

- Start the game with START\_GAME\_WINDOWS\_64 bat file.
- Press <<start new game>> button.
- Choose dimensions of the maze (height, width, length).
- Press <<generate maze>> button.
- You can change perspective with perspective combo box.
- You can move character by using arrows or page up and page down buttons.
- If you are at “y” perspective and you use page up and page down buttons. The value of y will change accordingly: If your current position is {x,y,z}, and you pressed page up button, the position of the character will change to {x,y+1,z} (if it’s possible), and if you pressed page down button the position of the character will change to {x,y-1,z} (if it’s possible).
- If you are at “x” perspective and you use page up and page down buttons. The value of y will change accordingly: If your current position is {x,y,z}, and you pressed page up button, the position of the character will change to {x+1,y,z} (if it’s possible), and if you pressed page down button the position of the character will change to {x-1,y,z} (if it’s possible).
- If you are at “z” perspective and you use page up and page down buttons. The value of y will change accordingly: If your current position is {x,y,z}, and you pressed page up button, the position of the character will change to {x,y,z+1} (if it’s possible), and if you pressed page down button the position of the character will change to {x,y,z-1} (if it’s possible).
- Arrows buttons moving character according to their directions, no matter at what perspective you are now.
- To get hint – press <<get hint>> button, it will display the exit position from the maze.
- To solve maze – press <<solve maze>> button, then default algorithm will solve the maze, when it’s finished the message box will be displayed, then press <<display solution>> button, it will display the solutions of the maze.
- There is File menu where you can load maze, save maze, change properties and exit from the game.