

Copyright Notice

The Maze Game

Version 4.0

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by Michael B Taylor

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License Information

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This fee entitles you to use this program on one computer at a time and to make as many copies as you wish for backup purposes.

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The **New Game** menu item ends the current game and lets you set the options for a new game.

The **Replay Game** menu item ends the current game and lets you set the initial options for playing the same game again.

The **Analyze Game** menu item ends the current game and shows the interesting information about the maze.

The **Top 10 Scores** menu item shows the current top 10 scores.

The **Top Type Scores** menu item show the top score for each type of maze.

The **View** menu item shows the maze in a full screen window.

The **Exit** menu item exits the program.

The **Short Moves** menu item selects short moves: moving goes to an adjacent cell.

The **Medium Moves** menu item selects medium moves: moving goes in a straight line until reaching a blocking wall or a decision point.

The **Long Moves** menu item selects long move: moving goes to the next decision or dead end and may go around several corners.

The **Longer Moves** menu item changes the current movement type to the next longer.

The **Shorter Moves** menu item changes the current movement type to the next shorter.

The **No Centering** menu item turns off automatic centering: during play the screen is scrolled just enough to keep the locator in view.

The **Full Centering** menu item turns on automatic centering: during play whenever the locator gets close to the edge the screen is scrolled so the locator is close to the center of the screen.

The **Partial Centering** menu item partially turns on automatic centering: during play whenever the locator gets close to the edge the screen is scrolled slightly.

The **Block Dead Ends** menu item turns dead end blocking on and off you .

The **Mark Cell** menu item saves the current cell as the marked cell.

The **Undo Last Move** menu item moves the locator to the location occupied just before going to the current cell.

The **Go to Start** menu item moves the locator to the maze entrance.

The **Go to Mark** menu item moves the locator to the saved cell.

The **Mark Cell / Undo Last Move** menu item marks the current cell and moves the locator to the location occupied just before going to the current cell.

The **Mark Cell / Go to Start** menu item saves the current cell as the marked cell and moves the locator to the maze entrance.

The **Mark Cell / Go to Old Mark** menu item saves the current cell as the saved cell and moves the locator to the cell which was previously the marked cell.

The **Index** menu item shows the help index.

The **Playing Directions** menu item shows help on how to play the Maze Game.

The **Menu Map** menu item shows the overall menu structure with pop-up help for each menu item.

The **Keyboard** menu item shows a terse description of the keyboard interface.

The **About The Maze Game** menu item opens the About dialog.

The **License** menu item shows The Maze Game licensing information.

The Maze Game supports many different **maze sizes** from 15x10 to 105x80 and a special maze size chosen to fill a full screen window.

Maze visibility determines how visible the maze is at the start, and how it becomes visible: wholly visible; just invisible ; very invisible; and extra invisible. For more information on which cells become visible see move visibility.

If **Wholly Visible** is selected the maze is completely visible and while playing as much of the maze as fits in the window will be displayed.

If **Just Invisible** is selected the maze is initially invisible and cells become visible when they are visited.

If **Very Invisible** is selected the maze is initially invisible and cells are only visible when occupied.

If **EXTRA Invisible** is selected the maze is initially invisible, cells are only visible when occupied and the current cell is always centered in the screen.

Move visibility determines how much of the maze becomes/is visible when a cell is occupied. There are three types of move visibility: line of sight; 5x5 region; and single cell. (Only effective if Wholly Visible is **not** selected.)

If **Line of Sight** is selected cells to the north, south, east and west are visible until a blocking wall is encountered. (Only effective if Wholly Visible is **not** selected.)

If **5x5 Region** is selected cells in the 5x5 region about the current cell are visible. (Only effective if Wholly Visible is **not** selected.)

If **Single Cell** is selected only the current cell is visible. (Only effective if Wholly Visible is **not** selected.)

Type of Walls determines the initial relationship between the real walls of the maze and the walls displayed: real walls; no walls; all wall; and random walls. For all types of walls passing thru a passage (or bumping against a wall) changes the display to match the real wall.

If **Real Walls** is selected the walls displayed are the same as the real walls of the maze.

If **No Walls** is selected no walls are displayed until bumped into.

If **All Walls** is selected no openings are displayed until passed thru.

If **Random Walls** is selected the walls and openings displayed have no relationship to the real maze walls until bumped into or passed thru.

When **dead end blocking** is enabled, exiting a dead end causes a real and visible wall to be constructed, blocking off the dead end.

The analyze view can **highlight the cells** visited and/or on the solution path.

The analyze view can **show the walls** visible at the end of the game, all the visual walls or the real maze walls. The visual walls are the same as the real walls if real walls were selected in the new game or replay game dialogs. The walls visible at the end of the game are the same as the visual walls for a visible maze.

The **Restore** menu item restores the window to a normal size if it has been minimized or maximized.

The **Move** menu item allows the window to be moved using the keyboard.

The **Size** menu item allows the window to be sized using the keyboard.

The **Minimize** menu item minimizes the window.

The **Maximize** menu item maximizes the window.

The **Close** menu item terminates the program.

The **Switch To...** menu item brings up the Task List dialog.

Menu Map

System Menu

- Restore
- Move
- Size
- Minimize
- Maximize
- Close
- Switch To...

Game Menu

- New Game
- Replay Game
- Analyze Game
- Top 10 Scores
- Top Type Scores
- Exit

Options Menu

- Movement Type
 - Short Moves
 - Medium Moves
 - Long Moves
 - Longer Moves
 - Shorter Moves
- Centering
 - No Centering
 - Full Centering
 - Partial Centering
- Maze Visibility
 - Wholly Visible
 - Just Invisible
 - Very Invisible
 - EXTRA Invisible
- Move Visibility
 - Line of Sight
 - 5x5 Region
 - Single Cell
- Type of Cells
 - Real Walls
 - No Walls
 - All Walls
 - Random Walls
- Block Dead Ends
- View

GoTo Menu

- Mark Cell
- Undo Last Move
- Go to Start
- Go to Mark
- Mark Cell / Undo Last Move
- Mark Cell / Go to Start
- Mark Cell / Go to Old Mark

Help Menu

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About The Maze Game Dialog

This dialog displays an icon associated with The Maze Game, the version number, and the copyright notice.

To see the other icons available, click on the current icon.

To dismiss the dialog, click the OK button.

Select Options for New Game Dialog

This dialog allows you to select the initial options for a new game. You may select the maze size, the maze visibility, the move visibility, the type of walls and whether or not to block off dead ends. While playing a game any of these options except maze size can be changed.

Select New Options Dialog

This dialog allows you to select the initial options when replaying the previous maze. You may select the maze visibility, the move visibility, the type of walls and whether or not to block off dead ends. While playing a game any of these options can be changed.

Change Settings Dialog

This dialog allows you to change multiple options during a game. You may change the maze visibility, the move visibility, the type of walls and whether or not to block off dead ends. This dialog can be invoked during a game by pressing F9.

Analyze Game Dialog

This dialog shows some information about the last played game: the size, and maze visibility and move visibility at the end. The dialog also shows the number of each type of move required to solve the original maze (dead end blocking may have reduced the number for Medium and Long moves).

You may also view the maze highlighting the solution and/or the cells you visited while playing the game. You may select the cells to highlight, and the walls to show.

Congratulations Dialog

This dialog indicates your score in the just completed game was one of ten best scores recorded so far. Enter the name you want associated with the score.

Too Bad Dialog

This dialog indicates your score in the just completed game was good enough to be in the top ten. However since, you were repeating an already played game, the score will not be recorded.

Top 10 Scores Dialog

This dialog lets you view the top 10 scores for all mazes played so far.

Top Types Scores Dialog

This dialog show the top scores for each type of maze played so far.

Score for this Game Dialog

This dialog shows you your score for the maze you just completed. It also shows how long it took you to solve the maze, how many moves you took, the optimal number of each type of moves required to solve the maze, and the maximum possible score for the maze.

Key Board

Keys Active While Playing

Arrow Keys	Normal Moves: North, South, West, or East, Up
Ctrl+Arrow Keys	Longer Moves: North, South, West, or East, Up
Shift+Arrow Keys	Shorter Moves: North, South, West, or East, Up

[Home]	Go to Start
[End]	Go to Mark
[Ctrl][Home]	Mark Cell / Go to Start
[Ctrl][End]	Mark Cell / Go to Old Mark
[Del]	Undo Last Move
[Ins]	Mark Cell

[F1] or [?]	Playing Directions
[F2] or [S]	Short Moves
[F3] or [M]	Medium Moves
[F4] or [L]	Long Moves
[F5] or [V]	View Full Maze
[F6] or [N]	No Centering
[F7] or [C]	Full Centering
[F8] or [P]	Partial Centering
[F9] or [X]	Change Settings

[-]	Shorter Movement
[+]	Longer Movement

Keys Active While Viewing a Maze

[F1] or [?]	Playing Directions
[Alt][F4]	Abort Immediately to Windows

Playing Directions

The Maze Game generates several different sizes mazes, each of which can be played using a variety of options. The options allow specification of such features as the board visibility, how that visibility changes for each move, and what relationship holds between the displayed walls and the real walls.

The display shows as much of the maze as fits. The largest maze which can be fully displayed depends on the window size. The maze is oriented so the top edge of the display represents North, the right edge East, the bottom South and the left West.

The entrance is always on the far West wall of the maze, and the exit is on the far East wall.

There are 3 different location markers which are used to show the movement type:



The one button mouse is used when movement is to an adjacent cell, **short moves**; the old two button mouse is used when movement is to the next decision point or a blocking wall, **medium moves**; and the dove bar mouse is used when movement is to the next decision point or dead end, which may be around several corners, **long moves**.

The Arrow keys move the location marker North, South, West, and East. The Arrow keys used with Control move the location marker using the next longest movement type (short if movement type is long). The Arrow keys with Shift move the location marker using the next shortest movement type (long if movement type is short).

[+] and [-] select the next longer and shorter movement type, [F2] or [S] select short moves, [F3] or [M] medium moves, and [F4] or [L] long moves.

All Game Settings, except maze size, can be changed during the course of the game. Changing the settings does not increase the maximum number of possible points for a maze, but it may decrease it. [F9] or [X] allow changing of the Game Settings.

At any point in the game (excluding help), pressing [Alt][F4] will immediately exit to Windows.

These instructions can be displayed while playing or viewing a maze by pressing [F1] or [?].

Three locations in the maze can be gone to at will. The starting point, the marked cell, and the previous cell. Initially the latter two are the maze entrance.

[Home] goes to the starting point, [Ctrl][Home] marks the current cell and goes to the starting point, [End] goes to the marked cell, [Ctrl][End] marks the current cell and goes to the previous mark, [Del] undoes the last move, and [Ins] marks the current cell.

Mazes larger than can be fully displayed are automatically scrolled to keep the location marker on the display. Automatic scrolling operates in three different modes: Full Centering, Partial Centering, and No Centering.

In Full Centering mode the display is scrolled to keep the location marker as close to the center of the display as possible. In Partial Centering mode whenever the location marker

gets within two cells of the edge of the display, the display is centered. In No Centering mode the display is scrolled only enough to keep the location marker displayed.

[F6] or [N] select No Centering, [F7] or [C] select Full Centering, and [F8] or [P] select Partial Centering.

Centering is not operative for Extra Invisible mazes.

For Mazes larger than the display, [F5] or [V], views the whole maze. For Extra Invisible Mazes, viewing is disabled. While viewing a maze, any key returns to play.