

SHADOW MAZE



Game Story :

Gwydion, a young Celtic magician, went to a temple to look for ore to make an invincibility's potion.

But **Merlin**, his rival, wants to harm him and therefore cast a spell on this temple, which transforms it into a dark tomb and wants to avoid him from leaving alive!

Time is running out and the luminous stones on your path will be your only help!
Help Gwydion to get out , in order to he continue brewing magic potions!
Exit each Maze before timeout and after Walkthrough 4 Mazes , you will succeed !

Game Play:

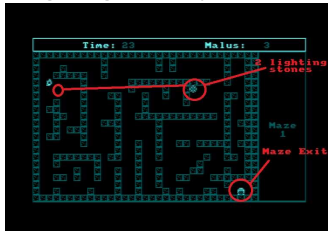
Timer : Time allowed for exit – When 0 you die – 1 life only

Malus: Increase at each Maze's wall collision – not affect game play – just score counting

Maze : Maze Number – 4 Mazes

At Start the Labyrinth still lights until you press the first any keys and Maze goes to dark and Time is start to running

2 Lighting stones per Maze : Help you to light the Labyrinth for only 5 seconds for trigger the best way



The flawless Malus after the 4 Mazes extract will be the best score
(The lesser Malus when completed game ends will get the “best score”)

Game Controls :

4 Directions: OPQA or Joystick Pad (both active during game)

Space bar : for Game Start and Game Over.

Game Portability :

CDT / DSK / SNA

Full tested OK on : RVM V2.1.6, Winape 2.0 Beta , JavaCPC on 64K / Basic 1.0 CPC 464 version

Also Working on CPC6128 (exact same version on DSK and SNA 128K captured)

Third Parties :

Music Menu : Extract a small loop (4 periods) of trefi - Mummy Maze – unfinished song (date 2003)

Sounds effect basic from "Morri" (on CPC Community forum)

Thanks to him , and I mention him as he wished if one day they will be used to credit him kindly !

Game Design:

Basic CPC code: Roya

Basic Character's design : Roya

Graphics : Roya

Idea :Roya

Time of dev : 5 days and 1 week before submission ! ^^

Tools used:

Notepad ++

Winape

JavaCPC for CDT generation

RVM

Arkos Tracker 2

RGAS

Dithertron

UnipixelViewer

The game Author/Dev : Roya

amstradiens@gmail.com