

Callisto

SUPER MAZE WARS

THE NETWORKABLE 3-D MAZE BATTLE GAME

Control Keys

Four-way movement

A diagram of a standard QWERTY keyboard layout. The keys are arranged in four rows. The first row contains: space, 1, 2, 3, 4, 5, 6, 7, 8, 9, 0, hyphen/underscore, equals/asterisk. The second row contains: space, q, w, e, r, t, y, u, i, o, p, bracket/underscore, backslash/apostrophe. The third row contains: space, a, s, d, f, g, h, j, k, l, semicolon/apostrophe, double quote/backtick. The fourth row contains: space, z, x, c, v, b, n, m, comma/less-than, period/greater-than, forward slash/backslash. To the right of the main keyboard diagram are three smaller diagrams showing the numeric keypad layout. The first is a 3x3 grid with numbers 1-9. The second is a 3x3 grid with numbers 1-9, 0, and a decimal point/underscore key. The third is a 3x3 grid with numbers 1-9, 0, and a decimal point/underscore key, with an additional key for equals/asterisk.

Eight-way movement

The diagram shows a keyboard layout with the following callouts:

- Raise Shield:** Points to the top-left corner of the keyboard.
- Volume Control:** Points to the top-right corner of the keyboard.
- Fire Blast:** Points to the 'c' key.
- Fire ButtKicker Missile:** Points to the 'm' key.

The keyboard layout includes a numeric keypad on the right with the following keys:

	=	/	*
7	8	9	-
4	5	6	+
1	2	3	
0	.		

"Fast" Capability Indicators

(show which "fast" capabilities you have acquired by picking up capsules)



Fast Blasts

Fast
MazeCruiser
Speed

Fast MazeCruiser Turns

ButtKicker Magazine
Indicators (Each lit
indicator represents
one ButtKicker missile.)

The Scenarios:

Frenzy Gold: Drive on pure adrenaline as you score one point for each opponent killed and one point for each gem collected.

Frenzy: A gemless version of Frenzy Gold in which you score one point for each opponent killed and eliminate all pretense of feinting and dodging for gems.

Frenzy +/-: Frenzy, except that you also lose a point for getting killed.

Gold Rush: Win a round by collecting four gems. Kill an opponent to steal a gem!

Fox & Hounds: Win a round by collecting four gems, which only the "Fox" can collect. Snare the fox to become the new fox.

Team Frenzy: Your team scores one point for each member of the opposing team you kill.



SUPER MAZE WARS

System Requirements

Super Maze Wars requires:

- ◆ 256 colors or grays (color recommended)
- ◆ System 6.0.7 or later
- ◆ 2 Megabytes (MB) of memory, or 4 MB if you're using System 7 or MultiFinder

Last-minute News

You can read about any last-minute changes to Super Maze Wars or this manual by reading the file *Read Me* on the Super Maze Wars disk. Use TeachText or any word processor to read or print the information.



INSTALLATION

We recommend that you make a backup copy of the Super Maze Wars disk, and keep the original in a safe place.

To install Super Maze Wars onto your hard disk, drag the Super Maze Wars icon from the Super Maze Wars disk to your startup volume. Super Maze Wars does not need to be installed into the System Folder.

Run Super Maze Wars by double-clicking the Super Maze Wars icon. The first time you run Super Maze Wars, you will be asked to enter your "battle name" and the ten-digit registration number printed on your Super Maze Wars disk. Type them in and click OK. Once you're registered, you will not be asked to type the registration number again. If you have purchased a Net Pack (for 2), each of the two registration numbers on the disk can be used only once.

The Super Maze Wars warranty registration card provides you with a chance to win **FREE SOFTWARE**. Please take a few minutes to fill it out and drop it in a mailbox.

OVERVIEW

Inside your battle-hardened MazeCruiser™ you roam the mazed hallways of a foreign world, determined to claim victory over up to seven human- and/or robot-controlled opponents.

You must skillfully balance the rewards of loot-filled capsules and shimmering gems against the danger of your lurking enemies' blasts and missiles.

Super Maze Wars offers you six game scenarios, each available as a solo game (with robot opponents) or as a networked game (with human and/or robot opponents). Each game can be played against the clock, or up to a certain number of points or rounds.



The scenarios are:

Frenzy Gold: Drive on pure adrenaline as you score one point for each opponent killed and one point for each gem collected.

Frenzy: A gemless version of Frenzy Gold in which you score one point for each opponent killed and eliminate all pretense of feinting and dodging for gems.

Frenzy +/-: Frenzy, except that you also lose a point for getting killed.

Gold Rush: Win a round by collecting four gems. Kill an opponent to steal a gem!

Fox & Hounds: Win a round by collecting four gems, which only the "Fox" can collect. Snare the fox to become the new fox.

Team Frenzy: Your team scores one point for each member of the opposing team you kill.

Weaponry

Your MazeCruiser is equipped with state-of-the-art weapons, including the Blaster™ and the powerful ButtKicker™ missile. The Blaster shoots a blast which travels in a straight line down a corridor until it hits a wall or an opponent. 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 limited magazines of blasts and missiles that can be replenished by picking up appropriate capsules. Note that in the Fox & Hounds scenario, the Fox cannot fire a blast or missile at the Hounds.

Shield

Your ship sports the latest in shield technology, with strong resistance to blasts and a limited defense against ButtKicker missiles. Although your shield can activate automatically, you can maintain it more effectively by deploying it manually at just the right moments. Your shield has only a limited amount of reserve power that is replenished when you pick up certain capsules.

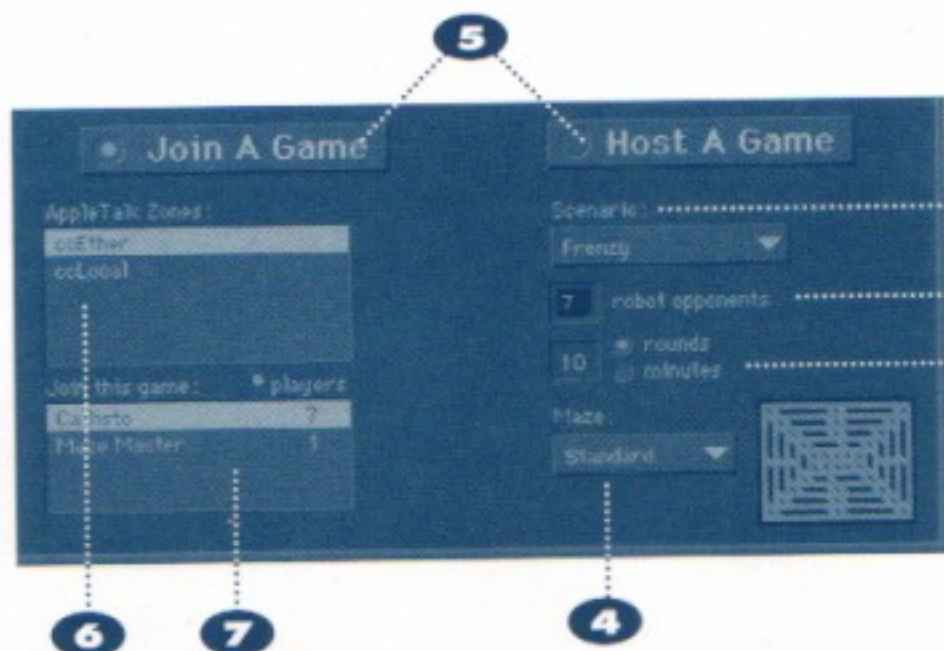
STARTING GAMES

Starting a Solo Game

- ◆ Double-click the Super Maze Wars icon.
- ◆ If you wish to change your customized battle name or registration number, click "About". When finished, click OK.
- ◆ Click "Play".
- ◆ Choose one of the game scenarios **1**.
- ◆ Type the number of robot opponents you wish to compete with **2**. You may wish to play against zero opponents until you get a feel for the game.
- ◆ Choose a timed game or a game up to a number of points or rounds **3**.
- ◆ Choose a maze **4**.
- ◆ Click "Ready".
- ◆ That's it! See **Playing the Game** to learn how to play and win.

Starting a Network Game

- ◆ Find people on your AppleTalk network who wish to play against you.
- ◆ Double-click the Super Maze Wars icon.
- ◆ If you wish to change your customized battle name or registration number, click "About". When finished, click OK.
- ◆ Click "Net Play".



- ◆ One of the players must be the "host." If you're the host, click "Host A Game" **5**, and wait for other players to join you. Your name and other players' battle names appear in the scoreboard at the bottom of the screen. Ideally, the host's Macintosh should be relatively fast. Note that you can't start a network game as a host unless at least one person joins you.

- ◆ If you're not the host, click the host's AppleTalk zone (if your network has zones) **6**. When your host's name appears in the list of hosts **7**, click on your host. Your name, your host's name, and the names of other joining players appear in the scoreboard at the bottom of the screen.
- ◆ Type the number of robot opponents you wish to compete with **2**.
- ◆ Choose a maze **4**.
- ◆ Choose one of the game scenarios **1**.
- ◆ Choose a timed game or a game up to a number of points or rounds **3**. (When you change any of the options **1 2 3 4**, all players see the change.)
- ◆ Click "Ready".
- ◆ You may have to wait while other players join the game. Players who are ready have check marks next to their scoreboard names. The game starts when all players are ready.
- ◆ That's it! See **Playing the Game** to learn how to play and win.

Joining a Game in Progress

- ◆ Double-click the Super Maze Wars icon.
- ◆ If you wish to change your customized battle name or registration number, click "About". When finished, click OK.
- ◆ Click "Net Play".
- ◆ Click the host's AppleTalk zone (if your network has zones) **6**. When your host's name appears in the list of hosts **7**, click on your host. Your name, your host's name, and the names of other players appear in the scoreboard at the bottom of the screen.
- ◆ Click "Ready".
- ◆ That's it! Note that you cannot modify the game options **1 2 3 4** of a game already in progress.

Ending a Game

- ◆ If a game is in progress, press ⌘-Q to end the game.
- ◆ If no game is in progress, press ⌘-Q to quit Super Maze Wars.

PLAYING THE GAME

Getting Around the Maze

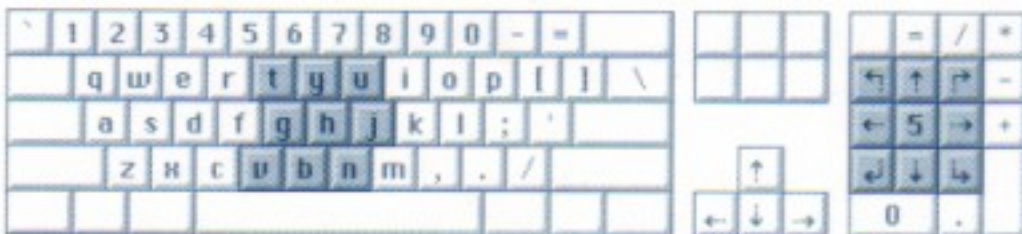
Use the forward (\uparrow) or backward (\downarrow) keys to move your MazeCruiser forward or backward in a hallway. Press the left (\leftarrow) or right (\rightarrow) keys just before you reach a maze intersection to turn left or right at that intersection.

When a MazeCruiser turns, it does not move forward or backward; it simply pivots around its center. Press the combination keys ($\leftarrow\uparrow$, $\rightarrow\uparrow$, $\leftarrow\downarrow$, or $\rightarrow\downarrow$) to move and then turn. The combination keys are especially useful on keyboards that recognize no more than two pressed keys at once (not counting shift, option, and command). For instance, you could travel forward by pressing the '8' key, quickly switch to the '9' key to make a turn, and finally switch back to the '8' key to continue forward.

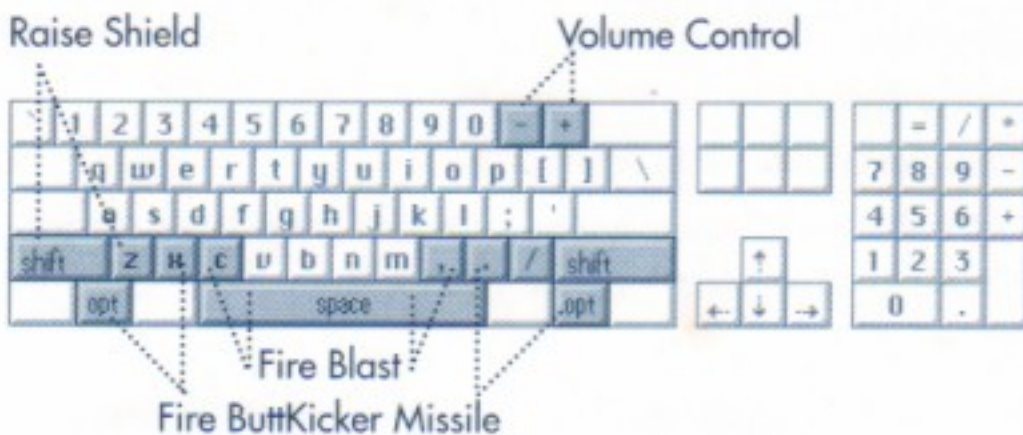
Control Keys



Four-way movement



Eight-way movement



Weapon Usage

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

Shield Usage

The shield keys allow you to activate your manual shield. When it is active, the manual shield continuously depletes your reserve shield power. However, if a blast hits you when you are manually shielded, the impact causes no further loss of shield power. In contrast, if a blast hits you when you are unshielded, your automatic shield must surge to protect you and the loss of shield power is quite large.

Similarly, the shield depletion caused by a missile is much less when you have manually shielded yourself. Of course, if you activate the manual shield at the wrong time or for too long, you waste it needlessly.

You cannot stop a blast or a missile by shooting at it.

Destruction

If your shield power is insufficient to counteract a blast or missile, you and your MazeCruiser are blown to smithereens. All of your blasts are instantly vaporized, saving your opponents the indignity of being destroyed by a player who has already passed on. Your missiles do carry on your good name and continue seeking out enemies to jolt out of their celebratory mood. Your view screen is suffused with an unearthly glow...and then you're reborn at a new maze position with a complement of shield and blasts, but minus one of your "fast" capabilities, if you had any ("fast" capabilities are acquired by picking up certain capsules). If you're playing a gem-collecting scenario, your killer receives one of your gems (if any) as tribute.

Gems

A gem is a rotating pyramid that appears in the maze. A gem alternately rises to the sky and then sinks to the floor. As long as a gem is not too high, you can pick the gem up by running your ship through or over it. A gem eventually melts into the floor and disappears if it is not picked up by any player. You cannot kill gems with your puny weapons.



In the Fox & Hounds and Gold Rush scenarios, the first player to pick up four gems wins a round. In Gold Rush, you steal a gem each time you kill an opponent who has one or more gems.

Capsules

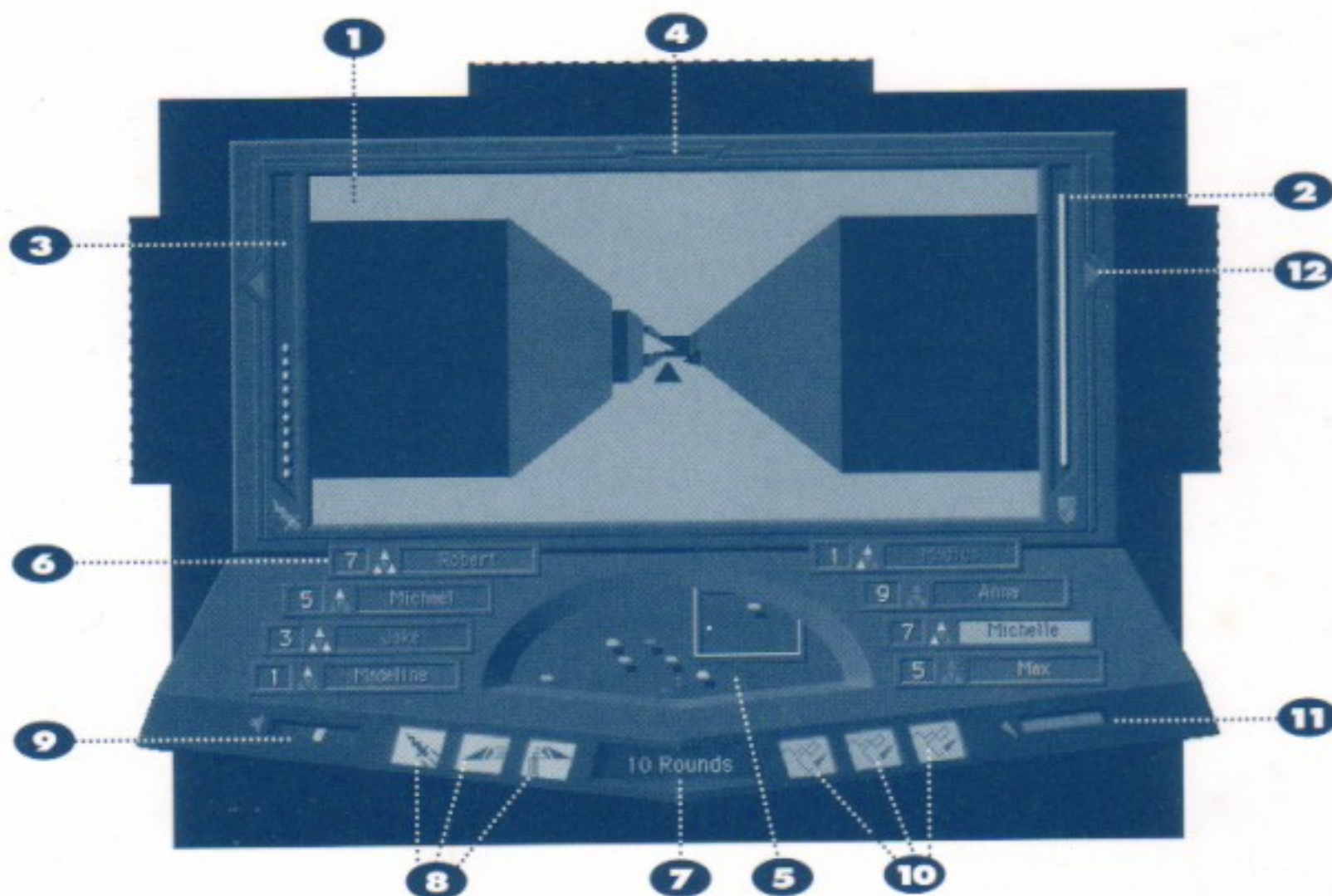
Capsules are rotating cuboids that appear in the maze. You can pick up a capsule by driving through it. Each capsule contains an enhancement to your MazeCruiser and is colored accordingly. You cannot kill capsules. A capsule can allow you to:



- ◆ Increase the number of blasts in your magazine
- ◆ Increase the number of missiles in your magazine
- ◆ Increase the reserve power of your shield
- ◆ Increase the speed of your blasts ("fast" capability).
- ◆ Increase the speed at which your MazeCruiser moves ("fast" capability)
- ◆ Increase the speed at which your MazeCruiser turns ("fast" capability)

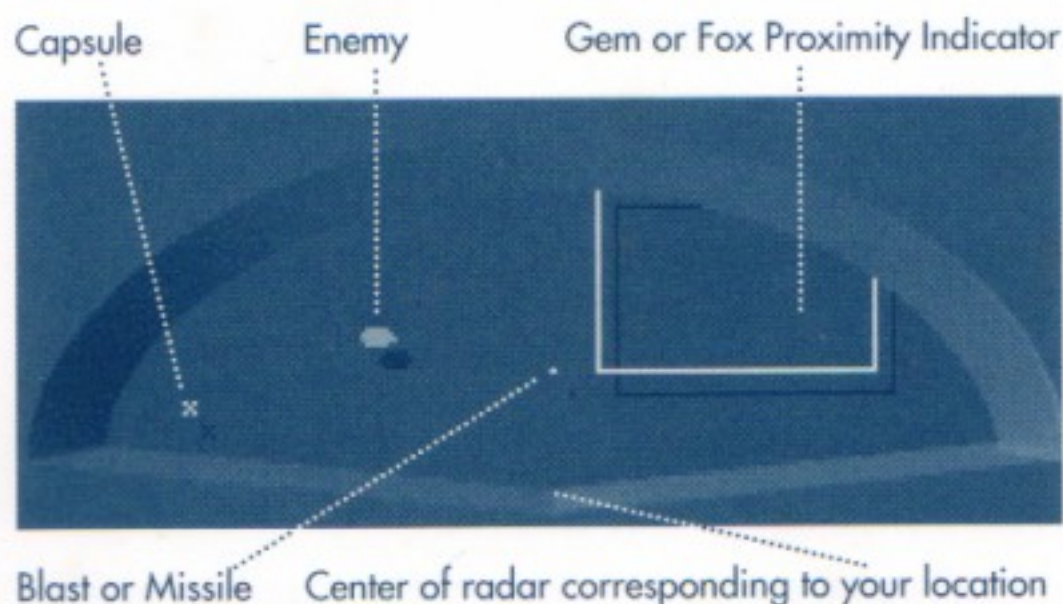
Dashboard

- 1** The center of your screen is your **View Screen**, your main window to the world. In it, you see hallways, enemies, gems, capsules, blasts, and missiles. Each player's MazeCruiser is colored the same as the player's name in the scoreboard. Try playing a practice game against one opponent to get an idea of what all of the game objects look like in the View Screen.
- 2** **Shield indicator.** The longer the indicator, the more reserve shield power you have. Press a manual shield key to get a feel for how fast the power is depleted. Note how much the power level decreases when you are hit with a weapon.
- 3** **Blaster Magazine Indicator.** Each remaining blast is represented by one dot in the indicator.



- 4** **Gun Overheat Indicator.** When it's red, you are unable to fire any blasts, although you may be able to fire a missile. When it's green, you can fire blasts. You are allowed to have up to three blasts traveling through the maze at one time.
- 5** **Radar.** Your radar shows about 170 degrees of the maze, centered about the direction you're facing. The radar does not show objects behind you and directly to your left or right. Notice how the entire radar sweeps back and forth as you turn back and forth.

Each enemy (except the fox during Fox & Hounds) is shown as a small oval in the same color as the enemy's name in the scoreboard. Capsules are shown as colored x's. Blasts and missiles are shown as small dots.



On the radar, gems and foxes are shown as rectangles, the gems in yellow, and foxes according to their scoreboard color. The gems and foxes are located somewhere within the rectangle, but you must use the View Screen to find out exactly where. In a gem-collection scenario, the gem rectangle's size is proportional to the number of gems you have collected in the current round. In Fox & Hounds, the fox rectangle's size is inverse-

ly proportional to the number of gems the fox has collected in the current round. Therefore, as rounds go on, gems get progressively harder to find, and foxes get progressively easier to find. Hounds in a Fox & Hounds game cannot see the gem.

- 6 **Scoreboard.** Contains up to eight players. Each scoreboard panel contains several elements:
 - ◆ At the left, the number of points or rounds the player has won. If the player is the fox in a Fox & Hounds game, the area behind this number fills with the player's color (instead of gray).
 - ◆ In gem-collection scenarios, a large yellow figure containing four small triangles. Each small triangle represents one gem that the player has collected in the current round.
 - ◆ The player's name (in a unique color). If this player's MazeCruiser is the closest one visible (or just slightly out of visible range), the area behind the name fills with the player's color (instead of gray).
- 7 **Progress Display.** Shows the time remaining (for timed games) or the goal of the game (for games up to a number of points or rounds).
- 8 **"Fast" Capability Indicators.** Show which "fast" capabilities you have acquired by picking up capsules. From left to right, they are fast blasts, fast MazeCruiser speed, and fast MazeCruiser turns.
- 9 **Sound Volume Indicator.** Press the minus '-' key to lower the sound volume and the plus '+' key to raise it.
- 10 **ButtKicker Magazine Indicator.** Each lit indicator represents one ButtKicker missile.

- 11 ButtKicker Proximity Detector.** If any missiles are tracking you, the detector gives an indication of how close the closest missile is. When the missile is very close, the detector is filled with solid red. You can also tell the missile's distance by listening to the missile's beeps, which it emits when it's tracking you. The more frequent the beeps, the closer the missile.
- 12 Turn Signals.** These turn on when you press turn keys and while you're in the process of turning.

Playing Hints

- ◆ When you "sense" an opponent (i.e. the opponent is visible down a hallway, just to the left or the right of the hallway, or even right behind you), your scoreboard lights up that opponent's name in the opponent's color. If you fire a ButtKicker missile at that instant, the ButtKicker also senses the opponent and can do an excellent job of tracking the opponent's MazeCruiser. Of course, if the detected player is directly behind you, the ButtKicker won't be able to track the opponent, and may track another opponent or even you!
- ◆ Likewise, if an opponent mysteriously appears to be alternately sensed and then not sensed, the opponent is probably right behind you, toying with you.
- ◆ Turn away from a doorway and then back into it to blast anyone who is tailgating you. For example, if there's a doorway to your right, you can turn left, back up, and fire directly across the hallway you used to be in.
- ◆ Don't follow a ButtKicker too closely, or you may run into it as it is turning.
- ◆ In the Team Frenzy scenario, teammates' weapons do not harm one another.
- ◆ In the Fox & Hounds scenario, if you are a Hound and happen to see the gem in the View Screen (the gem is not visible on your radar), you may be able to ambush the Fox as it tries to grab the gem.
- ◆ When a round ends, all projectiles are annihilated. If you thought you were just about to kill an enemy at that moment, the ending round may have thwarted your attack.
- ◆ Since a player's blasts are instantly vaporized when the player is destroyed, you can often win a hallway showdown by shooting and then backing up quickly. Of course, if your opponent escapes the hallway or fires a ButtKicker at you, then your odds of survival are poor.
- ◆ If you learn to use the manual shield keys, your opponents will be mystified at your longevity as you continually win hallway showdowns.
- ◆ Since a player can have only three active blasts at once, if you see three of an opponent's blasts traveling down a long hallway, that opponent is blastless until the blasts hit something. Seize the moment, but beware of missiles!

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You'll need logic and a lightning-fast mind as you race against the clock to uncover the mines in each of Super Mines' intriguing and colorful minefields. If you've enjoyed playing *Minesweeper*, *Mines* or *Bombs*, you'll be amazed and confounded by Super Mines.

"A great game for passing time or relaxing...I recommend Super Mines" (Tim Warner, Assistant Editor, MacWorld Magazine, 4/93).

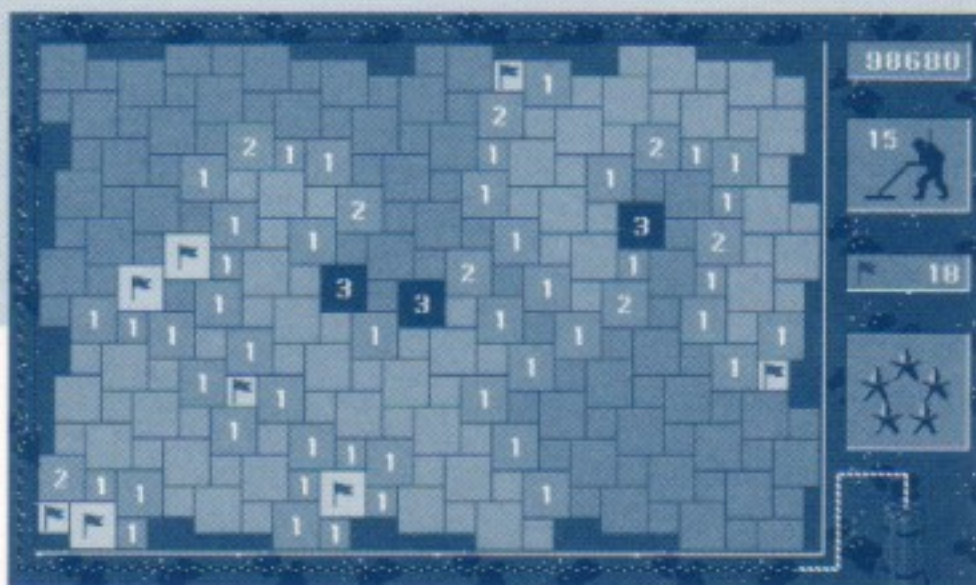
- ◆ Starting with a simple grid and getting more complex as you progress, Super Mines challenges you with 100 levels of play using a variety of unique minefield grids.
- ◆ As you search for mines, you can earn extra lives and bonus points, qualify for promotions, and find buried treasures.



- ◆ Quality sound and graphics combine to make Super Mines fun, challenging and addictive for players of all skill levels.

Super Mines is a strategic game of logic and daring, easy to learn but hard to master.

Can you master Super Mines?



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