ELECTRONIC HAND-HELD GAME

ENTEX

ENTEX ELECTRONICS

3-D ESCAPE! 1000 MAZES

■ **1000 different mazes** ■ **5 levels of complexity**
■ **2 different game modes** ■ **Silent mode option**

AC ADAPTER JACK

DISPLAY OF
CAPTURED TREASURE

DIGITAL READOUTS FOR TIME,
POSITION, COMPASS
DIRECTION AND
MAZE NUMBER

LARGE LCD PERSPECTIVE
MAZE DISPLAY

ESCAPE/PICKUP

MAZE/OFF/ADV

START/RESET

CHECK/SOUND

DIRECTION AND MAZE SELECTION
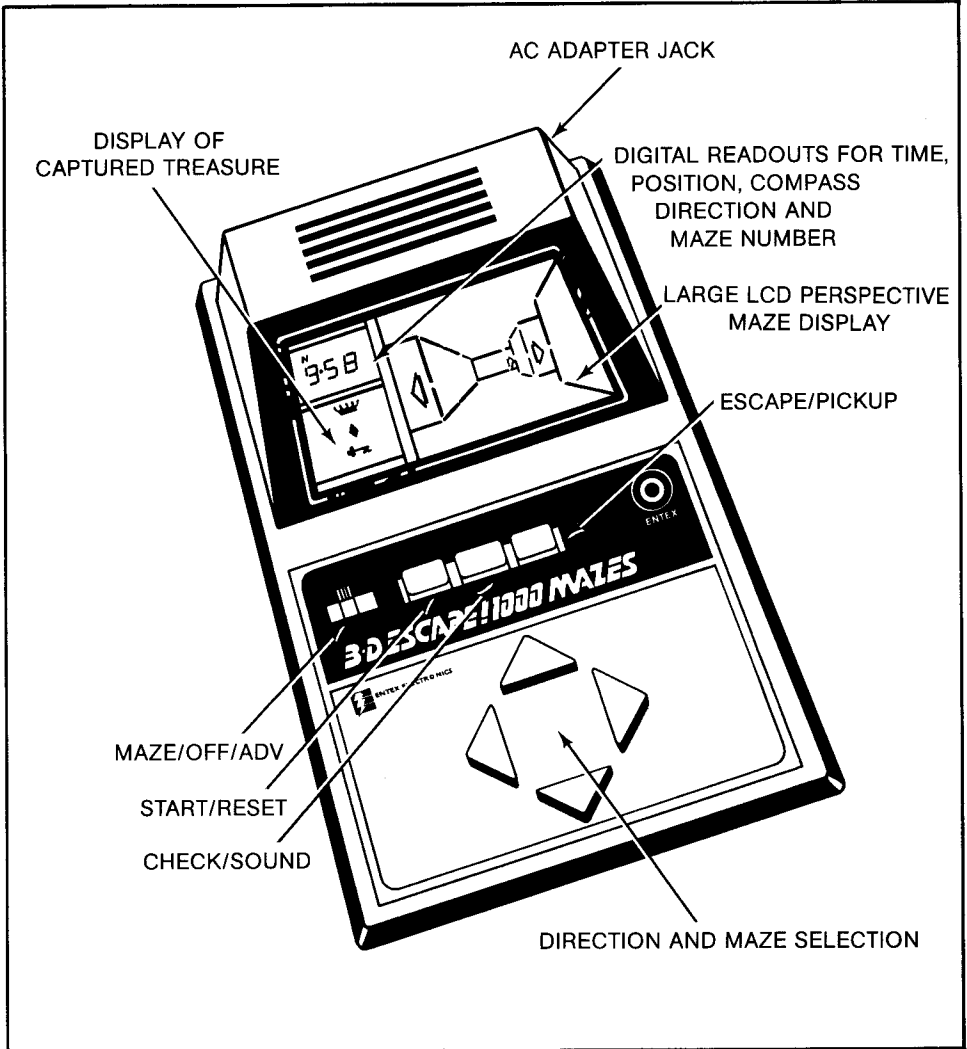
INTRODUCTION

The 3-D Escape™ game utilizes a new Liquid Crystal Display (LCD) to simulate a 3-dimensional perspective maze. The game possesses the ability to display 1000 unique mazes with varying degrees of complexity. Two modes are offered: MAZE, having a starting point and separately located exit, and ADVENTURE, where 3 prizes are hidden somewhere within the confines of the maze, but you must return to the starting point with the treasures to escape.

You select the mode. A directional compass is provided that may be used to show you both horizontal and vertical positions as well as the compass direction you are facing. A time clock shows elapsed time in minutes and seconds. Another section of the display shows the prizes that you capture during your journey through the maze when in the ADVENTURE mode. All game functions are accompanied by sound effects, which may be silenced if desired.

Remember, be sure to read the directions carefully and good luck in negotiating the 1000 mazes!

1. INSERT BATTERIES

Turn game upside down. Press down on battery cover and slide off. Insert four "AA" batteries. (Alkaline type batteries will last longer.) Battery positions are indicated inside the battery box.

2. BASIC FEATURES

A. DISPLAY (Fig 1) – Divided into 3 framed sections:
    1) Upper Left: A. Maze Number Set (000-999) (Fig 2)
                      B. Directional Compass (N-S-E-W)
                      C. Time Clock (0.00 to 9.59, min/sec)
                      D. Position Reference (Fig 3)
                           (1 to 8 horizontal; 1 to 12 vertical)
    2) Lower Left: Captured Prize Indicator
                    (Crown – Diamond – Key)
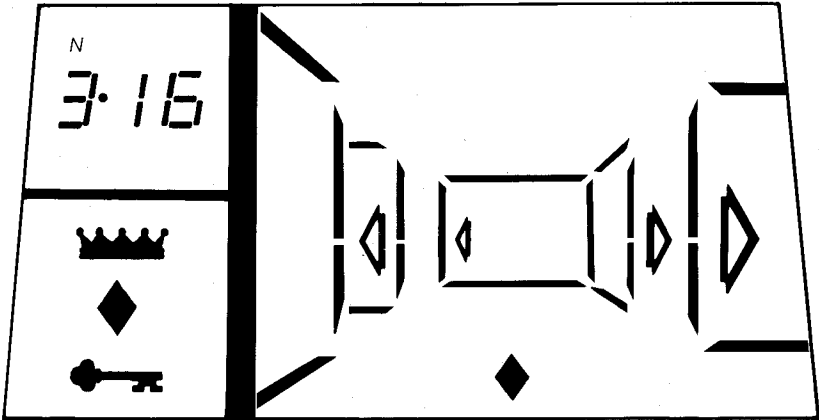   3) Right: Pictorial representation of position in 4 receding perspective levels.

FIGURE 1

Showing elapsed time and compass direction in upper left screen, prizes collected for ADVENTURE mode in Captured Prize Indicator, and diamond prize ready to be captured in Maze.
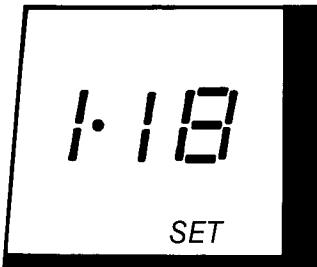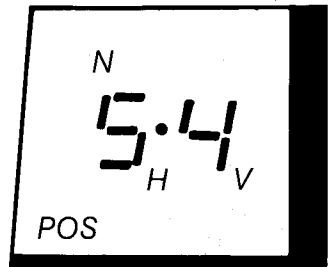

FIGURE 2
Setting selected Maze

FIGURE 3
Showing horizontal and vertical position within Maze

B. CONTROLS
  1) POWER/MODE Selector – 3 position slide switch
    MAZE/OFF/ADVENTURE
  2) START/RESET
    a. Starts the main viewing screen and the time clock after the Maze number has been set.
    b. Resets the previously played Maze after the game ends. (The same maze can be repeated or a new maze can be set.)
  3) CHECK/SOUND
    a. At any time during the game, the vertical and horizontal position reference will replace the time display when this button is pressed. (Pressing any directional control will return the time display.)
    b. Depressing this button while turning the power on will inhibit the sound for silent play.

4) ESCAPE/PICKUP
   a. In the MAZE mode, pressing this control button allows the game to automatically return to START and advance itself through the MAZE. Each step will advance the clock 5 seconds as a penalty. Depressing any directional control during this sequence will return the game to manual control and normalize the clock.
   b. In the ADVENTURE mode, this control will remove the prize from the Maze display and place it in the captured Prize Indicator screen.

5) DIRECTIONAL CONTROLS
   Left – Right – Forward – Backward
   Moves position in maze one step at a time

6) SOUND EFFECTS
   a. Opening Fanfare – When the game is started, a fanfare of sounds accompanies the opening test sequence of the game.
   b. Ticking Clock – Ticks at the rate of one per second during the game. This ticking continues even when the clock display is replaced by the "position reference" display.
   c. Hollow Footsteps – Each time a correct step is taken, a "hollow" footstep sound will accompany the move.
   d. Error – If an incorrect step is taken, such as walking into a wall, a short "error signal" will sound to indicate the incorrect maneuver.
   e. Escape Sounds – When the Escape Button is used, a buzzing sound will accompany each "assisted" step that is taken.
   f. Time Up – When 10 minutes have elapsed, the game returns the player to the START and sounds a "buzz."
   g. Capture – In the ADVENTURE mode, whenever a prize is captured, a "scooping" sound accompanies the picking up of the prize.
   h. End of Maze – When any Maze has been successfully completed, a rapid rising and falling fanfare will accompany the flashing display.

3. OPERATION

Turning the power on in either mode generates an initial test sequence. All segments are scanned in a regular pattern demonstrating their functions, accompanied by a sound effects overture.

At the end of this test sequence, the game is in the "Set" state and shows Maze number "000" in the upper left display. A specific Maze is set by using Left, Forward and Right Directional Controls for setting the corresponding digits in the upper left display. Simply depress the controls and the numbers will continue to advance as long as the button is held. The left button controls hundreds, the forward button controls tens and the right button controls units (figure 2). Releasing the control stops the sequence.

The Start button "constructs" the Maze that has been selected and activates the main viewing screen and starts the clock. By utilizing the directional controls, the Player advances through the Maze until he finds the "Exit," which is represented by a flashing frame in the Maze Mode (figure 4).
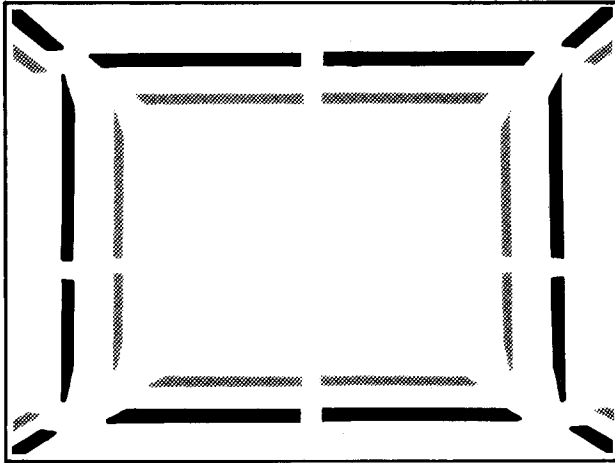
FIGURE 4 Exit – Maze Mode
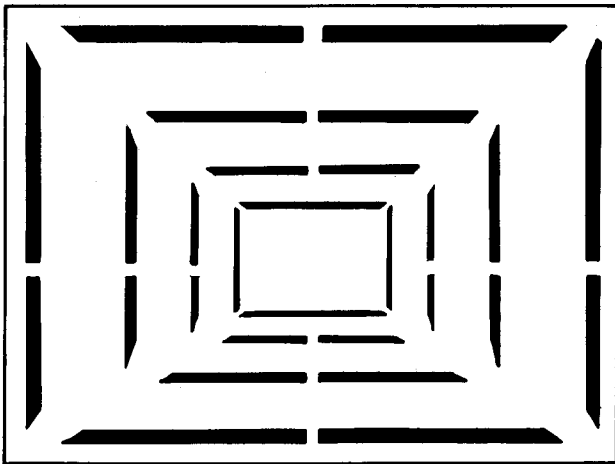

FIGURE 4A Approaching exit – *FLASHING RECTANGLE*

FIGURE 4B At exit – series of rapidly flashing rectangles starting with (1) and ending with (4) in repeating cycle.

To exit in the Adventure Mode, the Player must search through the Maze until he encounters and captures all three prizes and returns to "Start" (Fig 5).

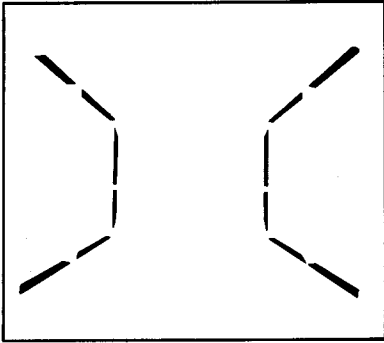FIGURE 5 Adventure Mode: Returning to start
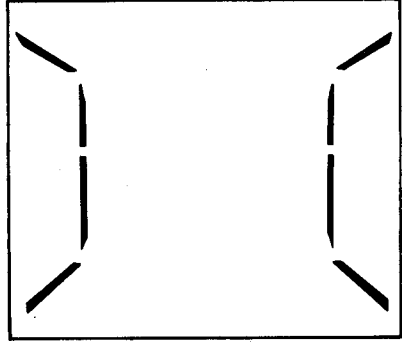

FIGURE 5A 3 steps away from start
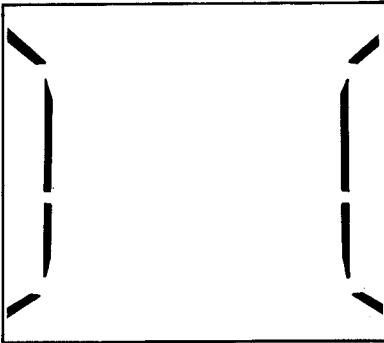
FIGURE 5B 2 steps away from start
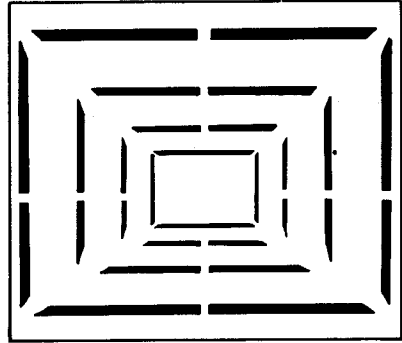
FIGURE 5C 1 step away from start

FIGURE 5D Return to start. Flashing display similar to Maze Mode exit (Fig 4B)

The game is ended by the Player advancing through the "Exit" in Maze mode, or advancing through the "Start" opening with all three prizes captured in the Adventure mode. Successful travel through the maze in either "Maze" or "Adventure" is denoted by the last frame continuously sequencing forward, accompanied by a game ending fanfare sound effect. The time display stops at the end of the game to show your elapsed time.

If a player advances through the "Start" opening in the Maze Mode, or in the Adventure Mode before all prizes are captured, the Player will automatically be "flipped around" and face back into the Maze.

In the Maze mode if the player has not completed the Maze before the clock runs out (at ten minutes elapsed time) the Player is automatically returned to the Start position with the time clock reset to "0." In the Adventure Mode, if the Player has not completed the Maze before the

clock runs out, he too is returned to Start position with the clock reset. However, any prizes that were captured are stored at the *last position occupied* by the Player when the time ran out. Hence, capturing the prizes of an over time game should be simple providing the player remembers his location in the maze when the time ran out. (Hint: keep track of your position in the Maze as elapsed time nears 10 minutes.)

4. NOTES:

A. Mazes from 0 to 599 are constructed on an 8 x 8 square grid.

Additional vertical levels of grids are added to increase the levels of difficulty:
600-699 – 8 x 9 grid
700-799 – 8 x 10 grid
800-899 – 8 x 11 grid
900-999 – 8 x 12 grid

By utilizing graph paper and monitoring your position in the Maze, "maps" of the various mazes may be constructed.

B. Directional compass is continually displayed during play of the game.
C. Since the display will only show four levels of the hallway, and the Maze hall can be as long as 12 levels, some hallways will appear to disappear into infinity until the last four levels are in view.
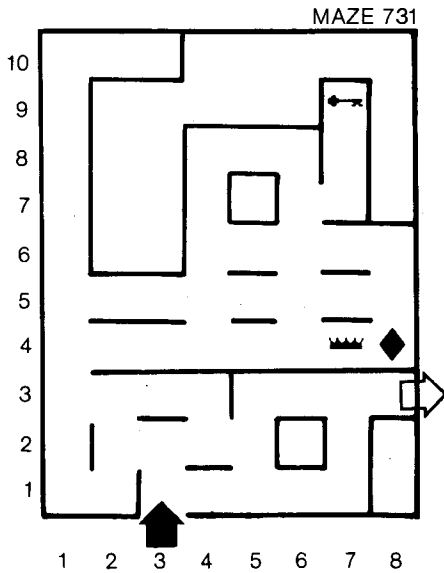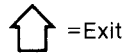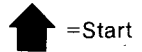
SAMPLE MAZES

NORTH

MAZE 670

MAZE 118

WEST

MAZE 731

EAST

SOUTH

= Start

= Exit
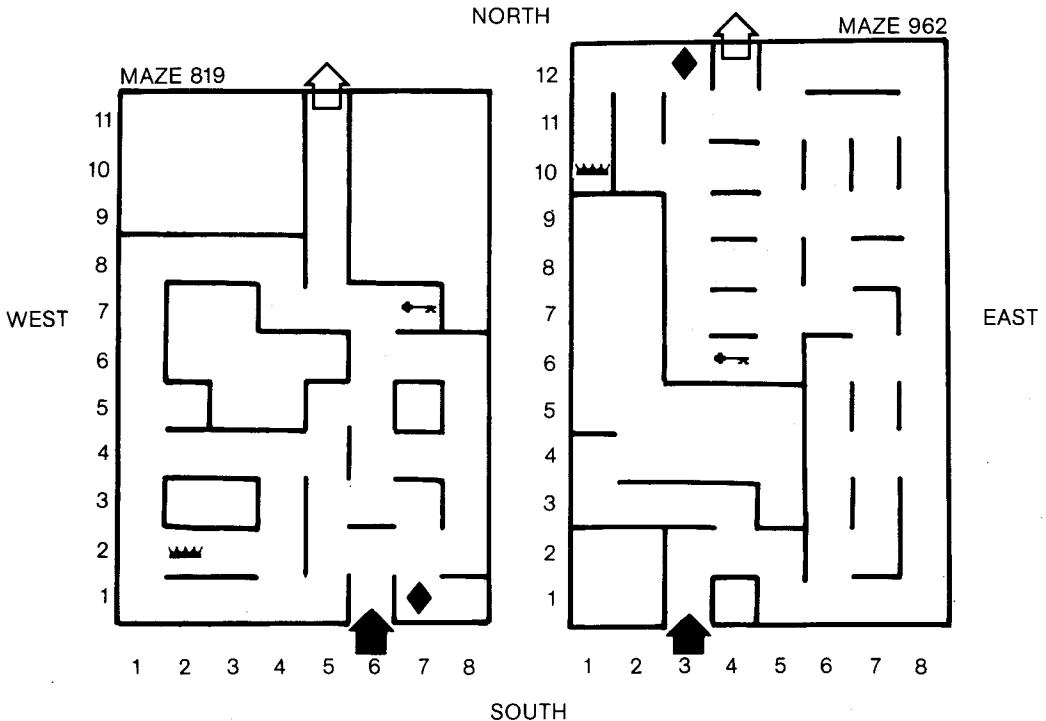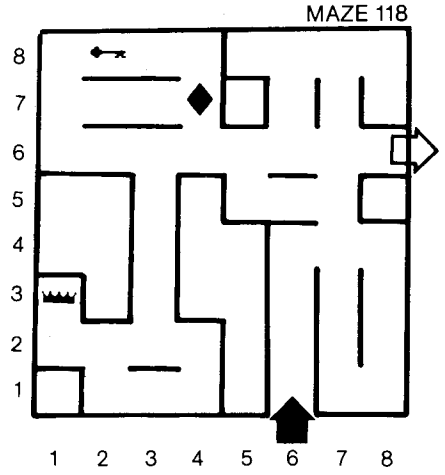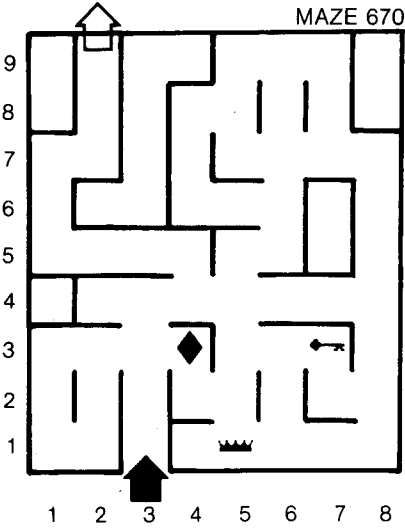
5. CARE OF YOUR GAME

A. Treat your game as you would any calculator.

B. Avoid dropping it.

C. Avoid getting it wet.

D. Avoid leaving it in hot places.

E. Don't leave dead batteries in the game. Remove batteries if you plan to store game.

F. Do not unscrew back. There are no user-serviceable parts.

G. Remove batteries before using the ENTEX Adapter.

H. Unplug the adapter when not in use.

6. NOTE ON BATTERIES

BATTERY LIFE: Be sure to turn your game OFF whenever it is not in use. We have done all we can to make your game economical, but microcomputers get hungry.

If display becomes erratic replace the batteries with fresh ones.

IMPORTANT:

Do not leave your game near very hot locations such as car window on a sunny day, or a fire or heating device for long periods of time, as this could distort the case.

Always store in a dry place.

Turn game OFF when not in use to save batteries.

www.handheldmuseum.com

LIMITED WARRANTY

Entex Industries warrants to the original owner that this hand-held electronic game will be free of defects in material and/or workmanship for 90 days from the date of purchase.

During this 90-day warranty period a defective game will be either repaired or replaced (at our option) without charge to the owner, when returned either to the dealer with proof of date-of-purchase, OR when returned postage prepaid and insured, with proof of date-of-purchase, to Entex Industries, Repair Center, 303 West Artesia Blvd., Compton, California 90220.

Units returned without proof of date-of-purchase, or out-of-warranty units returned will be repaired or replaced (at our option) for a service charge of $35.00 Send check or money order made out to Entex Industries. Units must be returned postage prepaid and insured.

This warranty gives you specific legal rights and you may have other rights which vary from state to state.

Packing and returning instructions:
1. Pack in the original carton, or use a good carton with plenty of crumpled paper to protect the unit.
2. Address to:
                 Entex Industries Repair Center
                       303 West Artesia Blvd.
                       Compton, CA 90220
3. Apply correct postage stamps and insure the unit; then mail.

ADAPTER JACK
This electronic game has a built-in adapter jack. When the adapter is used, no batteries are required. It accepts Entex #6025 AC Adapter. Use of other adapters with improper connectors or incorrect voltage output may void your warranty and cause permanent damage to your electronic game.

You can obtain the Entex Adapter by sending in the coupon below.

Helen Parts   Please send the following
ENTEX Industries Inc.   for my 3-D Escape game:
303 West Artesia Blvd.
Compton, CA 90220   QUANTITY   PRICE   TOTAL

                       #6025 AC Adapter _____ $6.00 _____
                           California residents add 6% _____
                                             TOTAL _____
                                  CHECK ENCLOSED
SEND TO: (Cost includes handling and postage)

Name: _____

No./Street: _____

City/State/Zip: _____