AMAZEING 2.32

The Game

Options Menu

Colour Menu

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About AMAZEING

AMAZEING is a simple maze game by Stuart Swain. (And **NO**, it was not copied in any way   from "KING'S QUEST V", "THE CASTLE OF DR. BRAIN", "ULTIMA" or any other game! The DOS version was written before I saw any other maze game.)
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AMAZEING is totally free, but if it flies further than 500kms from Perth, Western Australia, contact me to say where it got to!   I would also appreciate additional ideas, bug reports, donations (contact me if you're desperate to give me money, and I'll give you my mailing address!), or mail   about ANYTHING that's on your mind.

Copying Agreement/License

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Playing the Game

To start a game, choose **Begin 2D Game** or **Begin 3D Game** from the **Game** menu. A
dialog box will appear and you can select the level of play. Level 1 (10x10 or 5x5x5) is easy, whereas
level 5 (50x50 or 25x25x25) is almost impossible without cheating (see Show Distance).

You can enter the random transportation factor from the **Options** menu before or
during play (see Transportation).

The purpose of the game is to move through the maze in the least number of moves.
The exit is signified by a checked box on the wall.   When you reach the exit, a message box
appears stating the number of moves you took to complete the maze, and the efficiency of
your movement.

Note: When attempting to turn a corner, you must move onto the square that has
the opening
to the left or right before turning.   For example, to turn left in the maze pictured, you would
have to
move forward another space first.   (The same rule applies for up/down movement in 3D
mazes.)
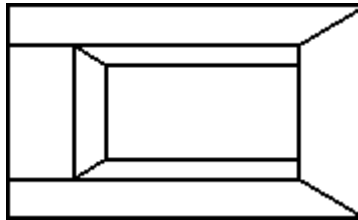
See Game Keys for movement keys.

Game Keys

Game movement keys are listed below.

Key	Resulting movement
Up arrow	Move forward one space
Down arrow	Turn around (face opposite direction)
Left arrow	Turn to the left 90 degrees
Right arrow	Turn to the right 90 degrees
Space	Place or remove marker

3D only:

Home	Look up (rotate backwards 90 degrees)
End	Look down (rotate forwards 90 degrees)
Page Up	Move up one floor
Page Down	Move down one floor

Note: pressing Home/End will cause you to look up/down.   Pressing it again will cause you
to look in the opposite direction to your original direction.   (For example, when facing north, you would
end up facing south after pressing Home/End twice.)

Pressing End when looking up or Home when looking down will cause you to look in your
original direction again.

See Place/Remove Marker for information on markers.

Place/Remove Marker

Whilst playing the game, you can place or remove markers in the maze.   These appear as a black spot on the walls.   The space bar places and removes markers, or you can use **Place Marker** or **Remove Marker** from the **Game** menu.

Markers can be used sparingly as individual landmarks, or everywhere to show where you have been (stopping you from going around in circles!).

Markers cannot be placed at four way intersections.

Show Coordinates

This option allows you to display the (X,Y,Z) coordinates of the current maze position at the bottom of the screen.   Coordinates can be helpful if you get lost and need to find your way back to the beginning of the maze.

Show Distance

This option shows the distance you are from the exit at the bottom of the screen. This allows you to cheat very easily and quickly accomplish any maze.

Show Compass

       This option displays the direction you are facing at the bottom of the screen.   This helps you to regain your bearings.

Show Labels

This option sets whether or not a label is shown for the **Show Coordinates**, **Show Distance**, or **Show Compass** options.   Turn labels off if you wish to shrink the game window (otherwise the labels overlap each other, hiding the information).

Wall Messages

This option sets whether weird messages appear when you are facing a blank wall in the maze.

Coloured Walls

This option sets whether the walls in the maze are coloured (solid) or not.   If you are using a monochrome monitor, mazes cannot be coloured and hence this menu item appears grayed.

Transportation

This option allows you to enter the percentage probability of random transportation. Every time you move, a number between 1 and 100 is chosen.   If the number is less than or equal to the transportation factor, you will be transported to a random location in the maze. (This can be useful for big mazes - you can get lucky and end up next to the exit!)

Save Settings on Exit

This option sets whether the settings in the **Options** and **Colour** menus are saved in the Windows WIN.INI file.   WIN.INI is checked for settings when AMAZEING is started.

Colour Menu

This menu allows you to select the colours for the walls, ceiling, floors, messages and manholes in the maze.   If you are running AMAZEING on a monochrome monitor, the items in this menu appear grayed.

Animate Solution

If you're really having a hard time with the maze, you can select **Animate Solution** from the
Solve menu.   This takes you through the maze from wherever you are.   You can select an animation
speed from 1 to 10, where 10 is the fastest speed.   (A speed of 1 delays for 1 second between every
move, whereas a speed of 10 delays for only 100 milliseconds.)
Use a high speed if you feel like just watching, but if you want to learn how to solve the maze
from your current position, a speed of 4 or 5 is recommended.

During the animation, the coordinates, exit distance and compass are shown.   (See Show Coordinates, Show Distance and Show Compass.) You will need to watch the compass closely to see when a corner is turned, as this can be confusing otherwise.
When the animation ends, all options and your position are reset to the values prior to the
animation.

Animation is paused when you switch to other applications, minimize AMAZEING or use the help facility.

Return to Game

During animation of the maze solution, select **Return to Game** from the **Solve** menu to stop the animation and return to the game.   (All options and your position are reset to the values prior to the animation.)