

MASTER of the MAZE v1.0  
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THE GAME MANUAL

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You are encouraged to pass a copy of Master of the Maze along to your friends for evaluation. Please encourage them to register their copy if they find that they can use it. All registered users will receive a copy of the latest version of Master of the Maze, which includes all 4 maze sets (for a total of 120 mazes) and the maze construction set so you can create your own mazes.

Spice Software may be contacted at the following address:

Spice Software  
C-9 RR#1 Rosedale West  
Armstrong B.C.  
V0E 1B0  
Canada

## GAME OBJECTIVES

The goal of most of the mazes (there are 29 mazes in the first maze set, 120 mazes in all four sets) is to collect all the gems hidden in the maze and then leave the maze. Some mazes have no gems. The goal in gemless mazes is simply to find the way out of the maze.

Mazes are made up of walls, doors, locked doors, and secret doors. Doors can simply be walked through. Locked doors, on the other hand, must be unlocked before they can be used. The player must have a key (found in the maze) in order to unlock the door. Secret doors act like doors, but are indistinguishable from normal walls.

To leave a maze, the player needs only to climb up a rope, ladder, or trap door while he or she is on the topmost level of the maze (level 1).

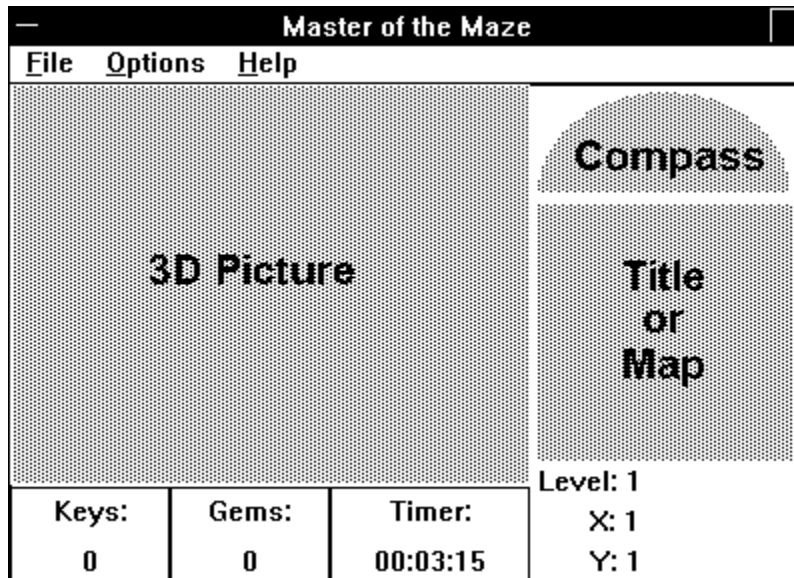
Mazes may consist of multiple levels. In fact, a maze may have up to 16 levels! The deeper down a level is, the higher that level's number is. The topmost level of any maze is level 1. Ropes, ladders and trapdoors are used to move between levels.

## PLAYING THE GAME

To run the game, use file manager to locate the directory where the game's files are stored and double click on the file MASTMAZE.EXE. This program will run fine from a floppy disk.

### The Window Layout

The game window for master of the maze is made up of a variety of components as the following picture demonstrates.



The grey sections of this picture represent graphical components of the game. The 3D Picture component is a 3D view of your current position in the maze. Everytime you move, this picture is updated.

Directly below the 3D Picture are boxes containing the number of keys you currently have, the number of gems you currently have, and the amount of time that has passed if the timer option is being used.

The Compass will show you the direction you are currently facing. If the compass option is off, the Compass will be blank.

Below the compass is the Title or Map box. This box will have the title logo in it when automapping is not on. When the automap feature is active, the box will contain a overhead view of the current level of the maze. Only areas that you have explored will be visible.

Directly below the Title or Map box is a description of where you are in the maze. These coordinates will only appear if the coordinates option is selected. If both the coordinates and automap functions are on, a green box indicating where you are in the maze will appear on the automap.

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### The Menu Bar

The menu bar contains the FILE, OPTIONS and HELP menus. The FILE menu consists of NEW, OPEN and EXIT commands.

The NEW command will reset the maze that is currently in memory.

The OPEN command allows you to load a maze into memory. The mazes are stored in MAZASET directories so you will have to go to the appropriate directory to see the actual list of mazes. See the file MAZEDESC.WRI for a description of the mazes in the various maze sets.

The EXIT command shuts down the program.

The OPTIONS menu contains the AUTOMAP, COMPAS, COORDINATES and TIMER options. A check mark beside one of these items indicates that it is activated. The check mark is toggled by selecting the menu item.

The HELP menu contains the ABOUT option. This brings up a dialog box which gives version information about the program.

### Moving around the maze

There are two ways to move through the maze. The normal method is to use the cursor keys. The up key moves you forward, the left key turns you to the left, the right key turns you to the right, and the down key turns you in a half circle.

The other way to move through the maze is to use the numeric keypad. The number 8 turns and moves you north, the number 4 turns and moves you west, the number 2 turns and moves you south, and the number 6 turns and moves you east. The Num Lock key can be used to toggle between the two movement modes.

If you can move up and/or down, the words up and/or down will appear in the bottom right corner. Use the 'U' or Page Up key to move up or the 'D' or Page Down key to move down.

## TUTORIAL

Included in the first maze set is a group of five introductory mazes. If you play through each of the mazes in order, reading the description of it below, you should fully understand how to play this game.

### INTRO1.MAZ

This is a simple maze which only uses walls. Move around the maze in order to find a ladder up. Climb the ladder (by pressing the 'U' or the Page Up key) to exit the maze.

### INTRO2.MAZ

This maze includes doors and gems. Movement through doors is the same as moving through the empty halls and rooms. Gems are automatically picked up when you walk over them. There are 7 gems hidden throughout this maze. To get out of the maze, you must find the rope up.

### INTRO3.MAZ

Directly north of this maze's starting point is a secret door. There is another secret door elsewhere in the maze. The automap feature can help in finding secret doors. Search everywhere you can and any large blocks of the map still uncovered may have a secret door leading to it.

### INTRO4.MAZ

At least 2 keys must be found in order to get out of this maze. To unlock a locked door, you simply walk into it. If you have a key, the game will give you the option to unlock it.

### INTRO5.MAZ

This maze adds the concept of multiple levels, as it consists of 4 levels. Use the 'D' or Page Down keys to move down a ladder, rope, or trap door. Use the 'U' or Page Up keys to move up a ladder, rope, or trap door. Notice that when you go down a level that the level number is increased.

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### CREDITS

The people at Spice Software hope you enjoy this game. If you do, please register so that we can produce more and better games.

**GAME DESIGN:** Billy D. Spelchan

**PROGRAMMING:** Billy D. Spelchan

**GRAPHICS:** Billy D. Spelchan

**MANUAL:** Billy D. Spelchan

(No, I'm not vain, but since I am the only member of Spice Software who worked on this game, I feel that I deserve all the credits.)