

MAZIACS

ENGLISH



THE GAME

You're the hero. To succeed you will need run through a complex maze, collect of box of treasure and then return. Easy?



MAZE

The MAZE is VERY BIG (64 times this section) & has no edges! A whole new maze is generated for each adventure (This takes time) The distance to the treasure varies but is never short! Randomly placed in the maze are swords, prisoners and bowls of food, all to help you in your search. There are also many maziacs. They are slightly less helpful.



PRISONERS

They can show you the route to the treasure or, if you already have it, the way back to the start. The route shown only lasts for so many moves or for so much time. You then need to find another prisoner. The route is shown in yellow.



SWORDS

Having a sword will enable you to kill a maziac, but after a fight you will need another. Fighting maziacs without a sword takes longer and you will probably be killed. IF you are sitting down, any attacking maziac will always send you to your maker.



MAZIACS

They are the guardians of the treasure. Although they know where you are they're no intelligent enough to find any but the most direct route to get at you. Sometimes their behaviour is unpredictable.

VIEW

The main screen will show you only a fiftieth of the maze. View will show about a twelfth. This helps locate swords, etc. But although maziacs can still move, you can't! (Any key restores MAIN screen)



ENERGY & FOOD

Running through the maze and fighting maziacs uses energy. Eating food will increase your energy (First find the food !) If your energy runs out then the adventure ends in a quickdeath by starvation. Your energy meter will be to the right of the screen.



TREASURE

It will be at least 200 MOVES from the start. You can't carry the treasure and a Sword. You can swap sword and treasure at any time. Killing rather than avoiding MAZIACS on the way to the treasure will help (a bit !)

DEATH OR GLORY

If successful your score will be the minimum number of moves needed compared with the actual moves you made as a percentage plus 0 10 20 or 30 for the level of difficulty chosen.

DIFFICULTY LEVELS

- 1 Easy.
- 2 Lose energy during VIEW.
- 3 As 2 but also lose route during VIEW. Route duration is timed.
- 4 As 3 but prisoners can only be used once.

In addition the more difficult Levels have less swords, food and prisoners but the same number of maziacs.

