MAZETALK ADVENTURES = QUICK-START CARDS = Adventure 1: Mazes

Example of How to Begin Mazetalk Adventures

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.

Quit Instructions Start the adventure

Read the instructions first, then Start the adventure.

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

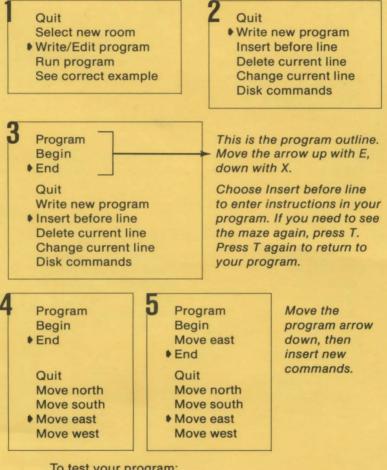
Choose a direction and press RETURN. Continue to press RETURN until Mazie gets to a wall or intersection. Then choose a new direction.

To go to the next adventure:

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

MAZETALK ADVENTURES =QUICK-START CARDS=

Adventure 2: Trap Doors Example of How to Write a Program



To test your program:

- a. Choose Quit.
- b. Choose Quit again.
- c. Choose Run program.

To change your program: Choose Write/Edit program.