

Basic Gameplay :

Amaze'd is a guess the number style of a puzzle game. In each sequence you gotta guess the number which is the number of steps required for you to reach the destination block. So the destination block will be always the answer+1. For eg. if the answer is 5, you gotta walk 5 steps to reach before the star mark (+1 to jump into destination). So totally you gotta take 6 steps to reach destination.

So the simple formula is: **No of required steps = Answer + 1**

And to aid you with that you'll be given with the hint cards out of which first two will be free and the for the third one you have to spend your coins to get that. If you guess the wrong number you gotta start where you lost and eventually lose a life. Get playing and you'll get used to it. And at all times get used to your step count.

There are lives and coins scattered in various stages of the game. So make sure you collect each of them to finish the game successfully. If you're a genius you can finish the game without any extra lives.

A Quick guide :

~ Use the     keys to walk around the grid.

~ Use the     keys to orbit the camera to adjust your view.

~ Use the  button to get some hints on finding the answer

~ Collect  to earn clues.

 ~ Step Counter

~ Collect  to get more lives

 ~ Timer

Obstacles :

There are quite a lot of traps along your way with each one having its own level of attack. So you better watch your way and have a keen watch on all sides.

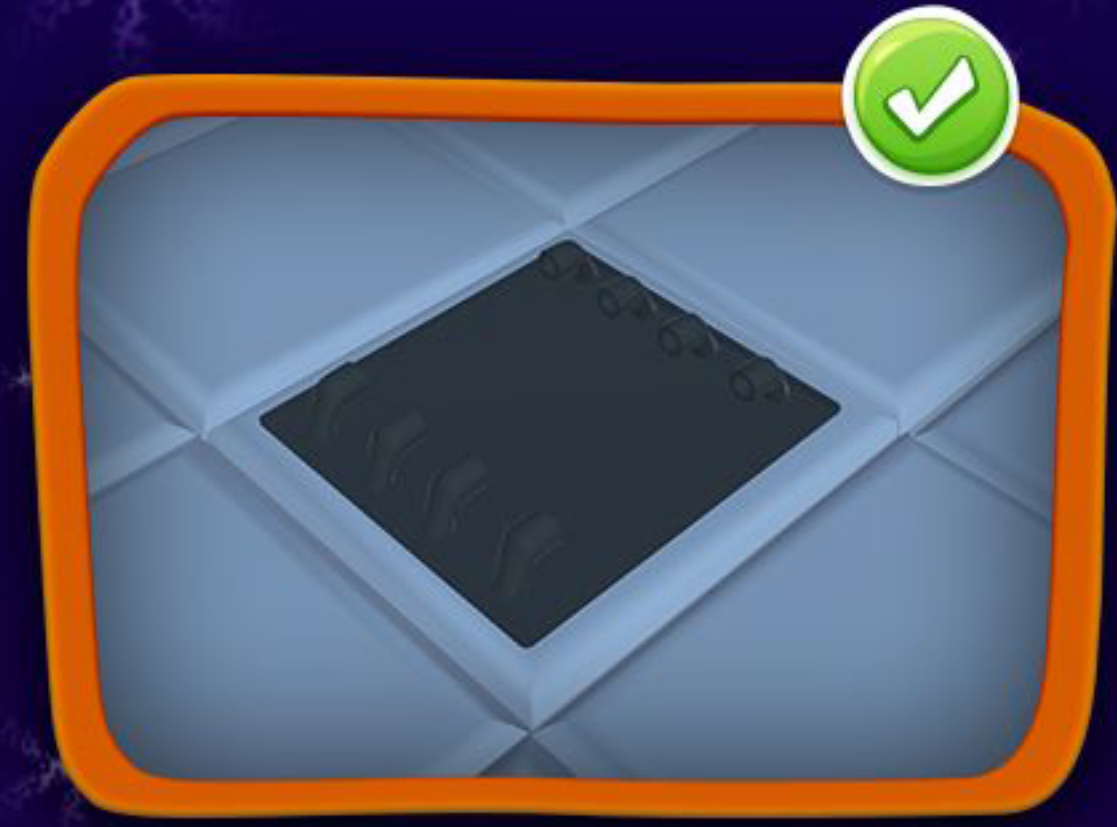


These Claws stay dormant most of the time but be aware they will snap your feet any time. Be careful about their timings.



Spikes act in the same way as the Claws but in their dormant state they stay invisible and could poke out at you any time..

Obstacles :



Zapper also behaves exactly like a Spike but does hard with a strong jolt of electricity. Watch out before they zap you out



Hammers are dynamic moving parts that hit grids just around them in a + (plus) fashion.



Flamer will expel a hot burst of fire at specific intervals. So make sure you make sure you walk over them when its inactive.

Obstacles :



Volcano just burns you out if you stay in its vicinity for more than 5 seconds. So act fast.



Cops just watch the grids in front of them in the shape of a 'T' and get hold of you when you place foot on the marked area of influence.



Freeze wave just freezes you out if you stay around it for more than 5 seconds. So act fast.