THE EYE OF THE ORACLE

ORACLE

- CHAPTER 1 -

THE LOST SHAMAH

The Dark zone

TRASH MAX GAMES

1. Arrival in the shadow

3. The serpentary
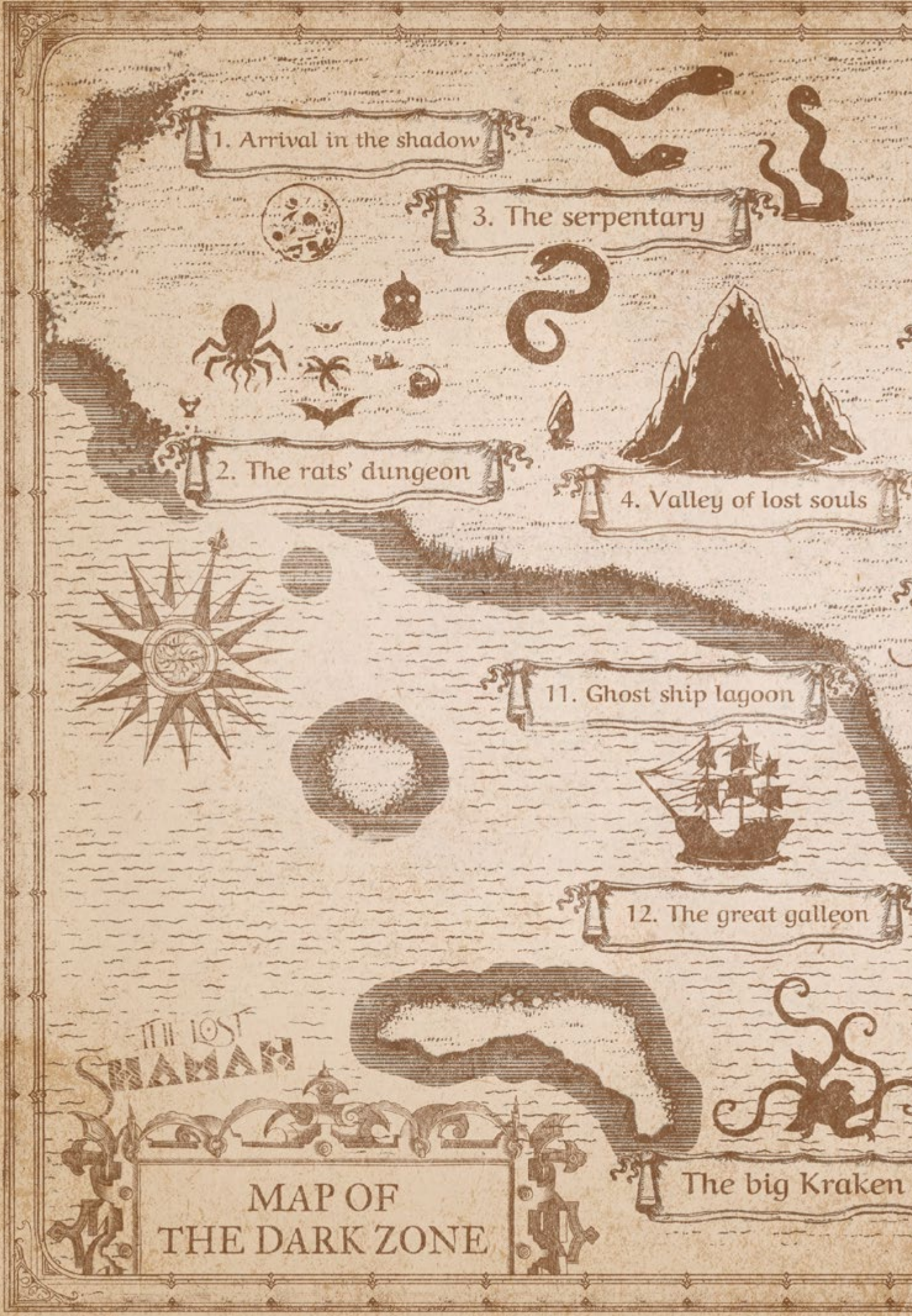
2. The rats' dungeon

4. Valley of lost souls

11. Ghost ship lagoon

12. The great galleon

THE LOST SHAMAN

MAP OF
THE DARK ZONE

The big Kraken

Rulebook

Recommended age: 8 years and up

Game duration: variable - approx. 30 minutes

Device requirements

Play on the website www.trashmaxgames.it/tls (the game is online but after loading the browser will prompt you to install the application locally)

Game objective

You are a shaman catapulted into a mysterious labyrinth. Your goal is to find your way out by collecting keys and defeating monsters.

Contents

downloadable maps to use as a reference for playing.

Application: https://www.trashmaxgames.it/tls

direct contacts: trashmax.games@gmail.com - support@pressmaze.com

The application is designed for mobile devices and is a web application, meaning that it will be launched in the web browser (Chrome or Safari) and at the end of the first loading the browser will ask you if you want to install a local version (press the icon similar to this one if you want to have a version on your device).
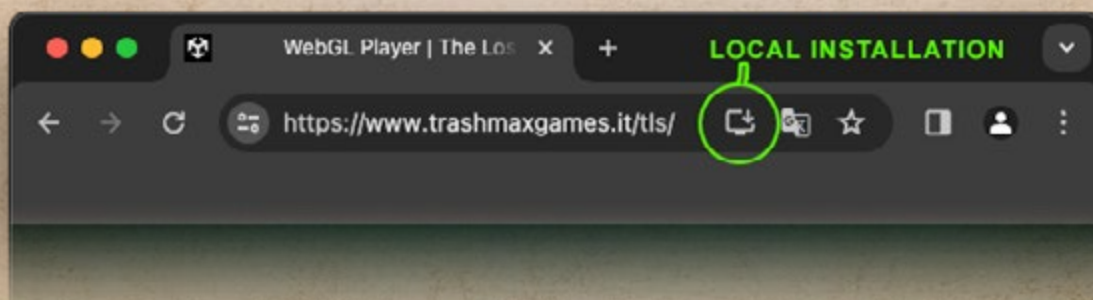
Getting Started

Print the maps and choose on the APP which model to start with.

-- General rules --

> START! - Answer the call and you will find yourself in the first maze.

> At the beginning you may be in any of the points indicated with the shaman's head (👹): choose or move around to find out which is the starting position for this game, using the arrows or the voice command (activated by pressing on the icon 🎤 .

*IMPORTANT! the first time wait 15 seconds for the voice recognition library download - at the end of the process will be asked for permission to access the microphone and activate it).

> Now that you have figured out the starting point, all you have to do is explore to find all the keys you need to access the final door.

On the map you will in fact find the magic portal symbol to exit the level (🌀): jump on it and you will have passed this test.

-- Clues and strategy for winning --

You may get lost, because the nature of the game is that you will. Never fear! We will find ways to mark valid clues on the map to keep you from despairing.

Here are some rules and tips:

> Mark from time to time the rooms you have already turned.

> When you see a door (a box with the required key number), mark it and return to it later, when you have found the required key.

> Once you have opened the door, go into that section to look for the next key.

> If you see a monster symbol flashing on the monitor, it means that there is one around you. If you end up in his room you will have to choose whether to face him or run away at the cost of a shield, and be careful not to run out of shields otherwise you will have lost.

> If you still don't have enough magic, you could mark the hypothetical location of the monster and continue the search elsewhere, hoping precisely to find new magic and be ready to attack.

> When everything seems easier here come new problems. The landslides: mark on the sheet when a section is inaccessible, it will be very useful to search for new paths and continue the challenge.

> The secret rooms: many levels allow you to explore secret rooms, passing directly through walls, mark these passages and where they lead because it will be vital to reach all the keys.

For notes and clues I have my own strategy, but feel free to use the one you prefer and find most effective. Here is my table:

> Continuity and progress: remember that each level can be played without following a logic or sequence. You can keep track of your progress directly from the map sheet (I personally recommend laminating them so as not to continually print new sheets).

shields	🛡
keys	⬆
runes	⊙ φ Y ⊚ △
monsters	😾 M
visited	/
collapses	✕
start	🐑
exit	⬤

-- The game interface --

1. Possessed spells: with attack and reuse value.

2. Keys Found: Number of keys possessed.

3. Negative Mana: Total Mana of monsters in the maze. (useful to know how many monsters are still in the maze)

4. Personal Mana: Your available mana. In fact you will take damage in every fight and when you reach zero you will have lost.

5. Protective shields: Number of shields z\left. Without shields you will lose in the event of an attack.

6. Movement arrows: indicate possible directions for navigating the maze.

7. Monster Danger Icons: Warns of monsters in nearby rooms. Does not light up if the monster is over a wall.

8. Secret room indicator.

9. Remaining Credit Indicator: As the game represents a call with the wise Shaman to help us out, we use up a credit with each movement. If the credit goes to zero, we have lost.

Best Score

BM 23	coin 100
BM 13	coin 85
BM 2	coin 56

Doors founded — 2 3 1 4 ☐ ☐ ☐

Keys founded — 2 3 ◇ ◇ ◇ ◇ ◇ ⫸

An example of a game where you can see the clues found: rooms travelled, keys taken, doors found, location of some monsters, exit, secret passages and collapsed doors.

THE LOST SHAMAN

The magical runes

Twilight Enchantment ⚡6 — 2

Chain Aeternum ⚡8 — 3

Taurus Strenght ⚡10 — 2

Spirit of the Wind ⚡8 — 3

Celestial Fire ⚡12 — 1

Initial values and maximum values

Mana		28/40
Shields		3/5
Max spell power		12/24
Max spells in inventory		5/5

🎤 TOP FRONT ▲

🎤 Here is the list of commands to play with voice control

🎤 LEFT ◀

🎤 ▶ RIGHT
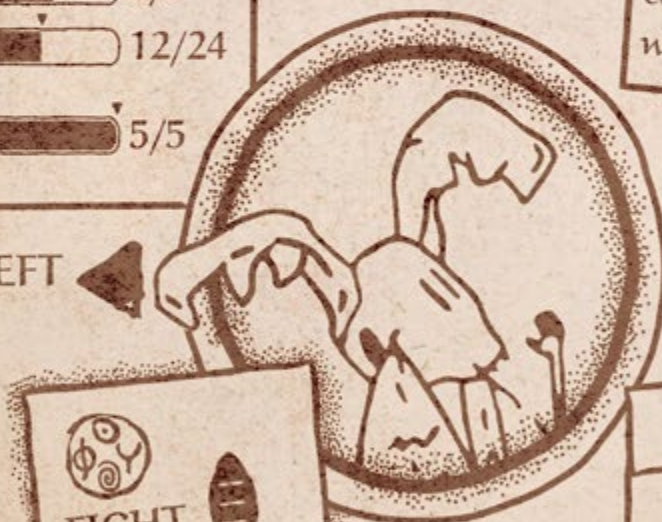
FIGHT ESCAPE

🎤 ▼ DOWN BACK

Symbology and Notes

Shield	
Key	
Monster	
Room visited	/
Way locked	✕
Player spawn	
Exit level	

print this handbook and use it when you play