LOADING INSTRUCTIONS

Reset computer by holding down CTRL, SHIFT and ESC keys together in that order. Place cassette into the Datacorder. Rewind tape to beginning then press STOP/EJECT once. Press CTRL and small ENTER keys simultaneously then press PLAY followed by any key. This program will take about 6½ minutes to load.

You are in charge of spaceship Almazoon fully armed with laser pulse torpedoes. Your mission to discover the mystery of the maze. Many people have tried, many people have failed. Some perish on the first level, their debris scattered through out all eternity, whilst others fail on the very threshold of the chamber of Midas where the secret is held. Guardians are strewn throuhgout the maze and fall into four catergories:

MUTANTS: These are Guardians that shoot at will and have no regard for self preservation. These can be killed and advance your score by 100 points. You can also destroy them on contact, but there is danger of one of the mutants firing at you.

CRUSHERS: Avoid them at all costs. Passing through a passage occupied by these Crushers entails careful planning and lightning reflexes, so beware, you have been warned!

DEATH DRONES: These are designed to make passage through tight corridors very difficult indeed. Experimentation will show you the best course of actions.

MESSENGERS: The messengers of the maze rush about in certain locations, relaying information to the Mutants as to your whereabouts and progress through the maze.
On each level of the maze there are energy bases. These give you the required energy to become immune to the effects of the Guardians, a very useful feature. Once activated, a random time immunity factor is given to your craft. The ship also activates it's forcefield so there is no mistaking it's current condition. In this period you can either destroy Mutants or search for code pods that aids your passage to the next level. To progress to the next level you must collect these code pods in numerical order, code B is the transporter base. On screen, at all times, there is a text window that displays your current condition. One of these features include the ammount of later pulse torpedoes you have. If stocks are low then you may re-arm at a Power Plant situated somewhere on each level. The plant will allow you to take as many as 75 on board at any one time. On level four you are confronted with a special screen, and hence you have discovered the secret of the maze.

CONTROLS
Cursor keys for eight directional movement.
TAB = Fire
or Amsoft Joystick JY1 or JY2.

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