

Lunacy for Windows

To learn how to use Help, press F1

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The object of the game


You must guide the spark from the start  to the end . However you are acting under a time limit.

Between the start and finish is a network of wires. When the spark gets to a junction, it may travel down any path it chooses (ie. it will go in a random direction), although the spark will not go back on itself unless it has to. It is therefore up to the player to guide the spark by rotating wires around in the network.

The player can rotate wires by pressing one of these . This will rotate the wires around it. Clicking on it with the left mouse button will turn the wires clockwise, clicking with the right mouse button will turn the wires anti-clockwise.

However, your job is made harder because this block  cannot rotate the wires around it. This will limit which wires you can turn.

There are other square blocks, like this one . When the spark passes through this block it will go TWICE AS FAST! This can help you to reach the end before the time limit, or it may cause chaos, especially for beginners. Either way, the spark can also be made to slow down by sending it through another Speed Block. Oh, and the Speed Block is worth 500 points.

Another square block is the flame block . When the spark passes through this block, it will BURN THROUGH WIRES! This is definitely not a help as you will soon find yourself with no wires left. Also, when the fire spark reaches the end of the screen, it will be game over because the spark will have no way back! A speeding spark can be combined with a flaming spark for absolute chaos! Not advised... You don't get any score for going through the flame block, so avoid it at all costs. If you happen to accidentally go through this block, you can return the spark to normal by passing it through another flame block.

Finally, levels. After completing three screens, your level increases. As a result the timer goes down quicker, but you get more score.

That is basically all you need to know, but for those who are finding it difficult at first, see [Basic hints for the beginner](#). If you want to beat that high score, see also [Scoring](#)

Scoring

You get score for completing level, as well as a bonus score which depends upon how little time you used. The possible score goes

The scoring is as follows.

Level	Score for completing	Maximum time bonus
1	1000	500
2	2000	1000
3	3000	1500
4	4000	2000
5	5000	2500

...etc. You also get 500 points for every speed block you manage to go through.

Basic hints for the beginner

For those finding it hard to play at first, read on. If you feel you are getting used to the game and want to improve your score, see [Advanced Hints](#).

You must make the spark get to the end by LIMITING ITS CHOICE. Make sure there is only one path it can go through, so it gets to the end, otherwise it will wander off, causing havoc.

Dont plan too far ahead. Scan along the path of the spark to its next junction, ie. the next block with three or four wires coming off it. Change the wires so the spark can only go one way.

When youve got the hang of it, try to make the path to the end block as short as possible, which means as straight as possible. Much time can be wasted by letting the spark zig-zag around the board. With each wire, make the spark get nearer to the end.

It is possible to trap the spark so it goes backwards and forwards between two points. Although this is good for the beginner as it allows you to sort the path out while it is trapped, on later levels you cannot afford to waste time doing this.

If there arent enough wires around to get you to the end block, remember you can move wires by clever rotation, from one end of the board to the other if you like.

Avoid creating a speeding, flaming spark as this will ensure complete mayhem and can kill the game quicker than you can respond.

Advanced hints

Here are some hints for improving your score and honing your time down. If you are a novice, see [Basic hints for the beginner](#)

Speed blocks are strange things because although they will hinder the beginner as he panics to keep up with the spark, the expert will find them good to improve your time.

On the earlier levels, it is well worth going out of your way to go through the speed blocks. They are worth 500 points, which on the lower levels will be more than the score lost due to the detour. For example, on level 1, you get 1000 points for completing the screen, plus up to 500 points depending on how much time you used (see [Scoring](#)). However, on the later levels, the time taken to detour will reduce the time bonus score considerable.

If a the spark is coming to a junction with four wires and there isnt time to take a wire off, you can cheat. Keep rotating the block with the offending wire and the spark will pass it by. This is because the spark cant go down a wire if it is already rotating. However, this is a little hit and miss as your timing must be correct. Dont become over-dependent on this technique as it can get you into trouble if it fails. Experts may frown on this technique as a substitute for real Lunacy skill.

To survive the later levels, try to find a speed block as soon as possible. You may need it in order to complete the level in time.

Use the game options (available if you have registered the game) to improve your chances. Turn the density of square blocks to high. This will create more speed blocks which will help you. The other side of the coin is that there are more awkward square blocks for you to contend with, but as an expert you can cope with this, otherwise you shouldnt be reading this section!

Game options

Game options are available in the Options|Set Game Options menu. A dialog box will appear, allowing you to customize the game. Game options only work on the registered version, although you can see what options are available to you if you register if you have the unregistered version. Note that changes only take effect when you start a new game.

Number of square blocks

This will allow you to set how many square blocks (including blank ones, speed blocks, and flame blocks) on the screen at once. The complete novice may want to select none at first.

Default is Normal.

Change wire colour

This sets how often you want the wire colour scheme to change. Never means that the colour of the wires is always a deep blue. Every Level means that every level, the wire colour will change. Every Screen means the colour will change every screen. The default is Every Screen.

Starting level

This allows you to choose the level you wish to start on.

Number of wires

This allows you to change the density of wires on each screen.

Sound problems

Make sure you have turned the sound on in the Options menu.

Make sure you have a compatible sound card installed. This should be a sound card capable of replaying sampled sounds, such as a Soundblaster compatible card or a Windows Sound System compatible card.

Make sure the sound card is set up in the Control Panel. Refer to your Windows user manual for help.

See also:-

[I have tried everything else...](#)

Customer support

If you have any problems which you cannot seem to solve, contact Kevin Ng:-

By Mail:-

Kevin Ng
15 Norton Village
Runcorn
Cheshire WA7 6PZ

By Phone:-

01928 711715

World Wide Web Page:-

<http://www.u-net.com/~kng/>

By Internet E-Mail:-

kevinng@kng.u-net.com

Please have the following details ready:-

Nature of problem

Windows version (eg. 3.11, Windows 95)

DOS version (eg. 6.2)

Hardware details

- Make of computer (manufacturer)
- Processor
- RAM memory on board
- Hard disk(s) size

