

Labyrinth Game

BEGINNING THE QUEST

Within the labyrinth sleeps a foe, guarding a stolen treasure.

Your object is to find and retrieve the treasure, then get it back to your Secret Room before the foe gets you or your rival player robs you!

The computer generates a different labyrinth each time the RESET button is pressed.

To begin the game press any square on the board that you want as your Secret Room, where you are invisible to the foe. Then press the NEXT button.

The game will then acknowledge that Player 1's Secret Room has been chosen. Player 2 should then select a Secret Room and then press the NEXT button. The game will then acknowledge that Player 2's Secret Room has been chosen

(If only one person is playing, press the square for your Secret Room, then press NEXT button TWICE.)

After each player has chosen a Secret Room, the computer will select a hidden Treasure Room. This room will be at least 3 squares away from any Secret Room. The computer will then generate a random labyrinth, but it is so dark that the wall locations are invisible. This labyrinth will be different every time you play the game

At the beginning of the game, players can move their character a maximum of 8 SQUARES PER TURN. Player 1 goes first, starting to move from their Secret Room.

To move your character, use the mouse and press down on square adjacent to the square your character occupies. On every move the game will respond with output of the player that moved and the direction as well as the move count. If you skip over squares you will be alerted with a message that you have made an illegal move.

You can move your character North, South, West or East, but you cannot move diagonally and you cannot move through walls.

When you hit a wall, you will see a message that you hit a wall. Your character will then remain on its current space and your turn is over. The game will then indicate that it is the other player's turn.

When you hit a wall, the wall becomes visible so you will know where it is if you come that way again.

You do not have to take all 8 possible moves in one turn. You can stop at any time by pressing the NEXT button and handing play over to the other player.

After you press the NEXT button, use your maximum number of moves, or hit a wall, the game will then indicate that it is the other player's turn. If two players are playing, then at the end of Player 2's turn, after alerting that the player's turn has ended, you will be alerted to the foe moving, if the foe is awake.

Continue moving, taking turns and finding walls. Try to find as many walls as possible before the foe wakes up. If two players happen to land on the same square, and neither one has the treasure, at the end of a turn, then a random legal adjacent square will be chosen for the moving player to be placed. They cannot both occupy the same square. If the square happens to be one player's SECRET ROOM then that player is awarded to square and the other player is moved.

THE FOE WAKES

At the beginning of the game, the foe is asleep in the Treasure Room. But the foe sleeps with one eye open. After each player has taken one full turn, the foe then starts checking to see if anyone is approaching too close to the treasure.

While moving, or at the end of a turn, if either player is 3 squares away or closer, in any direction (including diagonally), the foe wakes completely. The game will display a message that the foe is awake. As soon as the second player's turn is over, the foe moves one square.

When the foe is awake, it starts to chase the nearest player. It always moves **1 square at a time**, after Player 2 takes their turn. (If only one person is playing, the foe and player take turns moving, after the foe wakes.

THE FOE CAN MOVE DIAGONALLY AND THROUGH WALLS.

If the foe is chasing one player and the second player happens to move closer, the foe will change course, to go after the second, closer player.

If either player gets the treasure, the foe will chase after that player, even if the other player is closer.

FOE ATTACK

The foe is invisible. When you see that it has awakened, you know only that it is 3 squares away or closer in **SOME** direction. You will not know the foe's exact location until it attacks a player. After one player has been attacked, the foe remains visible.

If you land on the foe or it lands on your character, it will attack and wound your character. You will see a message informing you who was attacked.

The attacked player will be returned to their Secret Room, where they can no longer be seen by the foe. After each foe attack, your character's ability to move will drop by 2 moves per turn.

FIRST FOE ATTACK— maximum moves per turn drops from 8 to 6.

SECOND FOE ATTACK— maximum moves per turn drops from 6 to 4.

THIRD FOE ATTACK— your character is wounded too severely to continue. A message will be displayed that you're out of the game.

After the foe attacks a character, it looks around to see if there are any more characters in the labyrinth. If the second character is out of their Secret Room, the foe starts after them. If it cannot find a second character, it starts back to the Treasure Room, moving one square at a time, until it "sees" a character again. Even if it returns to the treasure room, it will not go back to sleep.

TREASURE FOUND

If you succeed in avoiding the foe long enough to find the treasure (land on the Treasure Room square), you will be alerted that you found the treasure and your character will then have to stop, even if you have not used your maximum number of moves. You cannot move again until the other character and the foe (only the foe if you are playing alone) have both moved.

The treasure is heavy and slows your character down to 4 moves per turn, as long as they are carrying it due to fatigue. If your character is already at a 4 move maximum (has been attacked by the foe twice), their ability to move will not be further reduced.

Once you locate the Treasure Room, its location will be visible if the treasure is ever returned.

Now that you have found the treasure, you must get it back to your Secret Room in order to win the game.

If you are playing alone, you must avoid the foe. If you are playing with another person, you must avoid the foe and keep the other player from stealing the treasure.

When you have the treasure, if the foe attacks you, the treasure goes back to the Treasure Room and the location is visible if it was not previously.

If you land on the Treasure Room square while the foe is still there, you will be attacked and wounded. If this is your first or second attack, your character will be sent back to your Secret Room and their ability to move will be decreased in the usual manner. If this is your third attack, your character will be out of the game. The treasure will remain in the Treasure Room. The foe will stay in the Treasure Room unless a character is in the labyrinth, outside their Secret Room.

When two people are playing and one is knocked out of the game by the foe, the other **does NOT automatically win**. The second player must still find the treasure and get it back to their Secret Room without

encountering the foe.

FATIGUE

The game will keep track of a fatigue score for each player. This will start at some value at the start of every turn and be decreased on every move of the player. Wounded characters tire faster the more that they are wounded.

Periodically during the game, the computer will RENEW your character's strength, back to what it was at the start of the game. You can never be sure when this will happen. This means that the characters can earn back their number of moves as they heal up past wounded levels. The characters can never heal past their original number of moves. This is done on an undefined random basis. The player should be alerted when this happens.

A player's fatigue score determines the winner in a character vs. character combat over the treasure.

PLAYER VS PLAYER COMBAT

Once a character finds and takes the treasure from the Treasure Room, their opponent can try to steal the treasure from them by going to the square that the treasure carrier is on. In this case, if both character occupy the same square and one of them has the treasure, they engage in combat to determine who gets the treasure. The winner is decided by the computer, based on each character's fatigue score at the time of combat. The attacking player will end their turn at this time.

The winner of the combat will be announced and the treasure may change hands. The winner's ability to move is immediately reduced to 4 moves per turn. The loser of the combat is moved to a random spot 3 squares away (in any direction, even behind walls, but not on the same square as the foe.).

THE WINNER

When any player succeeds in getting the treasure back to their Secret Room, that player wins.

To play again, press the RESET button again. You will get a new labyrinth, with a different number and position of walls.