Cuthbert Gear Solid Solid Gold Collection

Have you ever stared longingly at the stars and wondered "will there ever be a great maze escape game written in Disk Extended Color BASIC out there for *ME*?"

Well wonder no longer, friend, for I have come down from the mountain to bring you the Solid Gold Collection of the greatest* maze escape game ever coded in Extended BASIC, Cuthbert Gear Solid!

This game has not only a maze from which to escape, it also has three inexpensive poorly-made imported robotic guards patrolling the maze. They shoot deadly beams of ravening energy at you whenever they see you in their line of sight, and will run right up to you without touching you, because if you so much as bump one of these guys, his battery explodes, which is always 100% fatal to whomever bumped the guard.

But you can take five blasts before succumbing to the energy weapons. And you can duck out of direct line of sight of the guard, even just around a corner, and the guard will reset and

go back to mindlessly patrolling. Did I mention that these are not particularly well-made robotic guards? All the money went into the laser, frankly. But watch out, every dozen or so times they move, a guard will do a digital coin flip to decide whether or not to reverse its direction of movement. That makes their movements harder to predict, so following them might be a bad tactic.

You start out at the Entrance, marked by a large E usually. You must make your way to the exit, marked with a large X, without being destroyed by the guards. That's all. No big whoop. You can do this, no problem. Use the arrow keys to move. If you want to stop moving in a particular direction, hit any other key.

There is a cassette-only version that does not utilize the map editor or custom maps, just the excellent (if I do say so myself) default map. The disk version has a map editor for which a separate set of instructions exists.

Good luck, and have fun, before the real robots come for us all.

***Greatness not available in some areas.**