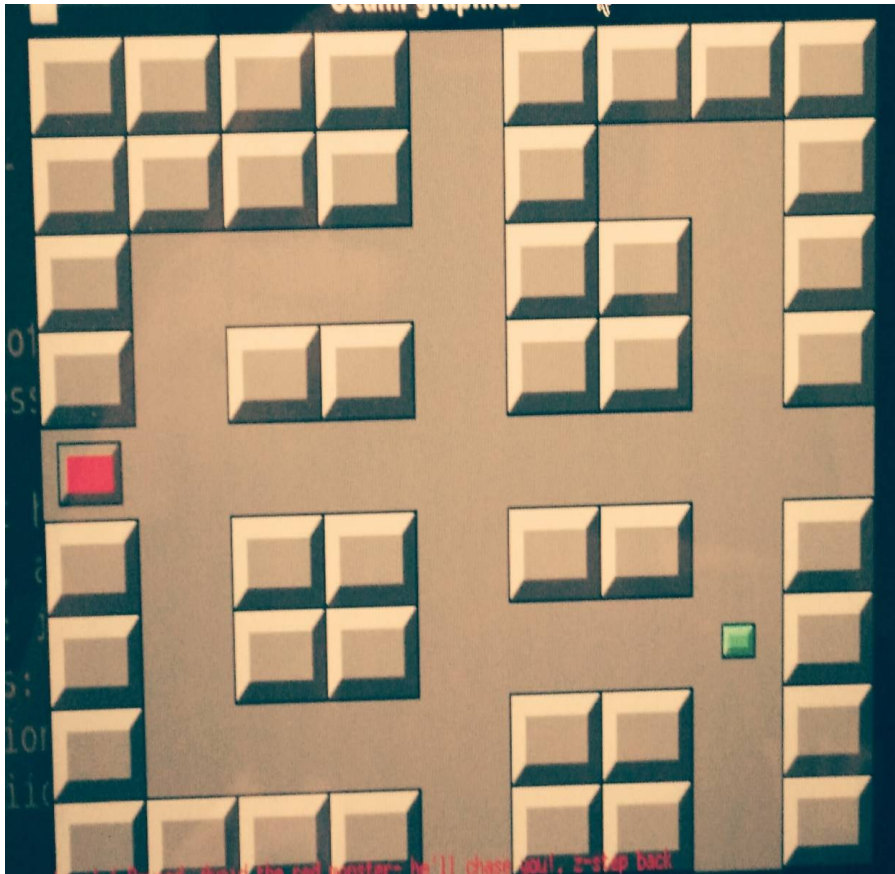
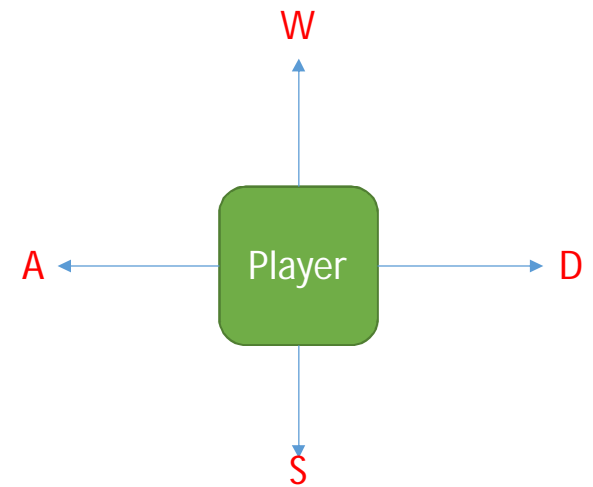
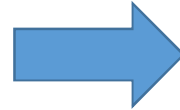
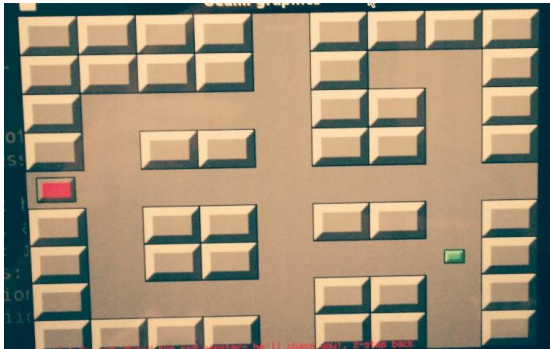


Game Tutorial



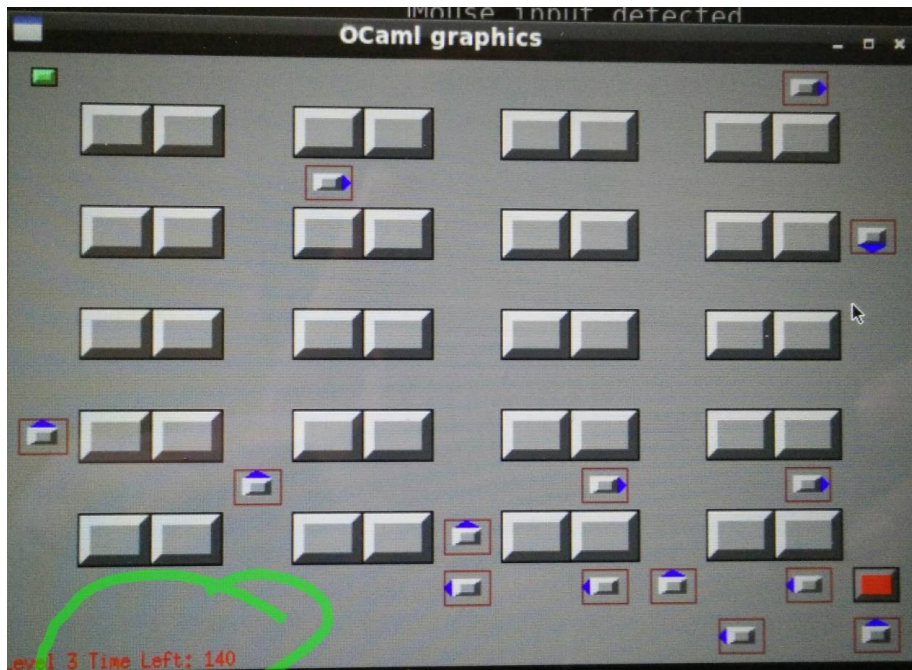
Hello Brave Wanderer,
You are stuck in the magical forests of Ithaca, the lost city of yore. Various ferocious monsters inhabit this place, and thirst for human blood. This game consists of player (you, green) and various monsters in a maze. The monsters chase you, while you evade them. If you "collide" with any monster, you lose your life and honor. To pass each level, you must evade all monsters for a fixed number of steps.
Bon Voyage

Controls



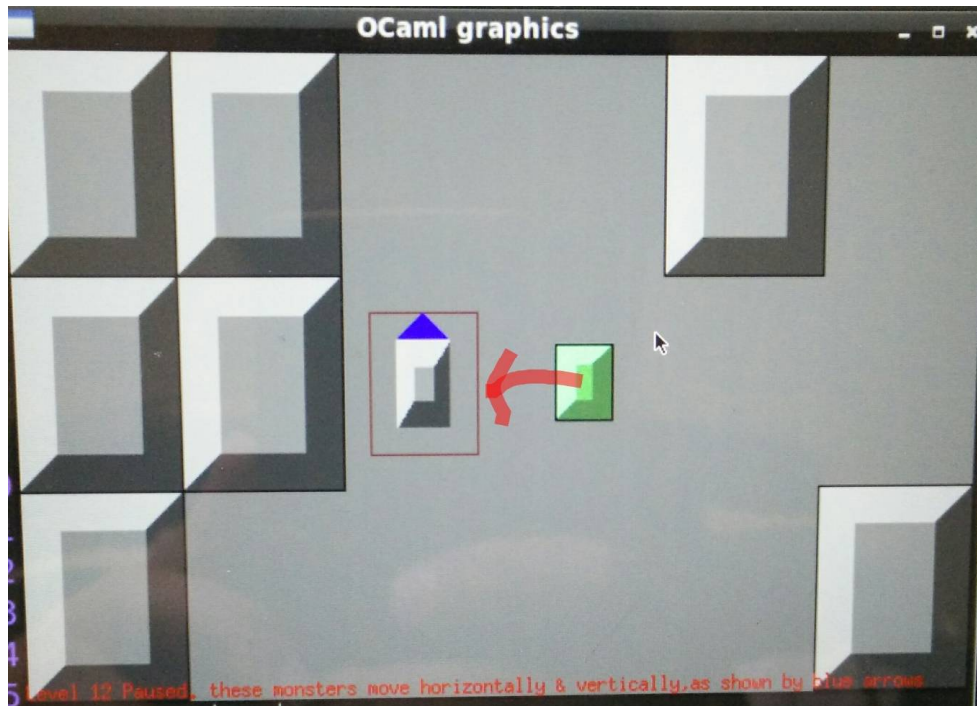
- Use W,A,S,D to move in the shown direction
- Use spacebar to pause, or start a level at the beginning
- Use 'z' to go back one step
- Use ' ['or '] ' to toggle levels backward and forward
- Use 'r' to restart the level
- Exit anytime by pressing 'e'

Rules



1. You have to evade all the monsters for a given number of steps for each level. The number of steps left is displayed at bottom left (circled in green in the image)
2. Player cannot move through the walls
3. Red monsters are intelligent masters of the realm, and smartly try to chase you down.
4. Green Monsters are terrifying sleeping creatures. If you get close to them, you wake them from their slumber and they start chasing you down like a red monster.
5. Blue monsters are territorial animals. If you get close to them, they will start chasing you, but they will stop chasing you once they reach the edge of their boundaries.
6. Pink monsters were jilted in love and went mad. They move randomly, and if you collide with them, you die.

Rules (Continued)



BEST OF LUCK BRAVE
WANDERER

7. Grey Monsters are brain damaged zombies. They move in a fixed horizontal or vertical direction till they collide with a wall, and then turn back. They take ONE TURN to REVERSE their direction. Their direction of next movement is shown by the accompanying BLUE ARROWS
8. A "collision" occurs if you and another monster share a common position at any point of time. That's the end of your life.
9. Monsters move after you move, so in a scenario shown In the accompanying pic, if you press the 'A' key, hoping that the monster moves upward simultaneously, leaving you safe, **YOU DIE**, since the monster stays there when you land at his feet
10. If you win or lose the game, the message at bottom left changes to inform you of that.