Mazer II

by

Farfetch Software

VIRTUAL REALITY FOR THE APPLE IIGS

Mazer II

The Ghost of Mordaine

by Mike Howard

Title screen and text font by Jason Lewis

Thanks to:
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System Requirements

Apple IIGS with at least 1.25 megs of RAM, one 3.5" disk
drive, mouse, and GS/OS system 5.0 or later. Mazer II will
run on a 1 meg IIGS using System Disk 5.0 or 6.0 with no
extras installed.

Making a Backup

It is important to make a backup copy of the Mazer II disk
to use and retain the original as a backup. Mazer II is non-
copy protected for your convenience. To transfer the game
to a hard drive, simply copy the contents of the disk to any
directory you like. But DON"T PIRATE Mazer II - that
really makes us mad.

System Settings

Before starting Mazer II, you will want to enter the Control
Panel (open apple-control-esc) to make sure that your
SYSTEM SPEED is set to FAST, and that the HIGH
SPEED MOUSE option - in the Options menu - is set to
NO, the default. You will not be able to access the Control
Panel from within Mazer II, and a NORMAL system speed
will make the game too slow, while a YES on the HIGH
SPEED MOUSE option will make the game difficult to
control.

Starting the Game

From the Finder, simply open the Mazer.II disk and
double-click the Mazer.II icon. Within seconds, you will be
transported to the world of Mazer II.

What You See

Mazer II is a "virtual reality," in which your movement in
the imaginary world is controlled by your movement of the
Apple IIGS mouse. The large window on the screen is your
view of the imaginary world. Move the mouse forward or
back, and you move forward or back in the imaginary
world. Move the mouse left or right, and you turn left or
right in the imaginary world. This movement quickly
becomes second nature.

What You Get

Below your view window is an empty area in which you may receive messages from the outside world. Besides your movement, there is one way for you to interact with objects and characters in the Mazeworld: by firing energy pulses. You have four types of energy at your disposal: creative, destructive, affirmative, and negative energy, abbreviated CRT, DST, AFF and NEG.

To select the type of energy you wish to fire, HOLD DOWN the mouse button and move the mouse. While you are holding down the mouse button, you are in a special "energy selection" mode and will not move in the game. Move the mouse to the left and up, and you will see a white "crt" symbol appear to the upper left of the message area, indicating that you are poised to fire a creative energy pulse. The four "CRT", "DST", "AFF", and "NEG" symbols are located at the four corners of an imaginary area around the message space at the bottom of the screen. When you RELEASE the mouse button on one of these symbols, that type of energy is released in the direction you are facing. The type of energy you select stays selected until you change it, so if you rapidly press and release the mouse button (in other words, "click" the mouse) that type will be fired again.

Note that if you change your mind and decide not to release a pulse, you can release the button in the blank area between the energy symbols. This area also serves a SPECIAL PURPOSE in the game: clicking in the blank area indicates that you are finished reading the text in the message space, and are ready to receive any new text.

Once More with Feeling

In actual practice, all this is quite simple. To move, move the mouse. To select your energy type - four different types, plus "neutral" advances to the next text screen - hold down the mouse button and move the mouse. To release that type, release the mouse button.

Status Bars

To the left and right of your view window are two status bars, as from a bar graph. The bar on the left indicates your overall energy level, your "health" - or your 'hit points", in adventure game parlance. Should this bar decrease to nothing, you will cease to exist. The bar on the right indicates your temporary energy level, or the energy available to you to fire energy pulses. Both energy levels will renew themselves, but overall energy is slower to return than temporary energy.

More on Energy Types

As might be expected, the different types of your energy pulses have different effects. The difference between creative and affirmative, destructive and negative energy lies in whether they are more active or passive; creative energy actually "creates" or "restores", while the effect of affirmative energy is more just to say "yes" to something already there. Similarly, destructive energy kills, while negative energy just says "no" or "negatives".

One tip: creative energy may be used to express friendly intentions; while the effect of destructive energy is obviously hostile. More on the use of these various types of energy you will have to discover for yourself.

Escape Clause

Mazer II has only one keyboard control: the ESC or ESCAPE key. Pressing ESCAPE enters the Mazer II Pause Mode, just in case you need to answer the phone, switch CD's, or go and get a sandwich or something. Options in the pause mode are highlighted by moving the mouse up or down, and then selected by clicking the button. In addition to returning to the game, you can save the present game, or restore a previously saved game. Up to four games can be saved, numbered 1 through 4, and all are stored on the program disk for simplicity.

The final Pause Mode option is to quit the game and return to the calling program. Note: it is always a good idea to exit Mazer II using this option, rather than using the reset key.

Life in the Mazeworld

Somewhat akin to real life, you will have to determine your purpose and ultimate goals in the Mazeworld for yourself. But forget everything you knew about adventure games: the world of Mazer II lives by its own rules...

An Extra Word on Memory

If you encounter a system error $0201, which is an "out of Memory" error, while launching Mazer II, here are some steps to take:

1) Make sure your IIGS has a least 1 MEG of RAM memory.

2) From the Control Panel, make sure you RAM disk size is set to 0. From the desktop Control Panel, reduce the size of any RAM cache. Remember, you may have to power down and restart the GS for the changes to take effect.

3) Boot the system disk that comes with GS/OS, which won't have a lot of memory consuming extras installed.