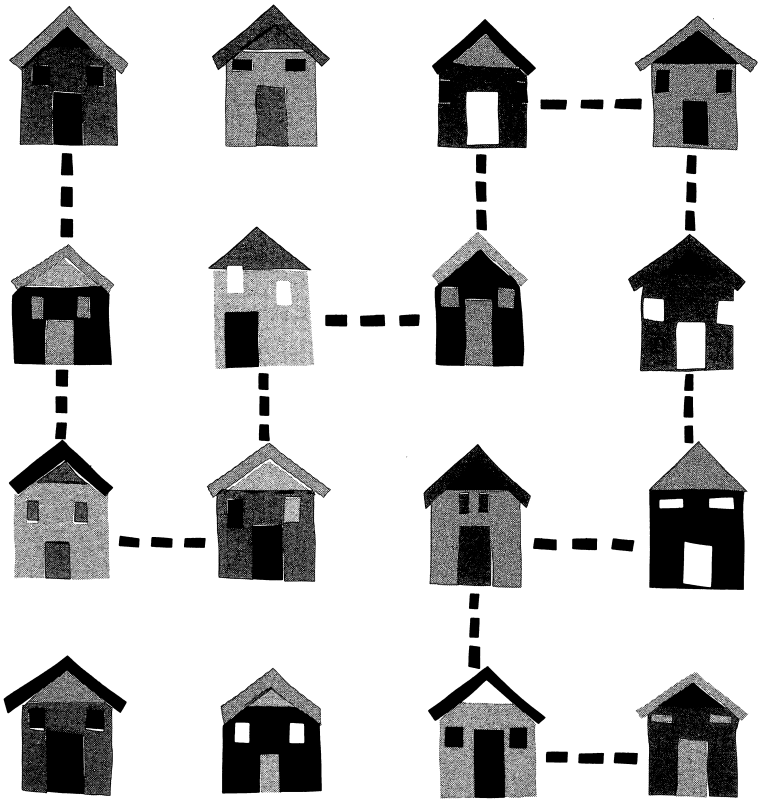
Speedy Delivery™

How to load it.
How to use it.
How to learn
from it.



All About It

This exercise in deductive reasoning is really quite "a-mazing"! The challenge is to plan a delivery route for the postman through a maze of trees so that he can deliver a package to every house. The rules are simple: the postman can never visit the same house twice and he must always travel along a path where there is a house to visit. Otherwise, he will continue out of the maze and you will have to start over. Can you map out a route that will help the postman deliver packages to all the houses along the way?

Your Goal

Direct the postman through the maze so that he can deliver a package to every house.

How to Load It

If you are using an Apple II, II+, IIe or IIc:

1. Insert the disk into the disk drive making sure the label of the disk is facing up and towards you.
2. Switch on the computer and monitor. The program will load automatically.
3. If the computer is already on, do the following for whatever system you're using:
   For Apple II, press the [RESET] key.
   For Apple IIe or IIc, hold down the open apple, the [CONTROL] key and press the [RESET] key simultaneously.

If you are using a Commodore 64:

1. Insert the disk into the disk drive making sure the label of the disk is facing up and towards you.
2. Switch on the computer, disk drive and monitor.
3. The screen will display the word READY.
4. Type LOAD "PANDA", 8, 1.
5. Press the [RETURN] key. The program will take several minutes to load. Follow the directions on the screen to reach the options screen.

How to Use It

1. **If you are using an Apple IIe or IIc,** make sure the [CAPS/LOCK] key is depressed before you begin.
2. **Select options:**
   A. Sound—When the screen reads DO YOU WANT SOUND?, do either of the following:
   Press [Y] key to hear all sound effects.
   Press [N] key to turn off all sound effects.
   B. Directions—When the screen reads DO YOU WANT DIRECTIONS?, do either of the following:
   Press [Y] key to see directions.
   Press [N] key to not see directions.
3. **Plan a route:** Take a quick look at the maze. The paths to travel are full of houses and trees. Decide which path the postman should take to stop at every house. Then move him to a starting position to enter the maze.

4. **Enter the maze:** The outer edge of the maze is made up of 24 possible starting positions, each with either a house or a tree on it. Select one of these positions to enter the maze. Then, move the postman along the outer edge of the maze to the desired starting position.

5. **Move the postman:** The postman can move up, down, left or right but never diagonally. To move him, use the following keys:

   Apple:
   Press [A] key to move him up.
   Press [Z] key to move him down.
   Press the right arrow [→] key to move right.
   Press the left arrow [←] key to move left.

   Commodore:
   Press [A] key to move him up.
   Press [Z] key to move him down.
   Press the [>] key to move right.
   Press the [<] key to move left.

6. **Movement rules:** Once inside the maze, the postman always moves in the following manner:
   A. He will travel only in a straight line.
   B. He will never stop at a tree.
   C. He will always stop at the first house along the path you choose unless he has already delivered a package to that house.

7. **Stopping at a house:** The postman will always stop at the first house on the path and deliver a package there. You must depress the following keys, to move him again after he stops:

   Apple: [A], [Z], [←], [→].
   Commodore: [A], [Z], [<], [>].
   For example, in Figure 1, if the postman enters the maze in the first column in the upper left corner, press the [Z] key and he will stop at the first house from the top to deliver a package.

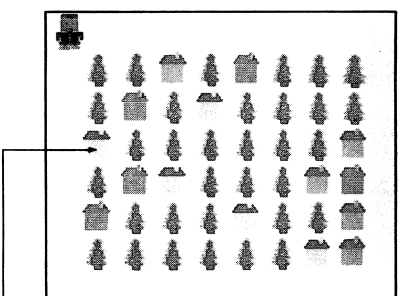


Figure 1
Postman will stop at this house

8. **Obstacles:** There are two situations which will prevent you from solving the puzzle:
   A. A package has already been delivered to a house along the path and the postman cannot move in another direction.
   B. There are only trees along the path and he cannot move in another direction.
   Figure 2 illustrates such a situation. If you press the [←] key **(Apple)** or [<] key **(Commodore)**, the postman will run right out of the maze and you will have to start again.

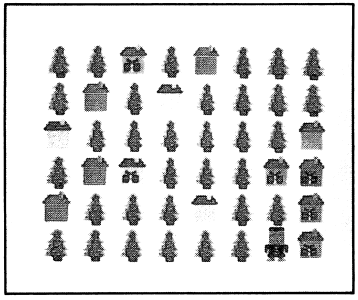


Figure 2

NOTE: If you fail to solve the puzzle, you may try again. The same maze will appear until you solve it or quit.

9. **Solving it:** If there is a package in every house then you've solved the puzzle!
10. **To start again:** Press [SPACE BAR] and you will see a whole new maze displayed on the screen.

How to Learn from It

Speedy Delivery™ will help develop the following problem-solving strategies:

- Analyzing patterns
- Predicting outcomes
- Experimenting with solutions
- Scanning for pertinent details

Problem-solving strategies apply to all school subjects and generate life-long learning skills. Development of such high-level, non-verbal thinking leads to greater understanding, increased awareness and expanded powers of creativity.

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