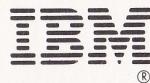




*Personal Computer
Entertainment Series*

One Hundred and One Monochrome Mazes

6024064



International Business Machines Corporation

P.O. Box 1328-W
Boca Raton, Florida 33432



Personal Computer
Entertainment Series

One Hundred and One Monochrome Mazes

*Amazing fun
for the whole family*



1502178

Printed in USA

IBM Program License Agreement

YOU SHOULD CAREFULLY READ THE FOLLOWING TERMS AND CONDITIONS BEFORE OPENING THIS DISKETTE(S) OR CASSETTE(S) PACKAGE. OPENING THIS DISKETTE(S) OR CASSETTE(S) PACKAGE INDICATES YOUR ACCEPTANCE OF THESE TERMS AND CONDITIONS. IF YOU DO NOT AGREE WITH THEM, YOU SHOULD PROMPTLY RETURN THE PACKAGE UNOPENED; AND YOUR MONEY WILL BE REFUNDED.

IBM provides this program and licenses its use in the United States and Puerto Rico. You assume responsibility for the selection of the program to achieve your intended results, and for the installation, use and results obtained from the program.

LICENSE

You may:

- a. use the program on a single machine;
- b. copy the program into any machine readable or printed form for backup or modification purposes in support of your use of the program on the single machine (Certain programs, however, may include mechanisms to limit or inhibit copying. They are marked "copy protected.");
- c. modify the program and/or merge it into another program for your use on the single machine (Any portion of this program merged into another program will continue to be subject to the terms and conditions of this Agreement.); and,
- d. transfer the program and license to another party if the other party agrees to accept the terms and conditions of this Agreement. If you transfer the program, you must at the same time either transfer all copies whether in printed or machine-readable form to the same party or destroy any copies not transferred; this includes all modifications and portions of the program contained or merged into other programs.

You must reproduce and include the copyright notice on any copy, modification or portion merged into another program.

YOU MAY NOT USE, COPY, MODIFY, OR TRANSFER THE PROGRAM, OR ANY COPY, MODIFICATION OR MERGED PORTION, IN WHOLE OR IN PART, EXCEPT AS EXPRESSLY PROVIDED FOR IN THIS LICENSE.

IF YOU TRANSFER POSSESSION OF ANY COPY, MODIFICATION OR MERGED PORTION OF THE PROGRAM TO ANOTHER PARTY, YOUR LICENSE IS AUTOMATICALLY TERMINATED.

TERM

The license is effective until terminated. You may terminate it at any other time by destroying the program together with all copies, modifications and merged portions in any form. It will also terminate upon conditions set forth elsewhere in this Agreement or if you fail to comply with any term or condition of this Agreement. You agree upon such termination to destroy the program together with all copies, modifications and merged portions in any form.

LIMITED WARRANTY

THE PROGRAM IS PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU (AND NOT IBM OR AN AUTHORIZED PERSONAL COMPUTER DEALER) ASSUME THE ENTIRE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

Continued on inside back cover



*Personal Computer
Entertainment Series*

One Hundred and One Monochrome Mazes

Designed and Programmed
by
John Vaughn

First Edition (March 1983)

Changes are periodically made to the information herein; these changes will be incorporated in new editions of this publication.

International Business Machines provides this manual "as is", without warranty of any kind, either expressed or implied, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose. IBM may make improvements and/or changes in the product(s) and/or the program(s) described in this manual at any time and without notice.

Products are not stocked at the address below. Requests for copies of this product and for technical information about the system should be made to your authorized IBM Personal Computer dealer.

A product comment form is provided at the back of this publication. If this form has been removed, address comments to: IBM Corporation, Personal Computer, P.O. Box 1328-C, Boca Raton, Florida 33432. IBM may use or distribute any of the information you supply in any way it believes appropriate without incurring any obligations whatever.

©Copyright International Business Machines Corporation 1983

©Copyright John Vaughn 1983

Contents

The Maze	1
Before You Start	2
What You Need	3
How To Start the Game	4
Two Important Notes	4
To Start	4
Answer the Questions	5
Using the Direction Keys	6
How To Change the Options	6
How To Score	7
Rules of the Maze	8
The Goal of the Game	8
The Hazards	8
The Jump	9
Maze 101	10

The Maze

For millenia man has made mazes.

According to Greek mythology, the wizard Daedalus built the Great Labyrinth for King Minos of Crete. Once led into the maze, the king's Athenian captives would wander aimlessly until caught and devoured by the monstrous Minotaur.

On the more artistic side, the victorious Romans decorated their walkways with mosaic mazes of glimmering marble. The 19th century Victorian aristocrats created natural mazes of tall shrubbery to stroll through for an afternoon's diversion.

Today's mazes are 101 Monochrome Mazes. Some of these mazes are as gentle as the Victorian lawns. Others, with their trap doors, invisible walls, and deep black pools are as cruel and cunning as the Minotaur's lair.

Your quest in the 101 Monochrome Mazes is to find the correct path through the green labyrinth using the four cursor direction keys without falling into the black pools.

We wish you luck.

Before You Start

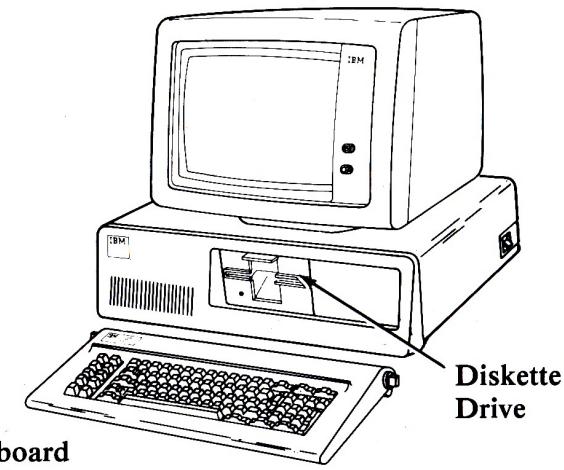
Before you start the game you should know that if the 101 Monochrome Mazes diskette is damaged, the program will not work. Therefore, we advise that you make a copy of your game diskette.

- If you purchased DOS Version 1.00 or 1.10, refer to "DISKCOPY—Backing Up a Diskette," in your *Guide to Operations*.
- If you purchased DOS Version 2.00, refer to "Backing Up a Diskette," in your IBM Personal Computer *Disk Operating System (DOS)* manual.

What You Need

- IBM Personal Computer
- At least 64KB of memory
- One diskette drive
- IBM Monochrome Display

IBM Monochrome Display



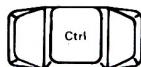
Keyboard

How To Start the Game

Two Important Notes

1. When the first maze appears on the screen, you should see two green tints: dark green and light green. Adjust the brightness and contrast knobs on the front of the Monochrome Display until these two tints are clearly distinguished. (The background and the pools are black.)
2. The 101 Monochrome Mazes diskette is used frequently by the IBM Personal Computer to play the game. Therefore, it is important that you leave the game diskette in the diskette drive until you exit from the game. *Never* remove the diskette when the red light is on.

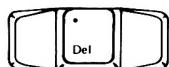
To Start



+



and then



First put the 101 Monochrome Mazes diskette in drive A (the drive on the left if you have two drives).

Next, if the IBM Personal Computer is on, hold down the Ctrl and Alt keys, then press the Del key. The game will appear on the screen in a few moments.

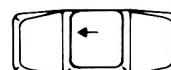
If the IBM Personal Computer is not already on, just turn your computer on with the diskette in drive A. This will start the game also.

Answer the Questions

When you start up the game, the copyright notice screen appears first. The serial number for your diskette is shown below the IBM logo.

After pressing the Spacebar to continue, the title screen, "ONE HUNDRED AND ONE MONOCHROME MAZES" appears. Then, after a short pause, you answer a series of questions to select the game options: the number of players (1-8), the marker speed for each player (1-9), the type of scoring, whether to have sound or not, and the maze number.

If you change your mind about an option while answering the series of questions, press the Esc key to restart the series.



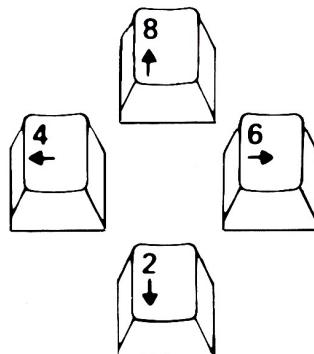
If you make a typing mistake when selecting the maze number, use the Backspace key to erase. Anytime you enter an incorrect answer, like a number for a letter, a beep sounds and the incorrect answer is removed. You can then type in the correct answer.

We suggest that you first start with a low speed and maze number. From there, move up until you find a level that challenges you. Then as you gain skill and confidence, move up further to the higher, more difficult levels. You will not last long in maze 101 until you learn the skills at the lower levels.

Using the Direction Keys

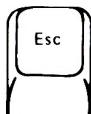
When you see the blinking arrow at the maze entrance, press the Cursor Down key. This will release the marker into the maze. After the marker has entered the maze, pressing one of the four cursor movement keys turns the marker in that direction.

The four cursor keys, Cursor Right, Cursor Left, Cursor Up and Cursor Down, on the righthand side of the keyboard control the marker. Since you'll be keeping both eyes on the screen, you must learn to control the cursor movement keys by touch.



Rest your hand lightly on the cursor movement keys. Your index finger will control the Cursor Left key; your ring finger will control the Cursor Right key; your middle finger will control both the Cursor Up and Cursor Down keys.

How To Change the Options



To change the maze or any other option, press the Esc key while the blinking arrow is in the starting position.

The Esc key will not work if the marker is in the maze.

How To Score

You score two ways in 101 Monochrome Mazes: by points or by time.

The maze level, the marker speed, and the time it took you to finish the maze all determine how points are scored. Each maze level consists of 10 mazes: 1-10 for level 1, 11-20 for level 2 and so on to level 10. Maze 101 is on a level all its own. The higher the maze level and marker speed, combined with the shortest time to complete the maze, yields the highest score.

If you fall into a pool before finishing the maze, you are awarded survival points. Time is not a factor in survival points. Survival points are determined by how far you go in the maze.

The second way to score is by time only. You run against the clock for the lowest time. You must, however, finish the game to get a time score. Once you've mastered one of the 10 levels, running against the clock becomes an entirely new challenge.

The three highest point scores for each level are recorded; time runs are not.

If you choose not to keep score, no points or time will appear on the screen. The maze you are on will be reset.

Rules of the Maze

The Goal of the Game

Find the path through the maze without falling into a pool.

The Hazards

The dark green areas of the maze are safe paths. The light green areas are walls of the maze. The black areas are pools into which you may fall.

Trickier hazards appear in the higher maze levels. The first is the invisible wall which pops up in front of you. The second is the trap door which opens a pool behind you. And the last is the gate which slams shut after you pass through it.

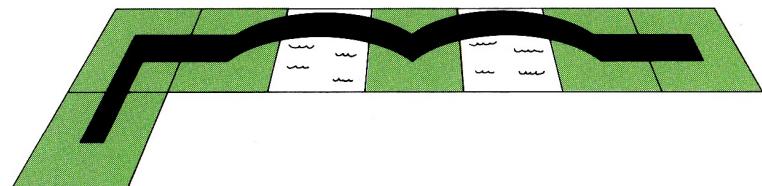
To become a champion maze runner, you must learn the tricks of all six areas: paths, walls, pools, invisible walls, trap doors, and gates.

The Jump

Knowing how to change direction is all you need to finish the lower maze levels. To finish the higher maze levels, you must learn how to jump pools.

Some notes on jumping:

1. If you press the cursor key in the same direction that the marker is moving, the marker will jump the next square. If that square happens to be a pool, the marker will jump the pool.
2. If you try to jump a pool two squares wide, you'll fall in and drown.
3. Changing direction toward a pool and then jumping requires a run of two squares. Once moving in a direction, however, you can hop across pools like stepping stones in a pond.



Maze 101

After you have run all 100 mazes, you still have Maze 101. To conquer it, you will need all the dexterity and logic you learned at the lower levels. And you will need something more: a willingness to probe mysteries, tap on walls, and dive into deep water.

Maze 101 does not yield its secrets easily. If you unlock them, you can consider yourself a Master.

Hint: If you jump over an untripped trap door or gate, it will remain untripped.

The Personal Computer

Reader's Comment Form

101 Monochrome Mazes

1502178

Your comments assist us in improving the usefulness of our publication; they are an important part of the input used for revisions.

IBM may use and distribute any of the information you supply in any way it believes appropriate without incurring any obligation whatever. You may, of course, continue to use the information you supply.

Please do not use this form for technical questions regarding the IBM Personal Computer or programs for the IBM Personal Computer, or for requests for additional publications; this only delays the response. Instead, direct your inquiries or request to your Authorized IBM Personal Computer Dealer.

Comments:

Continued from inside front cover

SOME STATES DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

IBM does not warrant that the functions contained in the program will meet your requirements or that the operation of the program will be uninterrupted or error free.

However, IBM warrants the diskette(s) or cassette(s) on which the program is furnished, to be free from defects in materials and workmanship under normal use for a period of ninety (90) days from the date of delivery to you as evidenced by a copy of your receipt.

LIMITATIONS OF REMEDIES

IBM's entire liability and your exclusive remedy shall be:

1. the replacement of any diskette(s) or cassette(s) not meeting IBM's "Limited Warranty" and which is returned to IBM or an authorized IBM PERSONAL COMPUTER dealer with a copy of your receipt, or
2. if IBM or the dealer is unable to deliver a replacement diskette(s) or cassette(s) which is free of defects in materials or workmanship, you may terminate this Agreement by returning the program and your money will be refunded.

IN NO EVENT WILL IBM BE LIABLE TO YOU FOR ANY DAMAGES, INCLUDING ANY LOST PROFITS, LOST SAVINGS OR OTHER INCIDENTAL OR CONSEQUENTIAL

DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE SUCH PROGRAM EVEN IF IBM OR AN AUTHORIZED IBM PERSONAL COMPUTER DEALER HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES, OR FOR ANY CLAIM BY ANY OTHER PARTY.

SOME STATES DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

GENERAL

You may not sublicense, assign or transfer the license or the program except as expressly provided in this Agreement. Any attempt otherwise to sublicense, assign or transfer any of the rights, duties or obligations hereunder is void.

This Agreement will be governed by the laws of the State of Florida.

Should you have any questions concerning this Agreement, you may contact IBM by writing to IBM Personal Computer, Sales and Service, P.O. Box 1328-W, Boca Raton, Florida 33432.

YOU ACKNOWLEDGE THAT YOU HAVE READ THIS AGREEMENT, UNDERSTAND IT AND AGREE TO BE BOUND BY ITS TERMS AND CONDITIONS. YOU FURTHER AGREE THAT IT IS THE COMPLETE AND EXCLUSIVE STATEMENT OF THE AGREEMENT BETWEEN US WHICH SUPERSEDES ANY PROPOSAL OR PRIOR AGREEMENT, ORAL OR WRITTEN, AND ANY OTHER COMMUNICATIONS BETWEEN US RELATING TO THE SUBJECT MATTER OF THIS AGREEMENT.

Fold here

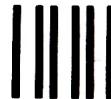
BOCA RATON, FLORIDA 33432
P.O. BOX 1328-C
SALES & SERVICE
IBM PERSONAL COMPUTER

POSTAGE WILL BE PAID BY ADDRESSEE

FIRST CLASS PERMIT NO. 123 BOCA RATON, FLORIDA 33432

BUSINESS REPLY MAIL

NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES





*Personal Computer
Entertainment Series*

1502177

One Hundred and One Monochrome Mazes

3654

Version 1.00 © Copyright International Business Machines Corp. 1983
Licensed Material—Program Property of IBM—All Rights Reserved
© Copyright John Vaughn 1983

