

PLUTONIUM MAZE

The world has been devastated. Fossil fuels are exhausted. Alternate indigenous energy-forms have proven ineffective. Space is the only hope—the new battle ground for power and inter-planetary wealth.

In a distant and deadly galaxy, the life-giving element plutonium has been discovered. It is the cause of an endless war, and is a war without rules. The stakes are high.

Your mission—to infiltrate the mined plutonium fields, and escape with a load of the precious cargo, while navigating between the computer's heat-sensing, galactic mines, which could rip giant wrents in your ship, while destroying you in deep space. You are engaged in a heroic mission for your planet's survival. Take care and good luck.

PLUTONIUM MAZE—A game of action for extremely high inter-galactic stakes.

LOADING AND STARTING INSTRUCTIONS

- 1) Type "OLD CS1"
 - 2) Press ENTER.
 - 3) Follow instructions on screen.
 - 4) Type RUN and press ENTER.
- NOTE: (Be sure CapsLock key is up.)

SCORING AND PLAYING

The space probe must be moved to the plutonium and hopefully to the exit section. The maze is a force field and indiscriminate contact will cause the probe to lose power. The mines sweep across the maze and cause even greater power loss to the probe, if they contact the probe. Power is constantly used by the probe, however, if the probe is accurately placed over an energy deposit and the fire button is being pressed, additional energy is acquired by the probe. It is possible to cross the maze force field, but it is wise to have a large energy reserve.

To begin play, press the fire button when the phrase "READY FOR LAUNCH" starts flashing at the top of the screen. The joystick will move the probe in any direction. Note: There is the element of inertia, which means that after the joystick is returned to an upright position which halts the movement of the space probe, the probe will drift a bit farther, the final amount of drift being dependent on the skill level and the corresponding speed of the space probe: more speed equals more drift. Move the probe to the plutonium located in the middle of the maze. Collect energy deposits when possible with the fire button and avoid mines. After retrieving the plutonium move the probe to the exit, which is a square area at the bottom of the maze and bordered on top and bottom with white bars. If no plutonium has been acquired, entering the exit yields a 0 score, if 1 or more plutonium has been acquired, entering the exit gives a bonus of 200 points. Each energy deposit is worth 50 units of power, contact with the force field costs 60 units of power cumulative until the probe is moved out of the force field. Contact with a mine costs 75 units of power, cumulative until the probe is moved away from the mine. At the end of the game the total points from successful exits is multiplied by the number of plutonium retrievals to calculate the final score. It is possible to leave the maze, however, that costs energy (to cross the force field) and the mines are still a threat, and there are no energy deposits, except in the maze. Entering the exit from outside the maze is possible, but the size of the plutonium retrieved and likewise the multiplication factor for score computation will be very small.

When the plutonium is reached, a bonus of 100 power units is added to the probe.

When the plutonium is reached, the probe comes to a full stop—BEWARE! of a mine that may be rapidly approaching. In some areas the force field may contact the probe momentarily without power loss, however the mines are very unforgiving!!

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ALA SOFTWARE

PLUTONIUM MAZE

FOR USE ON
TI-99/4A™ COMPUTER



**HARDWARE REQUIREMENTS—
TAPE PLAYER, JOYSTICK,
EXTENDED BASIC CARTRIDGE**

TI-99/4A™ PLUTONIUM MAZE VCG13626

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