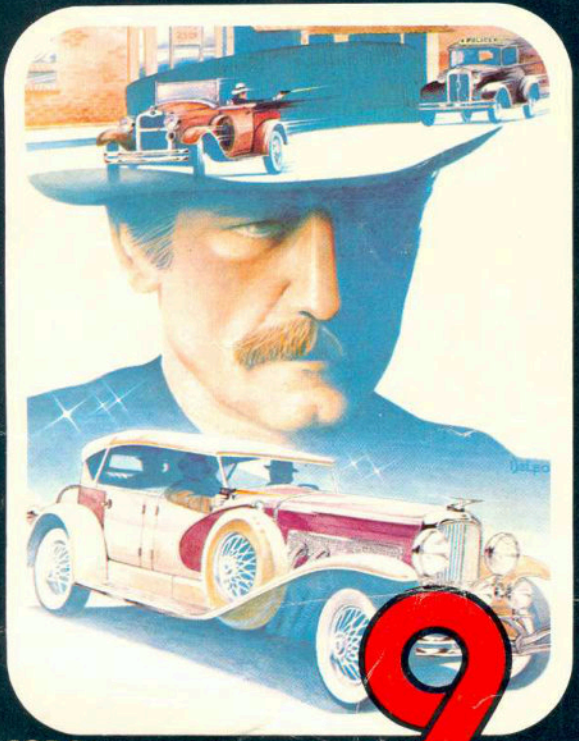
Sears

TELE-GAMES®

MAZE

GAME INSTRUCTIONS



9 GAMES

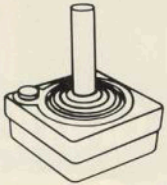
FOR 2 PLAYERS

SEARS, ROEBUCK AND CO.

49-75112

MAZE

Use your Joystick Controllers with this Tele-Games® Cartridge. Be sure the controllers are firmly connected to your Video Arcade™. See the Owner's Manual for details. Hold the controllers with the red button to your upper left towards the television screen.



NOTE: To prolong the life of your Video Arcade and protect the electronic components, the console unit should be OFF when inserting a Tele-Games Cartridge.

HOW TO PLAY MAZE

Screech! Pow! Smash! This is the super chase scene, and you're in it-----right behind the wheel of a Super Chasemobile car equipped with power and incredible gadgets.

Console Controls:

To start the game action, use the console controls to program the type of game you want to play.

- Press the Game Select to choose the game. The numbers of each game appear in the upper left corner. (See Game Descriptions for the game number of each game).
- Press the Game Select to choose one of the four chase mazes.

There are four chase mazes. Each player steers one car through the maze. Chase your opponent and attempt to hit him with one of the secret missiles fired from your car headlights. You score a point each time you hit your opponent with a missile.

The differences between the nine games are:

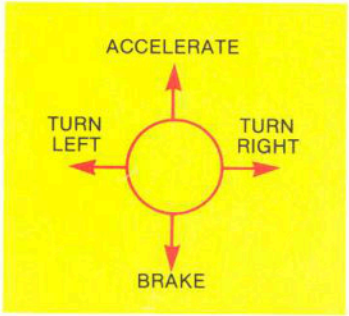
- The speed of the cars
- The speed of the missiles
- The direction of the missile path

CONTROLLER ACTION

Use your Joystick Controller to steer the car and fire missiles.

Steering the Car

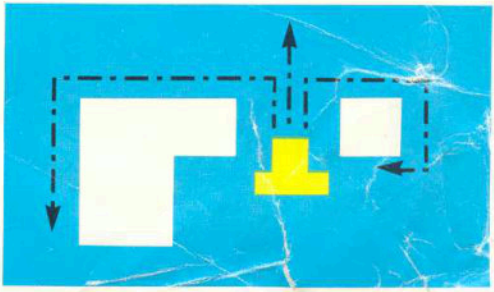
- Push the Joystick forward to accelerate the car
- Pull the Joystick towards you to brake the car
- Push the Joystick to the left to turn the car to the left
- Push the Joystick to the right to turn the car to the right



NOTE: You can turn the car only when the car is moving.

Firing Missiles

To fire a missile, press the red controller button. After you fire a missile, there are three ways the missile can travel. Control the way the missile travels with your Joystick Controller.



1. If you want the missile to turn left after firing, push the Joystick to the left as you press the red controller button.
2. To turn the missile to the right after firing, push the Joystick to the right as you press the red controller button.
3. The missile will automatically turn at every corner (except in games 8 and 9) when you press the red controller button without pushing the Joystick.

Driving Tips

- In steering the car, note that you cannot turn the car into the wall. The car will automatically take a corner to avoid crashing into a wall.
- After turning your car or missile onto a street, remember to return the Joystick to its center position. For example, if you push the Joystick to the left to turn the car to the left, push the Joystick back to its center position. Otherwise, the car will continue to make left turns.

SCORING

You score one point each time you hit your opponent's car with a missile. The first player to score 25 points wins the game. The score of the left controller player appears in the upper left corner; the right controller player's score appears in the upper right corner.

HANDICAP Skill Switches

When the Difficulty is in the **Novice** position, you can shoot consecutive missiles. Note that if a previously fired missile is still on the screen when you fire a new missile, the old missile will disappear.

In **Expert** position, you cannot fire another missile if you already have a missile on the screen. Before you can fire another missile:

- The missile on the screen must hit your opponent's car

OR

- You must retrieve the missile on the screen by steering your car into it.

GAME DESCRIPTIONS

GAMES 1-4

Select your favorite maze pattern. These games feature missiles that travel faster than the cars. Note that the speed of both the missiles and cars increase with each game number. For example, Game 1 has the slowest moving missiles and cars; Game 4 features the fastest moving missiles and cars.

GAMES 5-7

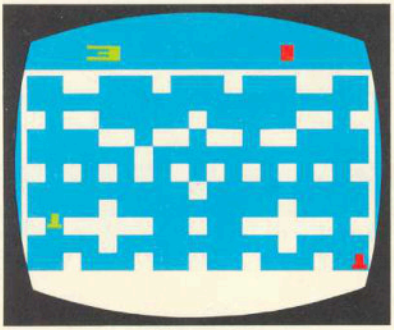
Drive your car fast on these mazes. This time, the cars travel faster than the missiles during these games. Note that the speed of the cars increase with each game number. For example, Game 5 features the slowest moving cars; Game 7 offers plenty of speed.

GAMES 8 AND 9

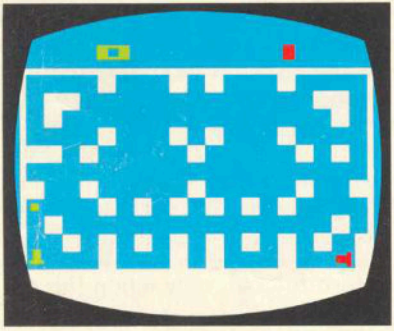
Missiles do not automatically turn corners during these games. That's why some of your missiles may become trapped in front of a wall. In Game 9 you're driving race cars; Game 8 features slower cars.



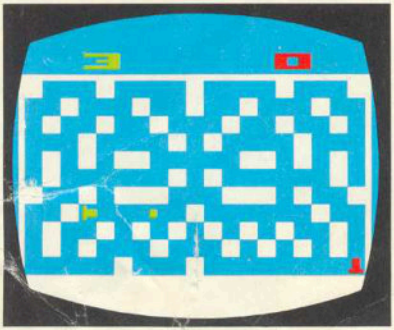
Maze 1



Maze 2



Maze 3



Maze 4

C015739-06 Rev. 1 Printed in USA