

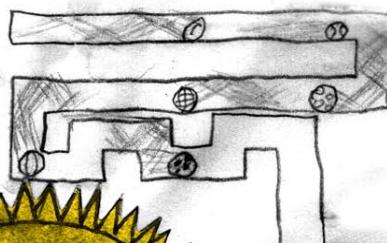
MAZE CRAZE INCORPORATED PRESENTS,

A Dana Laratta Maze

EDITION #2

MAZE CRAZE #3

by Monster Mash



TIME MACHINE MAZE CHASE

This maze is
your passport
into time.



Can you capture
the timeond?
Turn the page
to find out.

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Your mission is to straighten out time by recapturing the fabulous Timeond, or time diamond. This gem was thrust through time into an unknown era by Gloss Cunjur, an evil time criminal. Gloss, using the Timeond, began reshaping time. By doing this, he has unwillingly sealed his fate. If you succeed and escape, Gloss will be exiled into the 5th dimension. Remember, your assignment is to capture the Timeond. You may encounter the following objects on your quest. Good Luck!!!!

 = The Timeond, the object of your quest

 = The Time Tunnel, the only way to advance to the next maze (its page number will be shown)

 = Gloss' Evil Time Warrior, death

 = You, the start of every maze

 = Gloss Cunjur, death if you have the timeond

 = Time Wall, dead end

 = Electric Time Wall, death

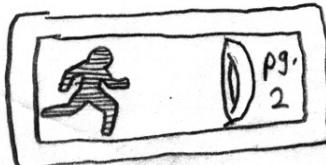
 = Time Door, pass through

- = Time Mine, death

 = Time Trap, death

*Additional keys may be included in each maze

Begin Mission Now!!



You are now in ancient Egypt, but Gloss has trapped you in an Egyptian pyramid. Escape to reach the Time Tunnel and move on. You may encounter these items in this maze.

 = Staff of Ra, a magical item which will make you invulnerable for 3 dangers†

 = Mummy, death

 = Ra, death only if you have his staff

 = Poisonous Cobra, death

 = Closing Spikes, death

 = Black Widow, death

 = Shooting Arrow, death

 = Lock, dead end unless you have key, automatically locks after you've gone through

 = Garter Snake, safe

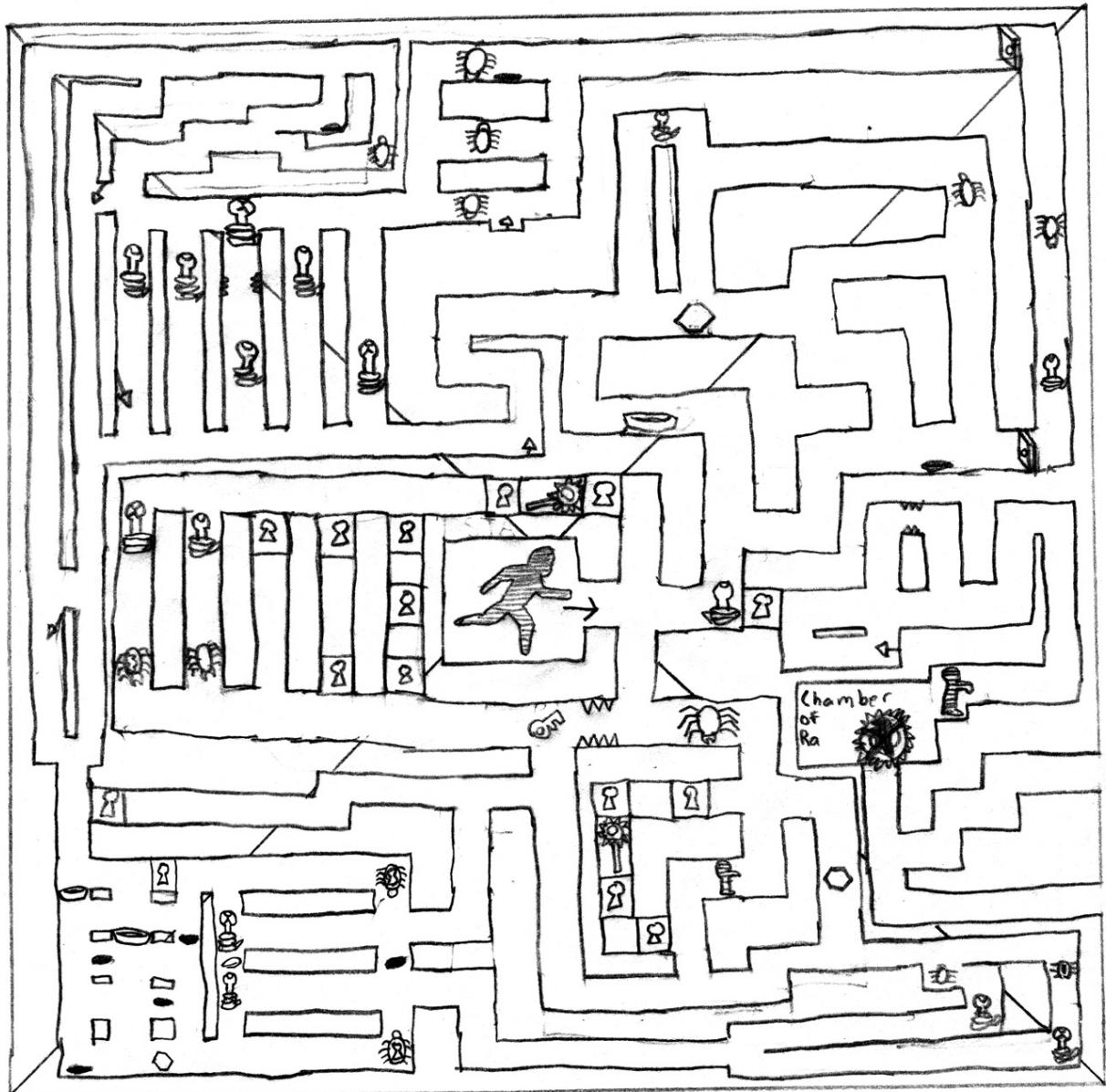
 = Garden Spider, safe

 = Isis Port, go to Isis's Exit

 = Isis Exit

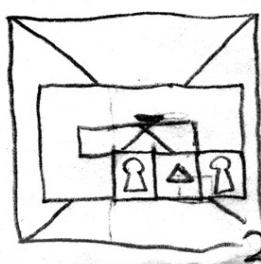
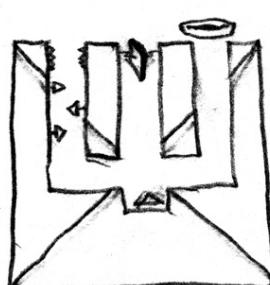
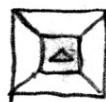
 = Key, opens lock 3 times

† Not including the ones on pg. 1



pg. 3

pg. 4



You are in the era of Knights, dragons, and monsters. Gloss has built a castle around the Time Tunnel to keep you from reaching it. He has captured creatures to stop you. Some brave knights have left things to help you. Here are some things you may encounter in this castle. C=Creature T= Trap

 = The Black Knight, C death

 = Dragon, C death

 = Blob, C death

 = Bat, C death

 = Demon, C death

 = Ghost, C death

 = Serpent, C death

 = Poisen Dart, T death

 = Closing Wall, T death

 = Shooting Spikes, T death

 = Trapping Bars, T death

 = Sword, defeats 3 creatures except Dragon +

 = Shield, defeats 3 traps except Trapping Bars +

 = The White Knight, safe

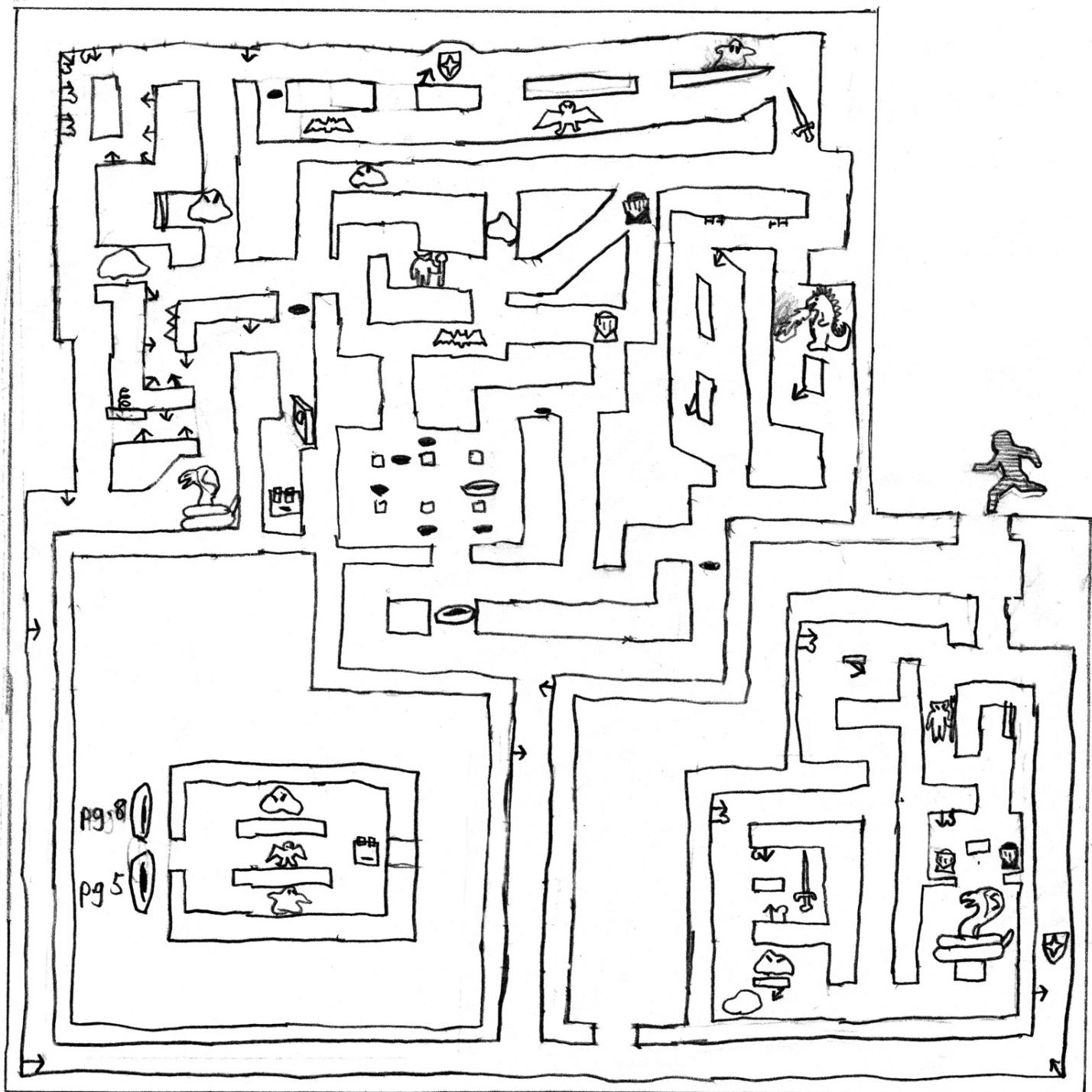
 = Mold, safe

 = Locked Dart, safe

 = Magic Trapdoor, go to other Trapdoor if you don't have sword

 = Secret Passage, go to other Passage

 = Secret Door, go through



You are in a futuristic era of robotics and space creatures. The Time Tunnel is hidden in an abandoned space station where the robots are wild and vicious space creatures stalk other space creatures as prey. Some weapons are still intact to protect you. Here are some things you may encounter in this maze.

R=Robotic O=Organic T=Trap

 = Probe, R death

 = Servent Droid, R death

 = Fighter Droid, R death

 = Guard Droid, R death

 = Slime Monster, O death

 = Spider Monster, O death

 = Hand Monster, O death

 = Eye Monster, O death

 = Amoeba Monster, O death

 = Laser Beam, T. death

 = Disintegration Bomb, T death

 = Hydrolic Crusher, T death

 = Deactivation Gun, defeats 3 R deaths †

 = Phaser Gun, defeats 3 O deaths †

 = Force Field Gun, defeats 3 T deaths †

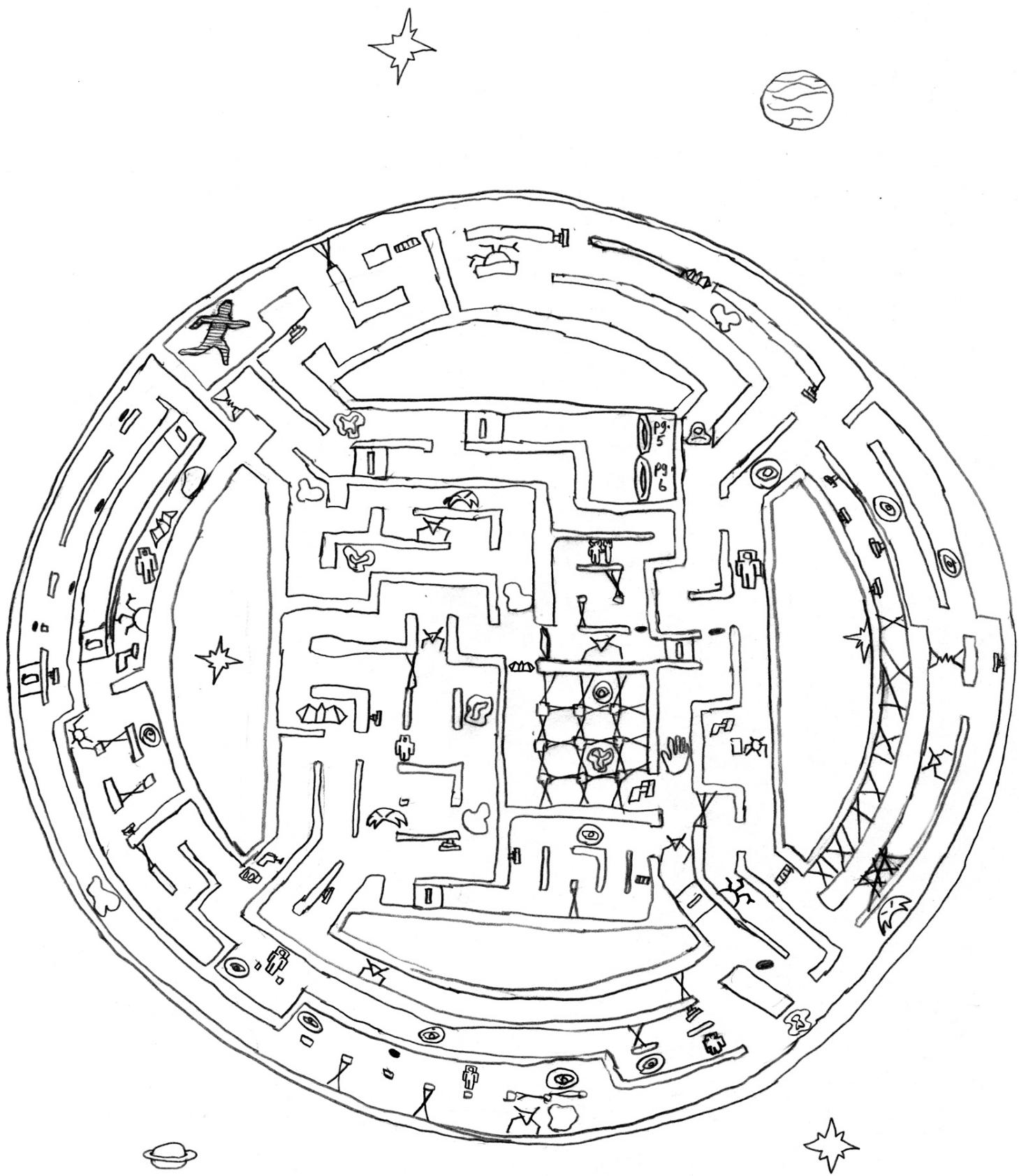
 = Pass Card, opens Portal Lock 3 times

 = Portal Lock, dead end unless you have Pass Card, locks behind you

 = Computation Droid, safe

 = Gas Monster, safe

 = Teleporter, go to other Teleporter if you don't have any defenses



You have travelled into the era of the dinosaurs. The Time Tunnel is hidden in an underground maze-like cavern. Gloss has made to stop you. He has filled the caverns with pre-historic dangers. Here are some things you may encounter in this maze.

 = Venus Man Trap, death 1

 = Creeping, Crushing Vines, death 1

 = Prehistoric Boa, death 1

 =Giant Dragonfly, death 1

 = Pterodactyl, death 2

=Tyrannosaurus, death 2

 = *Brontosaurus*, death 2

 = Stegosaurus, death 2

 = Triceratops, death 2

 =Diplodocus, death 2

\$\$ = Creeping Poisen Ivy, death 3

■ = Pit, death 3

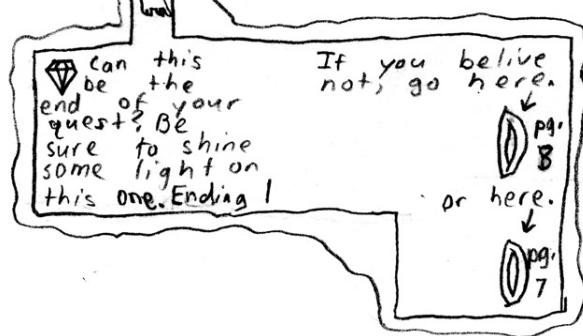
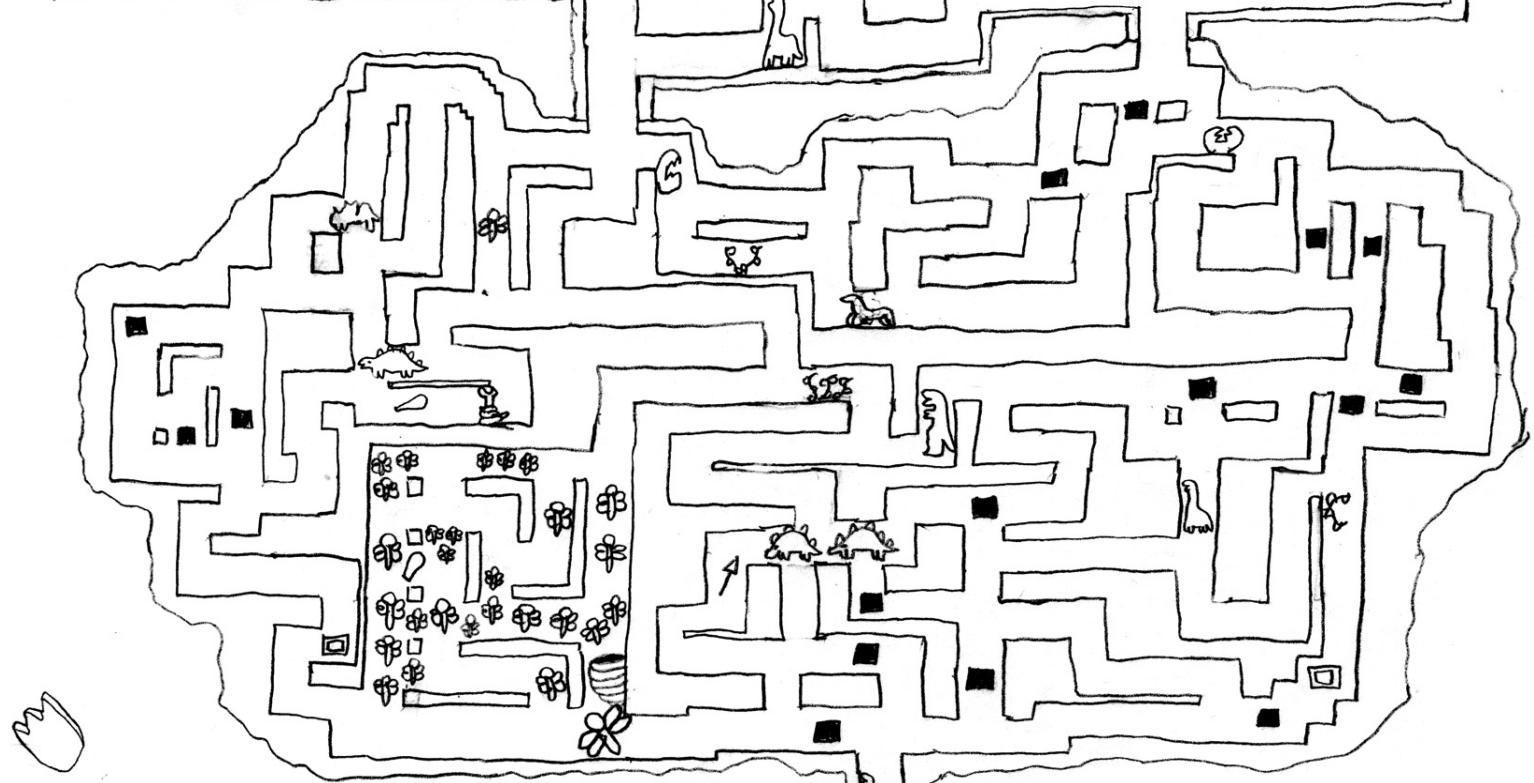
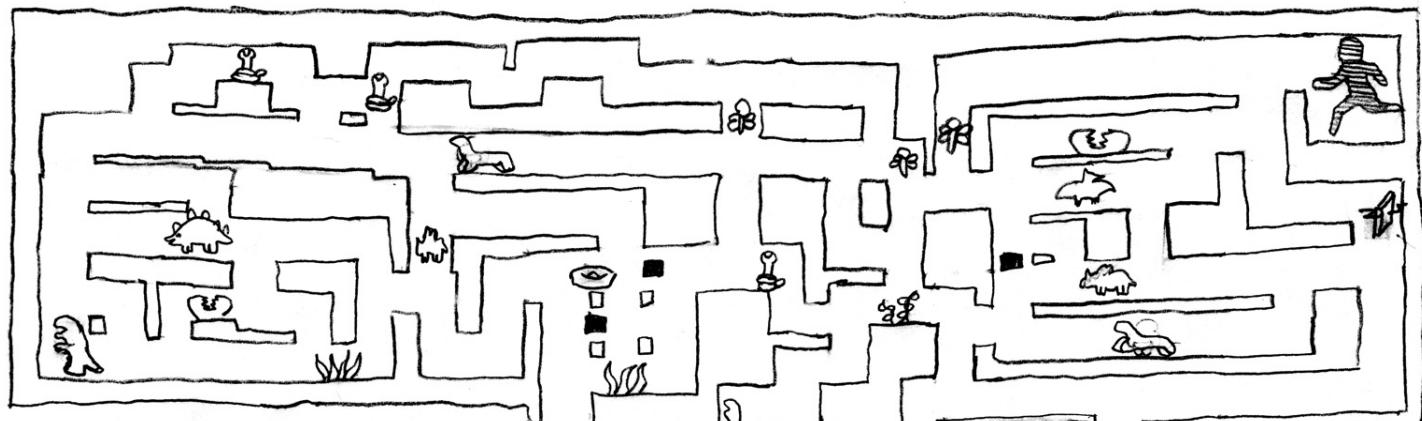
P=Club, defeats 3 death 1's

→ Spear defeats 3 death 2's + 1 noble

Do-th 3's are unstoppable

Death 3's are unstoppable
Secret Cave Entrance, go to other entrance

回 = Secret Ca



You are in ancient Greece, where the legendary heroes and horrible creatures that made up Greek mythology actually exist. All the gods exist too. Some of the gods or heroes might help you. The Time Tunnel is hidden in an ancient temple. Here are some things you may encounter in this maze.

 = Hydra, death

 = Cerberus, death

 = Medusa, death

 = Serpent, death

 = Snake, death

 = Bataroc, death

 = Dragon, death

 = Pegasus, defeats Cerberus or Bataroc once

 = Hercules, defeats Serpent or Hydra once

 = Perseus, defeats Snake or Medusa once

 = Mercury, defeats any two deaths if you give him Power Pearl

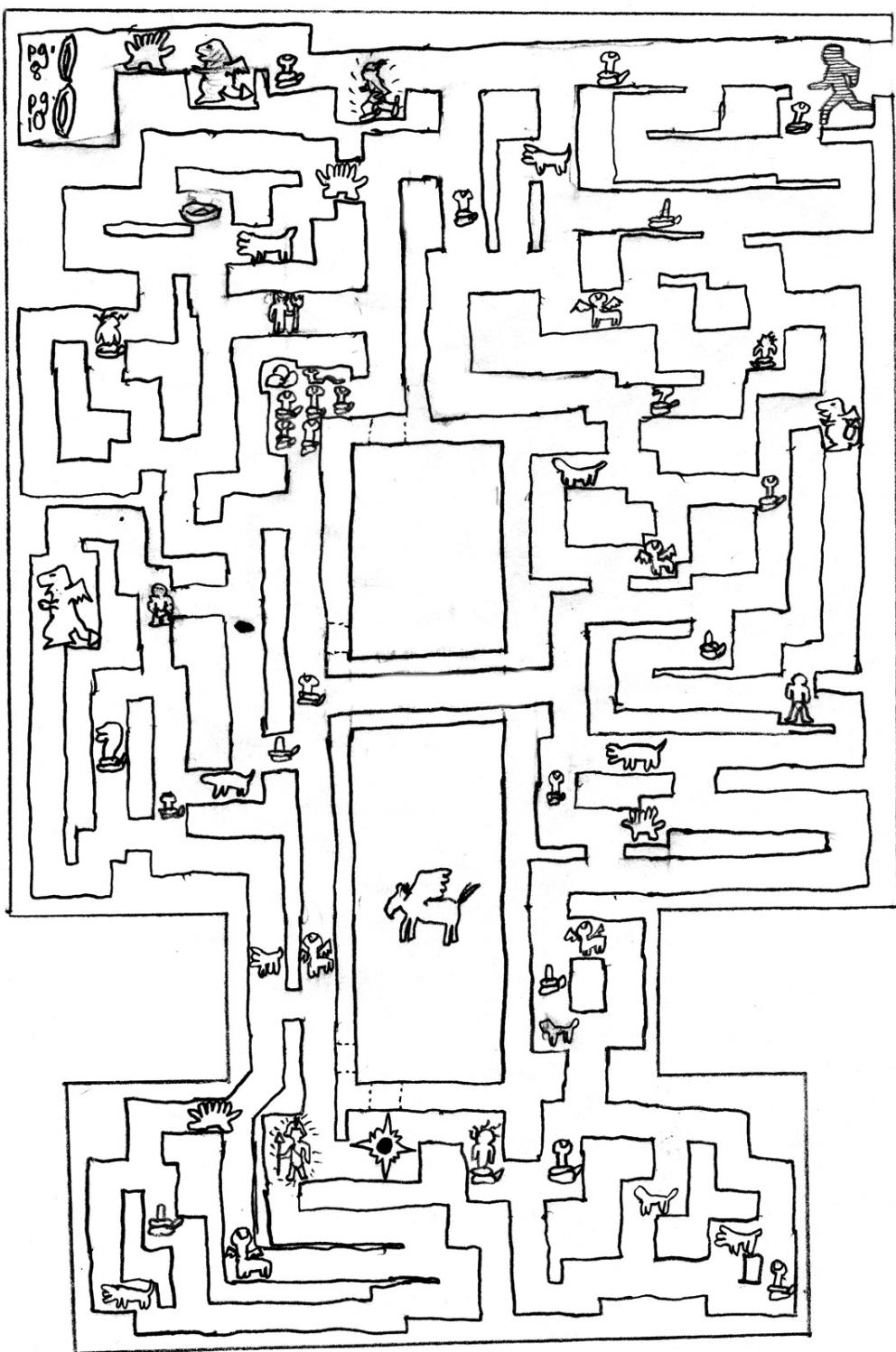
 = Power Pearl, defeats Dragon once

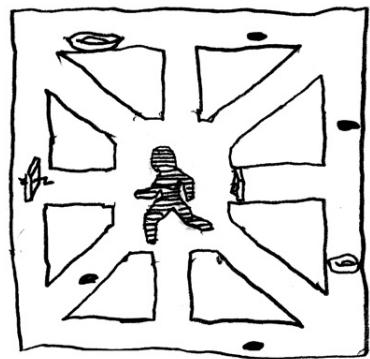
 = Mars, destroys any defences you have

 = Secret Door, pass through

 = Worm, safe

 = Dog, safe





Maze Trap - too bad!

Turn to Ending One

You have landed in a Nazi fortress hideout during World War II. The Nazis will think you are an American enemy and will attempt to destroy you. However, they are not expecting you and some weapons you can use are just laying around. The Time Tunnel's hidden somewhere in this castle. Here are some things you may encounter in this maze.

 = Guard, death 1

 = Guard Dog, death 1

 = Mine, death 2

 = Tripwire Activated Machine Gun, death 2

 = Battle Ready Jeep, death 3

 = Tank, death 3

 = Machine Gun, defeats 2 death 1's ⁺

 = Trap Trigger, defeats 2 death 2's ⁺

 = Bazooka, defeats 2 death 3's ⁺

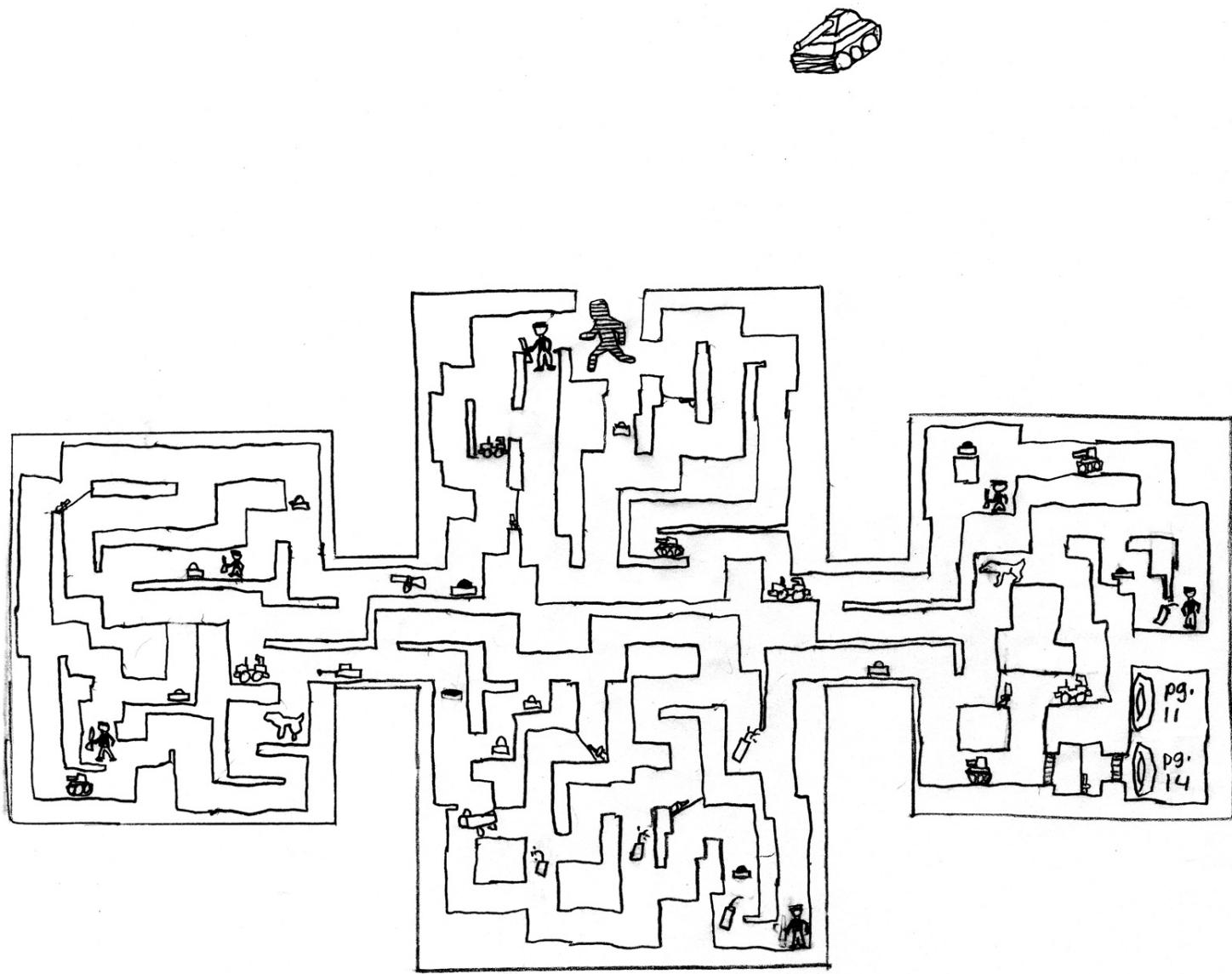
 = American Spy, safe

 = Used Mine, safe

 = Barrier, dead end unless you have dynamite

 = Dynamite, go through Barrier once

 = Lighted Dynamite, death (unstoppable)



Congratulations!! You have reached Gloss's fortress! But you still have to get through it. The fortress itself contains some dangers found on pg. 1, plus some new ones. Inside it is hidden the object of your quest, the Timeond. But to get to the fortress you have to cross the great chasm of time by using the energy ropes, and here, if you backtrack, you fall. Once you get the Timeond, reach the final Time Tunnel to go home. Here are some things you may encounter in this maze.

 = Energy Ropes, must follow - if you hit a dead end, turn to Ending One.

 = Energy Surge, death

 = Time Guard, death

 = Unavoidable Time Tunnel, pg. 7
pg. 12

 = Closing Time Walls, death

 = Shooting Energy Arrow, death

 = Transport Beams, turn to Ending One

 = Safe Arrow

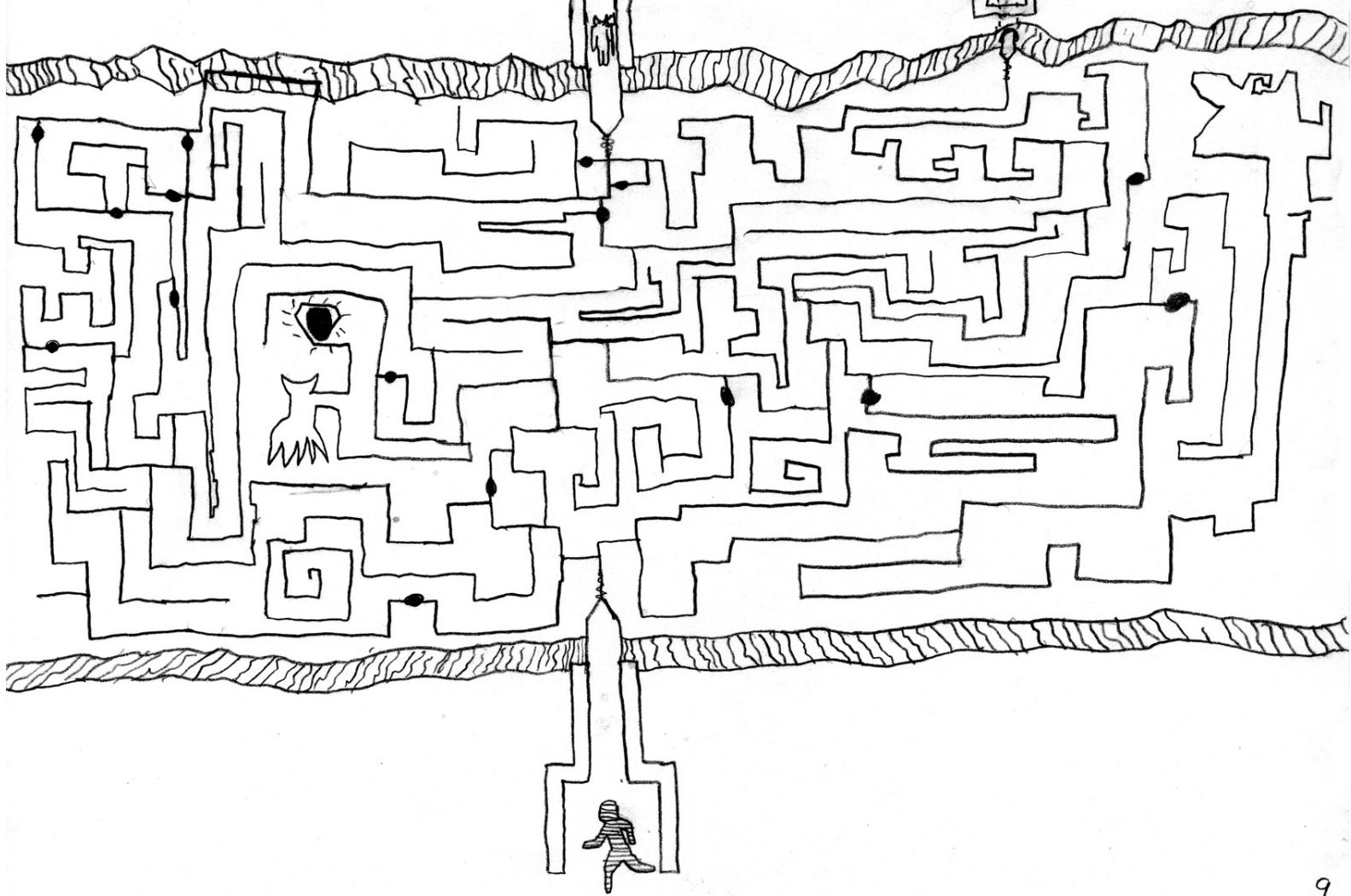
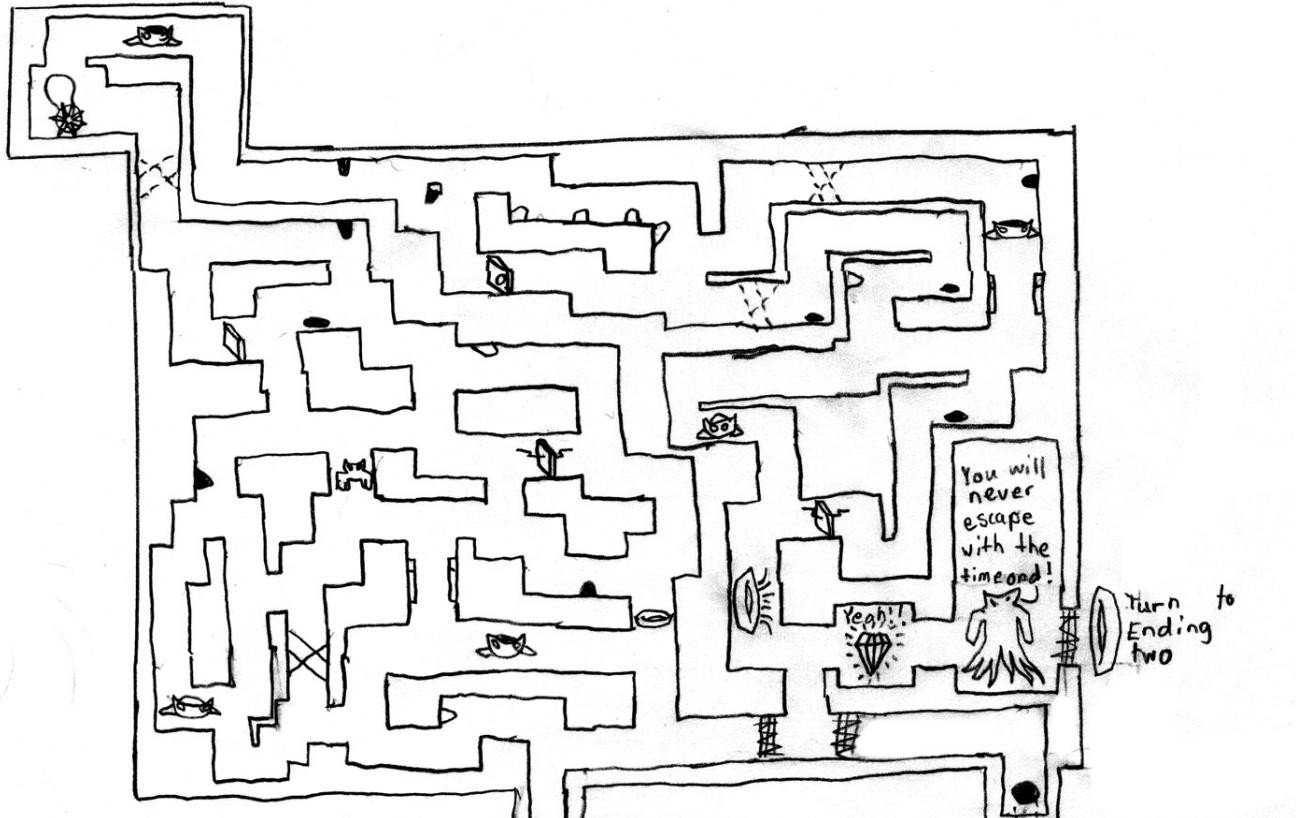
 = Illusionary Transport Beams

 = Time Fighter, death

 = Time Fighter, out of gas

 = Talisman, Gloss's secret weapon - defeats 5 deaths

 = Null Beam, deactivates Talisman, if you have Talisman, turn to Ending One, if not, move on.



You are in the era of cowboys and indians. There are many dangers here. Goss has built onto a ghost town and made it into a maze in which the Time Tunnel is hidden. Here are some things you may encounter in this maze.

 = Outlaw, death 1

 = Indian, death 1

 = Mad Bull, death 1

 = Collapsing Wall, death 2

 = Pit, death 2

 = Fire, death 2

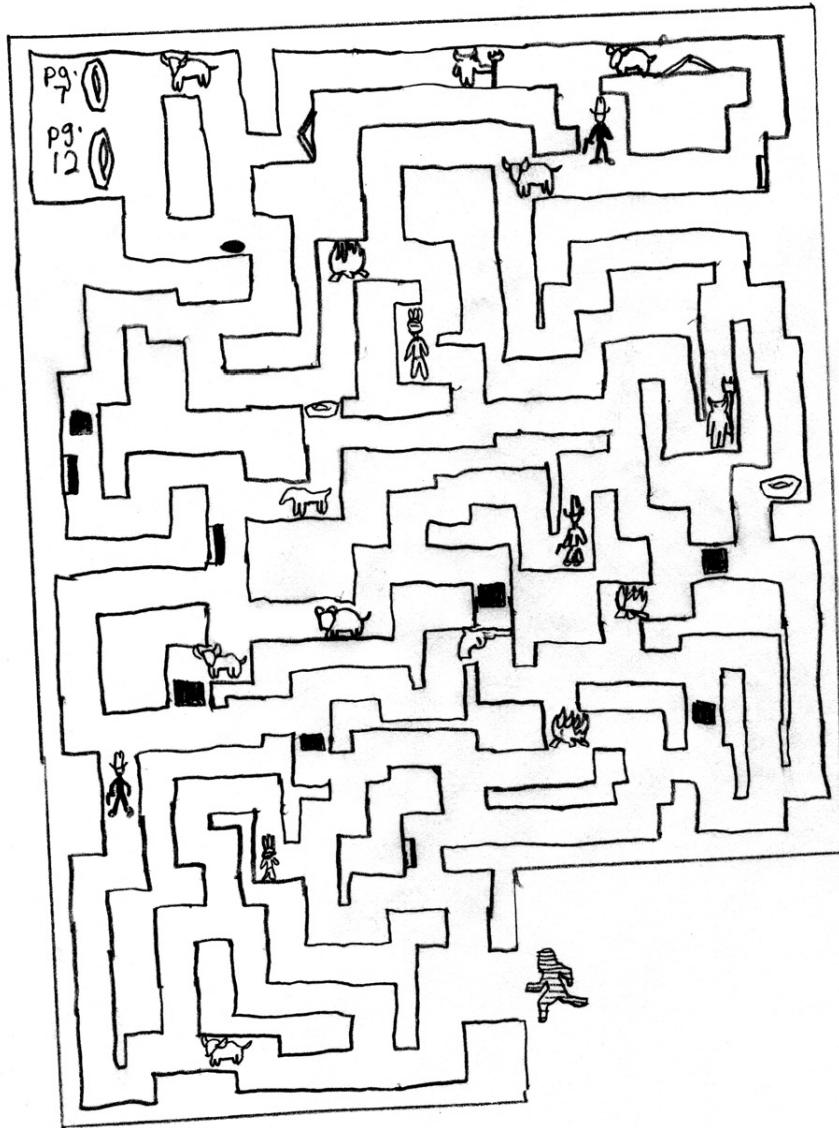
 = Cowboy, safe

 = Cow, safe

 = Gun, defeats 3 death 1's +

 = Horse, gets you past 3 death 2's +

 = Secret Door, go to other Secret Door



It is 1989, the year of the great nuclear disaster. A plant leaked and nuclear waste spilled out, mutating the nearby organisms. The Time Tunnel is hidden in the plant. Here are some things you may encounter in this maze.

 = Bird Mutation, death 1

 = Worm Mutation, death 1

 = Scorpion Mutation, death 1

 = Spider Mutation, death 1

 = Dragonfly Mutation, death 1

 = Wolf Mutation, death 1

 = Lizard Mutation, death 1

 = Evacuation Hole, go to other Hole

 = Tunnel Entrance, go to other Entrance

 = Anti-Mutation Gun, defeats 3 death 1's +

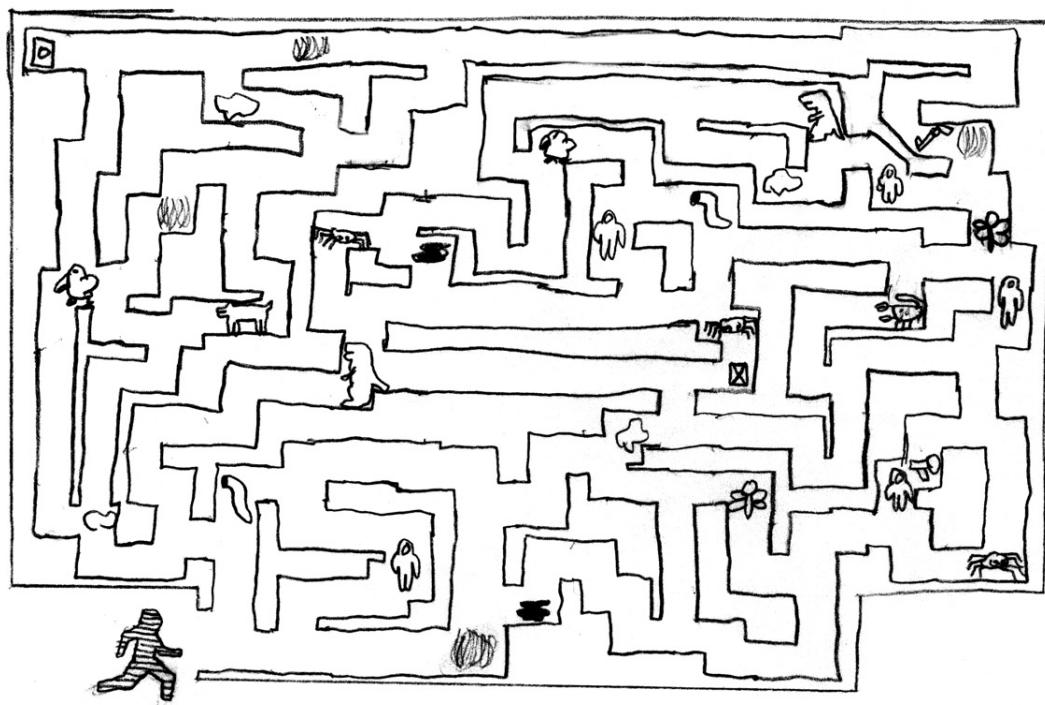
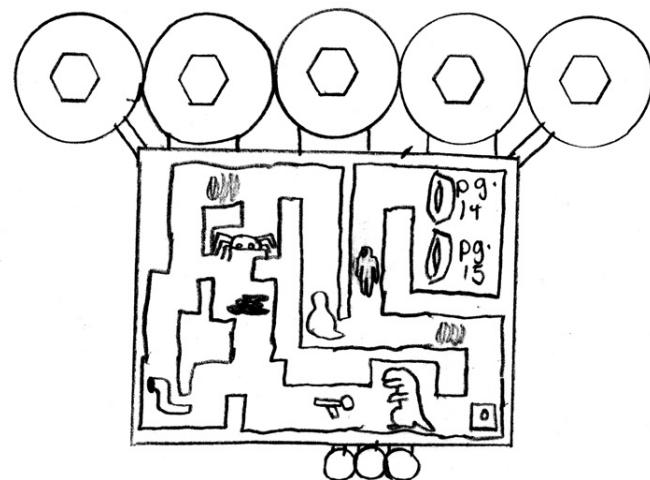
 = Anti-Radiation Gun, defeats 3 death 2's +

 = Radiation, death 2

 = Nuclear Waste, death 2

 = Poison Fumes, death 2

 = Clean-up Guy, safe



☒
(That's why
it's called an
evacuation hole)



Maze Trap - too bad
Turn to Ending One

It is 1985, New York City, where Gloss has disguised his maze as a building and collected some of the foulest, most dangerous things in New York to stop you. Again, the Time Tunnel is hidden in this maze. Here are some things you may encounter in this maze.



=Punk, death



=Psycho, death



=Sewer Rat, death



=Bum, the smell will kill you



=Drunken New York Taxi, death



=Cop's Badge, scares away 3 deaths except rat +



=Weak Floor, trap death



=Collapsing Wall, trap death



=Hole, trap death



=Taxi gets you past 3 trap deaths +



=Strong Wall, safe



=Bum Who Just Took a Shower, safe



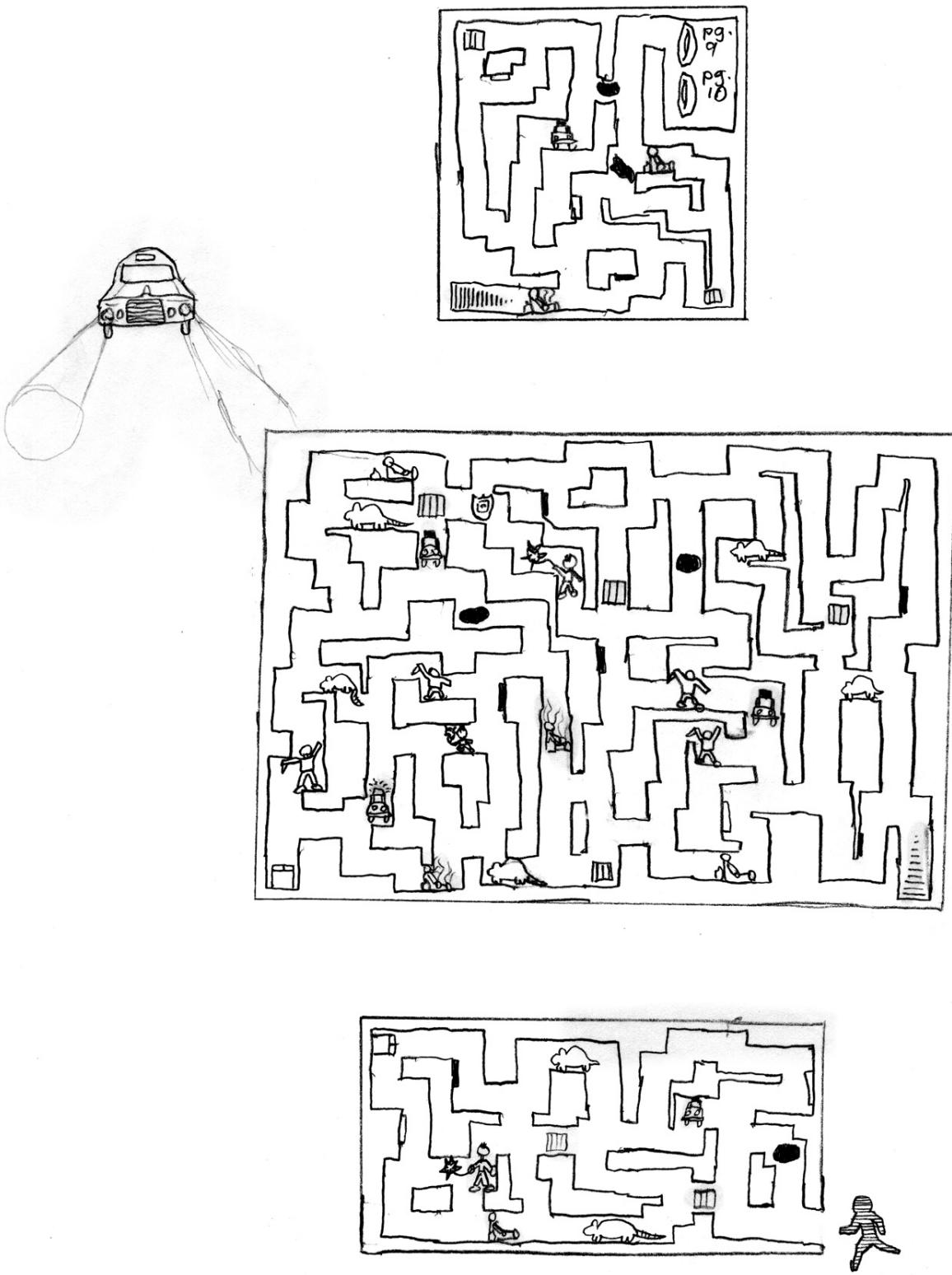
=Mouse, safe



=Staircase, go to other Staircase



=Elevator, go to other Elevator



It is 2196, when aliens attempted to invade the moon colony. In 2202 they were successfully driven away, but for now the area is still dangerous. There is a maze, used for physical development, that the aliens have captured and made deadly. The humans have to go through this maze to reach the enemy fleet. All you have to do is reach the Time Tunnel on the other side. The maze is oxygenated so you don't have to worry. Here are some things you may encounter in this maze. A:Alien T=Trap

 =Glorbon, death A

 =Chaybor, death A

 =Zyglot, death A

 =Forbax, death A

 =Klayon, death A

 =Wygort, death A

 =Maintel, death A

 = Disintegrator; death T

 =Energy Net, death T

 =Laser Darts,death T

 =Laser Beams,death T

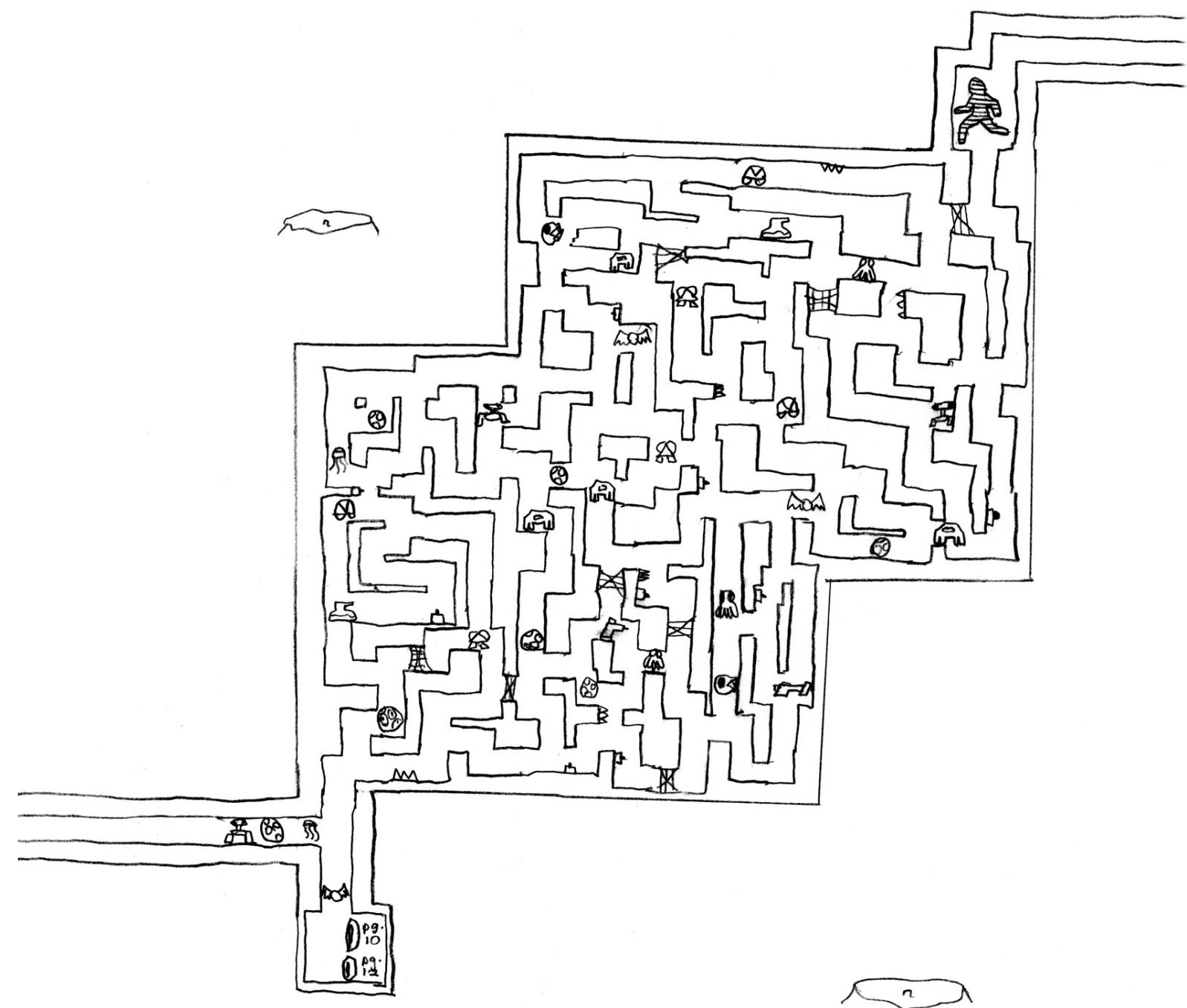
 =Laser Gun,defeats 3 Aliens †

 =Deactivator Gun,defeats 3 Traps †

 =Saynol, safe

 =Trykay, safe

 =Blotor, safe



You have landed in the wild of the African jungle before civilisation has touched this part of the world. Gloss has built yet another maze around the Time Tunnel to keep you from reaching it. Gloss has found plenty of dangers to put in the maze, but some of the tribes he brought dropped weapons you could use. A wandering explorer also left things you could use. Here are some things you may encounter in this maze.

 = Lion, death

 = Black Panther, death

 = Boa Constrictor, death

 = Army Ants, death

 = Wild Elephant, death

 = Headhunter, death

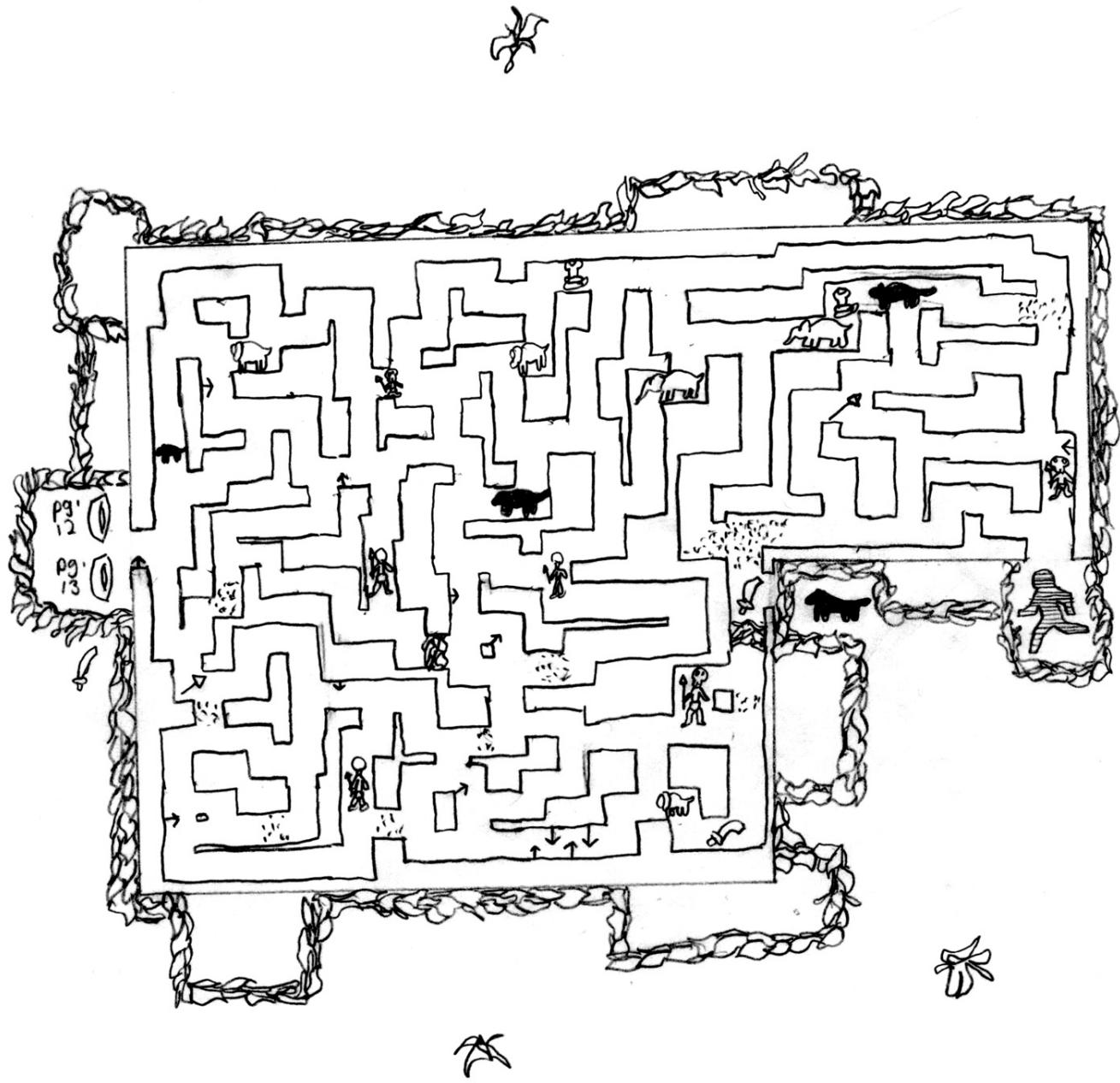
 = Poisen Dart, death

 = Thick Growth, dead end unless cut away

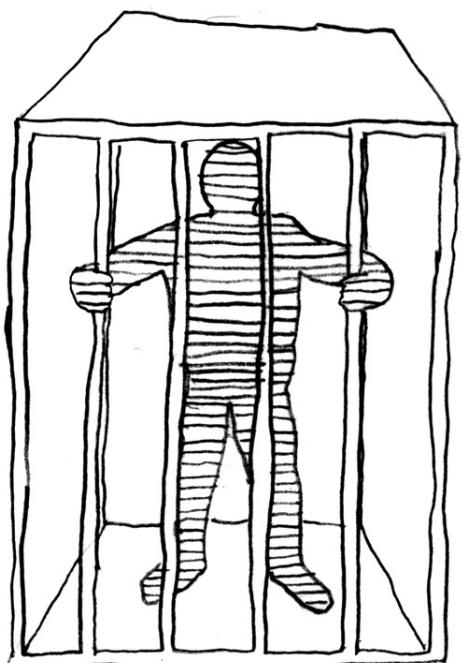
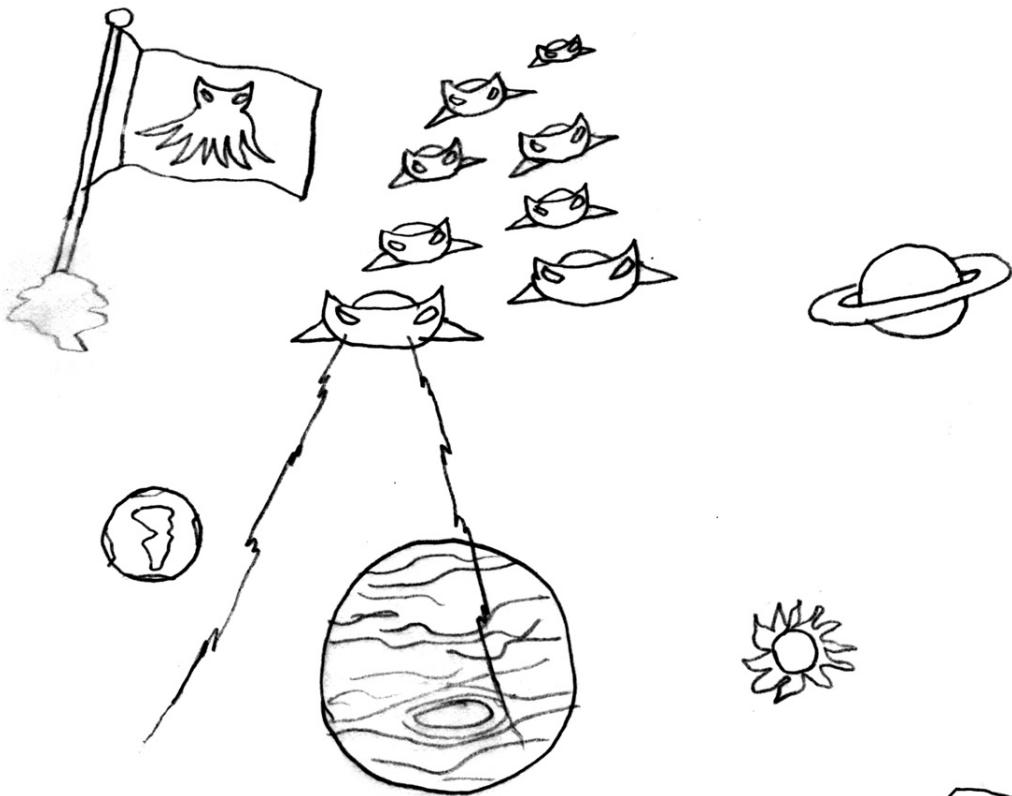
 = Machete, cuts away Thick Growth once

 = Spear, defeats 3 deaths except Poisen Darts and Army Ants †

 = Normal Savage, safe



Too bad- You've fallen into one of Gloss's traps. You were beamed into a time cell and held there while Gloss's plan succeeded. He made himself the ruler of everytime + everyplace. You were to remain his prisoner through-out eternity but, do to a mistake he made, you escaped. Maybe one day you can get up enough courage to try again. Until then, the universe will be in turmoil.

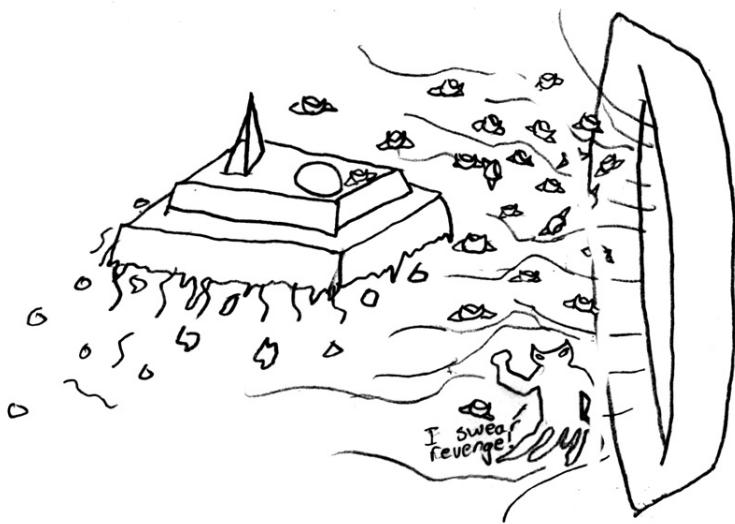


Terrific - You've captured the Timeond and returned it. All traps and danger Gloss made disappeared. Gloss, his fortress, and his entire armada were sucked into the fifth dimension, where, hopefully, he'll remain forever. You were given a medal of honor, 600,000 credits (tax-free), and a promotion from investigator to adventurer. You were given an honorary position in the Hall of Fame and put on the list of usable adventurers in case of emergency. Even though this adventure is over, you have a feeling this is just the beginning.

FREEDOM!

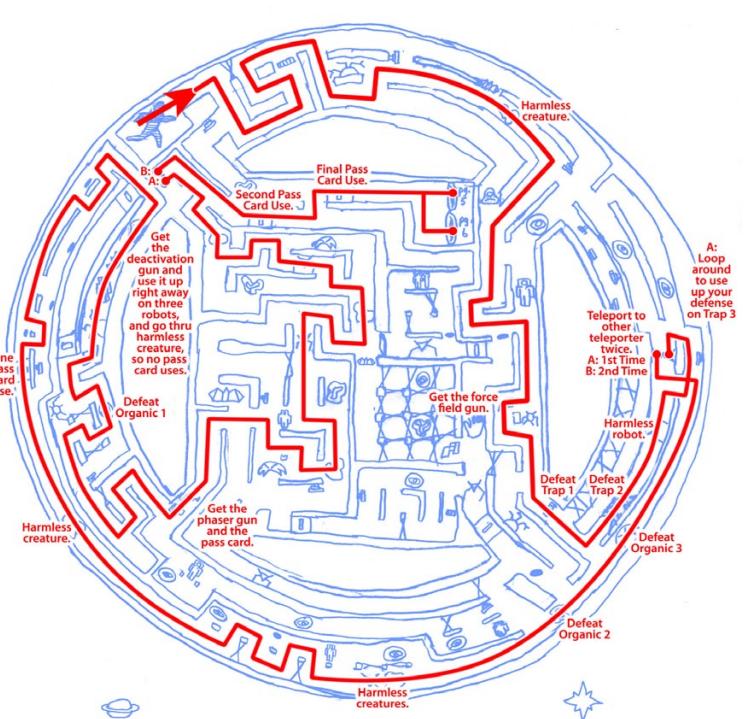
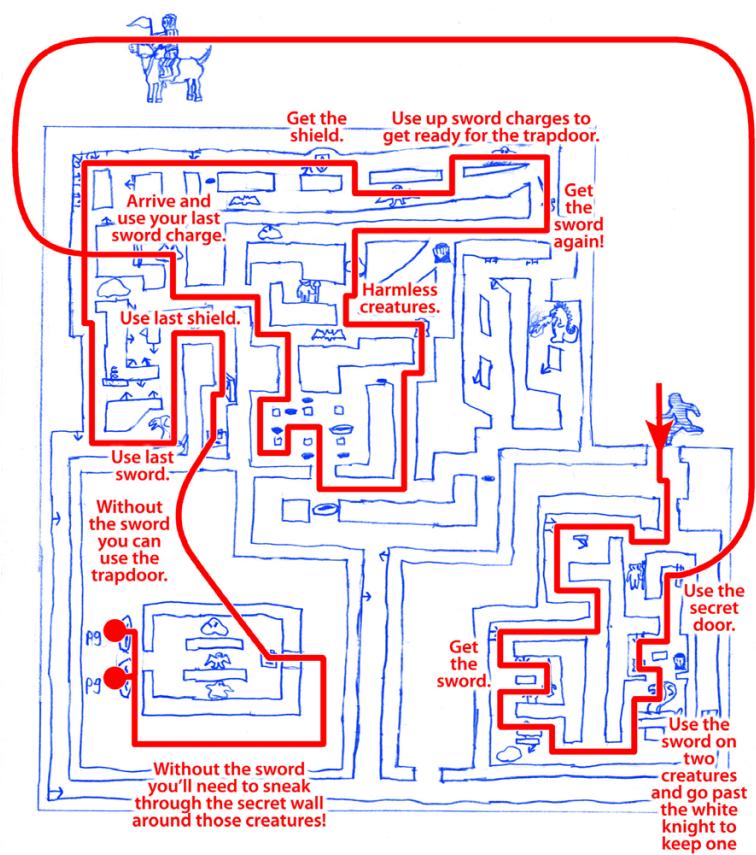
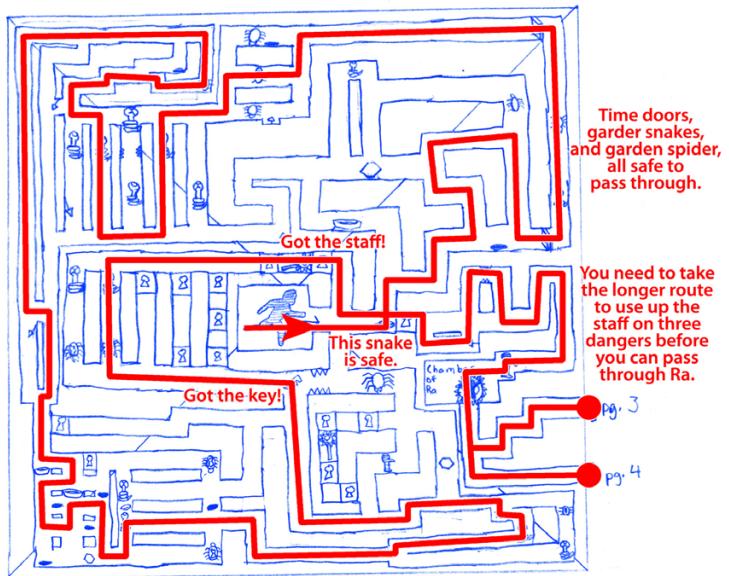
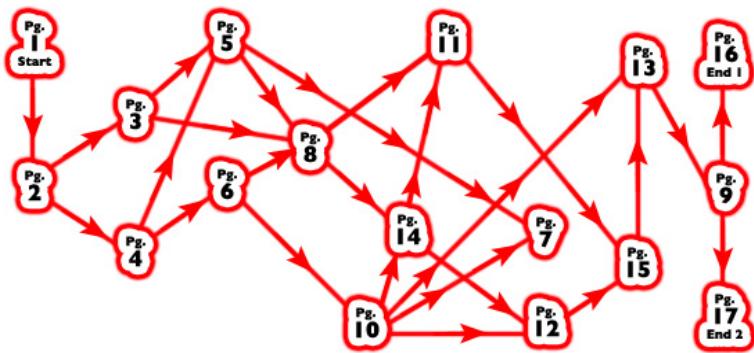


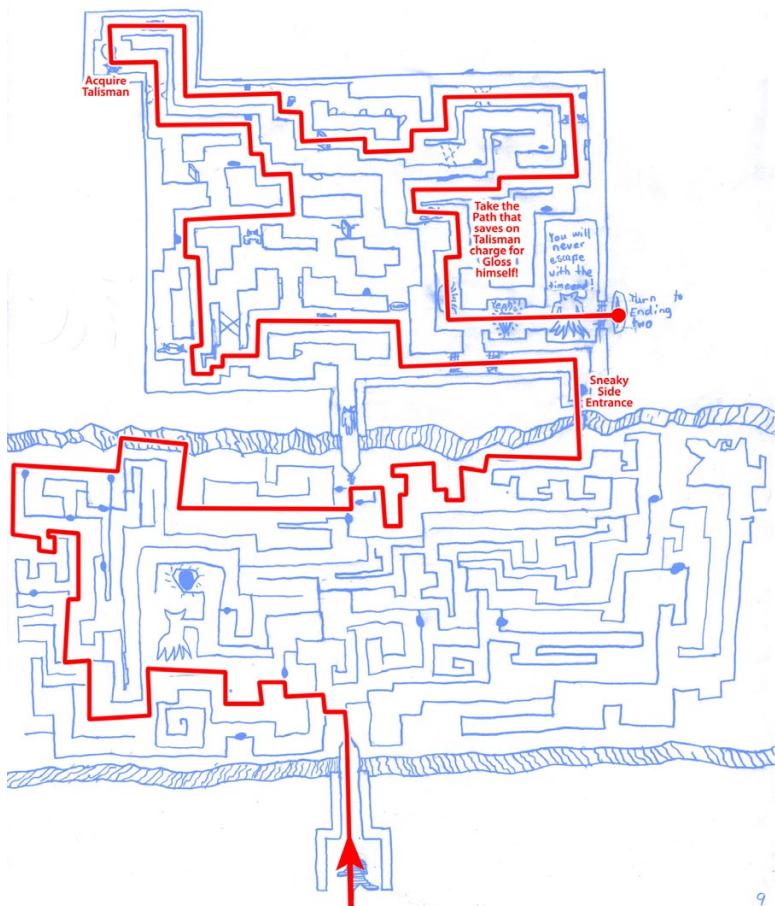
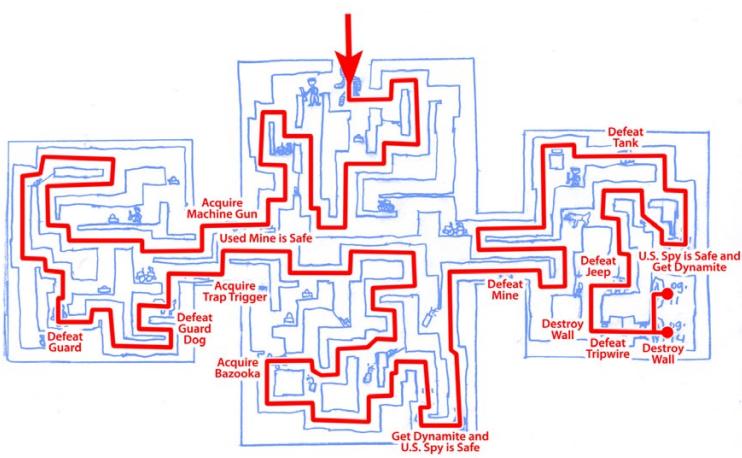
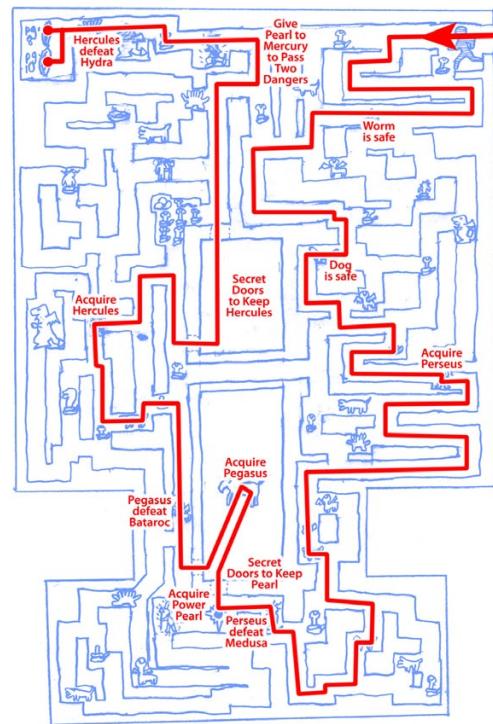
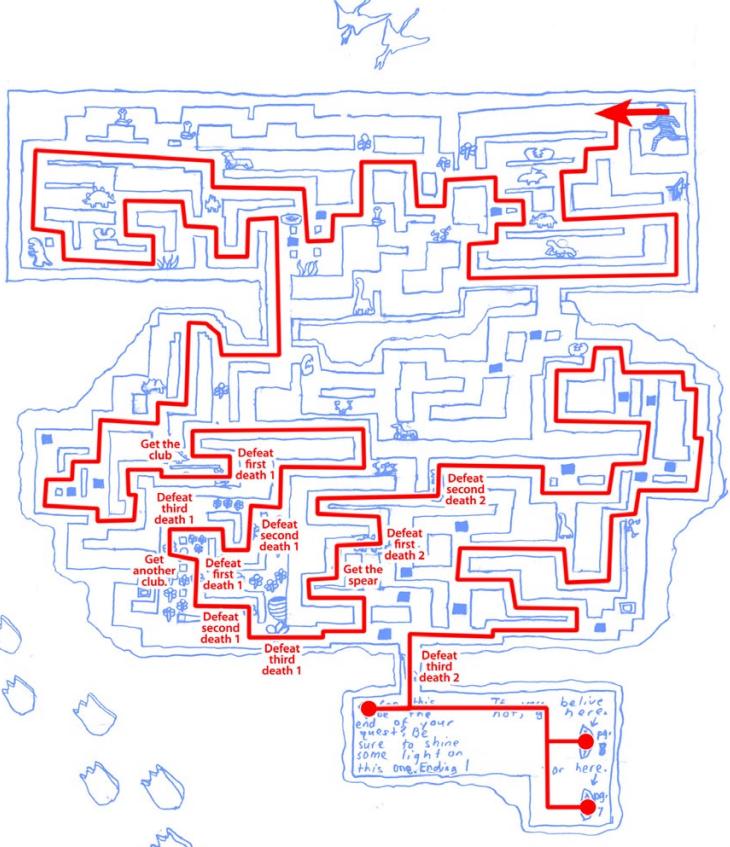
HALL OF FAME

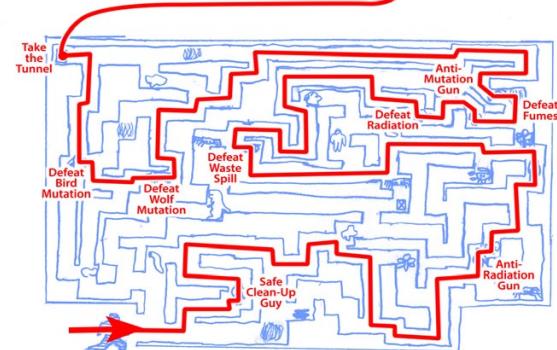
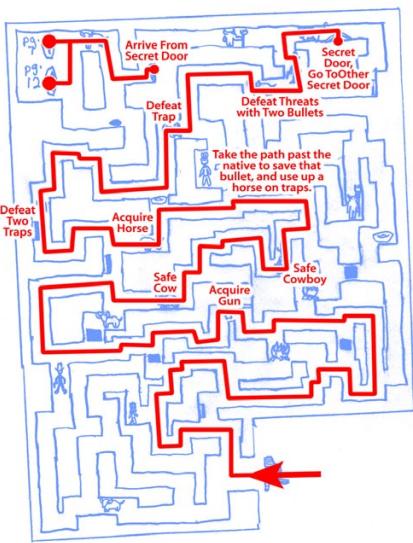


TIME MACHINE CHASE

MAZE Choice Map







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(That's why it's called an evacuation hole)

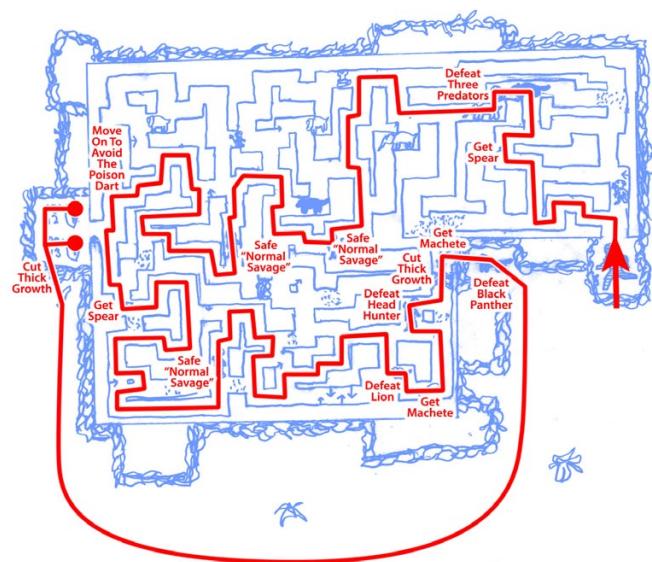
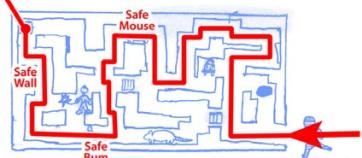
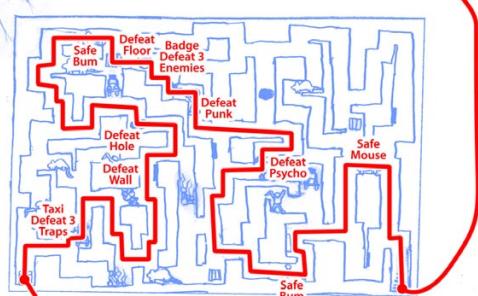
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