## Trivia Maze How-To

### 1. Save and load game

#### 1.1 New Game

Select File | New Game from the main menu.



#### 1.2 Save

Select File | Save from the main menu.



### 1.3 Open

Select File | Open from the main menu.



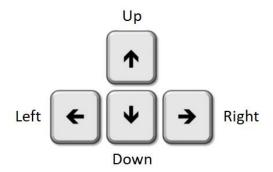
### 2. Change Game Character

Select **Options** | **Change Character** from the main menu.



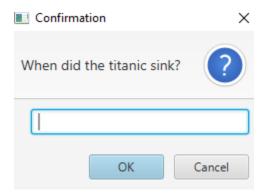
### 3. Game Play

#### 3.1 Move Character



#### 3.2 Questions

When moving around you will be prompted for a response to the question. If you wish to go another direction without answering the question, simply press 'Cancel' or close the window.



#### 3.3 Sealed Doors

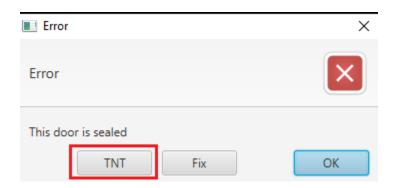
When the incorrect answer is input, the door will become sealed. To get through the door, you may use the TNT or Fix lifelines (refer to sec 3.4).



## 3.4 Lifelines

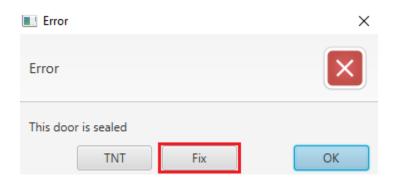
#### 3.4.1 TNT

You are granted one TNT per game. TNT will unlock all surrounding doors that are sealed around you. To use it simply select the TNT button in the Error Message that appears when you attempt to pass through a locked door.



#### 3.4.2 Fix

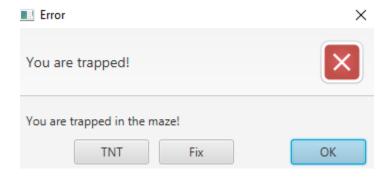
You are granted one TNT per game. Fix button will open one random sealed door. To use it simply select the Fix button in the Error Message that appears when you attempt to pass through a locked door.



# 3.5 End of game

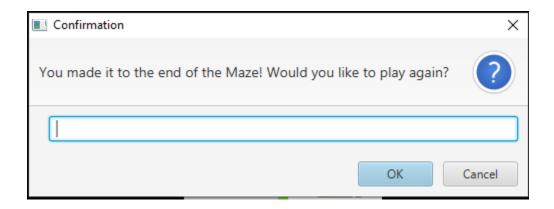
## 3.5.1 Loss of game

When all the doors around you are locked and you have used both lifelines the game will end.



# 3.5.2 Winning the game

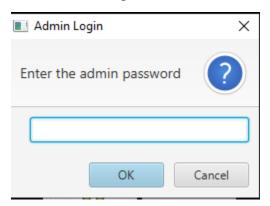
Once you have entered the exit room you will be prompted with a message that will ask if you would like to play again and congratulations you.



### 4. Administrator

## 4.1 Login

Enter the Admin password.

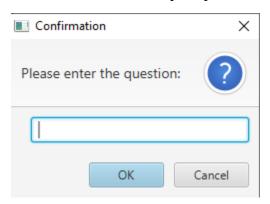


## 4.2 Add question

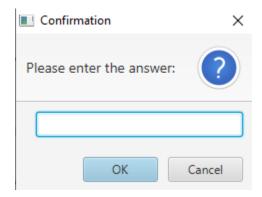
1. Select **Add** from the toolbar in the bottom right hand corner.



2. You will then be prompted to enter the desired question.



3. Finally, you will be prompted for the answer to your question.



Note: You do not add the Id for the questions it will be added automatically.