HesWare™

Maze Master™

By Michael Cranford

Instruction Manual

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MAZE MASTER

By Michael Cranford

HES
Human Engineered Software
150 North Hill Drive
Brisbane, CA 94005
415/468-4111

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INTRODUCTION

Through long dark corridors, secret doors, one-way doors, ever aware that deadly monsters can attack at any time, MAZE MASTER is the adventurer's path to fun and peril.

Advancing through the labyrinth, your three wizards and warriors are minimally armed and shielded, but as they meet and overcome the dangers present, they gain gold and experience. These are the media of exchange for even greater character attributes, possessions, and more powerful magic. Progress through the levels of the maze further enhances the characters in their journey to conquer the BALROG, a villainous creature bent on the destruction of the liege and his realm. The BALROG headquarters in the nether regions of an underground serpentine. Not only is the BALROG protected by terrible monsters, but his chamber on the lowest level is surrounded by a potent mystical aura. This magical defense can be penetrated through the solution of a riddle. Along the convoluted course, clues to the riddle are given to those hardy characters who have proved their mettle in the fight to destroy the BALROG and his band of blackguards. The game is over when the BALROG is terminated and the riddle solved. The liegelord and his domain will be safe once again!

You can keep this game going for hours, or have your courageous expedition wiped out in the first few minutes of play. Keen analysis of each character's total make-up can provide a base for strategic game playing, and the rewards are great.

Here are some tips on playing the game. Have some graph paper handy, and as you go through the labyrinth, map out exactly where you are on each level. It's a three-dimensional experience, and helps you visualize perspective and increase your sense of depth-perception. At the same time, you may wish to keep track of each character's code numbers, and re-enter them if you are satisfied with the attributes each has amassed during previous game play. In this way, progressively strengthened characters do a mightier job in battling the BALROG'S monsters.

Treasure awaits the victorious; the liegelord depends on your wizards and warriors to keep his realm free from the BALROG'S destructive intentions.

CHARACTERS

You are in control of up to three characters — personalities that you may name, arm, and direct in any fashion you choose. These characters have four vital attributes. These attributes are:

1) STRENGTH 2) INTELLECT 3) DEXTERITY 4) CONSTITUTION

The first three categories have a numerical range of 0 to 18.

STRENGTH is a measure of physical power. A high rating in this category aids the character in the amount of damage he does in combat.

INTELLECT is a measure of mental acuity. A high rating aids the Wizard character by giving bonus spell points.

DEXTERITY is a measure of agility and deftness. A high rating will give the character accuracy in combat, and aid in keeping the character from being hit (by affecting his Armor Rating).

CONSTITUTION is a measure of health and vitality. It is a representation of how much damage a character can take before dying (that is, if a character has a constitution of 20, he can take 19 points of damage and still be alive). If the value becomes 0, a character is dead. Constitution can be in the range of 0 to 255.

CLASS
A character may be of either the Warrior class or the Wizard class.

The Warrior is a fighter. As he earns more experience points, he is able to strike a foe more readily, and do more damage.

The Wizard does not have this combat bonus, but as he progresses in experience, he earns more spell points. The expenditure of spell points is known as "casting" spells of varying magical natures. This is explained further in "The Logic of Magic" section.

EXPERIENCE
As a group of characters moves through the maze defeating foes and earning treasures, the characters earn experience points for their adventures (maximum of 65,535). Every 1024 points they earn will give them a bonus to their constitution and attributes after leaving the maze.

GOLD
Gold is the medium of exchange in the world of MAZE MASTER. With it, your characters can purchase arms and armor, and even magical items. A character can have up to 65,535 gold pieces.

POSSESSIONS
Each character can carry four possessions: a weapon, a suit of armor, a shield, and a magical item of choice.

ARMOR RATING (AR OR ARM)
Once in the maze, your characters will be assigned an Armor Rating on a scale of -10 to + 10. The lower the value, the more difficult the character is to hit in combat. Thus, a heavily armored character with a high dexterity might have an AR of -6, whereas an unshielded character with low dexterity might have an AR of + 10.

CONDITION (CND)
In the maze, your characters will have a CND value next to their CON (constitution) value. CND is the present value of the constitution, minus any damage taken. CON is the normal constitution value.

STARTING THE GAME

Loading MAZE MASTER

1. Make sure your Commodore 64 is turned off.
2. Insert the Maze Master cartridge.
3. Then turn on the power to your monitor and computer.

When you are finished with the game, be sure to turn off the computer before removing the cartridge.

Upon initially running the game, or after leaving the maze, you will be faced with a menu of five choices:

1. Enter a new character. Random character creation is taken care of by the program. When you enter a new character, you will first be asked if you wish his attributes "randomized." PRESS Y or N to decide. If so, the computer will assign a value to his STRENGTH, INTELLECT, DEXTERITY, CONSTITUTION, and GOLD, and allow you to select his name and class.

Median values for a typical character are:

Strength	12
Intellect	12
Dexterity	12
Constitution	14
Experience	0
Gold	120

Notice that the new character begins without experience points and without possessions. A NEW character must purchase anything needed.

If you do not wish to have a character randomly generated, you may enter one from previous play by typing in the three 7-digit code numbers associated with him. The code numbers reflect the present status of this character, and are detailed further in (3) below. Once you finish playing and return on another occasion, you can give the same attributes to your character if you have written down the code numbers.

The maximum number of characters that can enter the maze is three. If you wish to eliminate or change a character, see (4) below.

2. Buy an item. When you have acquired a reasonable amount of gold, you can spend some of it for a new weapon (WE), a suit of armor (AR), a shield (SH), or a magical item (MI).

First, you will be asked which of your three characters wishes to buy something. PRESS 0 to return to the main menu. Otherwise, choose the appropriate character by pressing 1-3.

Second, you will be asked which item type you wish to buy (1-4). PRESS 0 if you do not wish to buy. Then select an item (1-4) from the price list below. If you have the gold necessary to cover the purchase price, the item will be added to your possessions.

A complete list of items and their costs follows:

WEAPONS	COST
1. Sword	20
2. Magic sword	500
3. Rune-mace	1500
4. Wrathblade	4000

ARMOR	COST
1. Leather armor	50
2. Chain mail	100
3. Magic armor	2000
4. Mithril coat	6000

SHIELDS	COST
1. Shield	35
2. Magic shield	200
3. Ward shield	800
4. Deflector	1500

MAGICAL ITEMS	COST
1. Staff of light	5000
2. Ring of accuracy	1500
3. Amulet of healing	5000
4. Hawk blazon	10,000

In the first three categories, the power or effectiveness of the item increases with its numerical value (1 to 4). The magical items bestow unknown benefits, which you will understand as you collect them and use them in the game.

3. Examine a character. This selection shows a complete list of the character's status, with all attributes, gold, items, and experience. Three 7-digit numbers are also displayed. Write down these code numbers and re-enter them if you wish to use the same character another time. Every time a character undergoes a change, his code numbers are updated. Keep track of the most recent code. Note that CND and SPELL POINTS are NOT listed. Every time you re-enter the maze, these are reset to their maximum value.

4. Delete a character. You can eliminate a character and substitute another one through this choice. It is a useful function if you feel any one of your characters is not powerful enough to enter the labyrinth.

5. Enter the maze. This begins the adventure. You must have at least one character in your party to begin.

IN THE MAZE

After entering the maze, a three-dimensional view of the corridor is shown in front of you. Normally, you can see only two spaces ahead, but this can be increased to four through magical means.

On the right side of the screen is a forward view in the maze. You are looking at the maze as if you were in it yourself. The doors look like boxes within boxes, and may be entered.

Think of each space as a 10'x10'x10' cube. The maze itself consists of five different levels, and is underground. Thus, walking downstairs will take you deeper into the maze. Each level is a 20x20 space grid, and permits going off one edge and coming in on the opposite edge. You first enter the maze on level 0, at 0 spaces north and 0 spaces east, facing north, in the lower left-hand corner of the grid. You can keep track of your travels within the maze by drawing maps. Do all of your triangulation from this point. Any time you return to this space, you can take the stairs up and leave the maze.

MOVEMENT

You can either use a joystick or the keyboard for movement. If you use a joystick, plug it into CONTROL PORT NO. 2. To turn left, push the joystick in that direction, or PRESS J. To turn right, push the joystick to the right, or PRESS L.

Thus, turning left or right twice would leave you facing in the opposite direction. Note that turning does not change your position, but only the direction in which you are facing.

To move forward, press the joystick forward or PRESS I. To move forward and through a door, press the joystick fire button or PRESS K.

When you bump into a wall, you will hear a low tone and see an asterisk appear briefly. You will hear a higher tone when you pass through a door.

The game runs on a real time simulation. If you simply stare at the screen, time is actually passing for your characters. A wandering monster may even come by and attack you. If you wish to pause, PRESSING P will stop the game timer. The title block will start flashing, indicating that the game is frozen. Press any key to resume play.

To cast any non-combat spell, PRESS S. You will be asked which character wishes to cast a spell. Choose by pressing the character number, or 0 to back out. Actual spell operations are covered in "The Logic of Magic."

To look at any of your characters, press the appropriate number key. This will give you a listing similar to the one contained in the main menu option.

MESSAGES

As you travel through the maze, an occasional message will appear, accompanied by a high tone and some text in the dark grey box.

Most messages tell you about a stairway going up or down, and ask if you would like to take it. To answer, PRESS Y or N. Other messages are usually informational, and give a clue to a riddle, or a warning about a trap. The messages disappear as you continue to move.

SPECIAL DOORS

Two special door types exist in the maze . . . one-way doors and secret doors. One-way doors are passable only one way and are a trap, since they are merely walls on the other side.

Secret doors are visible only when you have a light spell in operation. Otherwise, they appear as blank walls. In any case, if you know a secret door is present, you can go through it, regardless of how it appears.

COMBAT

Next to mapping, combat is certainly the most important aspect of MAZE MASTER. You enter combat by being attacked by a monster in the maze, which happens frequently. A picture of the monster appears, along with its name and the number present, to the right.

You will be asked if you wish to (F)ight or (R)un. Press the letter of your choice. If you run and get away, there will be no battle, but you will not get any treasure or any experience.

If you wish to fight, give instructions to each character when it is his turn to attack. You must choose to use a weapon or cast a spell. If you try to cast a non-combat spell, or if you do not have enough spell points, your character will automatically attack with a weapon.

After your orders are in, battle statistics will report if your character has made a hit, and if so, how much damage was done and whether or not the monster was killed.

The computer will tell you when it is the monsters' turn to attack. Battle statistics will report which character is being attacked and how much damage, if any, has been done. If a character is killed, it will be removed from the party immediately. If the entire party is killed, the game will be restarted.

Should your party be suffering an inordinate amount of damage in combat, you can attempt to escape by pressing the E key. It is unlikely you will escape, but if you do, you will not earn experience points or gold for that combat period.

It is suggested that the first character be the party leader. It is wise to make this character a warrior, since he will absorb the brunt of any attacks.

After combat, a number of experience points and gold will be printed on the screen. This is the amount given to each character that survives the battle.

THE LOGIC OF MAGIC

Magic does work logically. Magic is a skill in a wizard, as swordplay is a skill in a warrior. Magic comes from channeling inner energy (spell points) to achieve a physical result. Casting spells lowers a wizard's spell points until the wizard leaves the maze. Wizards gain spell points directly correlated to the amount of experience they gain.

The magic chart on the quick reference sheet lists the spells, their number, the spell point cost, and their effect. The list also shows which spells can be cast in combat and which cannot. A more detailed explanation of spell effects follows. Bear in mind that, unlike a weapon attack, spell attacks CANNOT miss.

SPELL 1 FIREBALL
This spell sends out a ball of flames, which does 1-32 points of damage to 1 monster.

SPELL 2 SHIELD
This lowers the party's AR by 2 for the duration of the battle. This and all similar spells has a cumulative effect.

SPELL 3 HEAL
This spell will heal 1-32 points of the spellcaster's own CND.

SPELL 4 ORIENT
This spell will inform the party of its location in relation to the exit stairway from the maze, on level 0, as well as telling the current direction the party faces.

SPELL 5 FLAME BLAST
This spell will send out a firey arc, burning **all** surviving monsters for 1-16 points of damage.

SPELL 6 PROTECT
This spell will drop the AR of the party by 4 for the duration of the battle.

SPELL 7 RESTORE
This spell will heal the CND of every party member by 1-16 points.

SPELL 8 LIGHT
This spell allows the party to see 4 spaces ahead (extended distance), as well as detect secret doors. The effects of this spell last at least 15 minutes in real time, and a gong will signal termination of the spell.

SPELL 9 MIND FIST
This spell deals all surviving monsters a crushing blow, and does 1-32 points of damage to each.

SPELL 10 GUARDIAN
This spell drops the party AR by 6 for the duration of the battle.

SPELL 11 REGENERATE
This spell is similar to Spell 7, except that it heals 1-32 points.

SPELL 12 CAT EYES
This spell is similar to Spell 8, for double the duration (at least 30 minutes of real time).

SPELL 13 ACCURACY
This spell will improve the chances of all the characters scoring a hit in combat by approximately 25%.

SPELL 14 PHASE WALL
Before casting this spell, the party should be standing directly in front of a wall it wishes to pass through. When the spell is cast, the wall will vanish for one move. If the party turns left or right, the wall will reappear. While the wall is gone, the party will be able to see what lies beyond it, and even step through it. The wall will rematerialize immediately. This spell will not function on the lowest maze level.

SPELL 15 SHADOW SHIELD
This spell lowers the AR of each member of the party by 2 for the duration of the entire maze expedition.

SPELL 16 TELEPORT
This spell can be used to move the party to nearly any spot in the maze. Use the joystick controls to indicate the number of squares north to move (a negative value moves you south), the number of squares east (a negative value moves you west), and the number of levels to go down (a negative value moves you up). Teleporting to the bottom level "bounces" you up to the top level.

SPELL 17 FLAME FURY
This spell causes an incendiary explosion to occur among your foes, doing 1-64 points of damage to each.

SPELL 18 RENEWAL
This spell will completely restore all surviving members of your party to their full constitution.

MAZE MASTER
QUICK REFERENCE SHEET

I OR JOYSTICK UP ..... MOVE FORWARD
J OR JOYSTICK LEFT ..... TURN LEFT
L OR JOYSTICK RIGHT ..... TURN RIGHT
K OR JOYSTICK BUTTON ..... KICK THROUGH DOOR

P ..... PAUSE GAME
S ..... CAST SPELL
#1-3 ..... VIEW CHARACTER

ITEMS

Weapons

1. Sword
2. Magic sword
3. Rune-mace
4. Wrathblade

Armor

1. Leather armor
2. Chain mail
3. Magic armor
4. Mithril coat

Shields

1. Shield
2. Magic shield
3. Ward shield
4. Deflector

Miscellaneous Magic Items

1. Staff of light
2. Ring of accuracy
3. Amulet of healing
4. Hawk blazon

SPELL LIST

Spell No.	Name	Type	Spell Cost	Effect
1.	Fireball	C	1	(1-32) to 1 foe
2.	Shield	C	1	-2 to AR
3.	Heal	N	1	+ 1-32 to own CND
4.	Orient	N	1	Find location
5.	Flame blast	C	2	(1-16) to all foes
6.	Protect	C	2	-4 to AR
7.	Restore	N	2	+ 1-16 to group's CND
8.	Light	N	2	Illuminate
9.	Mind fist	C	3	(1-32) to all foes
10.	Guardian	C	3	-6 to AR
11.	Regenerate	N	3	+ 1-32 to group's CND
12.	Cat eyes	N	3	Illuminate X 2
13.	Accuracy	C	4	Increases group % to hit
14.	Phase wall	N	4	Travel
15.	Shadow shield	N	5	-2 to AR for duration of expedition
16.	Teleport	N	5	Travel
17.	Flame fury	C	6	(1-64) to all foes
18.	Renewal	N	6	Heals group CND to 100% CON

C = Combat spell
N = Non-combat spell

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Telex: 278968

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