

WAYOUT

A 3-D ACTION MAZE GAME FROM SIRIUS™

For The Apple II Or 11+ Computer

With 48K And One Apple Disk Drive

Step right up! Step right up! It's new, it's fun, it's aMAZing! It's WAYOUT, a game so exciting that it can make a blind man talk, a deaf man see! Step right up! That's the way kid, don't be afraid, come right up here. Now put on these WAY-OUT protective goggles. Atta baby! Now there's an adventuresome youngster ready for a challenging game of WAYOUT! Here, take this Compass and Mapmaker and follow me. I'm gonna open this door and I want you to step inside. See, nothing to be afraid of, just a little maze. What are those? Those, my daring young one, are Fireflies! And friendly Fireflies at that! There's plenty of wind blowin' through that maze and those Fireflies will show you which way it's blowin'.

OK, I'm gonna lock the door behind you. Now, don't worry kid. If you never come out again you won't have to pay me!

Oh, I almost forgot, beware the Cleptangle. He loves to sneak up from behind and take your Compass and Mapmaker. Try and get out without those! And if you do, I've got twenty five other adventures for you to go on! What do ya think, pretty WAYOUT, eh?

The Object

With a Compass and Mapmaker as your only tools, your task is to find the shortest WAYOUT of the selected maze. You must avoid the mischievous "Cleptangle" who will delay your search by stealing your tools. Be sure to take note of the friendly Fireflies.

Their flight direction will show you which way the wind is blowing, possibly from the WAYOUT!

To Start

Assemble the enclosed WAYOUT protective glasses and put them on. Cut out the compass and point the arrow toward north.

Now you're ready to be WAYOUT

Insert the WAYOUT disk and boot as normal. After the title page appears, press the SPACE BAR and a menu of possible controls will appear followed by a menu of possible mazes to play in. Choose your control device and then press a maze letter. We suggest starting with the INTRO maze. WAYOUT will enter a self-demo mode if the menus are ignored. The demo can be interrupted by pressing the SPACE BAR

Screen Display

The viewable area of the maze directly in front of you appears in 3D on the upper portion of the screen. The Mapmaker uses the lower portion of the screen to draw a complete map of the areas of the maze you have explored. The compasses in each upper corner of the screen show your direction of travel relative to the map. An odometer at the top center shows the distance traveled (your "Score").

The Cleptangle

The Cleptangle is a playful creature which appears as a spinning rectangular form, white on the front and orange on the back. The closer the Cleptangle, the faster and louder the warning light and sound will fluctuate. If the Cleptangle catches you it will steal your Compass, your Mapmaker, or both. If your Compass is taken, a flashing question mark will appear instead of the arrow on the compasses. If your Mapmaker is stolen, no additions will be made to the maze map and it will flicker. You can get your stolen tools back by catching up with the luminous Cleptangle and trapping him. But beware, the Cleptangle never tires of these petty thefts and will sneak up on you every chance he gets!

Wind

The Wind, where present, blows in a constant direction and can be seen by watching the Fireflies float by. Many times the wind is too strong to push directly through (as seen by a pulsating resistance to movement) and you'll have to be ingenious to find a way around or through it. Wind sometimes blows out from the WAYOUT.

The Wayout

When you see a door that pulsates in bright colors, you'll know you've found the one and only WAYOUT! Since its location will never change, you can go through this maze again and again until you can make a beeline for the exit with your WAYOUT glasses ON!

That's when you'll know it's time to try one of the 25 other mazes! If you set a new score for any maze you will be asked to enter your initials. The score and initials will be saved on the WAY OUT disk.

The Controls

WAYOUT can be played with the keyboard, regular analog type joystick or paddles, or an Atari-type joystick with a Sirius Joyport. Choose your control device from the menu or use the keys listed below to switch controls during the game.

PADDLE OR ANALOG JOYSTICK: Use paddle 1 or joystick and hold the button down to move forward. Twist the paddle or tilt the joystick to control direction. Twist or tilt it all the way to the right or left to keep turning in that direction.

ATARI-TYPE JOYSTICK: Switch the Joyport controls to select the joystick. Push the joystick forward to move forward. Pull it back to stop. To turn tilt the stick right or left. To make quick corner turns hold down the joystick button and tap the joystick left or right.

KEYBOARD: The diagram shows the various ways possible to use the keyboard. Note: the compass point controls will not operate if your compass has been stolen.

Compass Point Controls

1

-1

w

E

R

NW

*H.h

Nt

X C V SPACE BAR

Slop

Convenience Controls

ESC : Pauses the game and asks if you would like to save the game. If you press Y, your current position, the map at the bottom of the screen and the low scores will be saved to the disk. If you don't wish to save the game, press N or ESC to resume the game where you left off.

CTRL S : Toggles the sound on and off.

CTRL R : Pauses the game and asks you if you want to save the game. Answering "Y" will save the game and return you to the menu, "N" will not save the game and will return you to the menu; ESC will resume the game where you left off.

<— : Selects keyboard control during the game.

-▶ : Selects paddle or regular joystick control.

CTRL (5): Selects Atari-type joystick control (with Joyport).

SPACE : Stops motion.

SHIFT 1 - 9 : Saves your current location so you can later return directly to the same spot instantaneously.

1 - 9 : Returns you to the same location marked by SHIFT 1 - 9. Nine different places can be remembered and returned to and you can redefine a return spot at any time.

Important

This diskette, when booted, will do a quick test of itself and your Apple. This assures that the load of the game is exact. Failure of the test results in a 'beep' and an attempt at rebooting will occur.

If after several beeps the game is still not running, you have one of the following problems:

- 1) the disk drive is out of adjustment,
- 2) there is bad RAM in the Apple,
- 3) you have a bad diskette. Try the diskette on a different Apple to eliminate the possibility of a bad diskette. All of our products are tested prior to shipment.

Sirius Replacement Policy: Sirius will replace any defective disk with a new one for \$5.00. This fee covers the cost of the new disk, handling, and return postage within the United States and Canada. For those outside the U S A , please include enough additional funds to cover return postage. The original disk must be returned for replacement.

Designed By Paul Edelstein

Written In Machine Language

Requires An Apple II Or 11+ Computer With 48K

And One Apple Disk Drive

Boots Directly With Either 13 Or 16 Sector Controller

Playable With Keyboard, Apple-compatible Joystick Or Paddle

Or Atari-type Joystick Connected To Sirius Joyport®

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Wayout Glasses And Compass