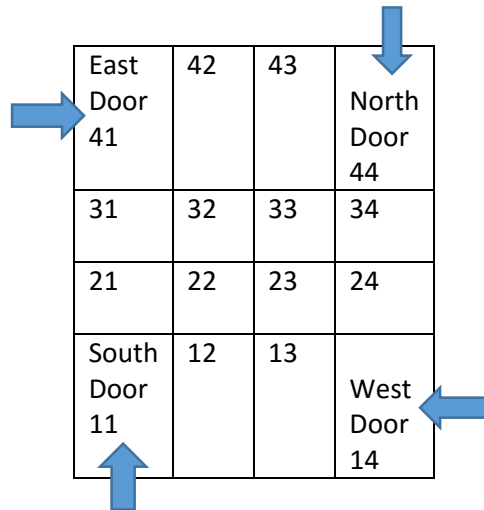


Instructions for playing the Maze game.

1. The number of rooms in a maze are always decided randomly. i.e. if you play the game next time the number of rooms in the maze may be different.
2. The doors are decided randomly. However, in one play the doors once decided will not change even if you leave the room and come back again.
3. The number of rows in a maze can vary from 1 to 4. Can be extended easily without changing the code if needed. If it is a 4*4 maze as shown below:
4. The entry doors are only in the corner rooms. You can enter through the N S E and W door as shown below.



5. However, there may be door in the corner rows or columns from where the user can exit while playing the game. For example, there may be a door in West direction in room 24 where the user can exit. Once exit the user can enter the maze only from the corner rooms 11, 14, 41 or 44.
6. The user can leave the room and move to other room only from available doors in that room.
7. When encountered a monster, the user can decide to fight or leave. If user decide to leave and there is a monster in the room, then the monster will decide whether he want to allow the user to go or attack him. If the monster attacks the user, the user will have to play Rock Paper Scissors.
8. The user will win the game and game will over once he finds the treasure and survive fighting all the monsters that come in the way.