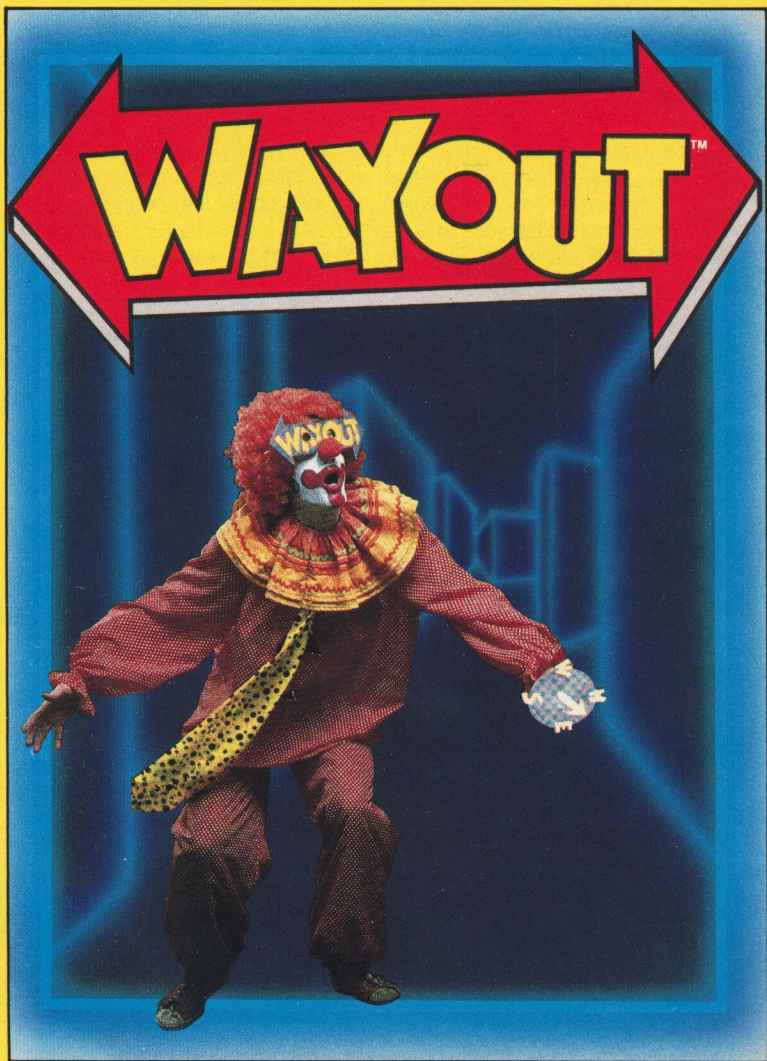


**Sirius**<sup>TM</sup>  
presents



Game Design By Paul Edelstein

# Wayout™

## The Object:

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With a Compass and Mapmaker as your only tools, your task is to find the shortest WAYOUT of the selected maze. You must avoid the mischievous "Cleptangle" who will delay your search by stealing your compass and mapmaker. Be sure to take note of the friendly Fireflies. Their flight direction will show you which way the wind is blowing, possibly from the WAYOUT!

## To Start:

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Assemble the enclosed WAYOUT protective glasses and put them on. Cut out the compass and point the arrow toward north. Now you're ready to be WAYOUT.

Insert the WAYOUT disk and boot as normal. (Note to Atari owners: The disk will not boot if there are any ROM cartridges in your Atari.) After the title page appears, press the SPACE BAR and a menu of possible controls will appear followed by a menu of possible mazes to play in. Choose your control device and then press a maze letter or type RETURN to restore a saved game. WAYOUT will enter a self-demo mode if the menus are ignored. The demo can be interrupted by pressing the SPACE BAR.

## Selecting Atari Controllers:

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WAYOUT can be played with the keyboard, joystick or paddles. Choose your control device from the select controller menu or use the OPTION key to return to the select controller menu at any time during the game.

**PADDLE:** Plug the paddle into jack #1. Hold the left paddle button down to move forward and twist the knob to control the direction.

**JOYSTICK:** Plug the joystick into jack #1. Tilt the joystick left and right to go left or right. Tilt the joystick forward to move forward. Tilt the joystick backward to stop. You cannot move backward.

**KEYBOARD:** The diagram below shows the various ways possible to use the keyboard. Note: the compass point controls will not operate if your compass has been stolen.

## Selecting Apple Controllers:

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WAYOUT can be played with the keyboard, regular analog type joystick or paddles, or an Atari-type joystick with a Sirius Joyport. Choose your control device from the controller menu or use the keys listed below to switch controls during the game.

**PADDLE 1 or JOYSTICK:** Hold the button down to move forward. Twist the paddle or tilt the joystick to control direction.

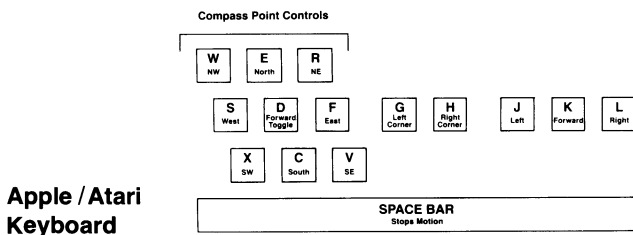
→: **Selects analog paddle or joystick control at any time during the game.**

**JOYPORT/ATARI-TYPE JOYSTICK:** Switch the Joyport controls to select the joystick. Push the joystick forward to move forward. Pull it back to stop. To turn tilt the stick right or left. To make quick corner turns hold down the joystick button and tap the joystick left or right.

**CTRL @:** **Selects Atari-type joystick control at any time during the game.**

**KEYBOARD:** The diagram below shows the various ways possible to use the keyboard. Note: the compass point controls will not operate if your compass has been stolen.

←: **Selects keyboard control at any time during the game.**



## The Cleptangle/Warning Indicator:

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The Cleptangle is a playful creature which appears as a spinning rectangular form, bright on the front and dark on the back. You will be warned when the Cleptangle is near. The Warning Indicator Bar, located at the top of the maze, will begin to fluctuate and a clicking sound will be present. The closer the Cleptangle, the louder and faster the warning. If the Cleptangle catches you, it will steal your Compass, your Mapmaker or both. You can get your stolen tools back by catching up with the Cleptangle and running into him. But beware, the Cleptangle never tires of these petty thefts and will sneak up on you every chance he gets!

## **Mapmaker/Compass:**

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Your Mapmaker draws its map on the lower portion of the screen. The map is a top view of the areas of the maze you have "seen" while in possession of the Mapmaker. If your Mapmaker is stolen, no additions will be made to the maze map and it will blink.

The Compasses in each upper corner of the screen show your direction of travel relative to the map. If your Compass is taken, a flashing question mark will appear instead of the arrow on the compasses.

## **Wind:**

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The Wind, where present, blows in a constant direction and can be seen by watching the Fireflies float by. Many times the wind is too strong to push directly through (as seen by a pulsating resistance to movement) and you'll have to be ingenious to find a way around or through it. Wind sometimes blows out from the WAYOUT.

## **The Wayout:**

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When you see a door that pulsates in bright colors, then you'll know you've found the WAYOUT! Since its location will never change, you can go through this maze again and again until you can make a beeline for the exit with your WAYOUT glasses ON! That's when you'll know it's time to try one of the 25 other mazes!

## **Scoring:**

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Each wall segment passed represents 1 travel unit. An odometer, located at the top of the screen, shows the distance travelled (your "score"). Your goal is to find the WAYOUT. If you set a new low score for any maze, you will be asked to enter your initials. The score and initials will be saved.

## **Wayout Game Features:**

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### **Saving Maze Locations During A Game (SHIFT 1 - 9)**

To save your current location, hold down the SHIFT key while pressing a number 1 through 9. Nine different places can be remembered and you can redefine the saved spot at any time.

### **Returning To A Saved Location (1 - 9)**

Press a number 1 through 9 to return to the corresponding location saved.

### **Saving A Game (ESC followed by Y)**

Press the ESC key to pause the game and initiate the save game sequence. You will be asked if you would like to save the game. If you press "Y", your current position, the map at the bottom of the screen and the low scores will be saved to the disk. (If you do not wish to save the game, press "N" or "ESC" to resume the game where you left off.)

### **Pausing The Game (ESC)**

Although pressing the ESC key will cause the save game screen to appear, you can press the ESC key again or "N" to resume play where you left off.

### **Returning To The Controller Menu — Atari Only (OPTION)**

Pressing the OPTION key will return you to the controller menu where you can select a different controller. You can then resume a saved game or begin a new one.

### **Sound On/Off — Apple Only (CTRL S)**

Pressing CTRL S will cause the sound to be sent to the cassette port until pressed again.

### **Restoring A Saved Game (RETURN)**

To restore a saved game, type "RETURN" at the main menu instead of a maze number.

### **Returning To The Main Menu — Apple Only (CTRL R followed by Y or N)**

Pressing CTRL R will pause the game and ask if you want to save the game. Answering "Y" will save the game and return you to the main menu. Answering "N" will NOT save the game and will return you to the main menu. (If you do not wish to return to the menu, press "ESC" to resume the game where you left off.)

### **Returning To The Main Menu — Atari Only (START followed by Y or N)**

Pressing the START key will pause the game and ask you if you want to save the game. Answering "Y" will save the game and return you to the main menu. Answering "N" will NOT save the game and will return you to the main menu. (If you do not wish to return to the menu, press "ESC" to resume the game where you left off.)

## Hints For Successful Play:

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We strongly suggest that you start with the very small INTRO maze. Once you've found the WAYOUT, try it again for a lower score. The record low score for this maze is 4.

The mazes in WAYOUT are large and contain many alternate paths. If the route you choose is not the WAYOUT, you can return to a saved location quickly and try a different path. (Sorry, no cheating. Your computer will add the wall segments passed in this manner to your score.)

You may also wish to save locations periodically when your Mapmaker has been stolen. If you chase the Cleptangle for any distance, you could end up hopelessly disoriented by the time you've retrieved the Mapmaker or compass. Skipping back to the saved locations will enable the Mapmaker to draw in the area you have just covered.

## Important:

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**Atari owners:** If "BOOT ERROR" appears on the screen after booting, try the disk on another Atari 800 to verify that the disk is good. All of our disks are tested prior to shipping.

**Apple owners:** This diskette, when booted, will do a quick test of itself and your Apple. Failure of the test results in a "beep" and an attempt at rebooting will occur. If after several "beeps" the game is still not running, try the diskette on a different Apple to eliminate the possibility of a bad diskette. All of our products are tested prior to shipment.

**Sirius Replacement Policy:** Sirius will replace any defective disk at no charge if the original disk and proof of purchase are returned to Sirius within 30 days of purchase. After 30 days, Sirius will replace any defective disk for \$5.00 provided the original disk is returned. For those outside the U.S.A., please include enough additional funds to cover return postage.

## Other Stars From Sirius:

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### Atari 800 & 1200 Disk:

Bandits

Blade Of Blackpoole

Cyclod

Snake Byte

Sneakers

Space Eggs

Twerps

### Apple II, II+, & IIe Disk:

Bandits

Blade Of Blackpoole

Beer Run

Borg

Critical Mass

Escape From Rungistan

E-Z Draw

Flip Out

Fly Wars

Free Fall

Gamma Goblins

Gorgon

Hadron

Kabul Spy

Lemmings

Minotaur

Pascal Graphics Editor

Repton

Snake Byte

Sneakers

Space Eggs

Twerps

Type Attack

Wavy Navy

### IBM-PC Disk:

Call To Arms

Gorgon II

For more information, contact your local Sirius™ dealer or write us at 10364 Rockingham Drive, Sacramento, CA 95827.



Game design by Paul Edelstein

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