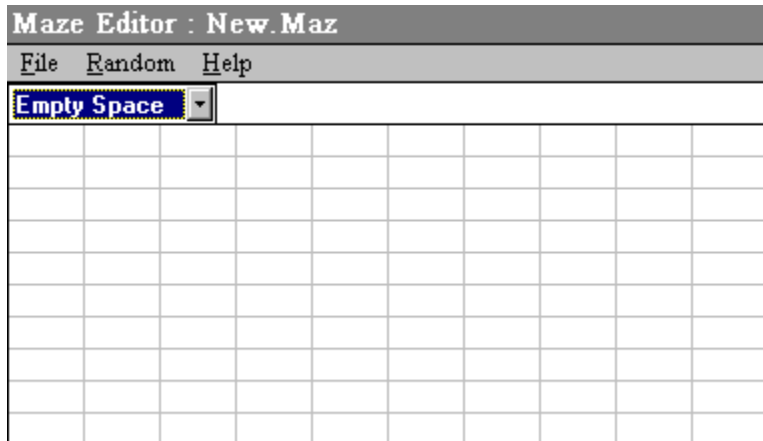


## MazeMaster Instructions

MazeMaster is a game where you can play mazes in either 2-D Maze Mode or 3-D Maze Mode. To start a maze, click on "Start a Maze" on the opening screen. To edit a maze or create a new maze, click on "Maze Editor." You create mazes in the Maze Editor, and the mazes you create can be used in 2-D or 3-D mode. In 2-D mode, you see a view of the map and use the arrow keys to navigate it. In 3-D mode, you see a 3-D viewpoint. After you finish a maze, MazeMaster tells you how many moves it took you to complete the maze. Try to get the least amount of moves that you can! To bring up onscreen help in any part of the game, press F1. **Note: The 3D-Maze mode works properly under 640x480 256+ colors. The 2-D maze can work under higher resolutions and lower colors.**

## Maze Editor Instructions

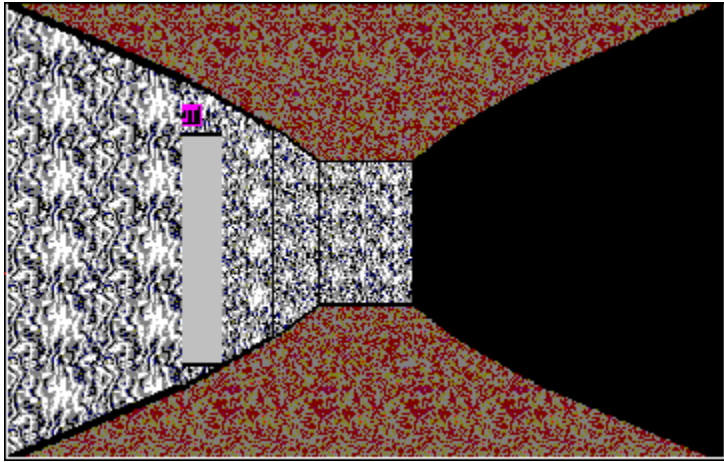
You use the Maze Editor to edit or create new mazes. Use the drop-down box to select a element to add to the maze. Click on a square of the maze to change the square to the element in the drop-down box.



In the view above, a there is a new blank 10x9 maze. If you were to click on any spaces, the space would change to a "blank space". "Blank spaces" can be maneuvered through. "Exits" end the maze. "Walls" put up a barrier through which you cannot maneuver. For the maze to work correctly, it must have a wall border. This can be accomplished by selecting **Random... Create a wall border** or by pressing F9. You can create a totally random maze by selecting **Random... Create a random maze** or by pressing F7. Any information you have, if it is not saved, will be lost when you do this. The program will ask you to input the height of the maze. Because of the random way to create a path to the end, the height must be a odd number greater than 3. The height you put in will also be the width of the maze, thus creating a square maze. You can also fill in your maze with random spaces (W's and "empty spots"), but you will lose your current maze data.

## 3-D Maze Instructions

This what the 3-D view looks like -



For example, in this view, there are no walls to your right, a wall in front of you 3 moves forward, an an exit one move forward to your left. Use the left and right arrow keys to turn and the up and down keys to go forward and backward. Each time you press the arrow keys or call up the onscreen map, MazeMaster tallies a move. To bring up the onscreen map, hit 'M' or click on the map icon. Hit escape to go back to the menu, or 'Q' to quit the game completely.

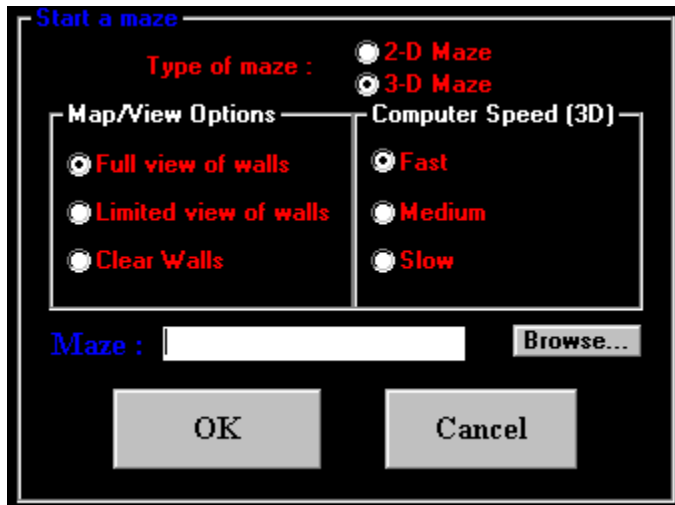
## 2-D Maze Instructions

This what the 2-D view looks like -



For example, in this view, there are walls to your right and left going down for 3 moves. Use the left, right, up, and down arrow keys move. Each time you press the arrow keys, MazeMaster tallies a move. Hit escape to go back to the menu, or 'Q' to quit the game completely.

## Starting a Maze



When you click on **Start a Maze** from the main menu, you are presented with a dialog of options. Clicking on the **Browse...** button will show an Open dialog box to choose a maze to play. Clicking on the 3-D Maze option button will enable the 3-D Maze Mode and clicking on the option button will enable the 2-D Maze Mode. The **Computer Speed** options set the amount of moves the computer will show at one time. **Fast** shows 3 (current, one ahead, two ahead), **Medium** shows 2, and **Slow** only shows 1. Use these options if the game runs too slow in 3-D mode. Choosing the **Map/View** options shows what the map in 3-D Mode and your view in 2-D Mode will show. **Clear walls** will only show your location and the exit, **Limited View** will show your location, the exit, and the 8 squares you are adjacent to, and **Full view** shows the entire maze at once. Clicking on the **OK** button will start the maze and clicking on the **Cancel** button will go back to the main menu.



