AMAZING MAZE

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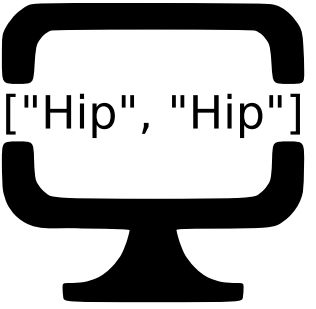

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The Story

You are the world's best ICS teacher, Ms. Krasteva. As a thank you gift for an amazing year of teaching, your students bought you a coffee. But when you drink the coffee, you start to feel funny.

When you get home, you turn on your TV, and start to watch the news. They are running a story on a coffee recall! Due to horrible quality control, coffee from Starbucks is turning people sick. But not just a normal kind of sick. It is turning them into mice!

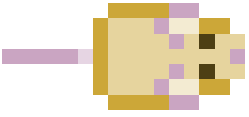
You see the world around you getting bigger, but it isn't. Ms. Krasteva is turning into Mouse Krasteva!

The news wrapped up the story by mentioning that the company "Hip Hip Array" is testing an antidote. However, you do not have time to wait for this antidote, because you

need to mark the fantastic ISPs your students have poured the last month of their lives into in an effort to get 100

You take it upon yourself to break into the lab and steal the antidote because mice are unable to use computer mice.

Unfortunately for you, the lab has a high-tech security system of boolean algebra mazes and cat security guards, meaning that you have to avoid getting electrocuted while collecting fish to bribe the cats to not to eat you.



Main Menu

The menu provides you with a few options:

New Game

Continue

Tutorial

Settings

High Scores

Quit

Screenshot here

Settings

Screenshot here

On the settings menu, you are able to:

- Adjust the volume level
- Toggle fullscreen mode
- Change the controls
- Reset the settings, save, or everything

Maze

In the maze, you must navigate through logic gates.

Each gate has two inputs, and one output.
Green is on, or true.
Red is off, or false.
Blue is unknown.

An on wire.

An off wire.

An unknown wire.

The two inputs will always be known, and *you* will always need to determine the output.

You will be working with AND, NAND, OR, NOR, and XOR gates.

4.1 AND Gate

An AND gate is on only if both of its inputs are on.

Input A	Input B	Output
OFF	OFF	OFF
OFF	ON	OFF
ON	OFF	OFF
ON	ON	ON

4.2 NAND Gate

A NAND gate's output is the opposite of an AND gate's with the same inputs. It is a *not* AND gate.

Input A	Input B	Output
OFF	OFF	ON
OFF	ON	ON
ON	OFF	ON
ON	ON	OFF

4.3 OR Gate

An OR gate is on if at least of its inputs are on.

Input A	Input B	Output
OFF	OFF	OFF
OFF	ON	ON
ON	OFF	ON
ON	ON	ON

4.4 NOR Gate

A NOR gate's output is the opposite of an OR gate's with the same inputs. It is a *not* OR gate.

Input A	Input B	Output
OFF	OFF	ON
OFF	ON	OFF
ON	OFF	OFF
ON	ON	OFF

4.5 XOR Gate

An XOR gate is on if only one of its inputs are on.

Input A	Input B	Output
OFF	OFF	OFF
OFF	ON	ON
ON	OFF	ON
ON	ON	OFF

4.6 Interacting with Gates

The goal of this game is to reach the right side of the map without touching any wires that are on. While not necessary, you make click on the gates to mark them with what you think their output is. Left click a gate to mark it as on. Right click a gate to mark it as off. Middle click a gate to mark it as unknown.