

**** Sultan's Maze ****
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**** SCENARIO ****

The Sultan of Bagdhad, whilst on a state visit to England in the 14th century, had the very bad misfortune, to be set upon by a band of cutthroat vagabonds.

They stole the poor Sultan's treasure chest, containing his youngest daughters dowry of 6 priceless rubies.

The Sultan's personal champion, loyal and muscular as he was, chased the group of robbers into Hampton Court maze. Here he was savagely attacked, then murdered. During the fight the rubies were dropped at various points about the maze.

Hit any key ...

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The Ghost of the Bodyguard now roams the maze and attacks anyone who dares to enter. However, the bodyguard was never of great intelligence, and his ghost has retained this problem.

You may therefore, avoid the Ghost if you are able to discover his weakness !

The hazardous task before you, is to enter the Maze in search of the jewels.

Having collected the jewels, you will be given five attempts, in which to work out a magic word that will transport you back in time, to even greater riches !!

Hit any key ...

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**** RULES OF THE GAME ****

1. You are not permitted to jump through the outer hedges of the maze, but may jump through the inner hedges when on levels of difficulty between 1 & 5.
2. Your energy level will determine how many jewels you may carry at a time.
3. You will be given an audible warning, should the Guardian be nearer than 3 squares away.
4. Jumping through a hedge will cost you a lot more energy than normal.
5. Looking at the map of the maze, will also reduce your energy.

Hit any key ...

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6. Carrying jewels will also reduce your energy by more than normal.
7. The level of difficulty, affects both the speed of the Ghost, and the time for which the map is displayed.
8. You may leave the maze, at any time you want, by means of the exit in the southern hedge. Your energy will be made up and any jewels being carried, will be safely stored away.
9. **BE WARNED !** The Guardian's Ghost will be moving at **ALL** times during play !

Hit any key ...

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**** DIFFICULTY LEVELS ****

Levels 1-5 :- These represent increasing difficulty levels in which jumping through the inside hedges is allowed.

Levels 6-9 :- These represent increasing difficulty also, but jumps are not permitted.

Levels 5 & 9 are the same, in regards to the Guardian's speed of movement and the map display time.

N.B.!! At any time during the game, you can quit by pressing the Q key !!

Hit any key ...

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**** SCORING SYSTEM ****

Every jewel you take out of the maze, gains you 200 points. Each jewel you are carrying, whilst in the maze, counts for 50 points.

Leaving the maze, reduces your score, by 100 points. You do however receive 1 point, per unit of energy left.

Moving reduces your energy level by 1 point per square, plus 1 point for every jewel that you are carrying.

Jumping, costs you 8 units of energy, plus a further 4, per jewel that you are carrying. Looking at the map will cost 2 units.

Hit any key ...

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If you Quit the game, your score will be halved.

If you die from exhaustion or running foul of the Guardian, you will receive a score of 0.

Should you be succesful in retreiving all the jewels and in guessing the magic word, your score will be doubled.

Hit any key ...

Numeric Keypad Control Keys

7 Forwards and turn Left.	8 Forwards.	9 Forwards and turn Right.
4 Turn to the Left.	5 Jump through a hedge.	6 Turn to the Right.
1 Pick up a Jewel.	2 Display the Map.	3 Drop a Jewel.
0	.	Enter Display this screen.

Press any key to continue