



## **Maze-O-Mania Help Contents**

The Contents lists Help topics available for *Maze-O-Mania*. Use the scroll bar to see entries not currently visible in the Help window.

To learn how to use Help, press F1.

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**About Maze-O-Mania**

**Copyright 1995  
Cosmi Corporation**

**Programming by Ron Paludan**



## Playing the Game

### Object

The object of *Maze-O-Mania* is to maneuver the red marble through a maze to the green hole in the lower right corner without falling into any other holes.

### Starting a new game

On the Game menu, click New Game or click on the **New Game** button to clear the playing area.

Click on the maze or the Tilt Control to start the timer and begin playing.

### Controlling the marble



To move the marble place the mouse cursor in the maze, its appearance changes to represent a horseshoe shaped magnet. To activate the magnet, click the left mouse button. When the Magnet is on, the marble will be attracted towards the mouse cursor (See [Magnet Control](#)). Maneuver the marble by moving the mouse cursor through the maze.

### Holes



Except for the green hole at the end of the maze, a marble is lost if it falls into a hole. The game ends when all the marbles are lost.

### Completing a maze



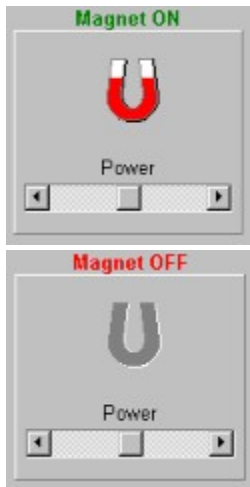
When the marble falls into the green hole, the maze has been completed. The player advances to the next level and a new maze is created.



## The Magnet Control

When the mouse cursor is placed on the maze its appearance changes to represent a horseshoe shaped magnet. To activate the magnet, click the left mouse button. When the Magnet is on, the marble will be attracted towards the mouse cursor. The shorter the distance between the marble and the cursor, the stronger the attraction.

Toggle the magnet off by clicking the left mouse button again.



### Power

The Magnets power can be increased by moving the slide to the right to increase magnet strength and left to decrease it.



## **Scoring**

Points are rewarded when a maze is completed. The number of points is based on the difficulty setting and the level completed. Bonus point is earned by completing a maze in under two minutes (one point per second).



## **Game Menu**

### **New Game**

Clear the playing area and begin new game.

### **High Scores**

View the top six previous scores.

### **Exit**

Exit Maze-O-Mania.



## Options Menu

### Difficulty

Sets the difficulty level for *Maze-O-Mania*. With higher the difficulty levels, the holes are larger and more numerous.

|               |                           |
|---------------|---------------------------|
| Beginner:     | Player receives 5 marbles |
| Intermediate: | Player receives 4 marbles |
| Expert:       | Player receives 3 marbles |

### Polarity

By default the magnet attracts the marble, however you can use the Polarity Option to reverse the magnet so that it repels the marble.

### Sound

Toggle sound effects on/off.

