

Instruction Manual

https://kimimaru.itch.io/maze-burrow

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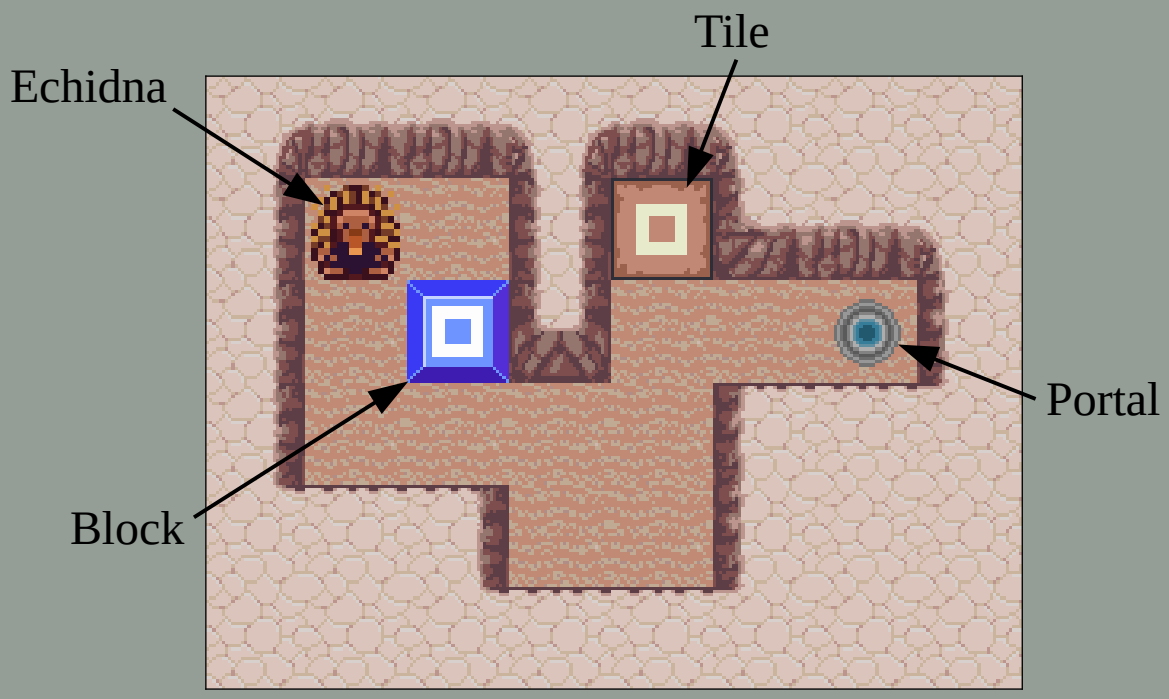
Introduction

An echidna is peacefully sleeping in its burrow when an evil gang of moles turns it into a maze! It's your job to help the echidna escape the now labyrinthine burrow by solving puzzles.

Your goal in each level is to move blocks into their matching tiles to activate the portal. With over 60 levels to conquer, there will be no shortage of challenges your way. Do you have what it takes to lead the echidna out of the burrow?



Controls

Move	WASD or Arrow Keys
Grab Block	Space or X
Restart	R (hold)
Undo	Backspace or U
Pause	ESC or P
Menu Back	ESC or X
Menu Select	Enter or Space
View Map	E (only on map screen)

Controls can be configured in the **Controls** screen on the title or pause menus. Want to use a controller instead? Go ahead and configure it under **Controls > Controller**.

If your controller doesn't work, go to the local application directory (see "**Paths + Closing"**) and open the **Config/ControllerMappings.txt** file. Add a mapping string on a new line generated with this tool: http://www.generalarcade.com/gamepadtool

If the "platform" isn't at the end of the mapping, move it there and append a comma. Restart the game to use your controller.

Options

Music Volume – Sets the game's music volume.
Sound Volume – Sets the game's sound volume.
Block Grab

- **Hold** – Hold the grab button to keep hold of a block.
- **Press** – Press the grab button to grab/release a block.
- **Auto** – Move against a block to automatically grab it.

Input Buffer

- **On** (Recommended) – Inputs are recorded ahead of time and processed when possible for smoother controls.
- **Off** – Inputs are not buffered.

HUD Display – Change which HUD elements are on screen.
Resolution – Change the resolution of the game window.
Fullscreen – When **On**, makes the game fullscreen.
Framerate

- **Fixed** – Caps the game at 60 frames per second (FPS).
- **Variable** (Recommended) – Matches the refresh rate of your monitor.

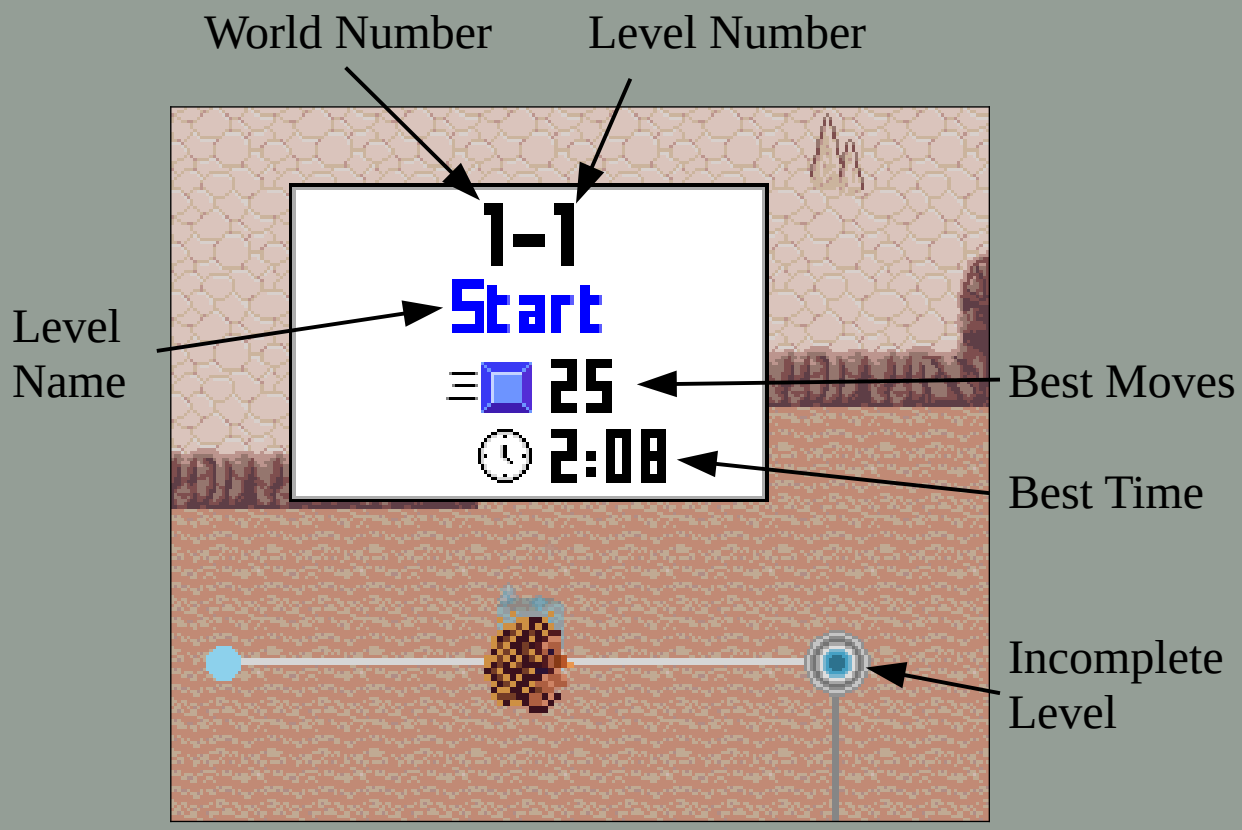
VSync

- **Enabled** (Recommended) – Cap the game to the monitor's refresh rate.
- **Disabled** – Run the game at an uncapped FPS. May cause screen tearing.

Map Menu

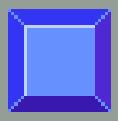
You can choose which level to play by traversing through the map. As you progress through the burrow, you'll unlock more worlds and thus greater challenges.

You may occasionally encounter detours that allow you a choice in level to proceed. Complete one or complete both; it's your call! You can always revisit a level as many times as you wish to improve your records.



Obstacles

You'll encounter plenty of obstacles throughout your journey in the burrow. New and different types of obstacles will appear as you progress, making levels increasingly more complex and challenging. Here are some obstacles you can expect to find in the burrow.



Blocks – They come in different patterns and sometimes different sizes. Move all patterned ones onto their respective tiles to activate the level portal.



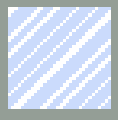
Switches – These control certain blocks when pressed and released. Hold them down with blocks.



Warps – Walk onto these to teleport somewhere in the level. Teleport blocks by placing them onto one.



Moles – The ones who caused this mess! They'll often throw rocks to temporarily stun you. Redirect those rocks back at them with special pipe blocks!



Ice – Step on it and you'll slide! Blocks pushed onto it will also slide. Watch your step!

Paths + Closing

Local application directory locations:

- **Windows -**
  %LOCALAPPDATA%/Kimimaru/Maze Burrow
- **Linux -**
  $XDG_DATA_HOME/Kimimaru/Maze Burrow
- **macOS -**
  ~/Library/Application Support/Kimimaru/Maze Burrow

Save data is stored directly in the local application directory.

Config/InputConfig.txt in the local application directory holds per-controller input settings.

I’ve poured a lot of time and energy into developing Maze Burrow, and I really hope you enjoy it.

Thanks for playing!

- Kimimaru