M.A.Z.E User Guide

Getting Started

Navigate to the Labyrinth folder in your file explorer/command prompt and run the Labyrinth executable. On Windows, you must specifically run the executable through your graphics card.

Playing the Game

The title screen will load, and will prompt you to "Press Start to Play", however any key that is not linked to another command will take you to the next screen (see later section for all command keys). The next screen prompts you to choose a theme. Scroll left or right using the arrow keys and press the space bar to make your selection. The theme can be changed later in-game by pressing F9. This will not affect your progress through a level.

NB: The creators of this game recommend attempting to play the game first before reading further, as the remainder of this section reveal some aspects of gameplay that may be more fun to discover for yourself.

Now you begin the game proper. Use the arrow keys to control your character's movements. You aim is to navigate your way through the maze from the start to the end cell, which are clearly marked. Completing each game nets you 500 points.

Collectibles

On the way, you can collect various items (dependent on your chosen theme). These collectibles are scattered throughout the entirety of the maze and once collected will follow the player through the maze. Collecting collectibles gains you 100 points each.

You will also encounter "power ups" that will give the player a temporary boost or enhancement (although sometimes these will have a negative effect). There are 4 kinds of power up: speed boost, x-ray vision, teleportation, and drunkenness. You must discover the specifics of these power ups for yourself.

As you progress through the levels, you will start to encounter impassable objects blocking your path and thus stopping you from getting to the exit. To pass these obstacles, you must find the matching "key" to destroy it. The keys will be scattered throughout the maze along with the power ups. You must search the entirety of the maze to collect everything!

Enemies

You're journey through the various levels will not go uncontested. Once you get to level 8, a "Thief" will start to patrol the maze. His objective is to inhibit the player, and he does so by stealing an item from the player's inventory – any of his power ups or the door key he is carrying. After stealing from the player, the thief will run away into the maze and deposit the player's item somewhere within it. However, the thief is very cowardly, and if he encounters a player who is not carrying any items, he

will flee empty handed. The thief can be temporarily stunned – but you must discover how to do this.

The second kind of enemy only appears on the final level – level 12. This enemy is a minotaur, and his goal is simply to hunt and kill the player. If the minotaur gets line of sight contact with the player, be prepared to run – and fast! The minotaur will charge at the player and will kill the player on contact. If you manage to evade the minotaur's charge, he will be temporarily stunned and will not pursue you for a period of time. If you unfortunately fall victim to the minotaur, you will be given the option to restart the level at the cost of 2000 points, otherwise you will be forced to restart from the first level.

The Endgame
The game ends upon completion of Level 12. At this point, you will be presented with the "winning screen". If you have accumulated more points than the previous high score, this will be recorded so you can try to beat it next time you play!

Pause Menu
Restart Level – start the level over (everything is reset)
Restart Game – start the game over from level 1 (everything is reset)
Options – change the game options
Credits – view the game credits
Quit – exit the game

Options
Change Theme – change the theme of the maze
HUD on/off – toggle the heads up display on and off
Full Screen on/off – toggle full screen on and off
Change Camera Angle – change between first and third person camera angle
Sound on/off – toggle sounds on and off
Reset High Score – reset the high score record back to 0

Keyboard Controls
Up arrow – move forward/make selection in menus
Down arrow – turn around (180 degrees) /make selection in menus
Left arrow – turn left/make selection in menus
Right arrow – turn right/make selection in menus
Ctrl – activate power up
Space – pause the game/access pause menu
M – toggle sounds
F9 – change theme
F10 – toggle HUD
F11 – toggle full screen
F12 – toggle first person
Return – make selections in menus
Esc – quit the game

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