

SUPER SOFTWARE  
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PRESENTS :

MYSTERY MAZE  
BY ROBERT ROSENHOUSE

Keypad Functions: After the current game is over, press 'GO' to play again.

Joystick Functions: Push the joystick in the direction you want your blip to go.

Rules: The rules are fairly simple: You must get from one side to the other. As you proceed to the other side, these hazards may occur:

- 1) If a sector lights up while you are in it, you are electrocuted.
- 2) A fuel thief may steal some of your fuel.
- 3) If you run out of fuel, the game ends.

In the earlier rounds, fuel is used at a slow rate. Extra fuel may be earned by hitting the fuel-pods. If you crash into a wall or yourself, the game ends. Also, watch out for the moving door. This door (in the middle) moves every few seconds. It is up to you to time it correctly and get by it.

Hitting a fuel-pod awards 50 points and lights the next pod in the next sector. After you complete the course, you will receive 10 points for each unit of fuel you have left. Good Luck!!

\*\*\*\*\*CORRECTION: Please make the following changes on your listing:

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9 :RETURN ; NT=0;BC=240;FC=125;R=0  
12000 D=RND (6)-3;D=Db20-10;BOX D,5,15,70,3;IF (X>D-10)b(X<D+10)GOTO 13000
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1 .
2 . MYSTERY MAZE
3 . VERSION 4.2
4 . BY SUPER SOFTWARE
5 .
9 :RETURN ;NT=0;NPRINT =240;FC=125;R=0
10 GOSUB 10000;@(1)=-68;GOSUB 15010;BOX 0,5,5,70,1;X=-70;Y=0;T=-90;GOSUB 11000
20 CX=5;CY=-40;PRINT "SCORE:",;CX=50;CY=-40;PRINT #4,R,
70 BOX X,Y,2,2,1;FOR J=1TO 35;NT=1;MU="T";NT=0;GOSUB 600
90 FOR K=1TO 0
100 M=JX(1)B2;N=JY(1)B2;IF (M=0)B(N=0)GOTO 130
108 IF X+M+3>@(2)IF X+M-3<@(2)IF Y+N+3>@(3)IF Y+N-3<@(3)GOSUB 15000
110 IF PX(X+M,Y+N)=1GOTO 25000
120 X=X+M;Y=Y+N;BOX X,Y,2,2,1;Z=Z+1;IF Z=14GOSUB 11000
140 IF X=70GOTO 30000
150 IF RND (75)=75GOSUB 700
180 IF RND (45)=45GOSUB 12000
190 NEXT K;NEXT J
200 BOX 0,24,150,10,2;CY=24;CX=-30;PRINT "OUT OF FUEL";GOTO 32000
500 BOX -40,-40,72,8,1;RETURN
600 BOX -75+J,-40,Jb2,6,2;RETURN
700 G=10;H=-20;FOR E=1TO 4
710 FOR F=2TO 20STEP 2;BOX G,H,F,F,3;NEXT F;NEXT E
720 CX=G;CY=H;PRINT "*",;LINE G+1,H-3,4;LINE -5,-38,3
730 FOR I=1TO 4;J=J+1;GOSUB 600;NT=2;MU="c";MU="1";NT=0;NEXT I
740 LINE G+1,H-3,3;CX=G;C=H;PRINT " ",;RETURN
10000 CLEAR ;@(10)=0;BOX 0,5,160,76,1;BOX 0,5,150,70,2;FOR A=-60TO 60STEP 20;BOX
A,5,5,70,1;NEXT A
10025 GOSUB 500
10010 FOR A=-60TO 60STEP 20;GOSUB 20000;BOX A,B,5,P,2;NEXT A;@(10)=100;RETURN
11000 Z=0;BOX 0,T,5,P,3;T=(RND (60)-30)+5;BOX 0,T,5,P,2;RETURN
12000 B(6)-3;D=Db20-10;BOX D,5,15,70,3;IF (X>D-10)B(X<D+10)GOTO 13000
12040 BOX D,5,15,70,3;RETURN
13000 @(23)=255;FOR A=75TO 0STEP -1;@(21)=A;NEXT A;@(23)=0
13010 BOX 0,24,150,10,2;CX=-33;CY=24;PRINT "ELECTROCUTED";GOTO 32000
15000 BOX @(2),@(3),3,3,2;NT=3;MU="E";NT=0;J=J-5;IF J<1J=1
15005 GOSUB 500;GOSUB 600;R=R+50;CX=50;CY=-40;PRINT #4,R,
15010 @(1)=@(1)+20;@(2)=@(1)+RND (5)-3;@(3)=RND (50)-25;BOX @(2),@(3),3,3,3;RETU
RN
20000 B=(RND (60)-30)+5;RETURN
21000 P=P-1;IF P<2P=2
21005 Q=Q-1;IF Q<30=3
21010 RETURN
25000 @(21)=15;FOR A=-95TO -64;@(19)=A;@(18)=A;@(20)=ABS(ZbA);D=RND (10)-5;E=RND
(10)-5
25010 BOX X+D,Y+E,2,2,3;NEXT A;@(18)=0;@(19)=0;@(20)=0;@(21)=0
25050 BOX 0,24,150,10,2;CX=-24;CY=24;PRINT "COLLISION";GOTO 32000
30000 GOSUB 21000;L=J
30010 FOR A=LTO 35;J=A;BOX -75+J,-40,Jb2,6,2;NT=1;MU="K";NT=0;R=R+10;CX=50;CY=-4
0;PRINT #4,R,;NEXT A
30030 FOR A=1TO 500;NEXT A;GOTO 10
32000 BOX 0,0,150,10,2;CX=-24;CY=0;PRINT "GAME OVER
32010 IF @(23)RUN
32020 GOTO 32010
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