

DYNACOMP

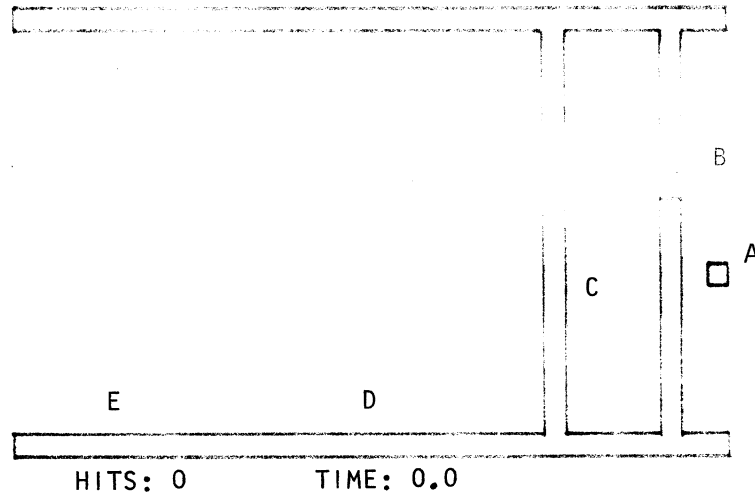
MOVING MAZE

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GAME DESCRIPTION:

MOVING MAZE provides a dynamic test of one's reflexes and maze solving skills. The game begins with a bare "board" which, depending on the level of difficulty chosen, will look something like this:



The game paddles are used to control the position of your "puck" (A). One paddle moves the puck left and right, the other moves it up and down. Practice getting the "feel" of the paddles. You will find that there is a built-in lag between turning the paddle and the corresponding response of the puck. This is intentional and it makes the game more challenging.

The walls of the maze include a start gate (B) which will appear at a random height each time the game is run. There is also an impediment (C) which is meant to slow down the user's progress so that the maze is given more time to build up. Since the maze is built by adding and removing sections of wall, the puck cannot pass through the impediment till a section of it is removed. This occurs strictly through chance.

The object of MOVING MAZE is to traverse the maze field as quickly as possible from right to left (and depending on the level of difficulty, back again) without touching any of the walls. If the puck does hit a wall, the game will either end, or you will be given a severe time penalty. Game progress is displayed by the timer (D) and the "hit counter" (E).

The walls of the maze are continually being built and removed. As more time goes by, the difficulty of the maze increases. However, since the maze never fills in completely, there will always be a solution (eventually). If the puck is stationary, a wall will not be superimposed over it. However, when the puck is moving, there is always the possibility that a new wall will appear immediately in the puck's path and cause it to hit the wall. The quick way to get from point to point would be to turn the paddles in large increments; the safe (and slower) way would be to inch from point to point. It is up to the user to determine the best strategy. When play is completed, your overall rating will then be printed out.

To provide visibility for the puck, you will find that when using a color TV set, the puck is constantly changing color, while the walls of the maze remain yellow. On black and white sets, the puck will blink as it changes to various shades of gray.

GAME VARIATIONS:

Three levels of difficulty are provided in MOVING MAZE:

- level 1: The object is to traverse the maze from right to left in the shortest amount of time. When the puck reaches the left-most portion of the maze, a buzzer goes off signifying that the game has ended.
- level 2: You must traverse the maze from right to left. When the buzzer goes off, you must then return. The game ends when you again reach the right-most portion of the maze.
- level 3: This level is similar to level 2 except that many more impediments appear in the maze field. The effect is to delay your passage through the maze until more walls than openings are formed.

Additionally, you are given the option to specify how many times you are allowed to hit the walls without stopping the game. However, each hit extracts a severe time penalty.

Scoring is based on the elapsed time and level of difficulty chosen for play.

Team Play:

A team consists of two people. one controls the vertical paddle, the other controls the horizontal paddle. Any number of teams may play. The team scoring the lowest total elapsed time is the winner. It is suggested that each team be given three tries with the highest elapsed time of the three runs not counted in the final scoring.

Tournament Play:

Played by team or individuals; in order to minimize the chance aspects of MOVING MAZE, tournament play is conducted using level 2 difficulty but requiring that the game not start until the time show 50.0 elapsed time. Scoring is best two out of three.