ATARI® PROGRAM exchange

MINOTAUR
by
Steven Cavin

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USER INSTRUCTIONS
9/1/81

INTRODUCTION

OVERVIEW

MINOTAUR takes you back to ancient Greece where, on the isle of Crete, you face the legendary Minotaur of Cnossus. You're trapped deep within a great stone maze with only one exit. Prowling about the maze is the Minotaur, half-bull and half-man, hungry and irritable. Using your joystick controller, you must find the way out before the Minotaur crosses your path, tracks you down, and smashes you to bits. Your footsteps echo in your ears as you frantically race through the maze, and the Minotaur's ravenous roar grows louder as it zeros in on you with its keen sense of smell.

Each time you run MINOTAUR, you face a new maze and you move against a different background color.

REQUIRED ACCESSORIES

Cassette version
   24K RAM
   ATARI 410 Program Recorder

Diskette version
   32K RAM
   ATARI 810 Disk Drive

ATARI BASIC Language Cartridge
One ATARI Joystick Controller

CONTACTING THE AUTHOR

Users wishing to contact the author about MINOTAUR may write to him at:

515 S. Bernardo #2
Sunnyvale, CA 94086

GETTING STARTED

LOADING THE GAME INTO RAM

1. Plug your joystick controller into the first (the leftmost) controller jack at the front of your computer console.

2. Insert the ATARI BASIC Language Cartridge in the (Left Cartridge) slot of your computer.

3. If you have the cassette version of the game:

   a. Turn on your computer and connect your program recorder to the computer and to a wall outlet.

   b. Insert the game cassette in the program recorder, press REWIND until the tape rewinds completely, and then press PLAY.

   c. Type CLOAD and press the RETURN key twice.

   d. After the game loads into RAM, you'll see the READY prompt. Type RUN and press the RETURN key.

If you have the diskette version of the game:

   a. Turn on your disk drive and insert the game diskette.

   b. Turn on your computer and your video screen.

   c. When the READY prompt displays, type RUN "D:MINOTAUR" and press the RETURN key. If you're using more than one disk drive, remember to follow the device initial (D) with the number of the drive containing the game diskette (e.g., RUN "D2:MINOTAUR for disk drive two). The program will load into RAM and start.

PLAYING MINOTAUR

THE FIRST DISPLAY SCREEN

The first display screen contains the program title

        THE MINOTAUR

against a light yellow background (if you have a color video screen).

BUILDING THE MAZE

Shortly thereafter two screens of text display, describing the legend of the Minotaur.
While you're reading, the program is busy building the maze, which takes about five
minutes. When the maze has been designed, you'll see it being built column-by-column.
Once the maze is complete, your dark square positions itself in the upper left-hand
corner of the maze, and the Minotaur's light square skulks in the lower right-hand
corner, near the exit.

PLAYING THE GAME

Your goal is to escape the maze before the Minotaur devours you. You move around the maze
by pushing the joystick in the direction you want to move: up, down, left, or right. Hold
your joystick controller so that the red trigger button (which you don't use in MINOTAUR)
is at the upper left-hand corner, towards the video screen. Don't worry about bumping
into walls; the program ignores such moves.

Using a light touch with your joystick results in quicker responses and more accurate
movement than pushing the joystick for all it's worth.

ENDING THE GAME

The game ends when either the Minotaur smashes you to bits or you escape the maze.

PLAYING AGAIN

To play another session of MINOTAUR, type YES (typing Y won't work) in response to the
prompt

        WOULD YOU LIKE TO TRY AGAIN?

The title and text screens redisplay while the program builds another maze.

If you don't want to play another round, type NO and the READY prompt will redisplay,
indicating you're back in BASIC.

PROGRAM WARNINGS

SLUGGISH JOYSTICK RESPONSE

As mentioned earlier, pushing the joystick lightly in any direction gives you better
results than pushing it vigorously. If you're still having problems with your joystick,
make sure it's plugged into the first controller jack at the front of your computer
console and make sure the red trigger button faces the upper left-hand corner, toward the
video screen.

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1. Name and APX number of program _____

2. If you have problems using the program, please describe them here.

_____

_____

_____

3. What do you especially like about this program?

_____

_____

_____

4. What do you think the program's weaknesses are?

_____

_____

_____

5. How can the catalog description be more accurate and/or comprehensive?

_____

_____

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program?

_____ Easy to use
_____ User-oriented (e.g., menus, prompts, clear language)
_____ Enjoyable
_____ Self-instructive
_____ Useful (non-game software)
_____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

_____

_____

_____

8. What did you especially like about the user instructions?

_____

_____

_____

9. What revisions or additions would improve these instructions?

_____

_____

_____

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

_____

_____

11. Other comments about the software or user instructions:

_____

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ATARI Program Exchange
P.O. Box 427
155 Moffett Park Drive, B-1
Sunnyvale, CA 94086

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