Orb Mazez was written in MPW C 3.0.   Resources were created/edited with ResEdit.
The sounds are no longer stored as 'snd ' resources.   I have created my own sound type called an 'osnd'.   The first six bytes are an old-style freeform sound header (as described in Inside Macintosh Volume II).   The rest of the resource is a freeform sound buffer.   The advantage of this is that the game should work on any system.
The pictures of the orbs can be changed.   The first eight rectangles in 'nrct' 129 are the bounding rectangles for the two orbs in their four positions, first the "world" orb, then the "planet" orb.