



CUBE MAZE

Player's Manual
A 3D Building-Maze Roguelike

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1 Trapped in the Maze

You wake on cold stone with no memory of arriving. Around you rises a sealed lattice of rooms. You are at its dead centre. Every room has **up to three exits**, and no two rooms open the same way. The maze is solvable, but it does not show itself all at once: it **builds as you go**, each textured stone room resolving out of the dark only as you step into it.

Hidden in the outer wall are three **gates** to the open air, each held by a guardian. Find a gate, defeat what waits there, and step through. That is the only way out. Everything else in the dark — the creatures, the traps, the guttering of your own torch — is trying to make sure you never do. **Your goal is simple: get out alive.**

2 Choose Your Maze

Before every run, a start screen lets you shape the world you will be dropped into. Two choices define it:

Geometry

- **Cube** — a square lattice of rooms. Four sideways directions (north, south, east, west) plus up and down between levels.
- **Hex** — a hexagonal prism: a hexagon-shaped floor of six-sided rooms, stacked into levels. Six sideways directions (east, northeast, northwest, west, southwest, southeast) plus up and down — a true three-dimensional hexagon.

Size

Five presets set the scale, from a quick game to an epic:

Size	Roughly
Small	4x4x4 cube · small hex prism · a brisk run
Medium	5x5x5 cube · a solid session
Large	6x6x6 cube · the classic Cube Maze
Huge	7x7x7 cube · a long delve
Immense	8x8x8 cube · large hex prism · several hundred rooms

Whichever you choose, the up-to-three-exits rule and the build-as-you-go reveal are the same. Press **New Maze** at any time to return here.

3 Getting Started

Launch Cube Maze from the Tronsoft Games library, pick your geometry and size, and press **Enter the Maze**. The game runs entirely in your desktop browser and works fully offline.

The screen

- **Room view** (centre): a first-person look at the textured room you occupy. Glowing doorways show the open exits, placed around the walls for a cube or around a hex rose for a hex prism. Whatever shares the room appears here.
- **Survivor panel** (left): health, torchlight, level and experience, gold, weapon and armour, your pack, and a poison warning when you are envenomed.
- **Map & log** (right): a live minimap of the level you are on — square cells for a cube, hexagons for a hex prism — and a running event log.

4 Controls

Every control has a key and an on-screen button; the movement pad reshapes itself to match your maze.

Moving — Cube

Action	Keys
Move North / South / West / East	Arrow keys, or W / A / S / D
Climb up one level	Q
Descend one level	Z

Moving — Hex

Action	Keys
Move Northwest / Northeast	Q / E
Move West / East	A / D
Move Southwest / Southeast	Z / C
Climb up one level	R
Descend one level	F

Everywhere

Action	Keys
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Take the item in the room	G or Enter
Eat a ration	1
Quaff a potion (also cures poison)	2
Light a fresh torch	3
Attack (in combat)	Space
Flee (in combat)	X

5 Exploring the Maze

Only lit exits are open. Movement uses the absolute compass, not a facing direction, so directions stay fixed and the minimap stays honest. Rooms appear as you reveal them; lines between them are doorways, and the marks up, down and up-and-down show stairs to other levels. Amber cells are gates; a coloured dot in a visited room marks a living foe (red) or loot you left behind (gold).

Light and the dark

Your **light** meter falls a little with every step. Let it reach zero and you move blind, taking damage each step until you light a torch (key **3**). Carry a spare and do not wander aimlessly.

6 Treasure & Supplies

Rooms may hold any of six kinds of thing. Stand in the room and press **G** to take what is there.

- **Treasure** — gold, and sometimes a gemstone. Pure score.
- **Weapons** — from the Rusty Dagger up to the Warden's Maul. Auto-equipped when better than what you carry.
- **Armour** — from a Leather Vest to the Void Carapace. Subtracts from every hit you take (unless the foe pierces it).
- **Rations** (key 1) — restore a little health. Keep a few.
- **Potions** (key 2) — restore a lot of health and cure poison. Save them for a gate.
- **Torches** (key 3) — refill your light meter to full.

7 Combat

Stepping into a room with a creature begins a fight. Combat is turn-based: each time you act, the creature acts back.

Your options

- **Attack** (Space): strike for your weapon's damage plus a level bonus, with a chance to critical for nearly double.
- **Flee** (X): bolt for the room you came from. It works more often than not — but a failed escape gives the creature a free swing. You cannot flee a gate guardian.
- **Heal** (1 or 2): eat a ration or quaff a potion mid-fight. It costs the turn, so the creature still strikes.

Creature traits

Many creatures fight dirty. When a battle starts, the log lists the foe's traits so you know what you face:

Trait	What it does
poison	its hit leaves you poisoned, taking damage each step until it fades
drain	it heals itself from the damage it deals you
pierce	its blows ignore your armour
dodge	it may slip aside and avoid your attack
regenerate	it mends a little health every round
frenzy	badly wounded, it may land a heavier blow

8 The Bestiary

Sixteen creatures roam the maze, weakest near the centre and deadliest at the gates. A sample of who you will meet:

Creatures	Notes
Cave Rat / Dust Mite	the centre's small fry; the mite dodges
Cave Bat / Giant Spider	quick and poisonous
Goblin / Kobold	the kobold's blades pierce armour
Zombie / Skeleton	the zombie slowly regenerates
Ooze / Serpent	the ooze drains life; the serpent poisons and pierces
Cave Troll / Wraith	the troll regenerates; the wraith drains and dodges
Stone Golem / Mind Flayer	armour-piercing brute; life-draining horror
Fire Demon / Cube Warden	frenzied piercer; the regenerating gate boss

9 Traps

Some rooms are trapped — spike pits, dart volleys, poison gas, collapsing slabs, arcing discharges. Many are **hidden** until they spring; a higher level and a well-lit room improve your chance of spotting one. Armour softens the blow, and the poison-gas trap can leave you envenomed. Traps bite harder the deeper you go.

10 Escape, Death & Score

Reach a gate room, defeat its guardian, and move through the outer door to escape alive. The three gates sit at short, medium and long range from the centre: the nearest is the gentlest escape, the farthest the richest and most dangerous run. If your health reaches zero — to a creature, a trap, poison, or the dark itself — the run ends. The end screen tallies your score from gold and gems, kills, the level you reached, a bonus for escaping, and a time bonus for escaping quickly.

11 A Survivor's Notes

- Do not rush the first gate you find. Clear the easy centre rooms, gear up, and level a few times first.
- Read the trait tags when a fight starts. A regenerator must be burned down fast; a piercer makes armour worthless; flee a drainer you cannot out-damage.
- Keep at least one potion in reserve — it heals big and wipes out poison in one gulp.
- Mind your torches as carefully as your health. Dying in the dark, one step from a gate, is the oldest story in the maze.
- Try both shapes. A hex prism's six sideways doors make for very different routes than a cube's four.

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