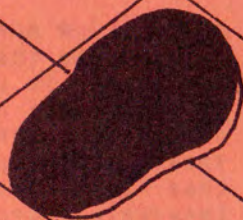
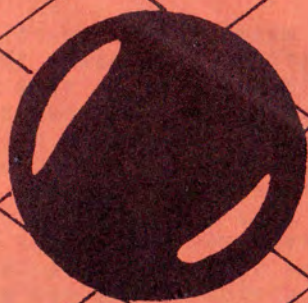


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presents

MARBLE MAZE



for the
Radio Shack Color computer
Requires 64 k and
one joystick
Tape or Disk
\$ 28.95 U.S.
\$ 39.95 Can.

MARBLE MAZE

by dave dies

SYSTEM REQUIREMENTS:

Marble maze requires a 64k Color Computer with one joystick.

LOADING INSTRUCTIONS

DISK:

1. Place disk in drive 0
2. Type LOADM"MARBLE" <ENTER>
3. The game will load and execute automatically

CASSETTE:

1. Place cassette in tape recorder
2. Type CLOADM <ENTER>
3. The game will load and execute automatically

note: if the game does not load properly there is a second copy of the game on side 2 of the tape.

PLAYING INSTRUCTIONS

STARTING THE GAME:

Push the left joystick button to start the game.

THE OBJECT OF THE GAME:

The object of Marble Maze is to roll your marble around the maze searching for the finish line. The finish line is marked by two flags. To complete each level, you must roll your marble onto the squares that contain the small "F's" on them.

MÓVING YOUR MARBLE:

You use the left joystick to maneuver your marble around the screen in one of eight directions. To start the marble moving, just hold the joystick to one side or to a diagonal direction. The marble will quickly speed up and reach full speed. If you center the joystick, the marble will slowly come to a complete stop. The marble will not stop immediately because a rolling marble takes awhile to stop rolling. So when you want to stop the marble you have to plan ahead of time so you don't roll off the edge of the maze. When you want to change the direction that the marble is rolling, remember it won't change to the new direction right away. The marble has to stop moving in the direction it was going before it can go in a new direction. You will understand this better once you have played a few games. The control of your marble is totally different from most games and it will take a short time to get used to it.

FALLING OFF THE EDGE OF THE MAZE:

If you roll the marble off the edge of the maze it will fall to the next level of the maze. If the distance the marble fell is not greater than two levels the marble will not crack but it will be stunned for a short time and will not move. The length of time the marble is stunned for depends on the distance it falls. If the marble falls more than two levels and lands on the maze it will crack and be destroyed and will be recreated in the last safe area it was in. If the marble falls off the edge of the maze and falls into a hole, it will fall for a short time and then be recreated in a safe place.

LEVEL TIMER:

When you start a level you are given a set amount of time or you will be given extra time to be added to the time you had left from completing the previous board. On any board you can smash the marble, fall into holes, or be killed by as many monsters as you want. Your game never ends until the timer runs out. So you can die as many times as you want and it doesn't matter as long as there is time left on the timer.

THE MONSTERS OF THE MAZES

MARBLE EATERS:

The marble eaters are the creatures that look a little like slinkys. They move end over end around the mazes waiting for a chance to eat a marble. Marble eaters are not aggressive creatures unless they are disturbed. They don't get angry unless you smash into them with your marble. If you run into a marble eater with your marble, it will probably jump up into the air and then eat your marble. Occassionally your marble won't get eaten, but it will be temporarily stunned.

ACID PUDDLES:

The acid puddles are the small blue round creatures that move around the maze. The acid puddles shrink and expand to move around the maze. Rolling your marble into or too close to an acid puddle will cause it to dissolve into the acid.

ELECTRIC SNAKE:

The snakes are four squares long and they slither around the maze. The snakes move quite quickly and should be avoided if possible. Like the acid puddles, rolling your marble onto or too close to a snake will cause your marble to dissolve.

MOVING WALLS:

The moving walls slither around the maze alot like Electric snakes but they don't move as fast. The moving walls don't do anything to your marble except get in it's way. When they get in your way they will often bounce your marble in a direction that you don't want to go in.

SCORE AND OTHER POINTS OF INTEREST

SCORE:

You get 10 points for each square your marble rolls on

BONUSES:

The number of units of time left after completing a level times 100

The level number you have just solved times 1000

TRANSPORTER SQUARES:

Red squares on the maze are transporter squares. Rolling your marble onto a transporter square will cause your marble to be transported to another part of the maze.

INVISIBLE SQUARES:

Invisible squares are squares that can only be seen when your marble is on one.

PAUSE:

You can pause the game by pushing the 'P' key during a game. To restart the game push 'P' again.

MAGIC WAND:

Occasionally a magic wand will appear, tap the top of your marble and give you 10 units of bonus time.

COMPLETING ALL BOARDS:

If you complete all 8 boards you will then go back to level 3, but it will be harder because you have less time.

HIGH SCORES:

If you get a high score you will be able to enter your name. If you are using a disk copy of the game your high scores will be saved to disk.

There are other surprises in the game that you will discover as you get better at moving your marble around the mazes. You will discover shorter and easier ways to complete the levels