

## Four-Room Maze User Guide

### Installation

The program will run with QB64 GL1.2 and higher. Use the URL to download the zip file and extract the folder “Four-Room Maze” into your QB64 folder. (When extracting the folder, be careful that the extraction method doesn't create a further level of folder with the same name). From the IDE, load the program “Maze2 v1\_3.bas” and make sure that you have the Run Option “Save EXE in source folder” checked.

Screen size should be greater than 1300 x 900. If your monitor resolution is smaller than this, you will need to use the techniques of \$RESIZE in the code.

<https://www.dropbox.com/s/iiqj08f40avyd9i/Maze 2.zip?dl=0>

## Introduction

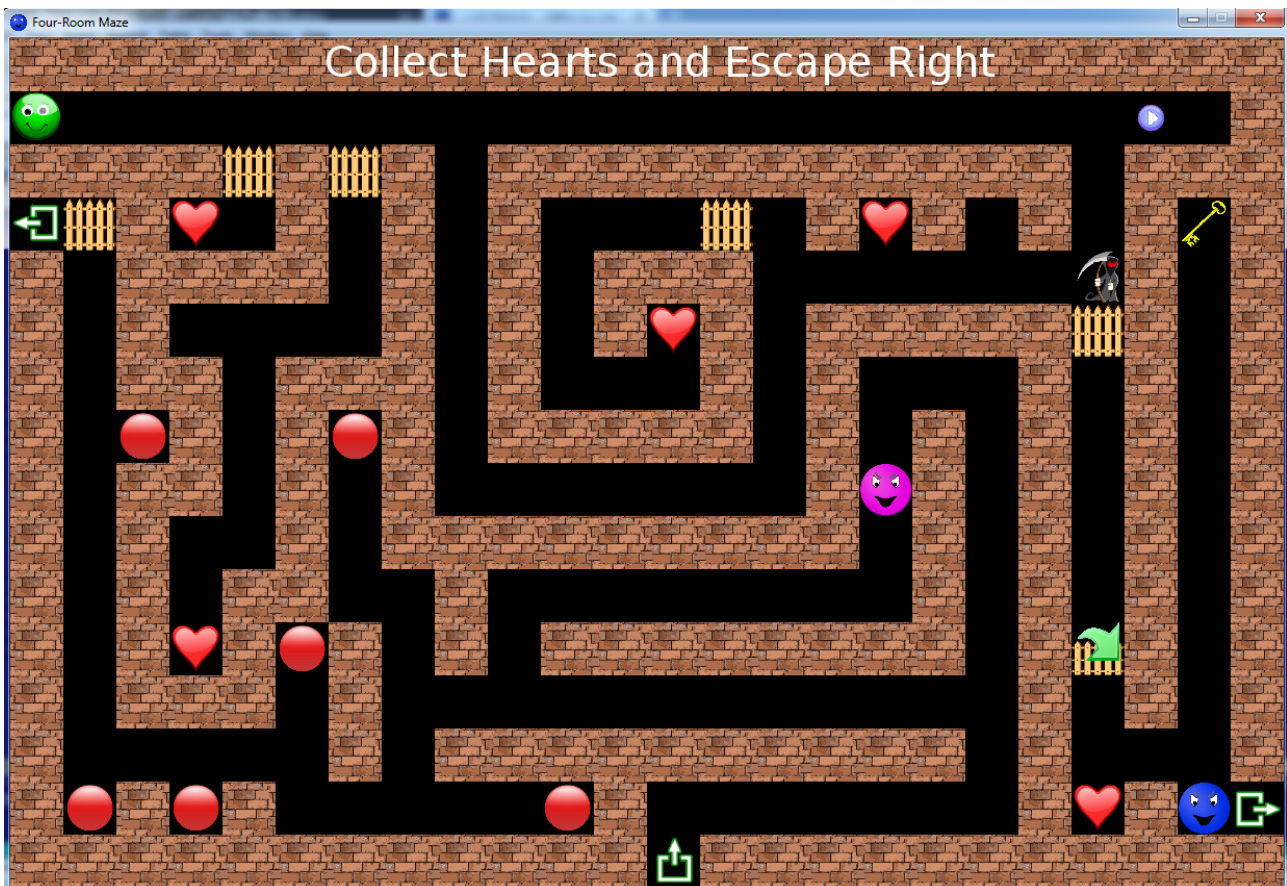
In the Four-Room Maze program, you manoeuvre through a 2D maze interacting with a variety of objects. Your character is a green Smiley:



You move around by arrow keys. If an object is adjacent, the arrow key will cause an interaction. Some objects are to be avoided and will kill you, but some are helpful and must be utilised whereas others are a nuisance and will have to be got around.









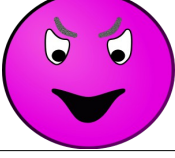





There are four rooms in the maze, and you will progress from one to the next. You start and finish in Room 1.

## Starting the Maze



You start the maze at the top left. In the maze there are stationary and moving objects. Take a moment or two to see how moving objects can behave before setting off. It is suggested that for the first time that you play you move slowly to the right and carry on doing so. When you set off, you will notice that the Grim Reaper (who has been stationary) will also set off and will (if you take no avoiding action) bump into and kill you. Start again and then devise necessary actions.

The table on the next page shows how the objects in the game behave.

| Injurious  | Harmless  | Useful  | Interactive   | Collectable   |
|--|---|---|---|---|
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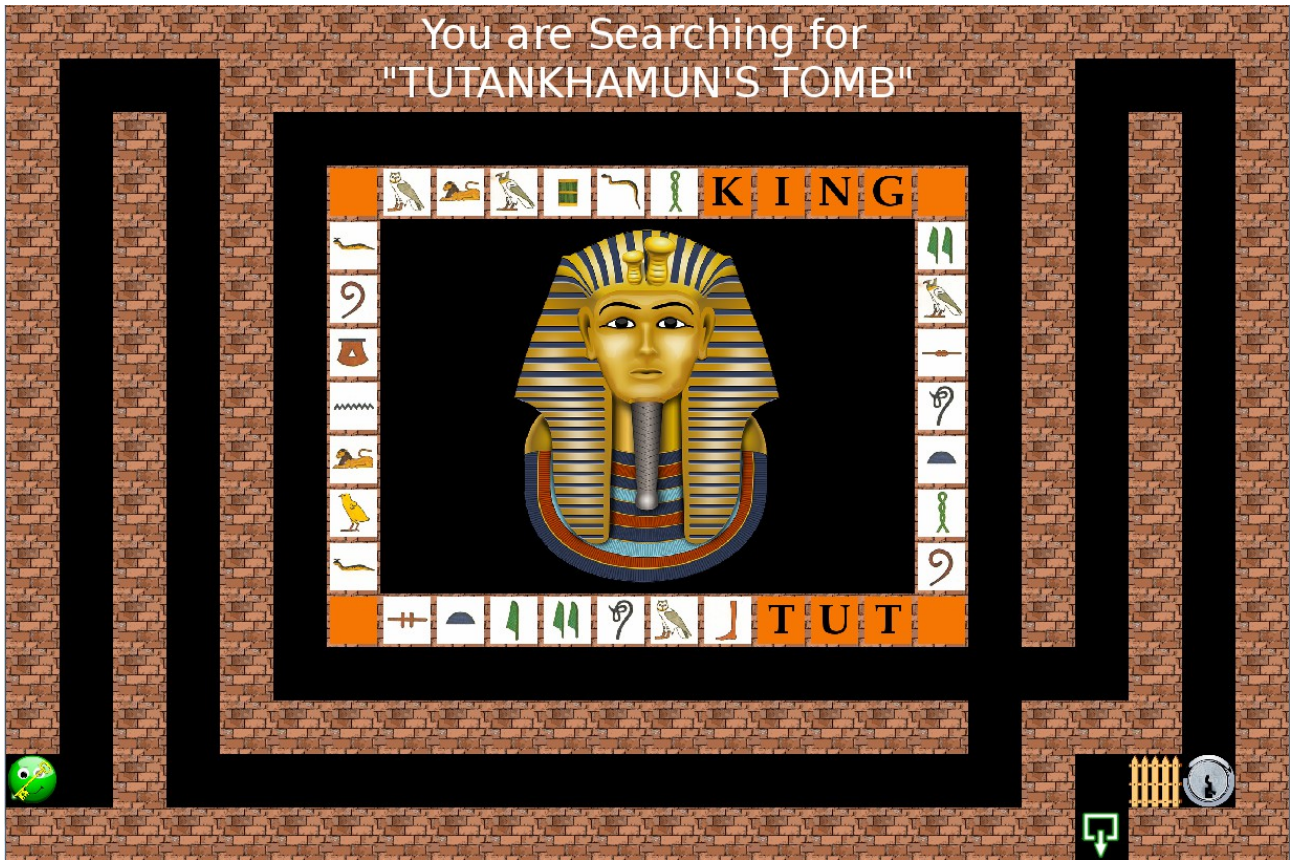
In Rooms 1 and 4 you may be killed, and in Room 4 it is possible to get trapped. If you die, you will be asked if you wish to continue and then you will restart that room. At any point you can press Escape to quit. Again you can return to the maze and you will restart that room. At any point you can press F10 to completely restart the maze. Being killed or possibly getting trapped will enable you to work out how to travel successfully through the maze. Generally it is good practice to move sedately enabling good decision making – the Maze has been constructed as a series of puzzles rather than as a test of keyboard skills. There are just two situations where dexterity is important.

The following descriptions detail what each of the rooms contains and what the objectives in each room are. It is expected that enjoyment of the game will come from working out how to behave with each object type in the various rooms. However, if you are unable to get through a particular room (without either dying or getting trapped) then there are hints to help at the end of this document.

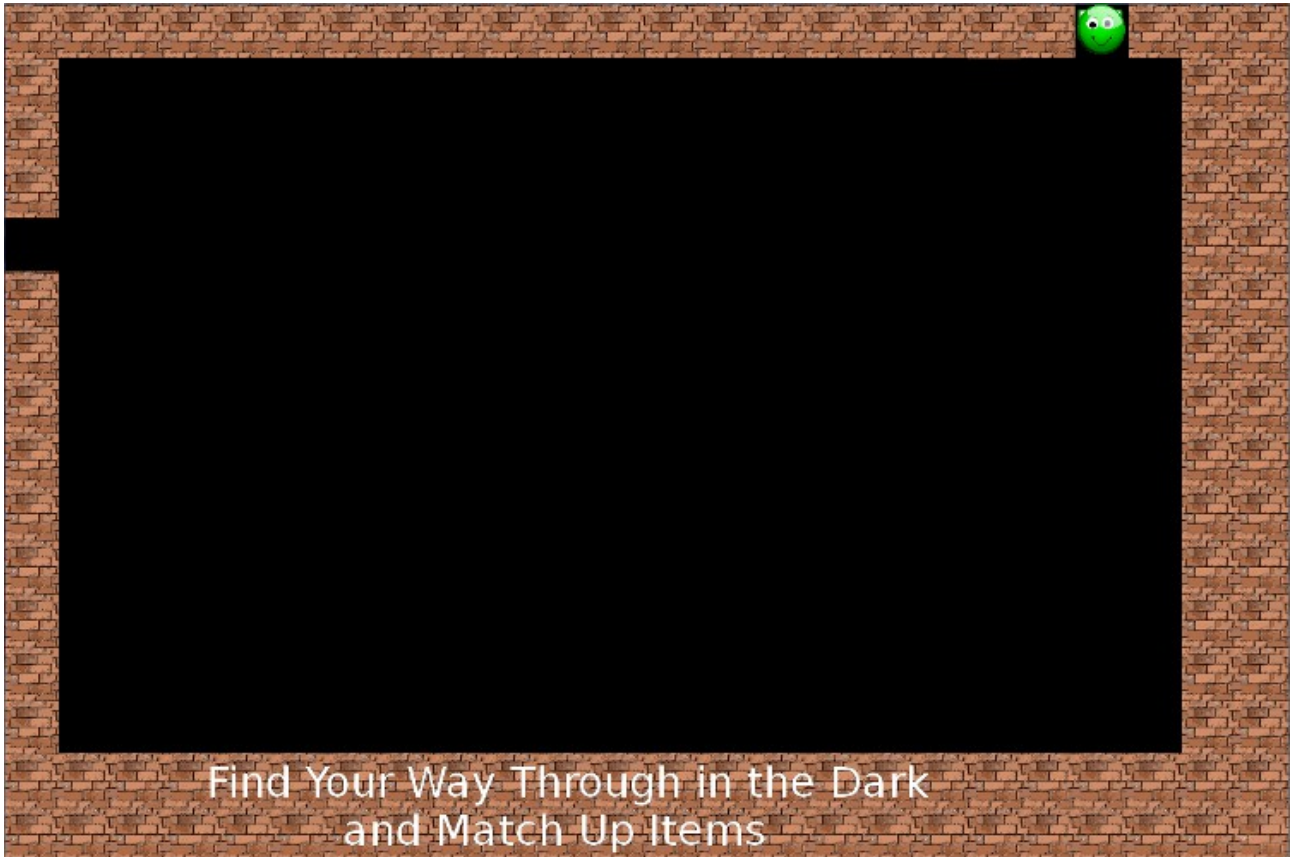


Room 2

In this room there are no hazards. There's a puzzle to be solved.

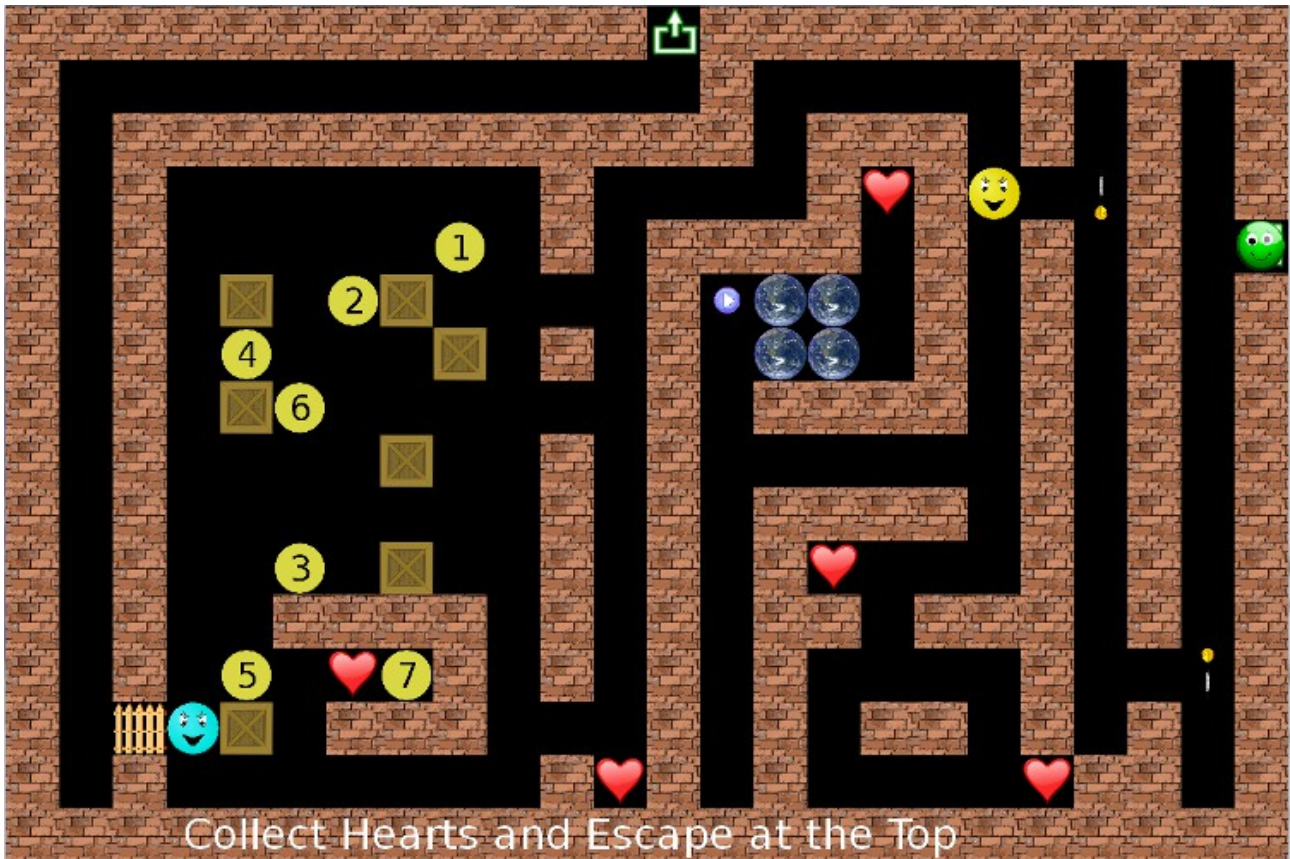


### Room 3



In this room, you can only see the maze immediately around you. Move through the maze “in the dark” and you will find six objects – three pairs. Pick up an object and drop it on its partner, and complete for all three pairs. Then make your way out.

## Room 4



You enter the room at the right. Immediately you have two hazardous darts to pass (dexterity is needed here). The objective in this room is to collect all the Hearts, and to manoeuvre the light blue Evil Smiley appropriately. In this room, only the darts will harm you.

When you enter the room the yellow Evil Smiley moves to guard one of the Hearts and you have to find a way to get him permanently away from that Heart so that you can pick it up.

The light blue (cyan) Evil Smiley will move in a straight line or turn right. If left alone he will cycle round and round. In order to release the gate he has to be made to travel through the numbered positions in ascending order. The Rule is: he may travel through the next number or he may travel more than once through the number which he has just reached. If he travels through any other number he has to start again.

## Room 1 Finish

On re-entering Room 1, you have to get past the pink (magenta) Evil Smiley who will kill you. Then there are six Red Dots to change to Green. You then exit and have completed the maze.



## Hints

### **Room 1**

To jump over the low fence, you must start at the top directly above. Timings are important. If desired, you can make this task more difficult (or easier) by lowering (raising) the value of the variable `Reactions%% = 40` on line 9.

You need the help of the Grim Reaper to break down one of the fences (it may take a number of attempts). Remember that he can bounce off you (when his potency has been neutralised). He can bounce off at any available angle.

The Blue Evil Smiley needs to be manoeuvred so that he cannot work his way towards you.

### **Room 2**

Firstly, unlock the lock. Then you have a word puzzle. Carefully read what is written at the top of the room.

### **Room 3**

No hints are needed for this Room.

### **Room 4**

Pressing the blue Go button releases the Blue Marbles. This can be helpful.

The light blue Evil Smiley cannot pass through crates. You can push crates.

### **Room 1 Finish**

Avoiding the pink Evil Smiley is a matter of timing.

There is order in the Red Dots.

## Solutions

If you're really stuck then go on to look at the provided solutions (this is a last resort). The solutions are given in a separate document. To obtain this document\*, e-mail Qwerkey from QB64.org, and I'll send you a link.

\* I really want you to solve the puzzles without assistance.