

Escape from the MindMaster

by Starpath/Epyx (1983)

Based on the Atari 2600 game, Starpath promised a ColecoVision Supercharger. This game was programmed after Epyx acquired Starpath.

Reviewer: Unknown

One of many prototype ColecoVision games that has surfaced over the years, this one was recently discovered by Jerry Griener. This is the ColecoVision version of the 2600 game of the same name done by Epyx and did not require any special adapter unlike the 2600 version which needs the Starpath Supercharger.

At first glance, I thought I was going to be playing something along the lines of Intellivision Dungeons & Dragons Treasure of Tarmin because of the 3D maze you are greeted with. This is not in the same genre at all and while dungeon quest type games can be considered puzzles by some, this is the essence of a puzzle game with a little twist that I found fairly interesting not to mention original.

The object of the game is to place shaped game pieces you find strewn throughout the maze in their corresponding sockets that you find in different locations in the maze. You can only hold one object at a time so you have to pick it up, go and search for the wall it belongs in, and then fetch another piece and start the process over again.

You are given a map of the areas you have explored at the bottom of the screen to keep you from getting lost although lost is still a pretty easy place to find even with the map.

Various obstacles are placed between you and your destinations including some weird looking guy that reminded me of the walking goggles in Disney's Toy Story. If this guy touches you, you're toast and you are teleported back to the beginning of the maze. You do not lose any progress or the object you are carrying however. I did not run into any new creatures in later levels, but there were other types of hazards such as a forcefield you had to time just right to get past.

Despite it's prototype status, the game seems to be complete and comes highly recommended to those that are looking for a change of pace and enjoy a puzzle game from time to time.