



User manual

Nightlovers Game Studio  
Cyberstorm Interactive Ltd.

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## INTRODUCTION

*Monster Maze* is freeware (freely distributable) action game with 20 unique levels developed by Nightlovers Game Studio a division of Cyberstorm Interactive Ltd.

## REQUIREMENTS

Operating system: Windows 7, 8, 10 (32 Bit)

RAM: DirectX 9 – 600 MB RAM  
DirectX 11 – 200 MB RAM

Hard disk space: 30 MB

Graphics card: DirectX compatible graphics card

Audio: DirectX compatible sound card

DirectX: versions 9 or 11 (not included)

Operating system: Linux (64 Bit)

RAM: 200 MB RAM

Hard disk space: 30 MB

Graphics card: OpenGL compatible graphics card

Audio: System compatible sound card

DirectX: -

## INSTALLATION

### Windows

*Monster Maze* is available as an install package and as a zip archive.

Use the install package if you do not wish to copy the files manually. The package will install both the DirectX 9 and the DirectX 11 versions. By default the DirectX 9 version is started by the shortcut. It can easily be modified by changing the name of the file launched by the shortcut. The Zip archive also contains both versions. Start the one you wish by double clicking on the desired filename.

### Linux

**Monster Maze** is available as a tar.gz archive containing only one version of the game for 64 bit Linux distributions with OpenGL support.

## CONTROLS

The menu and the game can be controlled by using the keyboard or a gamepad.

M	Turns the music On or Off during the game. This control is not active when you are in the Settings menu.
N	Turns the sounds On or Off during the game. This control is not active when you are in the Settings menu.
F1	Saves a screenshot into the directory where the settings are saved. Does not work in DirectX 11 mode.
ESC	Opens the menu panel when in game. Quits a given menu. Quits the game when in the main menu.
UP or W	Move up.
DOWN or S	Move down.
LEFT or A	Move left.
RIGHT or D	Move right.
ENTER or RETURN	Selects the current menu option.
SPACE	Continue from the Game Complete screen.
DEL	Deletes the selected profile. The game does not asks for conformation.

## THE MAIN MENU

START	Opens the profile selector screen. The game offers 5 profiles.
SETTINGS	Opens the settings screen and lets you modify the settings of the game.
LANGUAGE	Lets you change the language of the game. Currently English and Hungarian languages are available.
MUSIC	Turns the music on and off. You can also press 'M' during the game to toggle the music.
SOUNDS	Turns the sounds on and off. You can also press 'N' during the game to toggle the music.
SCREEN	Lets you choose the screen mode you want to run the game in: <i>Fullscreen</i> , <i>Borderless</i> and <i>Windowed</i> . If <i>Windowed</i> mode is chosen, the resolution selector becomes available. (See SCREEN MODES for more information.)
RESOLUTION	Lets you set the resolution for <i>Windowed</i> mode.
CREDITS	Shows the version number and the list of people who worked on or contributed to the game.
HELP	You can read about the aim of the game as well as some tips.
QUIT	Lets you quit the game.

## THE INGAME MENU

RESUME	Continues the game that has already been started.
QUIT	Lets you exit the game and go back the main menu.

## SCREEN MODES

The game can run in three screen modes: *Fullscreen*, *Borderless*, *Windowed*. In *Fullscreen* and *Borderless* modes, you cannot change the resolution of the game. The resolution is always set to desktop resolution.

The resolution of *Windowed* mode can be set in the Settings menu. The game was designed to run best in Full HD resolution. The list of available resolutions only contains those with 16:9 aspect ratio.

Although the game runs on every resolution and aspect ratio, it is recommended that, if you can, run the game in 1920x1080 Full HD or 3840x2160 UHD resolution.

The default screen mode on Windows is *Borderless*, while on Linux it is *Fullscreen* mode.

## KNOWN ISSUES

- Taking a screenshot does not work in DirectX 11 mode.
- On Linux there may be colour related errors in the saved screenshot.
- There may be issues with dual monitor setups.
- When changing the screen mode, it is possible that the game screen is not normalized.
- On Windows, ALT+TAB doesn't work properly when using *Fullscreen* mode.



## HOW TO PLAY

The aim of the game is to collect all the cherries and eggs on the map, while trying to avoid getting caught by the monsters.

Some tips:

- The monsters go through each other.
- The monsters never turn back.
- The monsters do not hunt you.

## END-USER LICENCE AGREEMENT

Freeware – freely distributable software  
version: 2.0

Before installing the software please read this End-User Licence Agreement carefully.

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## HISTORY

- 20.07.2021 – Monster Maze v1.0.0.3
  - Couldn't handle the resolution properly when the DPI setting was not 100%.
  - Menu options can be selected using the RETURN / ENTER key of the numeric keyboard.
  - Updated manual.
- 11.04.2021 – Monster Maze v1.0.0.0 Initial release

**SPECIAL THANKS**

## **CONTACT & CREDITS**

**Monster Maze v1.0.0.3**

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**Sounds:**

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