

# MAZETALK ADVENTURES

## ≡ QUICK-START CARDS ≡

### Adventure 1: Mazes

Example of How to Begin Mazetalk Adventures

**1**

- ◆ Mazes
- Trap Doors
- Objects
- Fire Monsters
- Spring Monsters
- Number Monsters
- Many Monsters

*Move the arrow to your choice, and press RETURN. Move the arrow up with I, down with M.*

**2**

- Quit
- ◆ Instructions
- Start the adventure

*Read the instructions first, then Start the adventure.*

**3**

- Quit
- Move north
- ◆ Move south
- Move east
- Move west
- Select new room

*Choose a direction and press RETURN. Continue to press RETURN until Mazie gets to a wall or intersection. Then choose a new direction.*

To go to the next adventure:

- a. Choose Quit.
- b. Choose Quit again.
- c. Choose Trap Doors from the list of adventures.

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### Adventure 2: Trap Doors

Example of How to Write a Program

**1**

- Quit
- Select new room
- ♦ Write/Edit program
- Run program
- See correct example

**2**

- Quit
- ♦ Write new program
- Insert before line
- Delete current line
- Change current line
- Disk commands

**3**

- Program
- Begin
- ♦ End

Quit

- Write new program
- ♦ Insert before line
- Delete current line
- Change current line
- Disk commands

*This is the program outline. Move the arrow up with E, down with X.*

*Choose Insert before line to enter instructions in your program. If you need to see the maze again, press T. Press T again to return to your program.*

**4**

- Program
- Begin
- ♦ End

Quit

- Move north
- Move south
- ♦ Move east
- Move west

**5**

- Program
- Begin
- Move east
- ♦ End

Quit

- Move north
- Move south
- ♦ Move east
- Move west

*Move the program arrow down, then insert new commands.*

To test your program:

- Choose Quit.
- Choose Quit again.
- Choose Run program.

To change your program:

Choose Write/Edit program.