

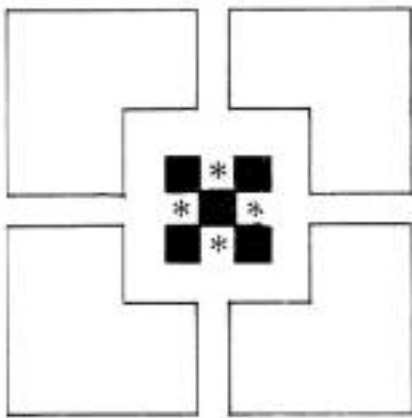
Maze of Death

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Software Division



As a Freelance Agent, you try to stop the Cosmitron Device from exploding and destroying the city. The sinister scientist has allowed the device to become critical by removing the radiation control cubes. Your assignment is to find and replace the control cubes before it is too late. Five levels of play in Real Time.

ALL COLOR GRAPHICS
16K CASSETTE • 24K DISK
JOYSTICK REQUIRED



GAME OBJECTIVE

The object is to locate the pulsating green cubes scattered throughout the maze and place them in the Cosmitron where the areas are indicated with a star. Two to four cubes are required depending on level of play.

OPTIONS

Five different levels of play may be selected. Each level has a preselected time you must compete against. As you increase your level the dangers become increasingly more difficult. A choice of levels with obstacles are listed at the back of this booklet.

GAME

To start the game, select the level you wish to play utilizing the option button. Press start and the time in which you must complete your mission appears. You then start your assignment in the control room. When entering the control room a warning horn can be heard. As time grows short the sound will raise in pitch. A one minute warning sound can be heard no matter where you are in the maze. There are four exits from the control room. You may start down any corridor you choose.

When you locate one of the cubes, making contact connects the cube. To disconnect from the cube, press red button on joystick. Due to the nature of the cube it may only be pushed in front of you or carried sideways.

NOTE: The corridors to the Cosmitron are very narrow and only one cube can be brought into any one entrance. You may carry only one cube at a time.

When cubes are released in the Cosmitron, step away and press the red button. If sufficient cubes have been replaced, the Cosmitron will whine down to control level.

When game has been completed, press start to play again.

OBSTACLES

LASERS

The laser rooms strike at a random firing pattern. The higher level of play the more rapid the pattern. Instant disintegration occurs when struck by a laser.

FLOOR TRAPS

The floor disappears beneath you. Do not stand in one place too long. The area below the room is a bottomless pit.

MINES

A darkened room with proximity mines hidden throughout. Your only clue to assist you around mines is sound. The sound changes to a higher pitch as you come closer. Move with caution, experience is required to maneuver safely through the room.

ELECTROBOTS

These blue robots are electrically charged and emit a gas to slow you down. They come at you from every angle. You will be electrocuted if captured. Some Electrobots roam the complex.

SHIFTING DOORS

Frustration is the key word here. Entering this room sets off machinery that moves the doors in the room to a different location at a random pattern. The higher the level of play the faster the sequence.

SECRET PANELS

When playing Super Agent, roaming Electrobots may enter various rooms from secret panels. Once they enter, the panel remains open. You may leave the room through the secret panels which close and lock behind you.

SPECIAL NOTES

An Electrobot can take a cube. When you leave the room and return, the cube will have been replaced. It is advised to start at a lower level and gain experience prior to advancements. Note: not all rooms contain obstacles.

	FLOOR TRAPS	LASER ROOM	MINE ROOM	ROAMING ROBOTS	ROOM ROBOTS	SHIFTING DOORS	SECRET PANELS	
1. AGENT TRAINEE								
2. NOVICE AGENT								
3. SPECIAL AGENT								
4. TOP AGENT								
5. SUPER AGENT								