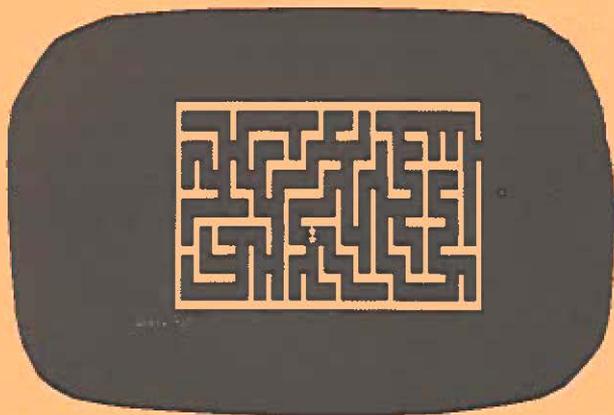


MAGIC MAZE™



A Challenging Maze Game For The
EXIDY SORCERER
By Vic Tolomei



QUALITY SOFTWARE

LOADING INSTRUCTIONS

To run MAGIC MAZE with an 8K Sorcerer, use the reverse side of the cassette. Then:

(reset the Sorcerer)
READY
BYE
≥LOAD ASM (subroutines)
≥PP
READY
CLOAD MAZE
READY
RUN

If you have a 16K Sorcerer, use the side of the cassette with the label on it and:

(reset the Sorcerer)
READY
CLOAD MAZE
READY
RUN

The 16K version loads the machine language subroutine simultaneously with the BASIC program, so you do not have to bother with loading it separately. However, if you try to change the BASIC program, you will likely find that the machine language subroutine is incompatible with the modified BASIC program and that your program will not run properly.

PLAYING MAGIC MAZE

MAGIC MAZE is a fun and challenging game for the Exidy Sorcerer. To play, the computer asks the player what size maze he wishes. Its width can be any integer between 3 and 21, and its height from 3 to 8. The player is then asked for a difficulty factor (a number from 1 to 10, 10 being the most challenging) which will determine how rough the maze will be. More on that later. A new and unique maze is then built to these specifications. The object of the MAZE game is, of course, to get out of the maze — to traverse from the left side to the exit on the right. However, there are two factors which tend to make this harder than it sounds:

1. PITS. The Sorcerer will sprinkle pits throughout the maze. The number of pits is determined by the difficulty factor. The higher the difficulty factor, the more pits (there is always at least 1). When the player happens to step into one of these pits, he is immediately transported to a random location in the maze. If there is another pit there, he gets transported again, and so on.
2. THE LANTERN. The entire maze and all the pits are always first shown to the player so he can see what he is up against. However, once play begins, the pits are erased and remain invisible for the duration. But what about the maze itself? After the maze is built, the Sorcerer will ask a final question — What is the "Mode" of travel through the maze to be? Valid responses are L or M.

L — the entire maze (except pits) will always be left on the screen. This is the easier way, and the "lantern" does not apply here.

M — now the player needs his memory. The maze will be erased, walls, pits, and all. As the player bumps into walls they will be shown to him. In the memory mode the player is carrying a lantern which can only shed light a certain distance (also determined by the difficulty factor — the higher this value, the less the distance). If a wall or feature is outside this light, it cannot be seen. So, as he moves away from an area, information about it vanishes from the screen. If he gets transported away, the area from which he came will disappear too!

Movement through the maze is accomplished by responding U, D, L, or R (up, down, left, right) to the "WHERE TO?" question. If you have the 16K version, you may also use the directional arrows to make a move.

SCORING

The 16K version gives you a score after your journey through the maze. To achieve the highest score, avoid bumping into walls, take the shortest path, and to the extent possible, stay out of the pitfalls.

MAGIC MAZE by Vic Tolomei

A challenging maze game. Holding your lantern, you wander through a maze trying to stay on the right path and avoid pitfalls. Ten levels of play. Automatic scoring tells you how good a pathfinder you are.

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~~On diskette, \$24.95~~

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SOFTWARE INTERNALS MANUAL FOR THE SORCERER by Vic Tolomei. A must for anyone writing software for the SORCERER. Seven chapters: Intro to Machine Language, Devices & Ports, The Monitor, Cassette Interface, BASIC structure, Video & Graphics, The Keyboard. Indexed. Includes diagrams and software routines. 64 pages.

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