

The first release of Orb Mazez was numbered 1.0b1.

In version 1.0b2, Orb Mazez was improved significantly as follows:

- In version 1.0b1 sound did not work on most systems. The new version uses an entirely new method of creating sound which should work on all systems.
- Animation is far smoother and slightly faster. The effect that used to occur as you approached an object (“seeing double”) no longer occurs.
- The documentation has been updated to better explain the object of the game.
- A bug where keys would occasionally repeat infinitely has been fixed.
- The map did not previously toggle properly if you changed the keys from the default. That has been fixed.
- A few minor bugs to do with changing keys have been fixed. A “Set Default” button has been added to the dialogue box, which restores the “factory” keys.

In version 1.1, the following changes were made:

- The partition size was increased for safer operation.
- A bug was fixed (maybe) which wasted memory, and caused system errors when memory ran out.
- There is now an option for loops in mazes, so that you can get from A to B in more than one way.
- Previously, the left-hand player's view was always draw first. Now, the players take turns on alternate levels. So the first player has an advantage on odd-numbered levels and the second player has an advantage on even-numbered levels.
- If both players run out of ammo, and there is only a small amount left in the maze, some extra packs miraculously appear. Previously, a game could be stopped because of both players being out of ammo.
- A bug has been fixed (probably) which caused the score panels not to update sometimes. The main disadvantages this caused was that a player would not know how much ammo he had, and his potions wouldn't work properly.
- The help system was improved.

In version 1.2, the following changes were made:

- The about box was updated to comply with regulations for programs appearing on the Shareware Authors, inc. CD of Macintosh games.
- The title screen was changed.
- A bug involving sound volume was fixed.
- The help system was improved.

The new versions could not have been created without bug reports and suggestions from people who were playing the game. Thanks to everyone who sent fees and suggestions. So, if you find any more bugs, or have any ideas, I'd like to know about them. You can send them to be by either regular or electronic mail. My home address is shown in the program's about box. My e-mail address on the internet is [smw@venus.cbr.dwe.csiro.au](mailto:smw@venus.cbr.dwe.csiro.au).

