

DEATHMAZE

5000

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Deathmaze 5000 is a full scale three-dimensional adventure. You move through a gigantic five story building depicted graphically on your monitor in 3-D perspective. Scattered through this building are a multitude of objects and incredible obstacles. Your only goal is to leave Deathmaze. Alive.

Movement is via four movement keys. The "Z" key actually moves you ahead one step. The "←", "→", and "X" keys turn you left, right, and around. Graphics generation is instantaneous, this being a machine language program. Additionally, several one word commands will fling you down hallways. One of these is CHARGE.

At any time one and two word commands may be issued. These allow you to manipulate objects, solve problems, and probably get yourself killed. You must be on top of a box or other object to manipulate it. Some useful commands are OPEN BOX, GET, KILL, DROP, and HELP. Many, many more exist.

A game may be saved at almost any time. Simply type SAVE GAME. A save, as well as a restore, takes under 15 seconds.

The five levels of Deathmaze 5000 are connected by pits, elevators, and a scientific marvel. Connections are not always obvious. Some are deathtraps. Further, many actions are order related. You may have to accomplish one action before safely committing another.

Deathmaze is gigantic. There are **over** 500 locations. Be patient. You will not solve Deathmaze during the first week. Or the first month. Make maps. And above all, BE CAREFUL!

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APPLE II 48K
APPLE II PLUS 48K
MED SYSTEMS SOFTWARE

Deathmaze 5000

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SAVING AND RESTORING GAMES

1. Deathmaze does a direct sector read/write when operating on DISK. You must prepare a blank slave diskette for use. DO **NOT** USE A DISKETTE WITH ANY PROGRAM OR DATA FILES!! They may get clobbered. Initialize an empty data diskette. This data diskette can then be used to save games from all Med Systems adventures without any conflict.
2. To SAVE a game in progress, type SAVE GAME. You will then be prompted to prepare a tape or diskette.
3. If you are saving to tape, you will be told to prepare a cassette. Place a blank cassette in the tape recorder. Fast forward past the leader. Press the PLAY and RECORD buttons and press RETURN on your Apple. It is always a good idea to save twice when dealing with tape.
4. If you wish to restore an old game, either at the beginning, or after a QUIT, follow the directions as prompted by your Apple. To prepare a cassette for loading, follow steps 4-7 as outlined in the instructions for loading Deathmaze from tape. Hit PLAY on the recorder and any key on your Apple.

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The graphics you will see once you run your program are a 3-D perspective representation. You are **not** looking down from above. Look into your monitor as though you were looking down a hallway. To move forward one step, press the "**Z**". The "**←**", "**→**", and "**X**" keys rotate you in place to the left, right, and back respectively. They do not move you. This allows you to look down side passages as you come to them.

Many objects are scattered through the mazes and buildings. Typically, they are in boxes. You will see the box as you approach it. To manipulate the object in the box, you must be on top of the box. Move toward the box until you are on top of it. At this point, you will no longer be able to see the box since it will be directly under you. You can now do several things. You can pick up the box (TAKE BOX or GET BOX). You can open the box for a peek inside (OPEN BOX), which produces the description of the object inside. If you know what is in the box, you can GET that object directly without opening the box first (GET SWORD). Opening a box that is in your inventory places the object that is in the box into your inventory. Elevator doors are opened via OPEN DOOR.

The magnitude of these programs makes some ability to continue them at a later date a must. A game in progress can be saved by typing SAVE GAME. If you are using a tape based version, the program will tell you to prepare your cassette. This means put in a blank tape, make sure it is fast-forwarded beyond the leader, and place the tape recorder in RECORD mode. Once you hit a key, the game will be saved to tape. This takes about 15 seconds. It is a good idea to do this twice, just in case one of the saved games is bad. Saving a game can be done at almost any time during a game. If you feel you might be killed just around a corner, save the game before going around that corner. If you do get killed, you won't have to start entirely from scratch.

Games can be restored by answering "yes" when asked such by the computer. To restore a game, either at the beginning, or after a QUIT, simply rewind the tape to before the saved game, press PLAY, and hit any key on the computer. The game will be read from the tape and play will resume from the previous point.

Disk versions will give appropriate instructions for saving to either disk or tape.

LOADING DEATHMAZE 5000 ON THE APPLE II AND APPLE II PLUS FROM TAPE

1. You must have 32K of memory.
2. If you have a DISK, boot it up into Applesoft.
3. If you must have 48K for DISK operation.
4. If you are not in the system monitor, type **CALL-151**.
5. Place the Deathmaze tape in your recorder and rewind completely.
6. Remove the earplug from the recorder.
7. Hit play on the recorder.
8. When the first tone is heard, immediately hit STOP on the recorder and replace the earplug.
9. Type **0805.5FFFFR. DO NOT HIT RETURN YET!**
10. Hit play on the recorder.
11. Immediately hit return on your Apple.
12. The tape will load for about 2 minutes.
13. If you wish to save the program to DISK, you must do so BEFORE running the program.
14. Type: **BSAVE DEATHMAZE, AS0805, LS57FA.**
15. To enter Deathmaze, type **0805G.**

LOADING DEATHMAZE 5000 ON THE APPLE II AND APPLE II PLUS FROM DISK

1. Place the diskette in Drive 1.
2. Boot up DOS by typing **PR#6.**
3. Type: **BRUN DEATHMAZE.**

RECOVERING FROM ACCIDENTAL RESETS

1. If you are not in the monitor, type **CALL-151.**
2. Type: **CTRL-Y** and hit return.
3. You will be returned to Deathmaze.
4. There are some situations where recovery is not possible.