

BONUS

BY VERBATIM

LAB MOUSE

3-D Maze Adventure

13.95

DOCS

#11-466

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REEDY SOFTWARE

LAB
HOUSE



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MAZE ADVENTURE

FOR USE WITH ADAM™

LAB MOUSE

For the Coleco ADAM Family Computer System
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MAKING A BACKUP

Before you play, you should make a working copy of LAB MOUSE. To make a copy, simply use any "image backup" backup utility, like our own KopyKat program. If you don't have a backup utility, you should get one, because it's important that you make backup copies of your software. Once you have made a working copy of LAB MOUSE, use that medium only -- store the original medium in a safe place.

LOADING INSTRUCTIONS

LAB MOUSE is auto-loading. To load, insert the LAB MOUSE data pack or disk into drive #1 and pull the [COMPUTER RESET] switch. The software will begin loading. After a few seconds a title screen will appear while the rest of the program continues to load. When the GAME OPTIONS appear on the screen the game is ready to play.

90-DAY LIMITED WARRANTY

Reedy Software warrants to the original purchaser that this ADAM Digital Data Pack or disk will be free of any defects in material or workmanship for 90 days after the date of purchase under normal use.

Reedy Software will replace this Digital Data Pack or disk free with the return of the damaged medium, this manual, and dated invoice or receipt within the 90 day warranty.

If your Digital Data Pack or disk requires repair or replacement after the 90 day warranty, please return the damaged medium, this manual, and payment of \$5.00 to Reedy Software for a speedy replacement.

Please send along a letter with all returns explaining in detail the problem.

Reedy Software would like to thank Peter and Ben Hinkle for the great work they've done in exploring SmartBASIC. We highly recommended their books (The Hacker's Guide To Adam, Volumes 1 and 2) to all ADAM users (see their classified ads in Family Computing magazine). The sprite routines in The Hacker's Guide to ADAM Volume 2 were used for the sprites in Lab Mouse.

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OTHER ADAM PRODUCTS AVAILABLE
FROM REEDY SOFTWARE

MageQuest - Great graphic adventure game by Brian Miguel. Cast spells and travel the dungeons of this nine-level adventure. Includes three Solo Adventures! Additional Solo Adventures for use with MageQuest are also available.

Solo Adventure Pack - Volume 2 - The evil Enteon has now discovered Trenton's Six Treasures. It's up to you to recover them in six new Solo Adventures for MageQuest.

Solo Adventure Pack - Volume 3 - Six more Solo Adventures for MageQuest. One of them is the largest Solo Adventure yet!

The Reedy Library - This is a fine collection of many SmartBASIC programs and routines: Michigana Jones adventure, TextEditor, VideoPaint, SUBmaker, and more!

KopyKat - This is a super, easy-to-use, backup utility that does everything you need at a reasonable price. Copy all software except some Super Games to disk or another DDP.

The Entertainment Pack 1 - This includes three super graphic games with sound: Connect 4, Blockade, and Slide Puzzle. This is an integrated package and all of the programs load super-fast from a main menu -- LOTS OF FUN!!!

SmartTYPE V1.1 - A great little word processor written in BASIC. Includes: Justification, centering, bi-directional printing, two-column printing, and more!

MORE SOFTWARE COMING IN THE FUTURE!

Send a SASE (Self-Addressed, Stamped Envelope) for a free copy of our current catalog and price sheet.

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INTRODUCTION

You'd think a life of a mouse would be a bowl of cherries. After all, give a mouse a good size hunk of cheese and he's set for weeks, right?

Well, normally, a mouse's life *is* fun. Normally. However, like all of Earth's creatures, mice have a natural enemy: cats have dogs; birds have cats, and of course, mice have scientists.

Oh yes, a scientist can make a mouse's life miserable. Scientists aren't all bad of course. The tread mills that they make mice run on aren't that bad. Scientists also feed their mice quite well. No, scientists aren't *all* bad. But there is one thing that makes scientists a mouse's nightmare. Mazes. Mice hate mazes. Scientists love mazes. But more importantly, scientists love to see mice run around in mazes.

Scientists are very unusual creatures. They find that nothing kills off a boring afternoon in the lab like dropping a small, white lab mouse into a huge maze and watching it travel through the maze in a mad frenzy to get the cheese. Worst of all, though, is that scientists write this off as part of the Scientific Procedure.

Now, what do lab mice have to do with you? Well, in **LAB MOUSE** you take on the role of a lab mouse stuck inside one of those ridiculous mazes. The object of **LAB MOUSE** is to find the cheese. You have only your wits and strong sense of smell to help you.

HAVE FUN!

CONTROLS

LAB MOUSE utilizes the ADAM keyboard for playing the game:

ARROW KEYS - The up, left, and right ARROW KEYS are the only controls you use to travel the maze.

UP ARROW - The UP ARROW will move you one step forward in the maze.

LEFT AND RIGHT ARROWS - The LEFT and RIGHT ARROWS will turn your direction 90 degrees left or right. You will not take a step but merely "pivot" in place.

KEYBOARD [1] - [5] - To select a skill level and begin the game, press the corresponding key on the keyboard when you're at the GAME OPTIONS screen.

KEYBOARD [6] - Press the [6] key when you're at the GAME OPTIONS screen to exit LAB MOUSE and go to SmartWriter.

[ESCAPE] - Press the [ESCAPE] key any time the program is running to return to the GAME OPTIONS screen.

SKILL LEVELS

LAB MOUSE offers five skill levels. The higher the skill level the more difficult it will be to find the cheese and the bigger the maze will be. In skill levels 1-3, you can see your footprints in the halls (or corridors) you've already traveled. From your footsteps you can tell whether you're traveling in circles or not and also allows you to retrace your steps when you get lost (making the maze easier to solve). In skill levels 4 and 5 you can't see your footprints.

THE GAME

Once you've selected a skill level, the message *ONE MOMENT...* -*CREATING MAZE*- will flash on the screen. At this point, ADAM is creating the maze. It may take a few seconds to create the maze, depending on the size of the maze (or skill level difficulty). The creation of the maze and the placement of the cheese is completely random -- making every game different!

When the maze is created, the screen will clear and the maze will be drawn on the screen. You'll have the mouse's perspective of the maze drawn out before you (this occupies the majority of the screen). From this view the maze will look much like a corridor with doors shooting off to the left and right.

On the bottom-left of the screen is your MOVES and DISTANCE indicators. Every time you take a step forward (press the UP ARROW), you take one more MOVE. Obviously, the least number of moves it takes you to find the cheese, the better you did. You can consider your MOVES your score.

The DISTANCE is the number of steps away the cheese is from you. That is, the shortest straight line distance from you to the cheese. This gives you a general idea of whether you're getting closer or farther away from the cheese. There will be times, of course, when you will have to move farther away from the cheese while you wind around corners and such.

Located on the bottom-right of the screen are three arrows. These represent your UP, LEFT, and RIGHT ARROW KEYS. As you press one, the corresponding key on the screen will light up. To move one step forward, press the UP ARROW. To change your view and direction in the maze (but remain in the same location), you can press the LEFT and RIGHT ARROW KEYS to pivot 90 degrees. To look behind you, for example, you would have to press the LEFT or RIGHT ARROW KEY twice (180 degrees total).