

Can you ESCAPE from the maze? It can take hours! But if you run out of time, you can save the game on tape.

You start at the farthest corner in the southeast, and try to get to the exit in the northwest. When you start, you get a pass from the guard. But other guards (in flat hats) can take it away. And if they catch you without it, CURTAINS!

You can get maps and compasses, but some of the compasses point the wrong way, and some of the maps are reversed top to bottom (but not left to right.) You can see your map with the M key. The hallways show white. The compass always shows the direction you are facing, unless it is false!

TAPE LOADING

BASIC PROGRAMS: ("BASIC" on tape label)

Press RESET. Enter BASIC by holding down the CTRL key and pressing B, then release them both and press RETURN. Type LOAD and start the tape recorder and then press RETURN. Wait for the second "BEEP" then type RUN and press RETURN.

ASSEMBLY LANGUAGE PROGRAMS:

Press RESET. Type the loading address and "R" as on the tape label (eg. 300.1B00R). Start the tape recorder then press RETURN. Wait for the 1st "BEEP" then hold down the CTRL key and press Y. Then release them both and and press RETURN.

SUPER-LOADtm Cassettes

All MUSE tape programs feature new SUPER-LOADtm cassettes. Using the latest signal processing technology and advanced recording techniques we have engineered a cassette that loads easier than any you have ever tried - including those you have recorded yourself. Our new SUPER-LOADtm cassettes load the first time and every time at any volume setting above absolute minimum. All tapes contain three program copies for guaranteed loading.