

**Scott, Foresman and Company's**

# STAR MAZE

**by Roklan**

*Poor Thid is lost and doesn't know how to return to its home planet. To help Thid, your child must answer a series of math problems in division. Just watch out for the Badid Stars that are waiting to bounce poor Thid further away from his home planet! Music, colorful animation, sound effects, exciting game play—your children won't be able to get enough of Star Maze.*

*Divison Facts, Division with Remainders, Short Division.*

*For Ages 8-12*

## SOFTWARE LOADING INSTRUCTIONS

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### ROM CARTRIDGE

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Connect your Atari computer to the TV switchbox and power supply as shown in the Operator's Manual. Plug your joystick controller (optional) into the #1 controller jack. Open the cartridge door of your computer and insert the cartridge into the cartridge slot with the label facing you. On the Atari 800, use the LEFT cartridge slot. (The cartridge is keyed so it cannot be installed backwards.) Close the cartridge door and turn the power switch on.

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## STAR MAZE—A WORD TO PARENTS

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Star Maze was developed to create a unique blend of fun and learning. All you need to play Star Maze is an Atari home computer and a television set or monitor.

Star Maze has three challenging levels to provide hours of enjoyment and education. You just can't keep youngsters away from this series of exciting Mathematics Action Games! They'll love practicing their division skills with this Star Maze cartridge. Practice with these math skills gives children a good foundation for learning more advanced math concepts later on.

The chart below details the skills covered in this cartridge.

Standard Level	$\begin{array}{r} 4 \\ 8 \overline{)32} \end{array}$
Advanced Level	$\begin{array}{r} 8 R 5 \\ 7 \overline{)61} \end{array}$
Master Level	$\begin{array}{r} 47 \\ 5 \overline{)235} \end{array}$

Although directions for Star Maze will be shown on your screen, detailed game instructions are printed in this booklet. Players can view the instructions on the screen at any time during play by pressing the ESC key.

The math skills in Star Maze are usually taught in the third through sixth grades, but younger children with good math skills as well as older children and adults will enjoy the challenge and rewards of the game.

Star Maze is one of a series of games designed to supplement mathematics instruction in a variety of skills and at a variety of levels. Enjoy watching your children find their way through Star Maze!

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## KEYBOARD GUIDE

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Special key functions programmed into Star Maze make the game more convenient to play. Make sure your child knows how to use the following keys.

<b>Function</b>	<b>Action</b>
RETURN or JOYSTICK BUTTON	Press this during a game after you type an answer. The computer then checks your answer.  Press this to continue to the next screen.  Press this to proceed quickly through the title screens.
CONTROL← or BACK S	Press this key to erase the part of your answer that you entered last. This works only before you press RETURN or the joystick button.
DELETE or SHIFT BACK S	Press this key to erase your entire answer. This works only before you press RETURN or the joystick button.
START	Press this key to return to the "Choose a Level" screen.
ESC	Press this key any time you want to see the instructions for the game you are playing. After the computer displays the instructions, it returns to where you were in the game when you pressed ESC.

SYSTEM  
RESET

Press this key to return to the title screen to end work on the cartridge.

JOYSTICK  
(OPTIONAL)

Use the joystick to choose a number for your answer. Press the joystick button when you are ready to enter your answer. Left/right motion is used to position the cursor. Forward/backward motion is used to select the desired number.

You can also use the joystick when the computer asks you to make a choice. Move the joystick forward or backward until your choice is highlighted. Then press the joystick button.

Use the joystick to move Thid in the maze. Press the joystick button when you have made your move.

ARROW  
KEYS

Press the arrow keys to move Thid. The arrow keys can work with or without the CONTROL KEY.

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## HOW TO PLAY STAR MAZE

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Star Maze is a game you can play by yourself. You are trying to help a lost Thid return through the maze to its home planet Mathid. Along the way, you should try to get as many points as possible within a time limit that you yourself select. The game ends when you succeed at returning Thid to its home planet . . . or your time limit runs out.

## **GETTING STARTED**

To begin Star Maze, choose a difficulty level with your joystick or by pressing 1, 2 or 3 for Standard, Advanced or Master Level.

The instruction screens appear next. When you finish reading the instructions, press RETURN (or joystick button) to go on. You may skip the instructions by pressing "N" for "No, I don't wish to see the instructions."

Next you will be asked to choose a time limit for the game. Select 2 for a two-minute time limit, 3 for a three-minute time limit, or 4 for a four-minute time limit. After you have made your selection, press RETURN (or joystick button) to begin the game.

## **PLAYING THE GAME**

First, find Thid on the maze. You must move Thid from star to star along the maze to the planet Mathid. You earn points and the right to move Thid by answering problems correctly. The points you will receive are determined by the color of the star on which Thid is resting. Plan your trip to Mathid so you can earn as many points as possible.

As soon as the first problem appears, the cursor flashes and the timer begins counting down from the time limit you set at the beginning of the game. Using as little time as possible, type the correct answer and then press RETURN.

(If you are using a joystick, move the joystick forward or backward until the number you're looking for appears. Push the joystick to the right to move the cursor to the right. Then move the joystick forward or backward until you find the right number. Keep doing that until you have the complete answer on your screen. Then press the joystick button to enter your answer.)

When you enter the correct answer, a special musical tone sounds, the timer stops for a moment, your answer flashes on the screen and your point total increases. You can now move Thid one star closer to a Goodid (red) star or to Mathid.

To move Thid, use either the arrow keys or the joystick. Each time you answer correctly, you score points and can move Thid one star closer to your destination.

When you give an incorrect answer, you'll hear a beep, the timer stops for a moment and the message "Try Again" appears. If your second answer is incorrect, you'll hear another beep, the

timer will stop again and the correct answer will be displayed. You do not earn points, and you cannot move Thid. When the next problem appears, the cursor flashes, the timer resumes its countdown and play continues.

During the game, if you fail to press any valid key within 20 seconds, the computer sounds a series of beeps to remind you to respond. If you do not press a valid key after an additional 15 seconds, the computer beeps again. After another 10 seconds, the computer displays the correct answer.

**CAUTION:** Three yellow or blue Badid stars are hidden in the maze. If you move Thid onto a Badid star, Thid bounces from star to star and finally stops on another star, farther from Mathid than before. Once Thid lands on a Badid star, that star may lose its bad powers and become a normal star, or it may again act as a Badid star. You won't know until you land on it! After you encounter three Badid stars, no additional Badid stars will appear on the maze. Each time you play, the locations of the Badid stars change. You never know which stars are waiting to bounce Thid away from Mathid.

## SCORING

You earn points each time you correctly answer a problem. The color of the star on which Thid is resting determines the number of points you earn. Points are awarded as shown in the table below.

Star Color	Point Value
Blue	5
Yellow	10
Red	20

You have two chances to answer each problem. If you do not answer correctly, you do not score points.

The Goodid star—red in color—is a bonus star. At all times only one Goodid star appears on the maze. When you move Thid onto a Goodid star, point values of the blue and yellow stars are doubled for the next 15 seconds. During this time limit, star values are as follows:

<b>Star Color</b>	<b>Point Value</b>
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Blue	10
Yellow	20

To get the highest possible game score, you must answer as many problems as you can during the bonus periods. AND you must visit Goodid stars often. During the bonus period, however, you cannot return to the Goodid star. If you try to return, the bonus period ends immediately. When the bonus time is over, the location of the Goodid star changes. During normal play, you can move Thid to the Goodid stars as often as you like. But remember—you must get Thid to Mathid before time runs out!

### **ENDING THE GAME**

The game ends when one of the following events occurs:

1. You get Thid home safely to Mathid.
2. Your time limit runs out.

If you are successful in getting Thid home, note your point total and time. The next time you play, see if you can improve your score.

### **PLAYING ANOTHER GAME**

When you end a game of Star Maze, a screen appears that will give you a choice. Choose 1 to play Star Maze at the same difficulty level. Select 2 for the "Choose a Level" and "Choose a Time" screens.

### **SCORECARD**

Use the scorecard below to record the fastest times and highest scores achieved at each level of Star Maze.

Standard Level	Name	Date	Time	Score

Advanced Level	Name	Date	Time	Score

Master Level	Name	Date	Time	Score

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## **RELATED ACTIVITIES—Another Word to Parents**

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You can use the following activities to expand interest in Star Maze into other related areas.

1. Players can keep track of their Star Maze times and scores for a specific level. Each player can graph his/her achievements by marking time on the X-axis and scores on the Y-axis and then plotting the coordinates on the graph.
2. Players can write science-fiction stories or plays.
3. Players can read science-fiction books.
4. Take a trip to an observatory or a planetarium to learn about astronomy.
5. Players can organize and compete in an ongoing Star Maze tournament. Times and scores for each level can be recorded on the enclosed scorecard.
6. Visit a computer facility to learn more about computers.
7. Players can compile a personal dictionary of computer terms.
8. Players can think of other uses and game ideas for the computer.



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## **ROKLAN SOFTWARE'S MATHEMATICS ACTION GAMES SERIES**

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Roklan Corporation and Scott, Foresman have prepared an exciting series of Mathematics Action Game cartridges for the Atari home computer. These games provide practice in a variety of important mathematics skills that are taught in grades one through eight.

These colorful and animated games encompass a wide range of themes and include both competitive and non-competitive formats. Each game in the series has several difficulty levels. Ask for any of the following Mathematics Action Games at your favorite retail store where computer software is sold:

Ages 5-8

### **FROG JUMP**

Putting numbers in order

### **PICTURE PARTS**

Basic addition, subtraction and multiplication

Ages 8-12

### **PYRAMID PUZZLER**

Multiplication facts and multiplication by 100 and 1000

### **STAR MAZE**

Division facts, division with remainders and short division

Ages 11-Adult

### **NUMBER BOWLING**

Decimals and fractions

### **SPACE JOURNEY**

Percents

### **Limited Warranty**

Roklan Corporation warrants this product to be free from defect in workmanship or materials for a period of 90 days from date of purchase. Should a defect in this product occur any time within 90 days of date of purchase, it can be returned to original place of purchase for replacement without charge. Original sales receipt must be presented for returned products. This warranty shall be void if it is determined that the defect has come about through abuse or negligence.