



# WinWayout 2.00

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## How To Play

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When you start the game, you will find yourself caught in a maze. The main part of the Window is occupied by a 3D-View of the labyrinth as seen from your position. You must find the treasure and the exit in order to escape from the maze, but there are some spiders and hunters tracking you. You need swords and bows to defeat the enemies, but each sword lasts for only 3 strokes. You start with one sword, but there are more swords and bows hidden in the maze. With each bow you will also find 5 arrows. You will experience that the swords have more effect than the bows, but bows allow you to attack at greater distance. You will also find potions which allow you to recover from injuries. 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 killed by your foes.

## Introduction

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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 and the cruel hunters. There are some swords and bows 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. Potions allow you to recover from injuries suffered during the battle.

[How To Play](#)

## Game Commands

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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 while the 'Return'-key has the same effect as the 'arrow'-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 one field in front of you, it will be slashed. You need two strokes to kill a hunter. A stroke that misses its target won't damage the sword. To shot with your bow (if you have arrows left), press the Return key or the arrow-button. You need two hits to kill a spider and three hits to kill a hunter. 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. The status-line on the bottom of the window shows your health level, your current score, the number of sword-strokes and the number of arrows left. The health-indicator turns yellow if your health level exceeds 100 % (only possible in customized levels). It turns red if your health level falls below 30 %.

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## Menu Commands

### Game Menu:

<b>New</b>	Starts a new game.
<b>Beginner</b>	Sets the game level to beginner (small maze, few enemies) and starts a new game.
<b>Advanced</b>	Sets the game level to advanced (medium sized maze, more enemies) and starts a new game.
<b>Expert</b> starts a	Sets the game level to expert (big maze, many enemies) and new game.
<b>Custom</b>	Opens a dialog that lets you set your own game parameters.
<b>High Score</b>	Opens a dialog that shows the High-Scores for Beginner, Advanced and Expert level.

**Exit** Exits the game.

**Options Menu:**

**Detail** Opens a dialog that allows you to set your preferred graphic-detail-level.

**Sound** Set sound on or off.

**Help Menu:**

**Index** Displays main help index.

**How To Play** Displays 'How To Play' topic.

**Commands** Displays 'Game Commands' topic.

**Using Help** Displays help on help.

**About WinWayout** Displays the **TheEntertainmentGroup** logo and the about dialog.

## Shareware License Terms

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The registration fee is **\$15**.

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Vendors may not modify or delete any files on the disk. Vendors may add their own installation procedure or any reasonable textfiles to assist the user. These files added by the vendor must be easily identifiable and end users must be allowed to delete the added files.

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[Registration Form](#)

## Registration Form For WinWayout 2.00

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**Please complete the following information:**

**NAME** .....

**ADDRESS** .....

.....

.....

**CPU**      286      386SX      386DX      486SX/DX

**SPEED**     .....

**DISPLAY**    EGA      VGA      SVGA      other .....

**DISK**      5.25"      3.25"

**Where did you get WinWayout 2.00 from:**

Friend      BBS      Shareware Distributor

other .....



