

LABYRINTH [Temporary Beta Name]
by
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This game is played like the old wooden box game with knobs in front and on the right. The front knob pivots the box top left and right, the other, front and back. A marble rolls through a maze, and you must try, by adjusting the controls, to get as far as you can without the marble falling through a hole. the highest number reached is your score.

In this computer version, The knobs are replaced by the cursor. Where it is, determines the pitch of the top. Think of it as if you were "pressing down" at the point of the cursor. The changing cursor gives some indication (as do the shadows in the holes), of what the "slantiness" of the top is like.

This version has only three puzzles defined in it. If you are interested in contributing to the final version (and having your name included), add a maze using the create features in the menu. Send it to me for inclusion. The way to do that is to note that when a new maze is created, it adds to the resources, a resources of type 'labr' {Virus detectors should note this}. Below I've included a Rez (ala MPW) template for the resource itself. Send me the single resource (use what ever tools you have for extracting resources). If it's a good one, I'll include it & you in the game. The mazes are fun to create.

This is a Beta version. I wrote it in MPW CFRONT/C++ MACAPP, on a MAC II F/X. I've tried it on a standard Mac II, CI, SE, and a Mac+. It's really slow on a Mac+ or on some machine's when set to color (only B&W so far). Some speed can be improved with the slide bars on the title window. It runs on 6.0.x and on System 7

I'm anxious for any and all feedback. I've not decided whether to make it freeware/postcardWare, Shareware, or to try and sell it. Your input will help to determine which. {All maze-makers will, of course, get it for free}. ANY help will be greatly appreciated - from bugs to cover design to features.

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***** LABYRINTH Resource for a maze *****

```
type 'labr' {
    Point;
    Point;
    Point;
    integer = $$CountOf(labPits); /* Number of pit identifiers */
    array labPits {
        rect;
        integer;Point;
        integer;Point;
```

```
integer;Point;
integer;Point;
};

integer = $$CountOf(labBorders); /* Number of borders */
array labBorders {
    rect;
};

};
```