

DEATHMAZE

5000

BY

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HINT SHEET

MED SYSTEMS SOFTWARE

Deathmaze 5000

Hint Sheet

Deathmaze requires you to find torches and food to stay alive. Give these priority. Pits can get you to the next level if you jump into them, but you may not be able to return to the original level. Some objects may be used more than once. Events are often order-dependent. Something that doesn't work on the first level may work later on the fourth level, or after you have performed some other action.

- (1) Are you stuck in the room with the calculator?
JKV NGH V VWTP MGA HKXG VKOGU, VJGP
JKV TKIJV VWTP MGA HQWT VKOGU, VJGP
NGHV MGA VJTGG VKOGU.
- (2) Have you found the hat?
VWTP TKIJV. YGCT JCV. EJCTIG.
- (3) Are you being attacked by a vicious dog?
VJTQY UPGCMGT.
- (4) Does a dog block your quest for the magic staff?
VJG UVCHH KU WUGNGUU.
- (5) Are you always getting bitten by the snake?
IGV DQZ.
- (6) Are you baffled by the perfect square?
UVGR HQPYCTF KPQ USWCTG.
- (7) Are you having trouble getting up the pit?
FTQR DQZ. RNCA HNWVG. ENKOD UPCMGT.

- (8) Does the monster always kill you?
VJTQY YQQN. MKNN OQPUVGT. HKNN LCT.
- (9) Are you stuck on the second floor?
RTGUU VYQ.
- (10) Does your torch always get blown out?
TCKUG TKPI.
- (11) Does the bat always drink your blood?
VJTQY LCT.
- (12) Does the monster's mother rip you to shreds?
RNCA JQTP. MKNN OQVJGT.
- (13) Are you having trouble finding the right door?
WPNQEM FQQT VYQ (MGA VKEMU). VWTP TKIJR.
IQ VQ GPF QH JCNN. VWTP NGH V. VTA FQQT UGZ.
- (14) Are the bed of spikes not a comfortable resting place?
VJTQY DYNN.
- (15) You don't know the monster's name?
TGCF DGQYWNH.

KEY

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
Y Z A B C D E F G H I J K L M N O P Q R S T U V W X

Choose the hint corresponding to the place where you are stuck, as indicated by the questions in English. To decode a hint, find each letter in the top row of the key, and substitute the letter in the bottom row.

Deathmaze 5000 is a full scale three-dimensional adventure. You move through a gigantic five story building depicted graphically on your monitor in 3-D perspective. Scattered through this building are a multitude of objects and incredible obstacles. Your only goal is to leave Deathmaze. Alive.

The five levels of Deathmaze 5000 are connected by pits, elevators, and a scientific marvel. Connections are not always obvious. Some are deathtraps. Further, many actions are order related. You may have to accomplish one action before safely committing another.

Deathmaze is gigantic. There are **over** 500 locations. Be patient. You will not solve Deathmaze during the first week. Or the first month. Make maps. And above all, **BE CAREFUL!**

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