

aMazeing Manual

Introduction:

This paper should give you a quick introduction on what aMazeing is and how it is to be played.

The game is based on a very successful real-life board game by Ravensburger. It is called “Das verrückte Labyrinth” which translates to “The Crazy Maze”. The game is especially fitting for small children but also is a lot of fun to play for older people.

aMazeing shouldn't be an exact copy of this existing game, but be a good translation of the existing core element into a PC game.

Set custom default port.

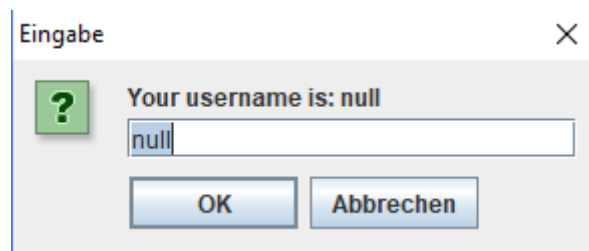
Preferences cannot be changed while the application is running.

The server may also save some game data here.

Example

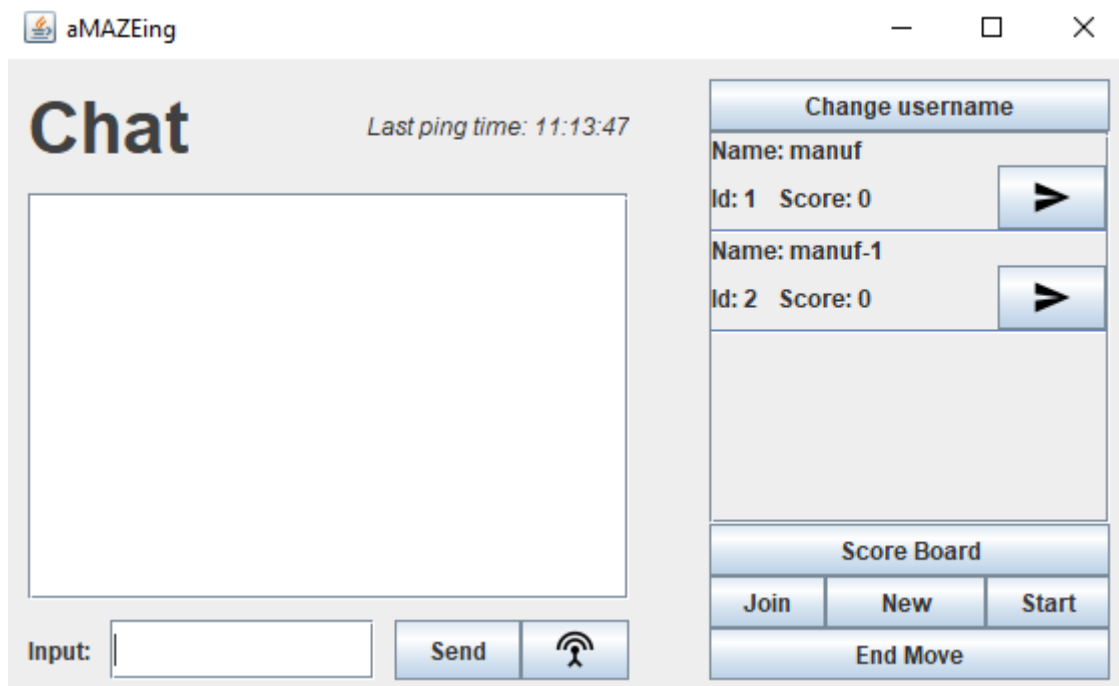
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server.port=1337
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If you start the game the first thing to show on your screen is this dialogue:



This window asks you to enter your username of choice for this session of the game. This name will be the name other players will see in the game. Press ENTER or click OK to confirm your choice.

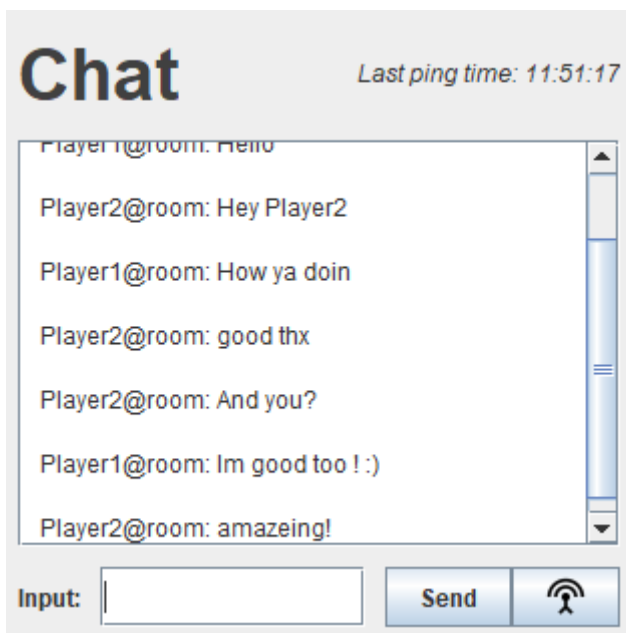
The Lobby:



After confirming your username the window above will show up. This is the Interface you'll use to create or go to other Rooms, chat with other players and start your game. In the following section we will look at each part of the interface and explain how you can use it.


Chat:


The main window of the chat is situated on the left side of the window and looks like this:




In the upper part you can see all the messages addressed to or sent by you.

In front of each message you can see the username of the sender, followed by “@room” (default), “@all”, “@Username” or “@you”.

“@room” is a message to all players currently in your room and can be sent by pressing ENTER or click the  button.

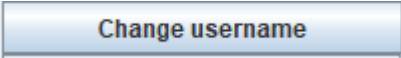
“@all” is a message broadcasted to all players currently active on the server and can be sent by pressing the  button.

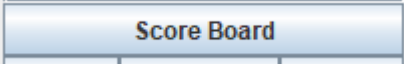
“@you” is a whisper message sent by another player to you. This means only you can see this message.


“@Username” is a whisper message sent by you to another player. This message can only be seen by this player. You can send them by pressing the  button in the room members list on the right side of the window which looks like this:




This list shows the usernames and IDs of all players currently in your room.

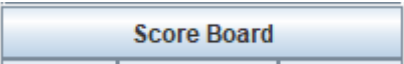
On the top you can find the  button you can change your username by clicking on it.


On the bottom you can find the  button. By clicking on it a dialogue with high-score information will appear on your screen.

By pressing  you can create a new room on the server.

By pressing  you can join an existing room on the server.

Starting a Game

On bottom of the  button you can find

Click the  button to start a game as soon as all player in the room are ready. First the following game-customization menu will appear:



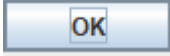
A dialog box for game customization. It features a green question mark icon in the top-left corner. The dialog contains three input fields: 'Board size' with the value '7', 'Cookie amount' with the value '3', and 'Cookie value' with the value '200'. At the bottom, there are two buttons: 'OK' and 'Abbrechen'.

Here you can customize your game the way you want it.

Board size will set the size of your play board. For an even number n the size will be $n+1 \times n+1$.

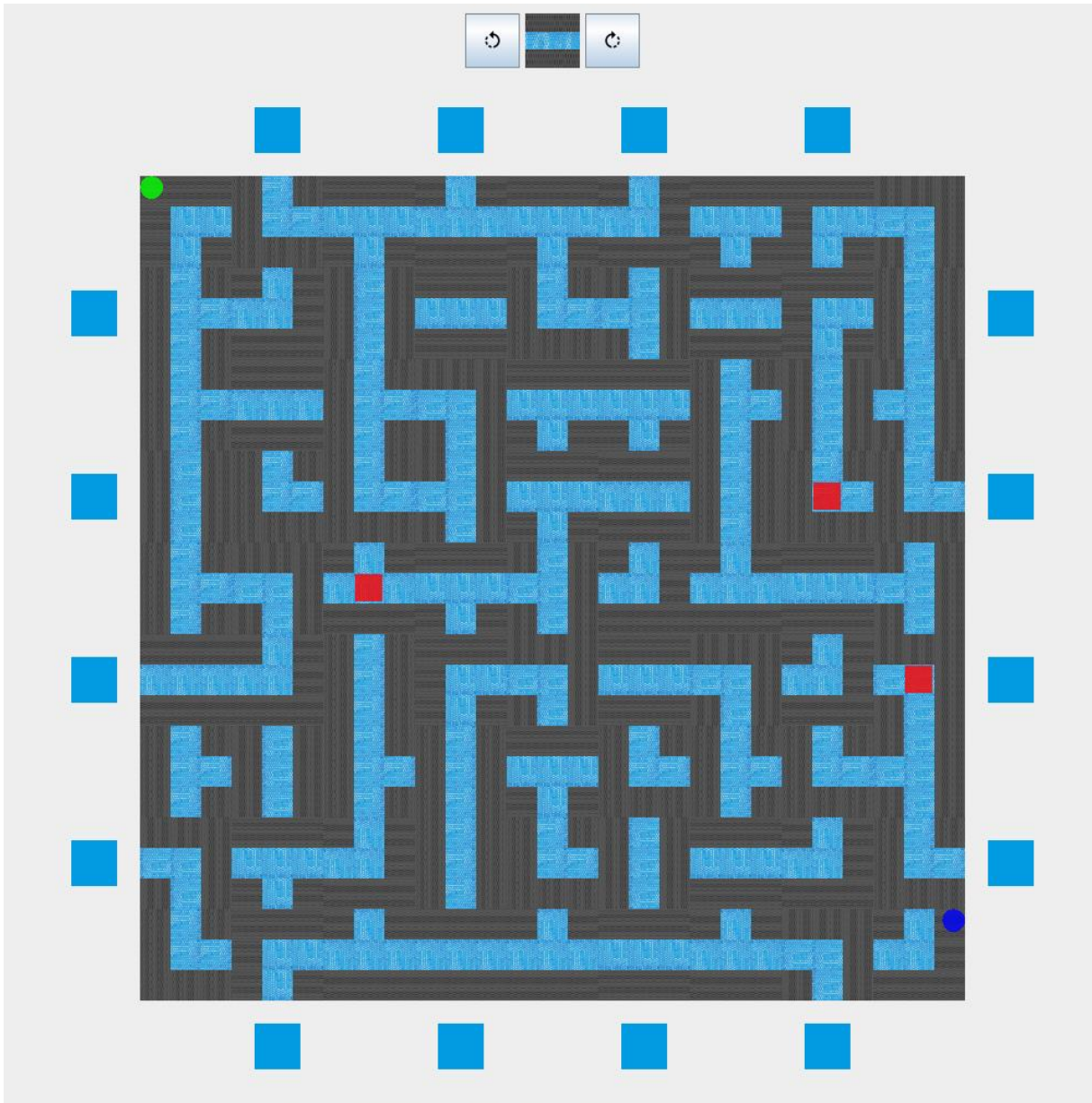
Cookie amount will set how many cookies are going to be simultaneously present on the board.

Cookie value will set how many points one cookie will give you. To win a game you will always need 1000 points.

By pressing  you can submit your customizations and the game board will show up on your screen.

Game Board:

The most important part in your window obviously is the game board. It provides all the interface you need to make your moves and keeps you up to date about how the game is going.




In the middle you can see the aMazing maze. Blue signifies free space and black means walls.

Each player gets one of the following turtles:



You can see which color you are in the room members list on the right of the window.

The red squares like this  are representing items. They can carry one of the following items:

Point Cookie: an item that will add points to your score. You need these items to win the game!

All to Start: AlltoStart will reset all players to their initial location in the corners of the board.

Chaos: Chaos will randomly reset all movable tiles of the board.

Move Twice: Move Twice will allow the active player to do another move.

Swap: Swap will allow the active player to swap location with another Player.

Take Points: Take Points takes 200 points from the leading player and gives them to the losing player.

If the squares are blue like this  it's your turn.

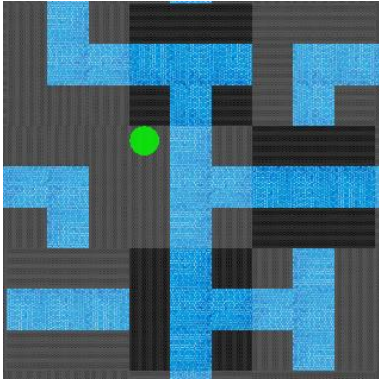
Mouse and Keyboard


On top of the board you can find the tile you can insert and turn it the way you want it by pressing the arrow-keys.



By pressing one of the  buttons you can insert your tile at this location.

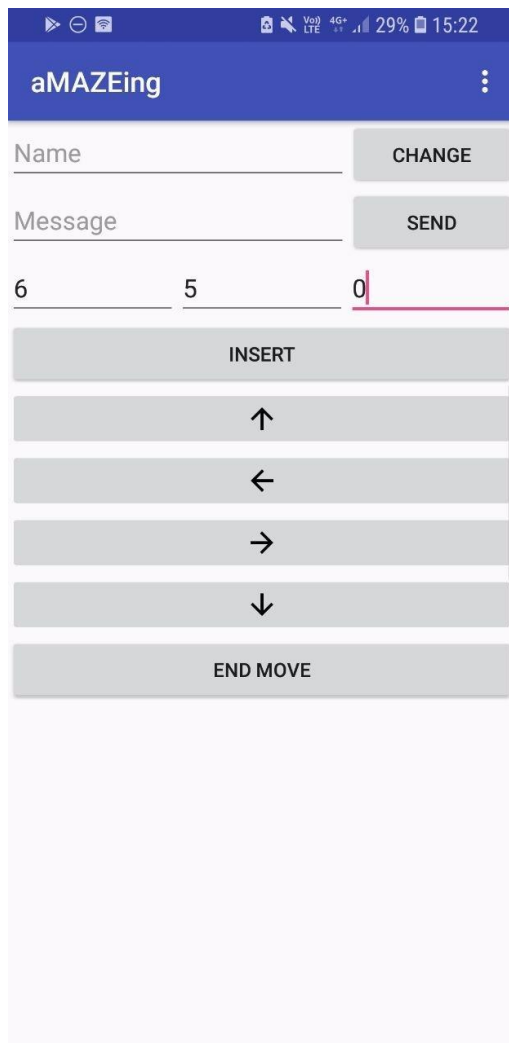
After that you can navigate through the maze by clicking on one field after the other or by using your arrow-keys. The game will always show you your options by darkening your positive options like this:



If you are finished you must confirm your move by pressing the  button on bottom of the room members list. All Items on your way will be collected and their properties will be activated.

Controller-app

You do also have the possibility to play the game by using our controller-app for android. The interface of the Controller looks like this:



With the controller you can play the game, chat with other people and even change your username. You can insert tiles by giving the coordinates and the wanted alignment of your chosen location and confirm by clicking on the insert-button. After that you can move by using the Arrow-keys.

After that it is the next player's move.

If a player reaches the goal of collecting 1000 points the game will signalize you self explanatory if you are a winner or a loser.