

THE SPECTRUM GAMES DATABASE

MAZIACS

PUBLISHER  
DK'Tronics

AUTHOR  
Don Priestley

YEAR  
1982/3?

CATEGORY  
Maze

DESCRIPTION  
Explore a randomly generated maze looking for gold and fighting nasties!

CONTROLS  
Redefinable keys, Kempston Joystick

INSTRUCTIONS  
These instructions are taken from the game itself.

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<PICTURE OF YOU>  
This is YOU, the HERO of this ADVENTURE.  
To SUCCEED you will need to

Run through a complex MAZE  
Collect of box of TREASURE  
and then RETURN

EASY?

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<PICTURE OF A SECTION OF MAZE>  
The MAZE is VERY BIG (64 times this section)  
& has NO EDGES!

A whole NEW MAZE is generated for each adventure  
(This takes time)

The DISTANCE to the TREASURE varies but is never short!

Randomly placed in the maze are SWORDS, PRISONERS and BOWLS  
of FOOD, all to HELP you in your search

There are also many MAZIACS  
They are slightly LESS helpful

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PRISONERS can show you the ROUTE to the TREASURE or,  
if you already have it, the way back to the START

The route shown only lasts for so many "moves" or for  
so much time

You then need to find ANOTHER prisoner

The ROUTE is shown in YELLOW

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Having a sword will enable you to kill a MAZIAC, but after a fight you will need ANOTHER

Fighting MAZIACS without a SWORD takes LONGER and you will PROBABLY be KILLED

IF you are SITTING down, any attacking MAZIAC will ALWAYS send you to YOUR MAKER

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MAZIACS are the GUARDIANS of the TREASURE

Although they know where you are they're no intelligent enough to find any but the most direct route to get at you

Sometimes their behaviour is UNPREDICTABLE

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The MAIN screen will show you only a FIFTIETH of the MAZE

VIEW will show about a TWELFTH

This helps locate SWORDS etc BUT although MAZIACS can still move YOU CAN'T !

(Any key restores MAIN screen)

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ENERGY & FOOD

Running through the MAZE and fighting MAZIACS uses ENERGY

EATING FOOD will INCREASE your ENERGY  
(First find the food !)

If your ENERGY runs out then the adventure ENDS in a quick death by STARVATION

Your ENERGY METER will be to the right of the screen

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The TREASURE will be at least 200 MOVES from the start

You can't carry the Treasure AND a Sword

You CAN swap Sword and Treasure at any time

Killing rather than avoiding MAZIACS on the way to the TREASURE will help (a bit !)

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DEATH or GLORY

If SUCCESSFUL your SCORE will be the MINIMUM number of Moves

needed compared with the ACTUAL moves you made as a PERCENTAGE PLUS 0 10 20 or 30 for the level of DIFFICULTY chosen

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#### DIFFICULTY LEVELS

Use MENU & "D" to CHOOSE FROM

- 1 EASY
- 2 Lose ENERGY during VIEW
- 3 As 2 but also lose ROUTE during VIEW  
Route duration is TIMED
- 4 As 3 but Prisoners can only be used ONCE

IN ADDITION the more difficult Levels have LESS Swords, Food and Prisoners but the SAME number of MAZIACS

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All these instructions are easily accessed (with pictures) from the game itself!

#### INLAY CARD TEXT

I don't have this, but I imagine it would be much the same as the instructions I have included above.

#### CHEATS

#### SEQUELS/PREQUELS

Rumour has it that Maziacs is based upon (i.e. much the same game as) Mazogs on the ZX81.

#### SCORES RECEIVED

Unknown. Possibly released before Speccy mags came about.

#### URL

Maziacs is available from a number of sites, this is just one of them :  
<ftp://ftp.dcc.uchile.cl/pub/OS/sinclair/snapshots/m/maziacs.zip>

#### GENERAL FACTS

Some games of Maziacs are much harder than others, I imagine this is because of the randomly generated maze.

Don Priestley went on to write a whole heap of top games for a number of companies including Piranha and Mastertronic. These include Popeye, Trapdoor, Through the Trapdoor, Benny Hill's Madcap Chase, Minder, and Gregory Loses His Clock. He became famous for producing Speccy titles with huge colourful sprites! Maziacs, as you will see, isn't one of these titles.

#### NOTES

Maziacs is simple and fun (and very frustrating at times)! Try and complete it without using the map or without using any swords!