Cube Maze Expeditions

Player manual - Version 1.4.1

Tronsoft specification 1.6.3. Draft: online acceptance incomplete. Website room integration, personal maps and the new cover are preserved. Offline practice is selected by default; create a maze with at least one computer, then start. Untick offline practice to use your signed-in Tronsoft account and online rooms.

Take turns. The highlighted explorer acts. Move through one passage, attack, use a potion, escape, or pass. Every successful action ends your turn. There is no turn timer.

Explore together. Each explorer starts in a different safe room, spread across the maze. Each explorer initially sees only their own starting room. The host chooses Beginner (50 rooms, 2 floors), Standard (243 rooms, 3 floors), Large (676 rooms, 4 floors), or Immense (1,445 rooms, 5 floors). Custom mazes let the host choose 5-21 rooms per side, 2-7 floors, and sentinel difficulty (up to 3,087 rooms). Every floor has one key. Floors are connected by two-way stairs. Every new maze is checked so all starting rooms, floor keys, and the exit are connected by valid passages. Sentinels still need to be defeated. Rooms appear on your personal map when you enter them or exchange maps on meeting. Only explorers in your current room show positions.

Recover every floor's key. One key sits on each floor, protected by a sentinel. Attack starts at 2 damage and increases by 1 every two levels. Surviving sentinels retaliate for 2 health against the attacking explorer. Ordinary / key sentinel health is 2 / 4 in Beginner, 4 / 6 in Standard, 4 / 8 in Large, and 6 / 10 in Immense. A sentinel blocks departure until defeated. Each explorer must collect their own key from each floor. A key remains available for others after its sentinel is defeated; entering a cleared key room collects it automatically. If another explorer clears a sentinel while you are already in its room, use Collect floor key on your turn.

Manage your own supplies. Every new explorer starts at level 1 with 30 personal health and six personal potions. A potion restores up to 8 health and costs a turn. A supply cache gives one potion to the first explorer who enters it. If your health reaches zero, you are eliminated; the other explorers continue.

Escape on your own. Find the gold exit on an outer edge. After collecting your own key from every floor, reach the exit and choose Escape. The first explorer out earns first place. Others may continue to finish. Escaped or eliminated explorers leave the turn order.

Gain experience. Earn 5 XP for each room you personally visit for the first time per maze, 20 XP for defeating an ordinary sentinel, 50 XP for a key sentinel, 30 XP per floor key, and 100 XP for escaping. Level 2 needs 100 total XP; level 3 needs 300. Higher thresholds are 50 x level x (level + 1) total XP to reach the next level. Each level grants 4 maximum health and heals 4 health; every two levels adds 1 attack damage. Maximum level is 10. Experience stays with your explorer across rematches in the same room; a new room starts at level 1.

Reconnect. Reloading on the same browser restores your explorer. Keep that browser's saved data. If someone disconnects for more than 90 seconds, the host can skip their turn; they can return to continue playing. Use Pass while connected. When everyone has escaped or been eliminated, the host can start a fresh maze.

Multiplayer profile and service

Online multiplayer has 2-24 human participants; computers share the 24-seat maze limit. Solo practice with computers is also supported. Games use alternating turns and a finite ending. The authenticated Tronsoft room service stores room snapshots and events, while a connected host browser processes game rules: authority is peer/host, not a dedicated game server. Website v21.8.163 or later is required. Network access is required for online play; offline computer practice runs separately. No backend executable or credentials are included in this ZIP.

Joining, reconnect and timing

The host creates or initializes the maze; other explorers join with its 12-character room code before play begins. During an active match, only existing maze explorers may rejoin. Sign in using the same Tronsoft account to reconnect; do not share account credentials. The browser session remembers the room. Leaving a lobby frees your maze seat; active games retain the explorer for rejoining. Use Leave room, then create or join another lobby to switch. After the host leaves or its 90-second presence expires, another connected existing explorer can claim host. The turn is preserved. Rooms expire

after 24 hours without requests. With no game tabs open, the match pauses; queued events and computer turns settle on later requests. Event IDs establish processing order; revisions reject stale actions. Client retries and ownership changes still need live service acceptance tests.

Maps and participant information

Each explorer has a personal map. Meeting in the same room exchanges current maps in both directions; later discoveries require another meeting. Sharing a map awards no visit XP. The interface conceals unseen explorers and locations after separation. Room members can see room chat sender aliases and timestamps, and the active roster according to discovery rules. Important limitation: the current room snapshot includes compressed full game state. The host adapter decompresses it before view filtering. Concealed information is therefore not protected against client inspection. Host credentials represented as account IDs are identifiers, not authentication secrets. The portal session enforces account access.

Chat conduct and reporting

Messages are treated as plain text. Use room chat respectfully: no harassment, threats, spam, personal information or credentials. Report abuse through the Tronsoft Games contact page; provide room code, sender and timestamp, never passwords or session cookies. Report handling is performed by the publisher outside this game. There are no in-game blocking or moderation controls. The adapter requests up to 500 characters per message. Server-side flood protection, retention length, reconnect history and private-room authorization must be verified against the deployed portal service; this package does not implement that service. A connected label means a successful recent room response, not proof that every explorer remains present.

Validation status

This v1.4.1 package is a draft updated to specification 1.6.3. Static checks and controlled local game tests are recorded. Online publication is blocked until the authoritative service filters private state before transmission, validates game actions and retries, and passes recorded two-session, capacity, isolation, chat, reconnect, finite-ending and phone-layout tests. Evidence for the separate ChatGPT Sites version is not certification of this Tronsoft adapter. The existing saved-game format and namespace remain compatible.