

Mazmazam

INSTRUCTION BOOKLET



SUPER NINTENDO™
ENTERTAINMENT SYSTEM

NTSC VERSION

Please read this instruction booklet thoroughly to ensure proper handling of the game.
Please save this booklet for future reference.

MazezaM ©2012 Alekmaul.



Information about this game and others on
<http://www.portabledev.com>

MazezaM game concept and levels by
Malcolm Tyrrell
(<http://webpages.dcu.ie/~tyrrelma/MazezaM/#MAZEZAM>).

3 levels from Kian Vincent
(<http://www.glassfractal.com/games/MazezaM/>).



THIS SEAL IS THE ASSURANCE THAT THIS
HOMEBREW IS FROM PORTABLEDEV AND
MADE WITH PVSNESLIB. JUST CHECK
<http://www.portabledev.com/pages/snes/pvsneslib.php> FOR CURRENT VERSION OF
PVSNESLIB.

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STORY

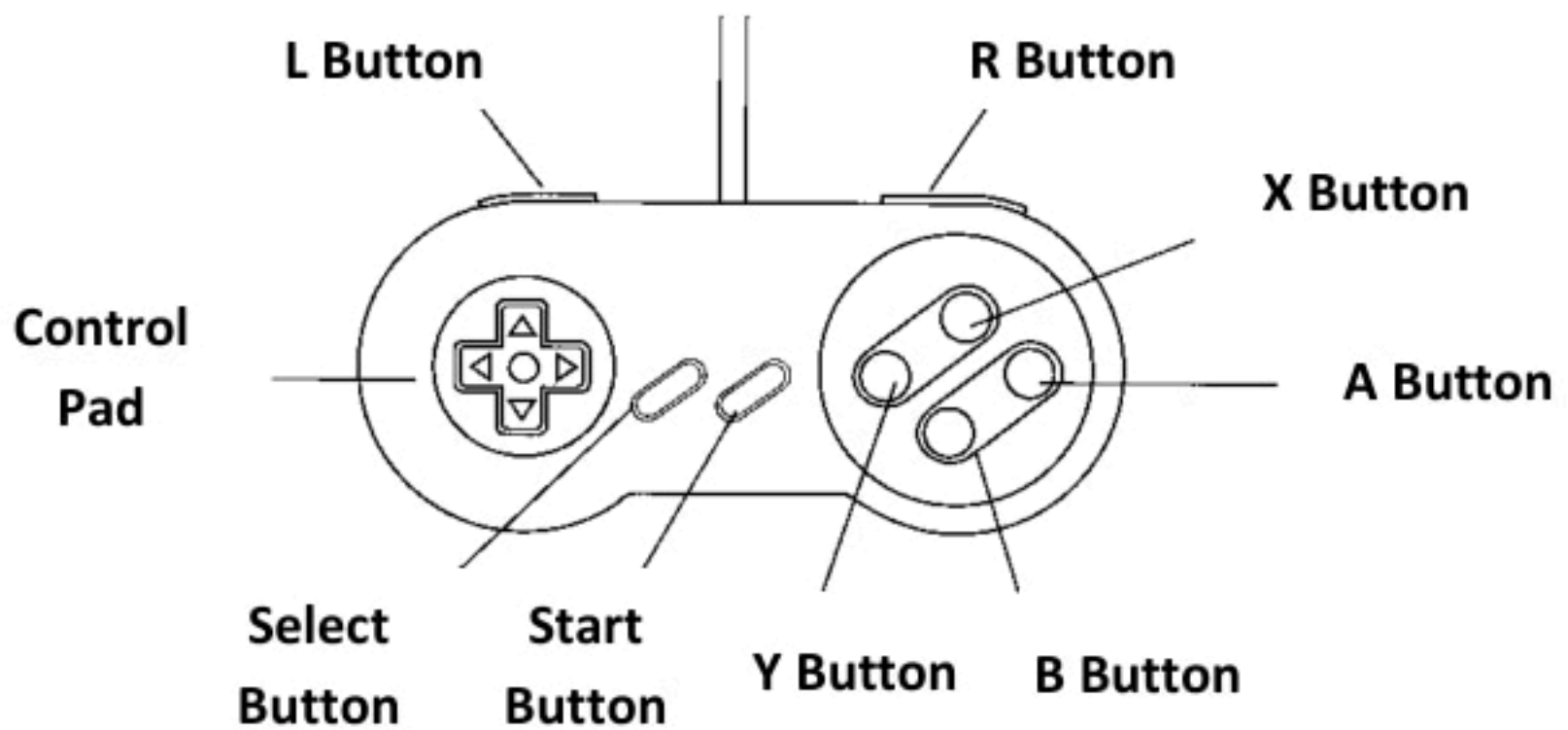
MazezaM Challenge (pronounced "may-zam") is a simple puzzle game based on MazezaM from Malcolm Tyrrell.

You will have to go through 33 levels of mazes.

You enter the maze on the left and you have to get to the exit on the right by pushing rows of blocks left and right.

If you get stuck you can retry the current level, but this will cost you a life.

USE OF CONTROLLER



Control Pad : Movements

SELECT button : Retry level but loose a life

START button : Start game and pause

Note : The X, Y , B, A, L and R buttons are not used in this game.

SCREEN DISPLAY

Your lives
remaining

Current
level



The
entrance

Number of moves and minimum
moves for current level

Where you
need to go

PASSWORDS

Level 01 : _____

Level 02 : _____

Level 03 : _____

Level 04 : _____

Level 05 : _____

Level 06 : _____

Level 07 : _____

Level 08 : _____

Level 09 : _____

Level 10 : _____

Level 11 : _____

Level 12 : _____

Level 13 : _____

Level 14 : _____

Level 15 : _____

Level 16 : _____

Level 17 : _____

Level 18 : _____

Level 19 : _____

Level 20 : _____

Level 21 : _____

Level 22 : _____

Level 23 : _____

Level 24 : _____

Level 25 : _____

Level 26 : _____

Level 27 : _____

Level 28 : _____

Level 29 : _____

Level 30 : _____

Level 31 : _____

Level 32 : _____

Level 33 : _____

Developed by
Aleksandr

