

Maze Maniac

for Colecovision

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Table of Contents

Introduction	3
Installation & setup	3
Controls	4
Starting a game	5
Playing the game	6
Wall of fire and hole	7
Bonus items	8
Game modes	9
Normal Mode	9
Endurance Mode	9
Cooperative Mode (2 players)	10
Time Attack	10
No Turning Back	10
Competitive Mode (2 players)	11
Bomber Mode	12
When you complete a game mode	12
Special thanks	13

Introduction

Maze maniac is a homebrew game for the old colecovision system. The objective is pretty simple: get as fast as you can through each maze. But I never said it was easy as the difficulty increase with each maze. Sometimes, There are multiple exits so you have to decide which one might be faster. There are also flames that can block you a passage and hole that appears to slow you down. You can also bring a friend to play with! In all, there are seven modes of play. There is even an online ranking! When you complete a mode, you are given a code to be classed among the best!

Installation & setup

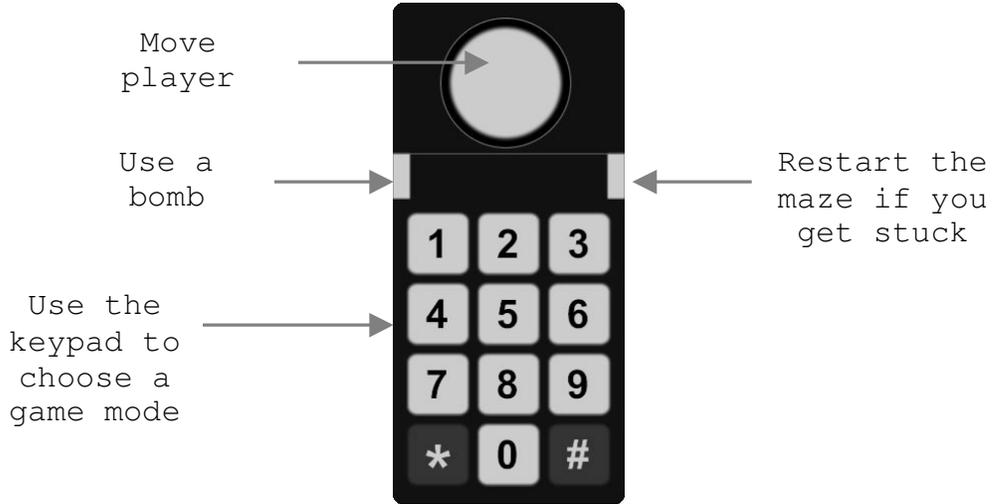
If you're playing with the rom image of the game, you can use an emulator called "Virtual Colecovision". It can be used under Windows95 and up. The latest version can be obtained from their website:

<http://www.classicgaming.com/vcoleco/>

This game may work with other emulators but was tested with Virtual Colecovision.

If you're playing with the real thing, then just insert the cartridge in the slot and slide the power button!

Controls



	Controller 1	Controller 2
Joystick:	Move player 1 (yellow) around the screen	Move player 2 (magenta) around the screen
Button 1:	Use a bomb (in bomber mode)	Not used
Button 2:	Restart a maze if you get stuck (you lose a life)	Not used
Keypad 1 to 7:	Used to choose a game mode in the menu	Not used

Starting a game



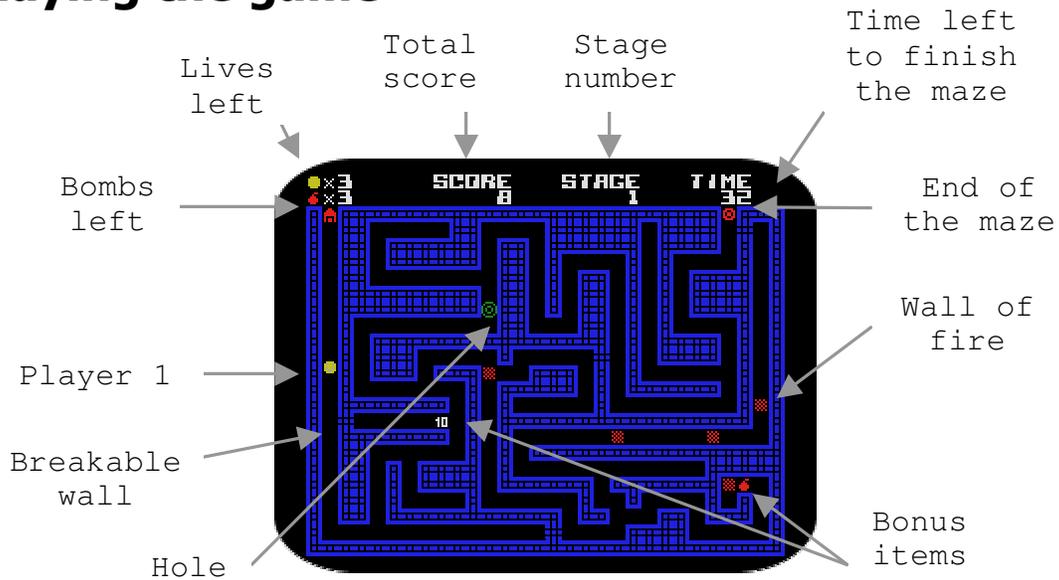
Maze Maniac menu

When you start a game, you can choose between three modes of play: *normal*, *endurance* and *2 players cooperative*. The other modes are locked.

- To unlock mode 4, you need to complete mode 1, 2 or 3
- To unlock mode 5, you need to complete mode 4
- To unlock mode 6 and 7, you need to complete mode 5

Use the corresponding keypad number (from controller 1) to select a mode.

Playing the game



The goal of the game is to guide your character through each of the 24 mazes. Each time you complete a maze, you get 400 points plus 5 points for each seconds left in the timer (except in Endurance (2) and Time Attack (4) mode).



This is where player 1 and player 2 start the maze.



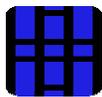
This is the end of the maze. There may be more than one end in a maze.



This is a wall of fire. You will lose a life if you touch it while it is burning. After, you can't move through it except if you are a ghost.



This is a hole. It appears and disappears anywhere. You can lose a life if you fall in it. Ghosts aren't afraid of hole.



This wall can be destroyed with a bomb. Only in mode 7 (bomber mode).

Wall of fire and hole

Wall of fire appears for the first time in maze 8. Hole will appear in maze 16. In mode 7 (bomber mode), they both appear in maze 1.

Wall of fire are fatal in each form until their last. Holes are fatal only in phase 3 to 6.

Not dangerous		1		Fatal
Not dangerous		2		Fatal
Fatal		3		Fatal
Fatal		4		Fatal
Fatal		5		Fatal
Fatal		6		Fatal
Not dangerous		7		Fatal
Not dangerous		8		Not dangerous

Bonus items

There are bonuses that can be found to help you finish the game. Here's a quick list:



Give you 10 more seconds to complete the maze.



Give you 50 more seconds to complete the maze.



An extra life. Available only in normal mode (1), no turning back mode (5) and bomber mode (7).



End the maze immediately. Not available in competitive mode (6).



An extra bomb. Only available in bomber mode (7).



Stop the timer for the next 25 seconds.

Game modes

There are 7 game modes in Maze Maniac. Here they are:

Normal Mode

This is the first mode of the game and the easiest. You have three lives when starting the game. Each maze must be done in less than 75 seconds (unless you get a bonus item). Wall of fire start to appears in maze 8. Hole appears in stage 16.

Finishing this mode unlock *Time Attack* mode (4).

Endurance Mode

Endurance mode gives you a limited amount of time to finish each maze. This time is added to the timer. You start the game with 75 seconds.

Maze 2 to 6: +60 seconds (each maze)

Maze 7 to 12: +45 seconds (each maze)

Maze 13 to 18: +30 seconds (each maze)

Maze 19 to 24: +15 seconds (each maze)

You only have one life in this mode. Wall of fire and hole appear in maze 8 and 16 respectively.

Finishing this mode unlock *Time Attack* mode (4).

Cooperative Mode (2 players)

You can play with a friend. They both get the points for finishing a maze. Each maze must be done in less than 75 seconds (unless you get a bonus item). If both players are busted in the same maze, the game is over. Wall of fire and hole appear in maze 8 and 16 respectively.

Finishing this mode unlock *Time Attack* mode (4).

Time Attack

In Time Attack mode, you get 950 seconds to finish the entire game. No extra time is awarded when finishing a maze. You only get a life to complete this mode. Again, wall of fire appears in stage 8 and hole appears in stage 16.

Finishing this mode unlock *No Turning Back* mode (5).

No Turning Back

As the name implies, you can't turn back in this mode. You need to get the right path the first time. But you should know all the mazes by now? Your character leaves red "X" behind as you can see here:



No turning back mode

If you ever get stuck, you can push "button 2" to restart the maze but you'll lose a life. You start the game with 3 lives. Each maze must be done in less than 75 seconds (unless you get a bonus item). Again, wall of fire appears in maze 8 and hole appears in maze 16.

Finishing this mode unlock *Competitive* mode (6) and *Bomber* mode (7).

Competitive Mode (2 players)

It might look like the same thing as in cooperative mode, but it isn't. Only the player who finishes the maze gets the points. Also, if a flame or a hole busts a player, he transforms into a ghost and can haunt back the other player. If he succeeds, both players restart the maze.



A ghost chasing player 2

If a player gets a clock bonus, the time stops for 25 seconds and the other player is also stoned for this period. If both players are busted in the same maze, the game is over. Wall of fire and hole appear in maze 8 and 16 respectively.

Bomber Mode

In bomber mode, you get to destroy walls to finish the mazes faster or to get bonus items. To destroy a wall with a crack (see the image on page 6), make sure you have a bomb left. Then move toward the wall and once near, push "button 1" on the controller.



How to destroy a wall in bomber mode

You start the game with 3 lives and 3 bombs. Extra bombs can be found in each maze. Each maze must be done in less than 75 seconds (unless you get a bonus item). In this mode, wall of fire and hole appears in the first maze.

When you complete a game mode

When you complete a game mode, you are given a code. This code contains the statistics of your game. With it, you can enter the online ranking at:

<http://www.mazemaniac.com>

Special thanks

Maze Maniac was made possible using a lot of programs, utilities, code, documentation and help around the web. Most of these are from guys like *Daniel Bienvenu, Marcel de Kogel, Neal Danner, Marat Fayzullin and John Dondzila.*

A special thanks goes to Daniel Bienvenu, Yannick Proulx and Gislain Benoit for testing the game on a real coleco, giving ideas and tips.

Without them (and many others I might forget!), this game would have never existed.