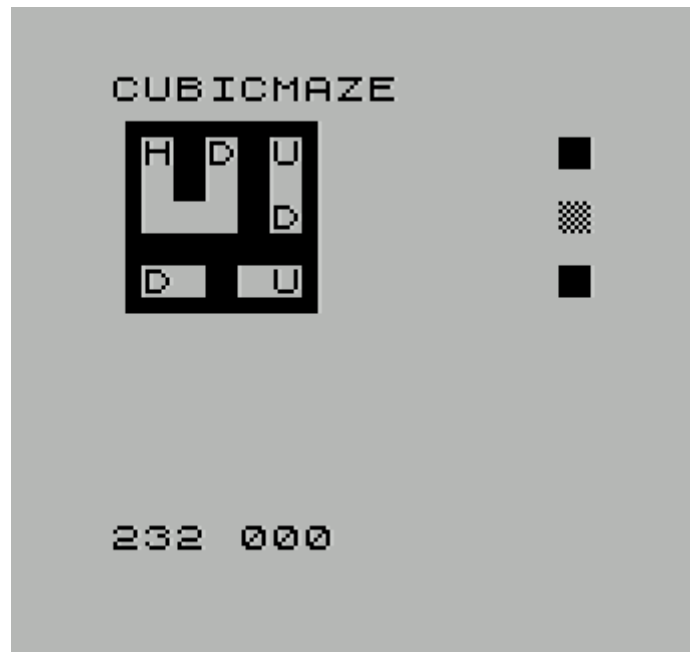


## CUBICMAZE



As a kid I had a plexiglas cube with a maze in it where you had to guide a small metal ball through from top to bottom. When the ball was in the middle of the cube you could hardly see where it went. This cube is the base for this new 1K game.

On the screenshot above all possible fields are shown. When you start a new 3D maze you need to visit all fields in that cube to solve the cube. The game will show the floor you are on with the fields you already visited. On the screen you see a field with an open step to the right. You haven't visited the field right from the "U". A "U" tells you that you can go UP 1 floor. A "D" tells you you can go DOWN a floor. The ladder ("H") tells you can go both UP and DOWN.

On the left bottom you see the coordinates you are at this moment. On the right bottom you see the fields still not visited. On the right you see a vertical indicator which floor you are at.

After loading you can redefine the standard keys once by pressing Y.

Any other key will start the game.

The game will start with a 1x1x1 maze. Press the exit-key to end this maze.

You can now select a new maze with 1 to 6:

- |                    |              |                       |
|--------------------|--------------|-----------------------|
| 1 for a 1x1x1 maze | (1 field)    | (solved at the start) |
| 2 for a 2x2x2 maze | (8 fields)   | (get the feeling)     |
| 3 for a 3x3x3 maze | (27 fields)  | (first deeper steps)  |
| 4 for a 4x4x4 maze | (64 fields)  | (getting harder)      |
| 5 for a 5x5x5 maze | (125 fields) | (brainteaser)         |
| 6 for a 6x6x6 maze | (216 fields) | (ludicrous)           |

When you exit the maze after visiting all fields the game will show that you SOLVED the maze.

Controls are shown on the screen after loading the game.