

Mazzeam

INSTRUCTION BOOKLET



SUPER NINTENDOTM
ENTERTAINMENT SYSTEM

NTSC VERSION

CONTENT

MazEZAM

STORY	4
USE OF CONTROLLER	5
SCREEN DISPLAY	6
PASSWORDS	7



STORY

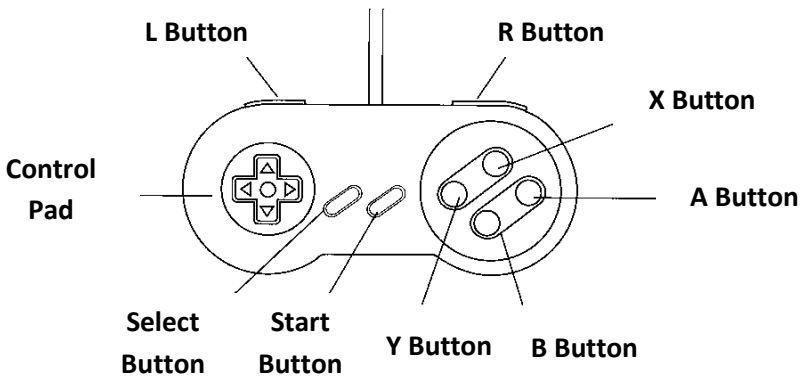
MazezaM Challenge (pronounced "may-zam") is a simple puzzle game based on MazezaM from Malcolm Tyrrell.

You will have to go through 30 levels of mazes.

You enter the maze on the left and you have to get to the exit on the right by pushing rows of blocks left and right.

If you get stuck you can retry the mazezam, but this will cost you a life.

USE OF CONTROLLER



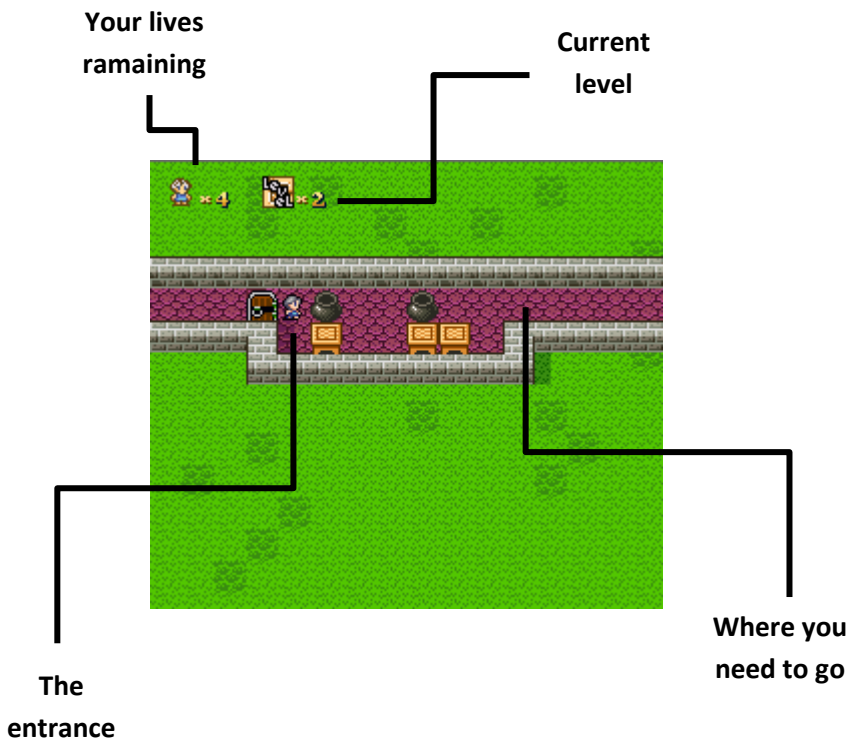
Control Pad : Movements

SELECT button : Retry level but loose a life

START button : Start game and pause

Note : The X, Y , B, A, L and R buttons are not used in this game.

SCREEN DISPLAY



PASSWORDS

Level 01 : _____	Level 02 : _____
Level 03 : _____	Level 04 : _____
Level 05 : _____	Level 06 : _____
Level 07 : _____	Level 08 : _____
Level 09 : _____	Level 10 : _____
Level 11 : _____	Level 12 : _____
Level 11 : _____	Level 14 : _____
Level 11 : _____	Level 16 : _____
Level 11 : _____	Level 18 : _____
Level 11 : _____	Level 20 : _____
Level 11 : _____	Level 22 : _____
Level 11 : _____	Level 24 : _____
Level 11 : _____	Level 26 : _____
Level 11 : _____	Level 28 : _____
Level 11 : _____	Level 30 : _____

Developed by
Alekmaul

