

**STAR MAZE™**

*"Star Maze is an incredible accomplishment"*  
— *Softalk Magazine*

**T**ake a deep breath and let us transport you through hyperspace to STAR MAZE, a fast-paced arcade game distinguished by the classy Sir-tech touch.

What makes STAR MAZE so different? A combination of special features. Like fantastic graphics. Full-screen, multi-directional scrolling. Brilliant colors. And much more.

STAR MAZE is indeed a maze — a 16-level labyrinth of temptation and danger. Your mission . . . to locate nine power jewels in each level and deliver them to the mother-ship before you get destroyed by aliens or run out of fuel.

Only a small part of the maze is visible at one time. Space — and the maze — appear to move around you, which allows for easier tracking of your explorer ship.

Fortress-like maze walls and a multitude of objects in the wide game passageways fill your screen display in 16 dazzling

colors (most games have only 6). And although STAR MAZE is a cinch to learn, its big game features will give you much to think about.

You and your family will spend months investigating the unknown corners of this cleverly conceived and highly entertaining universe. Never has space appeared so vast, so beautiful, so deep.

**Works on the:**

Apple II Series	48K	\$34.95
Commodore 64	64K	\$34.95
Atari 400/800	32K	\$34.95
Atari XL Series	32K	\$34.95

Joystick Required for Commodore and Atari



Picture of screen produced on Apple II

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