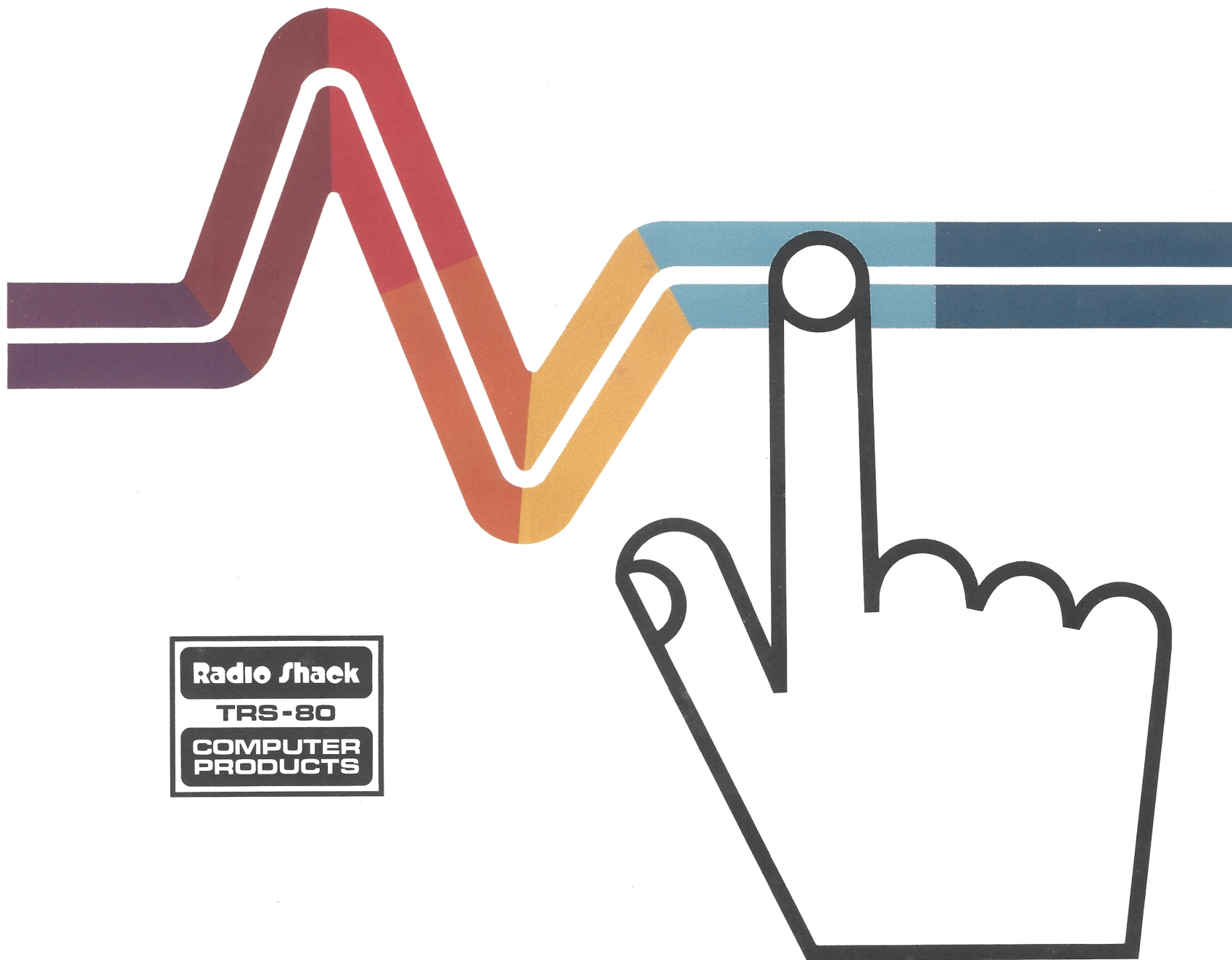


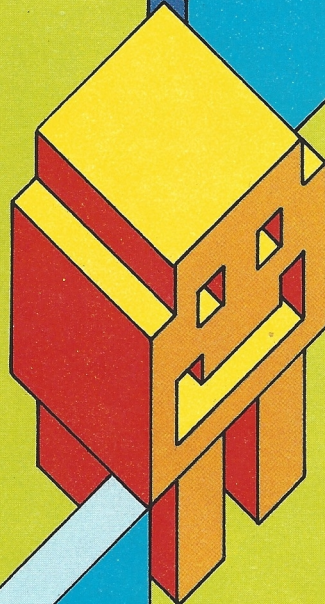
**TRS-80**  
**COLOR COMPUTER**  
**ELECTRONIC BOOK**



**Radio Shack**  
**TRS-80**  
**COMPUTER**  
**PRODUCTS**

# MAZE MASTER

A Thinking Game  
and Computer Literacy  
Activity for the  
Radio Shack  
Electronic Book™



Cat. No. 26-2541

**TANDY**  
COMPUTER  
PRODUCTS

™



**PRESS GO**

Then choose an  
activity.

PAGE

**2**

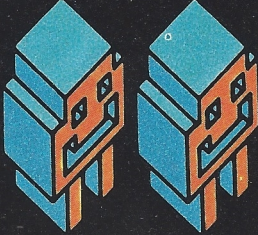
GO



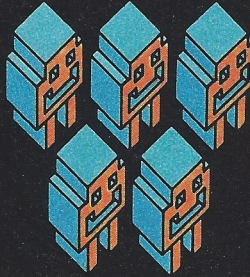
SOLO



BEAT THE  
COMPUTER



GROUP PLAY



PAGE

3

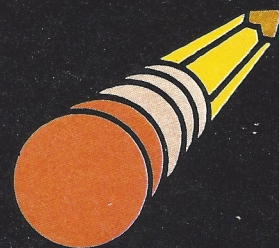
# SOLO

Find a path  
out of  
the maze.

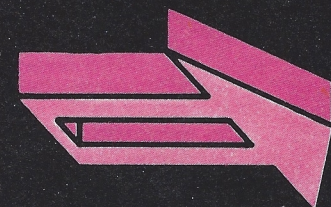
LEVEL



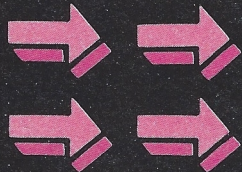
ERASE



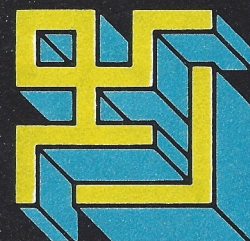
RUN



NEW  
PROGRAM



NEWMAZE



RESTART

GO TO  
PAGE 3

GO



PAGE

5

# BEAT THE COMPUTER

Find a shorter  
path than the  
computer  
does.

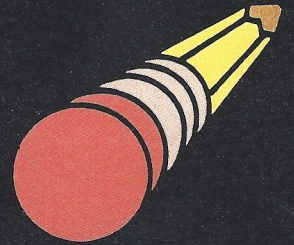
PAGE

6

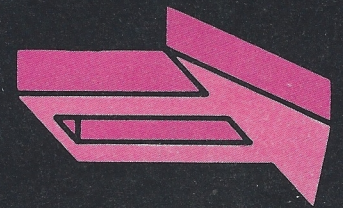
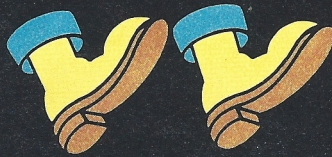
LEVEL



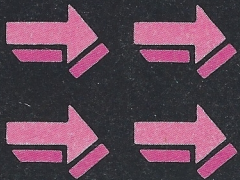
ERASE



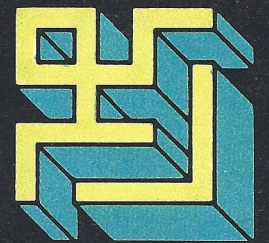
RUN



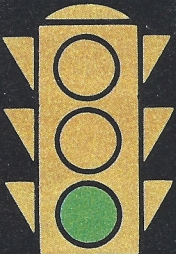
NEW  
PROGRAM



NEWMAZE



GO



RESTART

GO TO  
PAGE 3

PAGE

7



# GROUP PLAY

Who can find  
the shortest  
path?

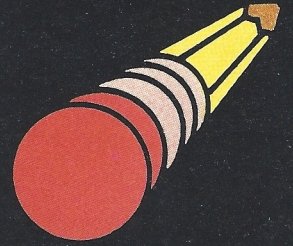
PAGE

8

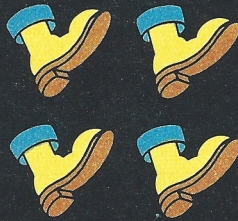
LEVEL



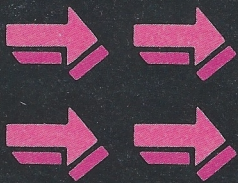
ERASE



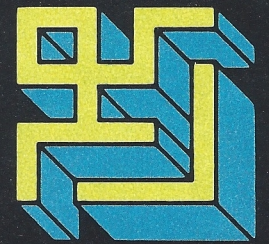
RUN



NEW PROGRAM



NEWMAZE



NEXT PLAYER



RESTART

GO TO PAGE 3

PAGE

9

GO

