Model No. 2010

Guide No. 76654A

AMAZE-A-TRON™

INSTRUCTIONS AND GAME RULES

The amazing electronic maze game

- Eight different games—
- Over a million maze variations
- One and two player games
- Electronic sounds—music and "raspberry"
- LED indicators display start and finish points
- Microprocessor programmed
- Requires one 9 volt transistor battery (not included)



You can play right in the palm of your hand

COLECO

MANUFACTURED FOR
COLECO INDUSTRIES, INC., AMSTERDAM, N.Y. 12010

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Made in Taiwan

INSERT BATTERY

ONE "9" VOLT ALKALINE TRANSISTOR BATTERY RECOMMENDED. To install battery, slide out battery door on bottom of unit and simply snap one "9" volt transistor battery to the clip inside the compartment. See illustration. Replace battery door.

NOTE: For extended operation, you may eliminate the need for a battery by purchasing from your dealer a **Coleco Model #2099 or #6041 9 Volt AC adapter.** The AC adapter is plugged into AC JACK on side of unit.

CAUTION: Use of any 9 volt adapter other than Coleco Models #2099 or #6041 may permanently damage your unit.

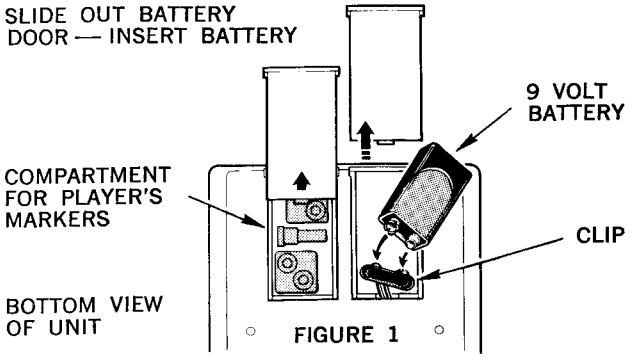


FIGURE 1

GAME DESCRIPTION

The Maze Game consists of a playing field keyboard on which players attempt to move from a designated "Starting Point" to another "Finishing Point," via a hidden "maze" path.

Each square is numbered **1** through **25** for identification. The game has six (2 player) competitive maze games and two (1 player) maze games. Eight games in all.

There are characteristic tones and tunes to pace the game, to indicate turns and scores, etc.

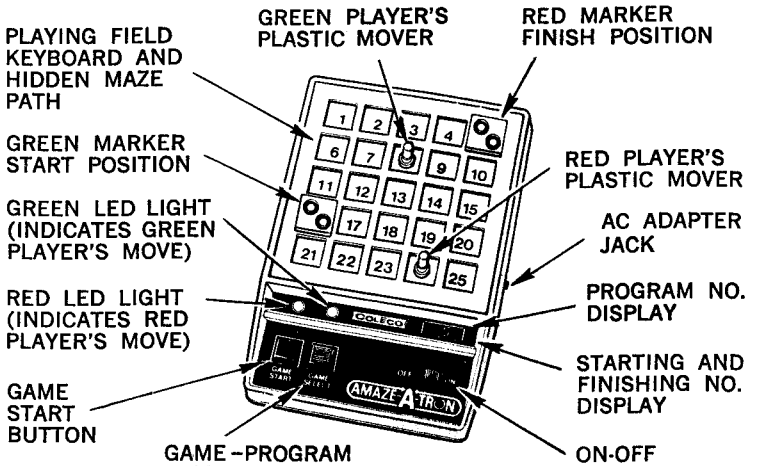


FIGURE 2

DESCRIPTION OF GAME CONTROLS AND FEATURES

SWITCHES

1. POWER — "ON/OFF".
2. GAME SELECT PUSH BUTTON — Select programs **P1** through **P8** in sequence by advancing one program on each push. The display always indicates program number — until "START" button is pressed.
3. START PUSH BUTTON — Will start game selected. The display will be "blank" for a few seconds, then Starting Position will be displayed. Player places **GREEN** plastic marker on Starting Position — display goes **off.** After a few seconds, the Blinking Finish Position will be displayed. The **FINISH** (Red) Marker is placed on this square. Display goes off, and **GREEN** song is played.

RED AND GREEN LED INDICATORS:

Red and Green panel lights indicate players turn to move marker.

TONES:

1. **"Raspberry"** tone for incorrect move or not moving within the time limit (10 seconds). Also indicates wrong starting or finishing points.

DESCRIPTION OF GAME CONTROLS AND FEATURES

TONES: (continued)

2. "Tick-tock" — A ten second time limit for player to move his mover.
3. "Red Song" — A song will play indicating Red player's turn.
   "Green Song" — A different song will play, indicating Green player's turn.
   "Winner's Song" — The familiar charge song will indicate winner. Game is over.

TO PLAY THE GAME

Program 1: MAZE — 2 player

1. To start game — turn power **ON.** Display will **always** indicate **Program 1** and game 1 will play when START button is pressed.
2. Press **START button.** Display will be "blank" for a few seconds, then **lights up** indicating the **START square.**
3. The starting position in display stays on. Player places **GREEN** plastic START marker on the **correct square. "Raspberry"** sounds if marker is placed on **wrong square.**
4. Next, the display lights up again blinking; showing the number of the **FINISH square.** The **FINISH** (Red) Marker is placed on this square. Display will **not go off** until marker is placed on **CORRECT SQUARE.**
5. GREEN light comes on and GREEN song plays; this signals green player's turn. GREEN light stays on for **ten seconds.** A tick-tock tone is played marking off the 10 second time limit. **GREEN ALWAYS STARTS; ALL PLAYERS MUST WAIT FOR TICK-TOCK TO BEGIN BEFORE MOVING.** Player must move before time runs out.
6. Green player moves by placing his plastic mover on a square he believes to be the next correct square in the Maze path (a connected series of squares — no diagonals — see Figure 3) and **pressing lightly** on the mover to activate the square.
   If Green player "fails" to make a move within ten seconds, or if he moves to a wrong square, he gets the **"Raspberry"** and his Green light goes out.

7. If Green player moves to **correct square,** his **Green song plays,** the green light comes on for **another 10 seconds** and **tick-tock** sound starts again. **WAIT FOR TICK-TOCK TO BEGIN BEFORE MOVING.** Green player **must advance** his mover again **before** 10 seconds or he gets the **"Raspberry"** and green light goes off.
   Whenever Green player makes a wrong move the **"Raspberry"** sounds and green light goes off. Green player must **leave his mover on last correct move.** The **RED light** comes on and **Red song plays.** This signals **Red player's turn.**
8. Red player must move in same path as Green player. He cannot skip to the green player's square directly. If and when he loses his turn, he also gets the **"Raspberry"** and Red light goes out. Red player leaves his mover on last correct move.
9. The FIRST player to reach the "FINISH" square **wins the game. A winner's song plays.** Winner's color light "blinks". Display and lights then go off. Display then comes on at the **original program selected.**
10. Maze is ready for next game.

Program 2: BLIND ALLEY MAZE — 2 player

1. Press PROGRAM SELECT button until display indicates **"P2."**
2. This game plays **same as PROGRAM 1,** except that a BLIND ALLEY may occur at any position. A BLIND ALLEY is a move that is **shown as correct** by the AMAZE-A-TRON game, but is not really on the MAZE PATH. **All subsequent moves will be wrong.** Once a player finds himself in a BLIND ALLEY, he MUST REVERSE HIS DIRECTION and find the CORRECT PATH.

Example:

A = PRESENT POSITION

B = CORRECT MOVE

C = BLIND ALLEY

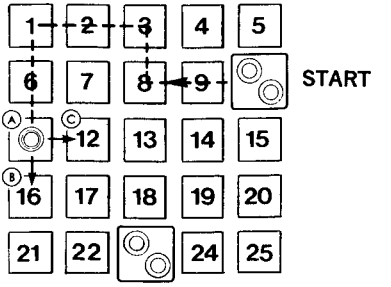


FIGURE 3

(CON'T NEXT PAGE)

3. If player is on square **11** and moves to square **12,** it may be shown as a **correct move.** Now squares **7, 13** and **17** are **all incorrect moves.** Player **must return to square 11** and then to **square 16** to find correct maze path. Blind Alley may occur at any position along the path.

Program 3: BACK TO START MAZE — 2 player

1. Press PROGRAM SELECT button until display indicates **"P3."**
2. Game plays **same as PROGRAM 1,** except when a player makes a wrong move (gets the **"Raspberry"**), his color goes out and HE MUST MOVE HIS MOVER BACK TO THE "START" SQUARE AND PRESS DOWN ON THAT SQUARE VERIFYING HE IS **BACK TO "START." Only this starts the sequence for the next player to take his turn.** Markers have convenient holders in which movers may be held.
3. When a player takes his turn, he must **always** start from the **original** "START" square and remembering the correct moves the player follows the same path, trying to complete the path to the FINISH square.
4. Each time a player gets the **"Raspberry" he must return** to the **original** "START" square and START ALL OVER AGAIN.

Program 4: BLIND ALLEY, BACK TO START — 2 player

1. Press PROGRAM SELECT button until display indicates **"P4."**
2. Game plays **same as PROGRAM 2** (BLIND ALLEY) **except** player MUST RETURN TO ORIGINAL "START" SQUARE **after a wrong move** and START ALL OVER AGAIN.

Program 5: SOLITAIRE MAZE — 1 player

1. Press PROGRAM SELECT button until display indicates **"P5."**
2. **Single player** version of **PROGAM 1.** Use green plastic marker.

Program 6: SOLITAIRE, BACK TO START — 1 player

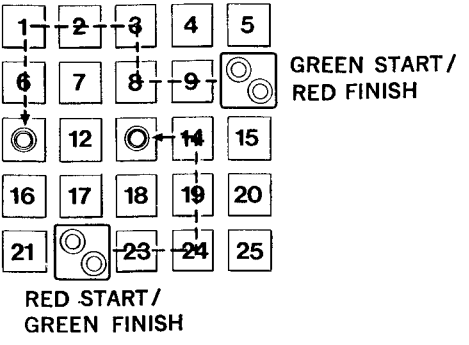
1. Press PROGRAM SELECT button until display indicates **"P6."**
2. **Single player** version of **PROGRAM 3.** Use green plastic marker.

3. When player makes a **wrong move** HE MUST RETURN TO ORIGINAL "START" square and **press down** on square to initiate his next turn. Remembering the maze path from previous moves, player will follow same path **but this time** try to **find the next correct square** to the MAZE and so on to the FINISH marker.

Program 7: OPPOSITE START — 2 player

1. Press PROGRAM SELECT button until display indicates **"P7."**
2. Press START button.
3. DISPLAY and RED light comes on indicating the "START" square for the **Red player,** Red song plays. Red player puts his (Red) plastic marker on "START" square and **PRESSES down** on "START" marker to verify correct location. DISPLAY and RED lights go out.
4. **GREEN light** and DISPLAY come on, **showing "START"** position for **GREEN player ONLY.** GREEN player puts his start marker on his "START" square **pressing down** on marker to verify correct location.
5. Two players now **alternate** taking turns as in **PROGAM 1.** (RED PLAYER ALWAYS STARTS).
6. **End of game** occurs when **one player reaches** the **starting point** of the **other player.** A win is indicated with **winner's song** and **winner's color blinking.** See Figure 4.

FIGURE 4



Program 8: OPPOSITE START, BACK TO START — 2 player

1. Press PROGRAM SELECT button until display indicates **"P8."**
2. Press START button.
3. **Same as PROGRAM 7 (OPPOSITE START)** except that each LOSS OF TURN (sounded by the **"Raspberry"**) requires that **his plastic mover be returned** to that **player's original** "START" square. **PLAYER MUST PRESS START SQUARE BEFORE NEXT PLAYER CAN MOVE.**
4. When player takes his turn, **he must start** from the **original** "START" square and remembering the maze, reproduce the same correct moves trying to find the correct conclusion to the maze path.
5. **First** player to reach the starting point of the other player WINS. GOOD LUCK! To start new game — press "START" button.

NOTE: Should players decide to stop playing during any game and play a different game, the POWER must be turned "OFF." To start the new game — turn power BACK "ON." Press PROGRAM SELECT button until display indicates game desired.

GENERAL INFORMATION

- ALWAYS BE SURE GAME IS TURNED OFF TO AVOID BATTERY DRAIN.
- IF GAME FAILS TO OPERATE AFTER PROLONGED PLAY, YOUR BATTERY IS PROBABLY NEARLY WORN OUT OR DEAD. REPLACE THE BATTERY. ALKALINE BATTERY IS RECOMMENDED.
- BE SURE TO UNPLUG AC ADAPTER UNIT FROM WALL OUTLET WHEN GAME IS NOT IN USE.
- DO NOT ATTEMPT TO OPEN GAME, IT DOES NOT CONTAIN ANY SERVICEABLE PARTS.

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