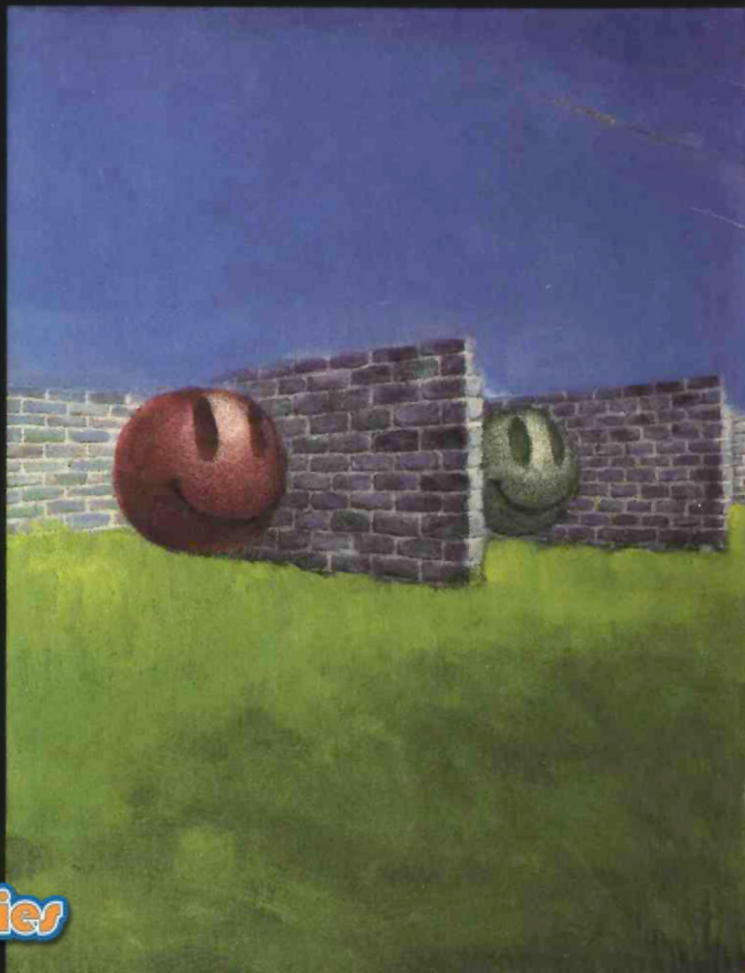
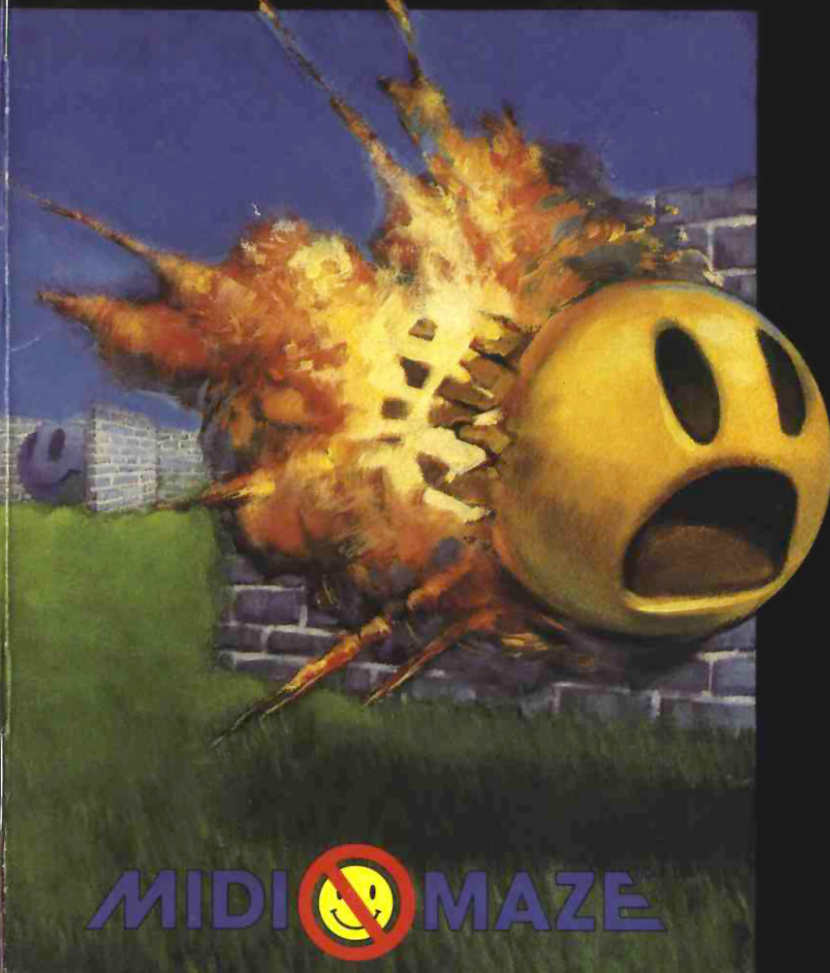


 **Hybrid Arts, Inc.™**



~~Kill~~
~~Put on~~ a Happy Face!



MIDI  MAZE

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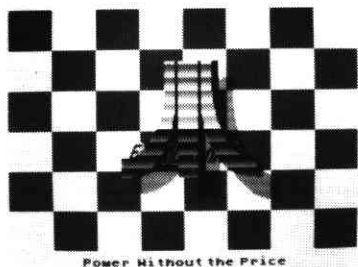
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About the Authors:

XANTH F/X is comprised mostly of the design team that produced "Fuji-Boink", "Shiny Bubbles" and other graphic demos on the Atari ST™ and ATARI XE series computers.

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1. A Note from XANTH F/X

This Program is our first commercial work and it is imperative that we be successful. We have contributed many programs to the public domain and will continue to do so, IF we can make a living programming for the Atari ST. Please do not "Pirate" or accept illegal copies of this program. We intend to upgrade this program significantly, it is the first of a series of advanced graphic video games. However, If we do not meet our sales goals we will be forced to upgrade our programs on OTHER computers!



2. Welcome to MIDI-MAZE™

Once upon a time in a measure far, far from sanity, there existed sixteen notes, or more... But in our fable only sixteen ascended the scale to jam in... MIDI-MAZE!!!

We take you back to a time before chords or even polyphony, Scores of octaves came to watch the barbaric finale. The air reverberating with the chorus of "Have a Nice Day!". Scary, isn't it?

Dear Readers... It was note against note, color against color. It was not Pretty! Your mission young smiley, is to defend your color, edit the "bad" notes and may the best note win! The refrain is simple: "Sixteen notes enter, One note leaves"

In this program we relive the simpler time. You become a player in the maze, one on one or one on many... Enjoy!!!

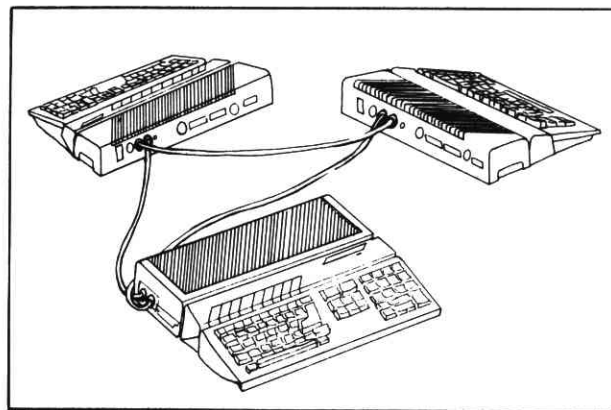
3. Set-up and Requirements

Midi-maze will run on **any ATARI ST**. One MIDI cable is needed for each computer **if** you are using the multiple machine option. A **joystick is recommended**, however, if you want use the mouse pressing the "ALT" key and the "M" key together will select mouse control. The "ALT-J" combination will select back to joystick control.

Single player and Solo mode: Insert disk and turn-on ST. Midi-Maze will auto-boot. After the boot process is complete the computer will either say "master machine" or "slave machine," depending on if you have a midi cable connected from the MIDI-IN to MIDI-OUT port. If you have a midi cable connected, you should get the prompt "master machine" in that case skip the next step! If your machine says "slave machine" you need to press the "ALT" and the "S" key at the same time. Pressing the "ALT-S" key combination will activate the Solo-mode, which does not require the midi cables to be connected. Hitting the "ALT-S" combination again, returns the computer to "slave machine" mode.

Multiple players and the "Master machine": All MIDI-cables should be connected, MIDI_IN to MIDI_OUT (see "MIDI-ring" below). Insert MIDI-MAZE disk into each computer one at a time and turn-on ST. All the machines will say "slave machine" except for the last machine in the sequence, which will say "Master Machine". The "Master machine" is the last computer to be activated in the "MIDI-Ring".

Please note. The slave machines have no control at all, and all selections are made by the "Master machine", unless they activate the "Solo-mode" as described above. If solo-mode is in effect, they take themselves out of the MIDI-Ring and should be physically removed if the other players want to play multiple machines. Any number of players can activate the "Solo-mode" but they will all need to have at least a disk with some maze files on it. The "Master machine" may also become a "Solo machine" if desired. If you need to re-establish the MIDI-Ring use the "ALT-S" to turn the solo machines back to "Slaves". If for some reason you have turned the master into a Slave machine "ALT-R" will return it to "master" status.

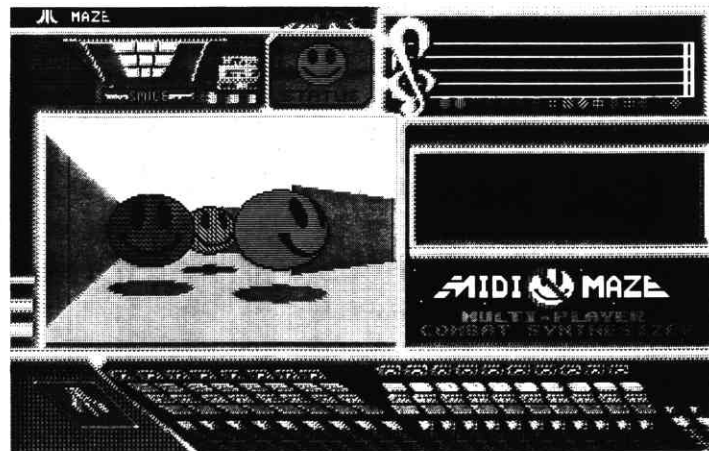


The MIDI-Ring: Up to 16 machines can be connected in the following manner. You will need one MIDI-cable for each machine you want to connect. Insert one end of each cable into the MIDI-IN port and the other to the MIDI-OUT port. You are creating a "MIDI-ring" you should be able to start at the first ST and follow the MIDI-cables, MIDI-IN to MIDI-OUT all the way around back to the first ST (see diagram).

note: If after activating all the machines, all the computers say "slave" you probably have a MIDI cable connected wrong! Check all your connections and make sure they're hooked up correctly! When you think its hooked up right; Press ALT and the R key together on the machine you want to be the master. After you press the "ALT-R" this machine will be the "Master machine" and will need to have the maze files in the disk drive.

Viewscreen: This is your window to the maze. What you see is what you get! In the center is a tiny colored sighting bead that indicates: 1. Your color, 2. That you have a "bullet" ready and 3. The destination of the bullet. A whole new dimension to the term, "drawing a bead on someone".

Joystick control: Forward, back, right, left and fire button. Need we say more? Easy to learn, but difficult to master! Hint: Shoot anything that moves. Advance hint: don't get hit!



The "Score" score; shows each of the players Face-busting totals. The first Smiley to the top of the score wins the Set.

Happiness Quotient: Your Happiness indicator located above the viewing window, indicates how many hits your "ego" can take. A nice full smile indicates 3 hits; a straight across grin, 2 hits and a full frown only 1 hit. When wearing a frown, you really don't want to see people!

Pop chart: This is where your opponents deflated egos are kept. When the box is filled (10 smileybuster symbols), you win!. You can tell at a glance how many and who, you have been "editing".



4. GEM Controls

Starting from the top: The GEM pull-downs are of the standard format. All Game controls are located in the "MAZE" pull-down.

"Load...": This is where you load a maze into the program. This function automatically looks for a file with a ".MAZ" extension.

"Reset score": To reset the cumulative score that keeps track of each player wins, since power up or the last "Reset score".

"Names": This feature will allow all human players to name their Smiley.

"Play..!": By selecting this window or by hitting return once, you can now select any of the Midi-Maze options. Please note that if you wish to play the same options again, all you have to do is hit return!

"Quit ": Rather self-explanatory, this command causes your machine to reboot.

5. Play controls

"# Machine/s on-line": this indicated the number of computers that are networked together via the MIDI port. (Not including MidiCam machines).

"Reload Time": The default setting of "Fast" gives the maximum setting for fair play. The "Slow" setting gives a more patient and stalking game, forcing the players to choose their shots and be more accurate!

"Regen Time": Regen time is the time it takes for the players to recover from a hit. The "Slow" option means you stay weaker for a good long time!

"Revive Time": The amount of time you stay dead and staring at the opponents "Have a nice day" is regulated by this switch.

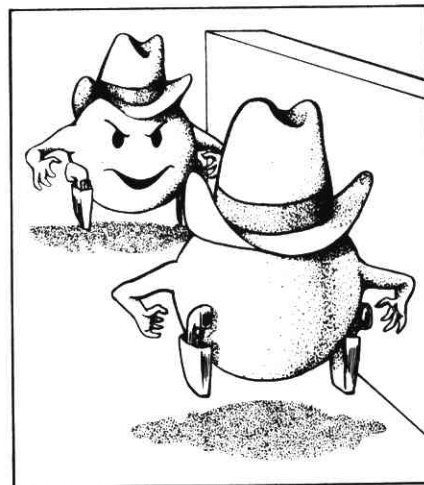
"1 Life", "2 Lives" and "3 Lives" settings decide if you come back to life with a Frown, Grin or Smile, respectively.

Drone Controls: Proof positive that computers are very fast morons, the first drone setting "**Very Dumb**" provides "Target" class drones, "**Plain Dumb**" or "Standard Drones" at least defend themselves and "**Not so Dumb**" provides "Ninja" class drones that are very sneaky and fast. The computer opponents are usually no match for a large contingent of humans but will devastate small groups or a single player. Vary the game difficulty by trying various maze and drone combinations.

"**Singles**" play is the standard setting. However, if you have more players and would like to play teams, the "**Teams**" setting will give you a selection window that you can assign any player or drone to any one of 4 teams; yellow, blue, orange or green. Note: You can have drones on human teams, if you shoot a drone teammate they may shoot you back!. If the drones are playing on a team, they are more difficult to beat since their scores are cumulative. Also you can shoot members of your own team, they will be weakened, but you can't kill them. If "**Friendly Fire**" is selected your shots, will not hurt your teammates.

6. Smiley Busting Made Easy

Welcome to the Midi-Maze Training Grounds! Here we will learn how to properly "Bust Face".



Standard Tactics:

The "Face-Off":

Center the "bad note" on your screen, Either head toward him firing or sit back and lob your shots at him till he pops. Advantage: This is the easiest way to aim since you are traveling in the direction you are firing and the target usually gets easier to hit as you get closer. Disadvantage: in most cases, if you're both facing each other it's usually a shooting match; the person who has a higher initial "Happiness Quotient" usually wins unless, you're good at "evasive boogie-ing".

The "Run-away" Technique:

If you have someone behind you, it's a good plan to beat feet out of there since you probably figured they're behind because you just got shot! If they're behind you, running is the best tactic unless they're really weak, because if you turn around, they'll probably hit you again before you can shoot them. While running, "Evasive boogie-ing" from side to side makes you a lot harder to hit than just running straight down the hallways! Also consecutive right or left turns, in rapid succession, makes it hard for a pursuing Smiley to "draw a bead" on you! Ideally you want to get enough space or time to turn around safely.

"Reverse Cycle-ology":

Remember, you can move and fire backwards as easily as forward. There are a few advantages traveling backward. When firing backwards, you will notice that your shots will hit a pursuer about twice as quickly as his shots will reach you because he's running straight into your fire, while you are backing away from him! Nifty huh? Also, if he's following you, you know where he's going (most of the time). Of course, there are a few disadvantages too, since you aren't watching where you're going, you might end up in a dead end, or even worse on someone else's "score".

"Sneaky Smiley" behavior:

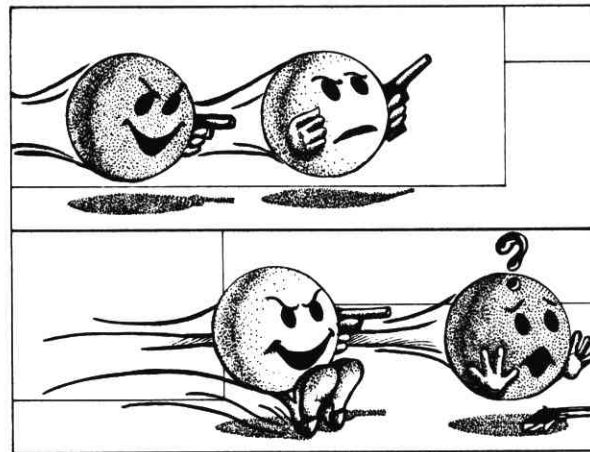
You may have noticed after playing the game, "back-bopping" is the safest and quickest way to advance the smiley ladder of fame. Laying in wait for someone to just float in front of your sights, or shooting smileys as they are still weak from regeneration or another duel are questionable tactics. Slinking around corners and sneaking up on the unwary opponent from behind, though not the most ethical behavior, works as well in the game as it does in real life. We encourage you to "fight like a smiley" but if your "Happiness Quotient" is low, we recommend that you find a safe place to hide or refrain from fighting full strength Smileys.

Advanced Tactics:

Here are some maneuvers that you might try if you're hard pressed.

The moving 180° or 360° turn, while running down a long corridor or one with a turn-off a straight stretch, do a forward right turn till you're facing 90° to your original direction, then do a reverse left turn till you're looking straight back along the way you came and move backward! If done correctly, you should have your pursuer in your sights. That should make his day! **Round-the-corner shots** are nice if you can pop your head round the corner just enough to hit your target then back round the corner fast enough to avoid the return fire! Here is a risky trick (if it does not work you're fried); if someone is following you really close and you're both close to one of walls,

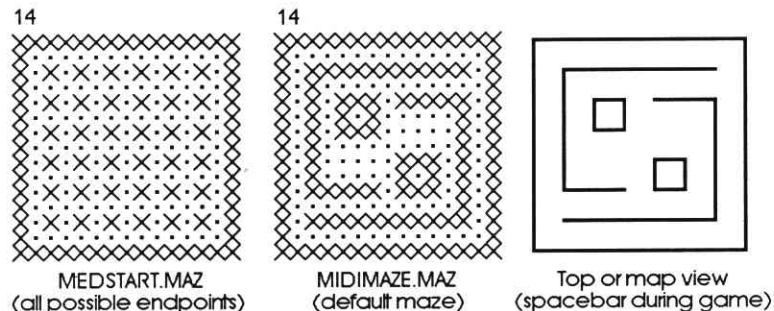
The Quick reverse will put you behind if you can squeeze by him on the other wall. These are but a few of the possible combinations. Just experiment and see what works best for you!



7. Maze construction

There is a standard maze (MIDIMAZE.MAZ) that is loaded in with the program and any number that can be loaded after system initialization. If you would like to create your own mazes, they can be created with any word processor or text editor that saves files in ASCII.

There are some very simple rules you have to follow or your maze may do some unpredictable things. The walls of the maze consist of two parts; the wall-endpoints and wall-segments. Both the endpoints and the segments are represented by "X"'s. Open spaces, or corridors are represented by periods ".". Endpoints can only be on the even rows or columns, and the middle segments have to be on the odd rows or columns. Endpoints without walls are 2 dimensional posts which are invisible, but can be run into. The number at the beginning of the file is the size of the maze both vertical and horizontal minus 1. In the example below the dimensions are 15 by 15 (numbered 0-14). The easiest way to make a maze is to load in an existing maze and modify it.



MEDSTART.MAZ
(all possible endpoints)

MIDIMAZE.MAZ
(default maze)

Top or map view
(spacebar during game)

8. Midi-Cam™ Option

Included in the Midi-Maze program is an option called Midi-Cam, this feature allows a unused (non-player) computer to provide a audience view and spot coverage of the game much like television coverage of a sporting event!

This feature is available only on a computer not involved in game play but connected via midi to the other machines. The audience view is a overhead or map view of the maze **including** the positions of all the players and computer drones. Further features includes a viewscreen that automatically or manually switches between the various players and drones both active and non-active. This camera view lets people watching the game see the entire game and enjoy the action from the computer and players viewpoint.

Midi-cam can be attached and activated at any time *between* games (anytime you have a mouse pointer on the master-machine). The map and cameras display as soon as the game starts.

Midi-Cam Controls:

The Midi-Cam option only has a few manual controls. To select the Midi-Cam option press **ALT-C**. To switch back to a slave machine, press **ALT-S**. You should only operate the Midi-Cam from a slave machine. These controls are only active between games. During a game you can watch all the action on the top view of the map or by the remote viewscreen. The remote viewscreen will display the same view as the player (human or drone) would see.

To manually select players 1-10 press the number key from 1 to 0. To select players 11-16 press SHIFT and the number key from 1 to 6. The SPACE BAR selects the map view and also the returns the Midi-Cam to automatic scanning. The joystick also selects the players and the FIRE-BUTTON doubles as the SPACE BAR.