

# AMAZEING

## 4.07

### **The Game**

[About AMAZEING](#)

[Copying Agreement/License/Disclaimer](#)

[Playing the Game](#)

[Mouse Movement](#)

[Game Keys](#)

[Place/Remove Marker](#)

[Message File](#)

[Playing as an Icon](#)

### **Options Menu**

### **Colour Menu**

### **Solve Menu**

*By Stuart Swain*

## **About AMAZEING 4.07**

AMAZEING is a simple maze game by Stuart Swain.  
My Internet email address is:  
    sswain@tartarus.uwa.edu.au

Please feel free to mail me additional ideas or bug reports. I would love to hear from you, even if just for a chat, or to know whether you like or hate AMAZEING. I also gladly accept ideas for other games - if you want one done, ask me - you've got nothing to lose!

AMAZEING is POSTWARE. If you like the game, please send me a postcard with some picturesque scene from your country. In return...you don't have to do it for the next version!

Donations are also gratefully accepted in place of postcards.

Stuart Swain  
3 Bridget Place  
Shelley, Perth  
WESTERN AUSTRALIA  
6148

The AMAZEING logo picture was drawn by Ji Min.

# Copying Agreement/License/Disclaimer

AMAZEING and the contents of its archive are Copyright 1993, Stuart Swain. However, you are allowed and encouraged to upload it to any BBS or Internet FTP sites, or give copies away, providing it is only distributed as its original archive. Charges made for its distribution may not exceed the distribution costs.

The program may not be modified in ANY way, including modification of resources, documentation and the actual executable program itself.

You may not distribute AMAZEING with any other commercial or non commercial (shareware, freeware, etc) program without prior permission from the author in writing.

The author acknowledges no liability for damages that may be incurred through the use or transfer of AMAZEING or any of its files. This includes damage to hardware, software, or anything else.

By using AMAZEING or possessing any of the related files from the archive after having read this disclaimer, you agree to the above conditions.

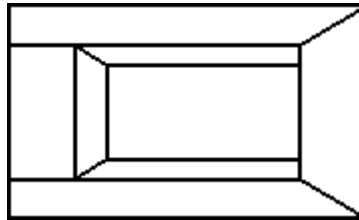
AMAZEING is POSTWARE. Please read [About AMAZEING](#) for more information.

## Playing the Game

To start a game, choose **One Level Game** or **Multi Level Game** from the **Game** menu. A dialog box will appear and you can select the level of play. Level 1 (10x10 or 5x5x5) is easy, whereas level 5 (50x50 or 25x25x25) is almost impossible without cheating (see [Show Distance](#)). You can enter the random transportation factor from the **Options** menu before or during play (see [Transportation](#)).

The purpose of the game is to move through the maze in the least number of moves. The exit is signified by a checked box on the wall. When you reach the exit, a message box appears stating the number of moves you took to complete the maze, and the efficiency of your movement.

**Note:** When attempting to turn a corner, you must move onto the square that has the opening to the left or right before turning. For example, to turn left in the maze pictured, you would have to move forward another space first. (The same rule applies for up/down movement in multi level mazes.)



See [Game Keys](#) for movement keys, and [Mouse Movement](#) for how to use the mouse.

## Mouse Movement

The mouse cursor will change to one of seven arrows (including the normal pointer) depending on its position on the screen. Click the left mouse button to move or turn. The arrows that appear on the floor result in movement, whereas arrows at screen edges turn you around.

Mouse movement is not available when Playing as an Icon.



The up and down arrows move you forward to the space on which they appear, or turn you around if they are at the top or bottom of the screen, like the down cursor key does. To look up or down in multi level mazes (like with the Home and End keys), you must either use the right mouse button, or hold down shift as you click the left mouse button. To look up, use this click with the up arrow at the top of the screen. To look down, use the down arrow at the bottom of the screen. When looking up or down, the right button or the shift-click combination is used to look back horizontally again.



The arrows labeled "up" and "down" move you up or down through a manhole to a different level (multi level mazes only). When looking up or down, these arrows move you up or down **one** level, in contrast to the up and down arrows above which can move you multiple spaces horizontally.



The left and right arrows move you forward to the space on which they appear, and then turn you to face the new direction. They **do not** move you into the new corridor. If the left or right arrows appear at the edge of the screen (on the wall not the floor), they turn you around, like the left and right cursor keys do.

# Game Keys

Game movement keys are listed below. See [Mud Map](#) for mud map movement.

Key	Resulting movement
Up arrow	Move forward one space
Down arrow	Turn around (face opposite direction)
Left arrow	Turn to the left 90 degrees
Right arrow	Turn to the right 90 degrees
Space	Place or remove marker
Multi level only:	
Home	Look up (rotate backwards 90 degrees)
End	Look down (rotate forwards 90 degrees)
Page Up	Move up one floor
Page Down	Move down one floor

**Note:** pressing Home/End will cause you to look up/down. Pressing it again will cause you to look in the opposite direction to your original direction. (For example, when facing north, you would end up facing south after pressing Home/End twice.) Pressing End when looking up or Home when looking down will cause you to look in your original direction again.

See [Place/Remove Marker](#) for information on markers.

## Place/Remove Marker

Whilst playing the game, you can place or remove markers in the maze. These appear as a black spot on the walls. The space bar places and removes markers, or you can use **Place Marker** or **Remove Marker** from the **Game** menu.

Markers can be used sparingly as individual landmarks, or everywhere to show where you have been (stopping you from going around in circles!).

Markers cannot be seen at four way intersections.

## Message File

With this option, you can select the file to be used for wall messages. The file must be a standard text file. Up to 4000 lines of text can be loaded for use on the walls.

Each new message must begin with a tilde (~) character. Lines after one beginning with a tilde count as additional lines for that message. Any leading spaces are removed, either those between each tilde and the beginning of the message or those at the beginning of each line. Blank lines are omitted. To show a blank line, start a line with an exclamation mark (!).

Semicolons can be used at the beginning of a line for comments.



## Playing as an Icon

When AMAZEING is minimized, you can still play the game, and the maze will be drawn in the icon on the desktop. To do so, AMAZEING must be selected (highlighted) on the desktop.

When playing as an icon, wall messages, "cheat" options (see [Options Menu](#)) and [Mouse Movement](#) are disabled.

Also, if animation (see [Animate Solution](#)) is taking place, it will continue in the icon, providing AMAZEING is selected on the desktop.

# Options Menu

Show Coordinates  
Show Distance  
Show Compass  
Mud Map  
Show Labels  
Wall Messages  
Coloured Walls  
Pure Colours  
Transportation  
Sound  
Reload Settings  
Save Settings on Exit

## Show Coordinates

This option allows you to display the (X,Y,Z) coordinates of the current maze position at the bottom of the screen. Coordinates can be helpful if you get lost and need to find your way back to the beginning of the maze.

## **Show Distance**

This option shows the distance you are from the exit at the bottom of the screen. This allows you to cheat very easily and quickly accomplish any maze.

## Show Compass

This option displays the direction you are facing at the bottom of the screen. This helps you to regain your bearings.

## Mud Map

Turning on the Mud Map option displays a map of the maze in a child window that is updated as you move through the maze. For multi level mazes, squares with manholes are displayed as gray squares in the map. Your position in the maze is shown with an ellipse.

You can use the cursor keys for movement in the mud map window by activating it instead of the main game window. Note that the cursor keys are used differently here! The cursor keys move the position indicator in the direction you want. So the up arrow moves it up, left arrow left, and so on. Page up, page down, home and end are also active in the normal way for multi level mazes.

See also:

[Draw on ...](#)

## Draw on ...

The Mud Map can either be drawn according to how far you can see down the corridor (Draw on Corridor), or according to your maze position (Draw on Position). The former can help if you get confused with Mouse Movement.

## Show Labels

This option sets whether or not a label is shown for the **Show Coordinates**, **Show Distance**, or **Show Compass** options. Turn labels off if you wish to shrink the game window (otherwise the labels overlap each other, hiding the information).



## Wall Messages

This option sets whether messages appear when you are facing a blank wall in the maze.

## Coloured Walls

This option sets whether the walls in the maze are coloured (solid) or not. If you are using a monochrome monitor, mazes cannot be coloured and hence this menu item appears grayed.

## Pure Colours

This option sets whether the shading of the walls uses pure colours instead of the Windows dithered ones. Note that you must run Windows in a mode with at least 256 colours to use this option.

See also:

[Smooth Shading](#)

[Low Quality "Quick Draw"](#)

[Maze Lines](#)

## Smooth Shading

This option uses Pure Colours to increase the smoothness of the wall shading. Smooth shading increases the time taken to redraw the maze at each step, so a fast computer and good graphics card are strongly recommended.

See also:

Low Quality "Quick Draw"  
Maze Lines

## Low Quality "Quick Draw"

This mode decreases the quality of the drawing in Smooth Shading mode by approximating everything to rectangles (very fast).

See also:

[Pure Colours](#)

[Maze Lines](#)

## Maze Lines

This option sets whether the thin lines to outline wall edges in the maze are shown or not. This only applies to the Pure Colours mode.

See also:

Smooth Shading

## Transportation

This option allows you to enter the percentage probability of random transportation. Every time you move, a number between 1 and 100 is chosen. If the number is less than or equal to the transportation factor, you will be transported to a random location in the maze. (This can be useful for big mazes - you can get lucky and end up next to the exit!) For moves of more than one space (see [Mouse Movement](#)), this is done for every step along the way, to keep the transportation factor constant.

## Sound Setup

The sound setup dialog box allows you to customize the sound effects for various game "events". Each sound file must be a standard Wave (\*.wav) or MIDI (\*.mid) format. The test button allows you to hear each sound so that you don't have to play a whole game to find out if it's the right one! You can also hear the sound by double clicking the mouse on a file name, or by pressing enter after highlighting the file. Selecting <none> means no sound is played for that event.

With the "Stop currently playing sound" checkbox, you can choose to interrupt currently playing sound effects so that if a sound effect is already playing, it will be stopped to let the new one play. Clear this check box if you do not want the sound effects to stop current sound output. (You can easily test exactly what this does by holding down the enter key after highlighting a file in the Files list box. If the check box is cleared, the entire file will play over and over. Otherwise, only a short section will be repeated.)

Note that only sounds of the same type are stopped. So a wave file will not interrupt a currently playing MIDI file. This allows music to be played during the game without stopping sound effects.

Use the "Loop start sound" checkbox to loop either a wave file or MIDI file throughout the whole game. If you use this option, remember you cannot have any other sound events using the same file type (wave or MIDI) or they will either stop the start sound, or not be heard.

The two checkboxes "Pause MIDI on losing focus" and "Stop when game ends" are designed to be used in conjunction with the looping option. The former pauses any current MIDI sound or the game start wave, so that you are able to still use other multimedia applications. The second allows you to stop any MIDI sound or the game start wave when you finish a game, so that music is only playing during the actual game play.

The "Mute" checkbox allows you to turn off the sound effects without having to set each event to <none>. Note that muting the sound does not turn off sound from other sources, only the effects during the game. (So the test button will work even when mute is checked.)



## Reload Settings

Select this to reload the saved settings from AMAZEING.INI. This is useful for when you are experimenting with new colour schemes and wish to start again.

## Save Settings on Exit

This option sets whether the settings in the **Options** and **Colour** menus are saved in the initialization file, AMAZEING.INI. This file is checked for settings when AMAZEING is started.

## Colour Menu

This menu allows you to select the colours for the walls, ceiling, floors, messages and manholes in the maze. If you are running AMAZEING on a monochrome monitor, the items in this menu appear grayed.

For Pure Colours mode, you can create colours with the user defined colour setup dialog. This lets you select RGB values for the walls, floor/ceiling and manholes at the beginning, middle, and end of the corridor. The "Use middle" checkbox allows you to ignore the colour setting for the middle of the corridor for each maze element (walls, floor/ceiling or manholes), and hence give the corridor constant shading between only two colours. The "Different coloured walls" checkbox allows you to ignore the E/W walls colour setting. This option is not given for the normal colour setup, as it is easy enough to select the same colour for N/S and E/W walls.

Note that with different coloured walls, corridors leading off to the left or right which should be coloured differently are not. (If N/S walls were of one colour and E/W of another, walls running parallel to your vision would be one colour and ones that you look at directly would be a different colour). The colour of the walls has been made direction dependent, meaning they only change according to the direction in which you are facing. It looks better this way.

Different colour walls also can be very useful in following the animation when solving mazes.

## Solve Menu

Animate Solution

Return to Game

Hint

## Animate Solution

If you're really having a hard time with the maze, you can select **Animate Solution** from the **Solve** menu. This takes you through the maze from wherever you are. You can select an animation speed from 1 to 10, where 10 is the fastest speed. (A speed of 1 delays for 1 second between every move, whereas a speed of 10 delays for only 100 milliseconds.)

Use a high speed if you feel like just watching, but if you want to learn how to solve the maze from your current position, a speed of 4 or 5 is recommended.

During the animation, the coordinates, exit distance and compass are shown. (See [Show Coordinates](#), [Show Distance](#) and [Show Compass](#).) You will need to watch the compass closely to see when a corner is turned, as this can be confusing otherwise.

When the animation ends, all options and your position are reset to the values prior to the animation.

Animation is paused when you switch to other applications, minimize AMAZEING or use the help facility. See [Playing as an Icon](#) for information on animation when minimized.

## Return to Game

During animation of the maze solution, select **Return to Game** from the **Solve** menu to stop the animation and return to the game. (All options and your position are reset to the values prior to the animation.)

## Hint

Select this to display a message box giving you a hint. If used exclusively, hints can take you right through to the exit from anywhere in the maze.