Help for The Invisible Maze

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Objective of the game

Invisible Maze is a game designed for enjoyment.   The OBJECTIVE of this game is very simple, EXIT the maze through the doorway.   The maze walker always begin on the TOP of the maze while the doorway is always on the BOTTOM of the maze.   EVERY maze is solvable.   Upon exiting the maze, current high scores for the given maze difficulty will be displayed.   What is the trick,   you might ask?   Simply that the walls of the maze are not visible UNTIL you bump into it.   By bump into it, I mean that you try to move the little man through the wall.   If you attempt to move the man to the RIGHT and there is a wall there, that will become visible and the man will not move.   It is possible to move through the entire maze without hitting a wall, but very unlikely.

Common Controls

COMMON controls are <u>buttons</u> used on many of the screens.

The common buttons are mainly the <u>OK</u> button and the <u>CANCEL</u> button.

Specific Controls

SPECIFIC Controls are <u>buttons</u> which are unique to the screen on which they appear.

The <u>REGISTER</u> button and the <u>CONTINUE</u> button are located on the introduction screen when the game is started.

The <u>PRINT REGISTRATION</u> button and the <u>DON'T PRINT REGISTRATION</u> button appear on the SOFTWARE REGISTRATION screen.

The <u>UP</u>, <u>DOWN</u>, <u>LEFT</u>, <u>RIGHT</u>, <u>HINT</u>, <u>SHOW MAZE</u>, <u>NEW MAZE</u> and <u>EXIT</u> buttons all appear on the MAZE game screen.

Scoring

SCORING is optional.   If turned on, points are assigned in the following manner:

- 1 Point for moving into a new position within the maze.
- 5 Points for bumping into a wall.
- 5 Points for moving into a position that you have already been in.   (Retracing your steps)
- 50 Points for using the HINT button.

Naturally, LOW score is better.

If SCORING is turned ON, scores are calculated or saved in the high score table.

If SCORING is turned OFF, scores are not calculated or saved.

File Menu

New
New User
View High Scores
Reset High Scores

Save
Restore

Exit

Game Menu

Score

Sizing

Help Menu

[Give me HELP](#)

[Context Help](#)

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File NEW Menu Command

or **CTRL+N** will generate a new maze for the current size and reset scoring to 0 if scoring is turned on.   This is the same as clicking on the <u>NEW MAZE</u> button.

File NEW USER Menu Command

or **CTRL+U** will allow you to enter a different player name.   If you wish to let someone else play without having to exit the game.

File VIEW HIGH SCORES Menu Command

will display the high score table for the current level, if it is one of the levels that scores are stored

File RESET HIGH SCORES Menu Command

will delete the <u>high score</u> table completely.   This will reset the high scores of ALL 7 levels.

File SAVE Menu Command

or **CTRL+S** will save the current state of the game to disk.   The information saved will allow you to <u>RESTORE</u> the game (at a later time) from the current position with the current score.

File RESTORE Menu Command

or **CTRL+R** will restore the most recently saved maze, if a maze has been saved.   If a restore takes place, the maze will be reset to that of the saved maze, the visible walls will be visible and the mans location in the maze will be restored.   This does not delete the SAVE game.

File EXIT Menu Command

or **CTRL+X** will exit the game.   This is the same as clicking on the <u>EXIT</u> button.

Game SCORING Menu Commands

OFF   By selecting this, scores will NOT be calculated or saved to the <u>high score</u> table.

ON   By selecting this, scores will be calculated and will be saved to the high score table   if it is one of the levels that scores are retained for.

The current method of scoring   will appeared <u>checked</u> in the menu.

Game SIZING Menu Commands

will allow you to select the size of the <u>maze</u> you want to try and go through.   The size may be adjusted to either preset sizes or to a size of your choice.   The active maze size will appeared <u>checked</u> in the menu.

The preset sizes are also the ones that the <u>high scores</u> are retained.   They are as follows:

5x5 (**CTRL+F1**) will set the current maze size to 5 squares by 5 squares.
10x10(**CTRL+F2**) will set the current maze size to 10 squares by 10 squares.
15x15(**CTRL+F3**) will set the current maze size to 15 squares by 15 squares.
20x20(**CTRL+F4**) will set the current maze size to 20 squares by 20 squares.
25x25(**CTRL+F5**) will set the current maze size to 25 squares by 25 squares.)
USER (**CTRL+G**)   will bring up a screen where you will be allowed to set the size of the maze you wish to attempt.   Sizing is done through scroll bars.   You will always see the size of the maze as well as a representation of a maze at that size.   Upon clicking on the <u>OK</u> button, a maze will be generated at that size.   If you click on the <u>CANCEL</u> button, a maze will be generated at the size prior to selecting USER size.

Context Help

 or **SHIFT-F1** will put the HELP into CONTEXT SENSITIVE mode.   Simply put, this will allow
 you to click on a control and see a description of it.

About Menu Command

will displays the general 'ABOUT' screen.   It shows the animated icon as well as program info.

Registration Input

This is a simple input field.   Simply enter the data requested at the LEFT of the field then hit {RETURN}.

User Name Input

This is a simple input field.   This is where the USER NAME is recorded for use in the high score table.

OK Button

looks like

<u>Click</u> this <u>button</u> if you wish to answer YES to a given message or to accept the screen and its input.

Cancel Button

looks like

<u>Click</u> this <u>button</u> if you wish to answer **NO** to a given message or to return without doing anything to the current game setup.

Print Registration Button

looks like **Print REGISTRATION Form**

Clicking this button, will cause the registration form to be printed on the default printer device then the game will continue as normal.   This is your means of supporting the SHAREWARE concept.

Don't Print Registration Button

looks like   Don't Print The Form

Clicking on this button, will cause the program to continue as normal without printing the registration form.

Register Button

looks like **Register**

Clicking on this button, will cause the program to bring up the REGISTRATION screen.   This is your means of supporting the SHAREWARE concept.

Continue Button

looks like Continue

Clicking on this button, will cause the program to continue as normal without printing the registration form.

Up Arrow Button

looks like and is a direction <u>arrow</u>.

<u>Clicking</u> on this <u>button</u>, will attempt to move the <u>maze walker</u> UP, or NORTH.   Alternatively, with the NUM LOCK on, you may use the UP arrow key on the numeric pad.   Separate arrow keys **WILL NOT** work.

Down Arrow Button

looks like and is a direction <u>arrow</u>.

<u>Clicking</u> on this <u>button</u>, will attempt to move the <u>maze walker</u> DOWN, or SOUTH.
Alternatively, with the NUM LOCK on, you may use the DOWN arrow key on the numeric pad.
Separate arrow keys **WILL NOT** work.

Right Arrow Button

looks like and is a direction arrow.

Clicking on this button, will attempt to move the maze walker RIGHT, or EAST.
Alternatively, with the NUM LOCK on, you may use the RIGHT arrow key on the numeric pad.
Separate arrow keys **WILL NOT** work.

Left Arrow Button

looks like and is a direction <u>arrow</u>.

<u>Clicking</u> on this <u>button</u>, will attempt to move the <u>maze walker</u> LEFT, or WEST.   Alternatively, with the NUM LOCK on, you may use the LEFT arrow key on the numeric pad.   Separate arrow keys **WILL NOT** work.

Hint Button

looks like

<u>Clicking</u> on this <u>button</u>, will show the maze for a short amount of time.   The maze will then be removed and walls that have been bumped into will again be displayed.   There is a 50 POINT penalty for using this button.   The amount of time that the maze is displayed depends upon the size of the maze.   Larger mazes will be visible for a longer time than will the smaller mazes.

Show Maze Button

looks like

Clicking on this button, will display the maze and not allows any more moves to be made. This disables all buttons except for the NEW MAZE button and the EXIT button.

New Maze Button

looks like

Clicking on this button will generate a NEW maze at the current size.   The new maze will again show the doorway at the bottom and the maze walker at the top.   After completing a maze or using the SHOW MAZE button, this is one of the two buttons that are functional.

Exit Button

looks like

Clicking on this button, will EXIT the game.   After completing a maze or using the SHOW MAZE button, this is 1 of the 2 buttons that are active.

Scores

High score tables are maintained for 6 distinct maze sizes.   These are the sizes in the SIZING MENU plus the largest possible maze.

Mazes with the following sizes are stored in this table:

    5 by   5
    10 by 10
    15 by 15
    20 by 20
    25 by 25
    30 by 25

Arrow

Hands with a finger pointing in the direction of travel.

Button

Square objects on the screen, which when pushed, execute a specific function.

Checked

In the menu a √ beside it saying that it is currently the selected item.

Clicking

The act of pushing the mouse button then releasing it.

Maze

Usually this is like a HOUSE.   An enclosed area with 1 entrance and 1 exit.   Between the entrance and exit is a definite path.   Walls are arranged in such a fashion that the exit can not be seen, but by following the walls, you can find the exit.

Scroll Bars

Scroll Bars are a means of making adjustments to items.   There is always an arrow head on both ends.   When you click on the arrow head it changes the size by 1 unit.   There is also a box in the middle of the bar.   This may be dragged to any position.   You can also click on the BAR and change the size by 5 units.

Maze Walker

The EXIT Door