

Your MazeCruiser is equipped with the powerful ButtKicker™ missile. A ButtKicker “locks on” to the closest MazeCruiser it sees (perhaps even the one which shot it!) and chases it untiringly throughout the maze. Because of the sophisticated telemetry a ButtKicker requires, each player can have only one active in the maze at a time. You have a limited magazine of missiles that can be replenished by picking up appropriate capsules. Note that in the Fox & Hounds scenario, the Fox cannot fire a missile at the Hounds.

The missile keys fire one ButtKicker down the hallway you’re facing. If you’re in the midst of a turn, your missiles head down the hallway you can see more of.