

# WinWayout

Version 1.00DV

Created by  
The Entertainment Group

Copyright 1992 by  
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## Introduction

The aim of this 3D-maze-game is to find the legendary treasure and to reach the exit before you are caught by the big bad red spiders. There are some swords hidden in the maze which allow you to attack the spiders. If you find an oracle it will show you the right way to the treasure or to the exit.

## Gameplay

When you start the program, you will see a map of the whole maze. Your starting position will be in the leftmost upper corner. The treasure will be marked with a white X; there are other marks for swords, oracles and spiders. The game will be frozen till you touch one of the movement-buttons. Now the view changes to 3D, and the action starts. You must find the treasure and the exit in order to escape from the maze, but there are some spiders hunting you. You need swords to defeat the enemies, but each sword lasts for only 3 strokes. You start with one sword, but there are more swords hidden in the maze. If you find an oracle, you may select if you want to see a map of the whole maze or the way to the treasure or the exit. If you choose either the way to the treasure or to the exit, green arrows on the floor will show you the right way. You must hurry, because the marks will last for only 30 seconds. The game ends when you found both the treasure and the exit or when you are caught by a spider.

## Game Controls

This game can be controlled by both the keyboard and the mouse. The four direction-buttons on the lower part of the window are equivalent to the cursor keys. The keys 'T', 'E' and 'M' are equivalent to the three buttons on the right side of the screen. At last, the space bar is equivalent to the 'sword'-button.

By pressing the forward-button or the cursor-up-key you will move one step forward. This is the only way to move through the lab since all other keys will turn you without changing your position. Pressing the turn-left-button or the cursor-left-key will turn you to the left, pressing the turn-right-button or the cursor-right-key will turn you right. By pressing the turn-around-button or the cursor-down-key you will turn around.

The compass in the rightmost upper corner of the window will show you the direction you are currently heading to.

To blow a stroke with your sword (if you have one), press the space bar or the "sword" button. If a spider is exactly on field in front of you, it will be slashed. The sword-indicator in the rightmost lower corner of the window will show you how many strokes remain. This indicator will increase by 3 if you find a sword within the maze.

After finding an oracle you may press the 'T'-Key or the treasure-button to see the way to the Treasure. The 'E'-Key or the exit-button will show you the way to the exit. The 'M'-Key or the map-button allows you to see the map.

An additional field beside the sword-indicator will indicate if you have already found the treasure.

## Hardware Requirements

We hope you have at least a fast 286 machine to get a fast animation.

WinWayout is designed for VGA; on a computer with an EGA-card some of the control buttons will be outside the screen but the game is still playable by the keyboard. The game isn't funny anymore on a CGA screen.

## Copyright Information

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If you are interested in the full version of WinWayout (including adjustable game parameters, extended weapon system, health system, different types of enemies and high score table) which will be available in July 1992, please send US\$ 15, DM 25 or ATS 150 (cash only) to

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1101 Vienna  
Austria (Europe)

Please use the order form below.

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