

CUBE MAZE

Player's Manual - Version 2.9.1 - August 9, 2026

1. Goal

Explore a procedurally generated Cube or stacked Hex maze, gather supplies and equipment, survive traps and turn-based creatures, find an outer gate, defeat its guardian, and step outside. Health reaching zero ends the run.

2. Start a Run

Choose Cube Maze or Hex Maze, select one of five size presets, and choose a maze seed. The Randomize button generates a shareable seed. Using the same geometry, size, and seed reproduces the same generated maze and room contents. The seed is shown again on the end-of-run summary.

3. Save and Resume

Select Save in the top bar to store the active run in browser local storage. Resume restores the player, current room, explored room state, inventory, breadcrumbs, waypoint, map position, and elapsed time. Saving is intentionally disabled while combat is active. Saved data remains only in the current browser profile and is not sent over the network.

4. Movement Controls

Geometry	Planar movement	Vertical
Cube	Arrows or W/S/A/D	Q = Up, Z = Down
Hex	Q NW, E NE, A W, D E, Z SW, C SE	Page Up = Up, Page Down = Down

Actions: G or Enter = take item; 1 = ration; 2 = potion; 3 = torch; 4 = rest; Space = attack in combat; X = flee when allowed.

5. Map and Exploration

The 2D map only reveals rooms you have seen or visited. Drag to pan, use the wheel or pinch to zoom, and use the minus, plus, and Center controls. Expand opens the large map. Breadcrumbs show the actual traveled route; Clear Trail removes the visible trail without forgetting explored rooms.

6. Waypoints and Known Routes

On the expanded 2D map, click a visited room to set a waypoint. Cube Maze calculates the shortest route only through already visited passages. Unexplored rooms are never used or revealed. Click the same waypoint again to clear it. A gold route line and waypoint marker show the result.

7. Persistent Map Memory

Visited rooms remember discovered loot, creatures, traps, gates, and floor connections. Cleared or collected objects remain as dim memory markers so the map records what happened without implying that the object is still active.

8. Map Filters and Hex Floors

The expanded map can independently show or hide Breadcrumbs, Loot, Enemies, Traps, Gates, Coordinates, and Floor Links. Hex floor buttons indicate discovered Up and Down connections. Follow modes are Off, Center, and Current floor.

9. Combat and Survival

Combat is turn based. Attack with Space or the on-screen Attack button. Creatures can have special traits such as poison, armor piercing, dodge, regeneration, or life drain. Gate guardians cannot be fled. Rations and potions heal; torches restore light. Running out of light can cause damage while moving.

10. Activity Log

The log records discoveries, movement, combat, inventory events, and system information. Filter it to All, Combat, Items, Movement, or System. Clear removes the visible log history for the current run only.

11. End of Run and History

The end screen shows score, seed, elapsed time, exploration percentage, floors visited, steps, kills, items, gold, and discovered gates. View Final Map opens the explored map. Restart Same Maze starts a fresh run with the same geometry, size, and seed. Build a New Maze returns to setup. The last 20 completed or lost runs are kept locally in Run History.

12. Accessibility and Interface Settings

Settings include sound effects, wall shimmer, fireworks, reduced motion, sound volume, Large Interface Text, and High Contrast. Settings are saved locally. The interface supports mouse, keyboard, and touch input; map controls and major game actions are available on screen.

13. Privacy / Offline Operation

Cube Maze has no network dependency and does not transmit save data. Browser local storage is used only for the current saved run, settings, and recent run history. Clearing site/browser storage removes those records.

14. Version 2.9.0 Changes

Version 2.9.0 adds local save/resume, reproducible maze seeds, same-maze restart, map waypoints, shortest known-route guidance through visited passages, persistent map memory, map and log filters, Hex floor-link discovery indicators, recent run history, large-text mode, and high-contrast mode. Core maze rules and combat balance are unchanged from v2.8.0.