LABYRINTH: ™

The Computer Game

Lucasfilm Games ™*

Player's Guide

For the Apple® IIe and IIc and
Commodore® 64/128 Computers

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Jareth Speaks

You! You there! Yes, you. The one getting dirty fingerprints all over this nice, clean book.

I am Jareth, the Goblin King, and you are mine. From the moment you began reading this, my grip upon your soul has tightened. Test me. Try to stop reading. You can't, can you? You are my subject, and you are destined to bow to my will for the rest of your days. The only way you can escape is to find me in the center of my Labyrinth and destroy me. Ha! Not only will you be unable to navigate the Labyrinth, I doubt if you'll even be able to find your way in!

And if by some chance you do manage to get inside, I will easily defeat you. I have many ways to do this. There are rules in my Labyrinth, and woe to those who do not follow them.

I will give you only thirteen hours to solve the Labyrinth. And I can assure you ... it isn't enough time.

I will set my army of goblins upon you. Each of my goblins was once in the same position you are in now ... and each failed to solve the many puzzles of my Labyrinth. Now they work for me. They will throw you into dark, dank prisons I like to call my *oubliettes* ... and forget about you. You will never find your way out.

I will lead you into untold dangers. The Bog of Stench alone will easily defeat you. And if you should happen to fall in -- if even one drop should touch you -- your smell will warn me of your presence ... wherever you may try to hide.

I will recreate the Labyrinth even as you solve portions of it. It will constantly change, twisting around itself like a malevolent serpent.

Learn to love the Labyrinth, for you will be here forever. But take comfort. You will not be here alone. I rule the other poor souls as well. Hoggle might befriend you ... if you pay him enough. Maybe

you'd like to spend eternity in the forest of the Fireys. They may amuse you as they toss their arms and legs about. Perhaps they can lend you a hand! (Oh, I do love a little joke ... especially at your expense.)

Some of the creatures in the Labyrinth are my minions, like Sir Didymus, who guards the bridge over the bog ... and always follows my rules. Some of them -- like that accursed Ludo and his accursed friends, the rocks -- have come close to defeating me. But never *too* close. My faithful goblins take care of that.

They will take care of you, too. And so will I. This is my Labyrinth, and you are mine. Forever.

Object of the Game

In the Labyrinth you must find your way through a complicated maze, solve riddles, figure out puzzles, and collect and use objects you find along the way. The object of the game is to ultimately escape through the castle at the heart of the maze after confronting Jareth, King of the Goblins - before the clock tolls thirteen. You will win the game when you vanquish his power over you. But first you must get to him.

Getting Started

Loading the Adventure

To start on your way through Jareth's kingdom, first make sure that your computer and all peripheral equipment, such as printers and disk drives, are turned off. Remove all cartridges from your Commodore computer. Then follow the steps below for your system.

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CAUTION

NEVER
remove the disk during a game unless
instructed to do so. Also, do not remove the disk
while it is still rotating in the drive.

For the Commodore 64

1. Turn on your computer and disk drive.
2. Insert the *Labyrinth* disk in the drive, label side up.
3. Plug a joystick into port 1.
4. Type **LOAD "*",8,1** and press **RETURN**.

For the Commodore 128

1. Insert the *Labyrinth* disk in your disk drive, label side up.
2. Plug a joystick into port 1.
3. Turn on the disk drive.
4. Hold down the C= key and turn on the computer.
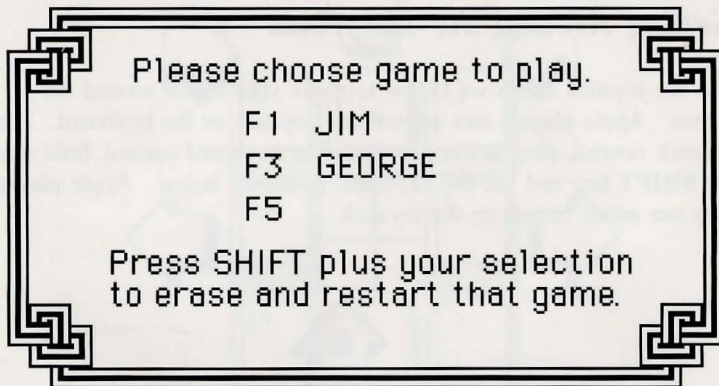5. Type **LOAD "*",8,1** and press **RETURN**.

For Apple computers

1. Insert the *Labyrinth* disk in your disk drive, label side up.
2. Turn on your computer and monitor.

After a few moments the title screens will appear. Wait while the
computer loads the program.

Starting the Game

When you first load the program, you will see a screen similar to this:

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```
┌─────────────────────────────────────────┐
│  ╔═══════════════════════════════════╗  │
│  ║                                   ║  │
│  ║   Please choose game to play.     ║  │
│  ║        F1  JIM                    ║  │
│  ║        F3  GEORGE                 ║  │
│  ║        F5                         ║  │
│  ║                                   ║  │
│  ║  Press SHIFT plus your selection  ║  │
│  ║  to erase and restart that game.  ║  │
│  ║                                   ║  │
│  ╚═══════════════════════════════════╝  │
└─────────────────────────────────────────┘
```

There are three *save slots* on the disk. All three slots will be empty the first time you load the game. Pressing **f1**, **f3**, or **f5** (Apple players: **1**, **2**, or **3**) will determine which of these slots the game will begin using. This will become your *current slot*. If you choose an empty slot the game will start at the very beginning. In the screen shown above, the first and second slots have a game saved in them and the third slot is empty.

To erase the game in a slot and start from the very beginning, hold down the **SHIFT** key and then press the function key (Apple players: the corresponding numeric key). In the example above, pressing **SHIFT-F1** (Apple players: **SHIFT-1**) will make the first slot your *current* slot, erase Jim's game, and start a new game.

After you choose an empty slot you can enter up to 10 characters when the screen prompts you for your name. Then the game will begin.

Getting Around the Labyrinth

Use the joystick as shown below to move your figure around the screen. Apple players can use either a joystick or the keyboard. For joystick control, plug in the joystick. For keyboard control, hold down the **SHIFT** key and use the keyboard as shown below. Apple players may use either button on the joystick.
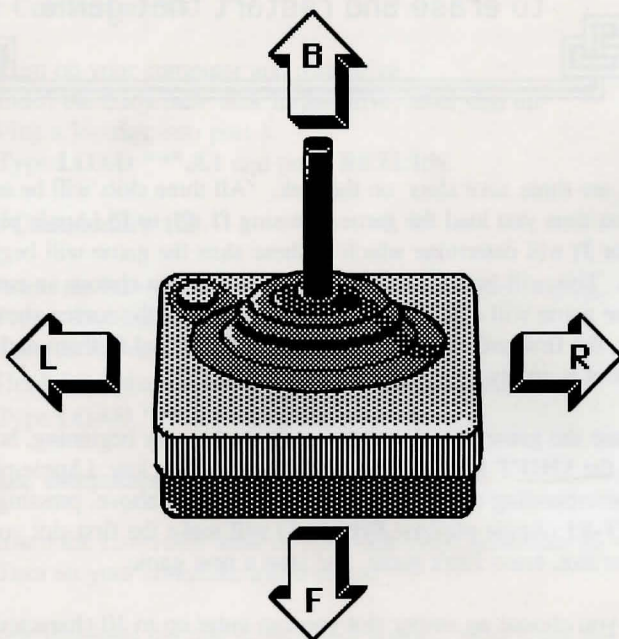
Joystick Movement

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U I O

J + L

M < >
   , .
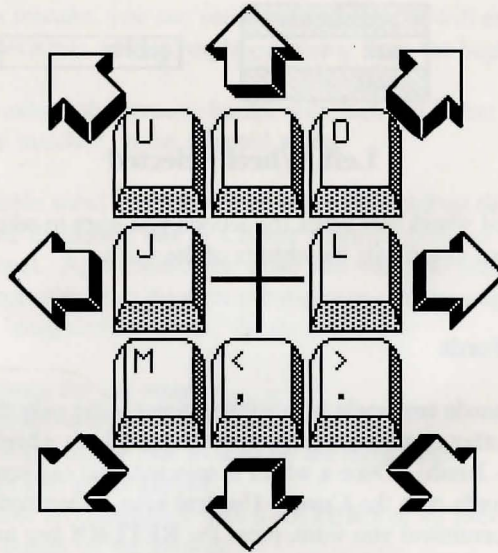
Apple Keyboard Controls

Press **SHIFT** and one of the keys above.
Press **Control** and **S** to turn the sound on and off.

Entering Commands

Using Word Wheels

Two word wheels across the bottom of the screen are used to enter commands and phrases. In effect, you use them to make sentences. Select them by using the **Space bar** or **Cursor Control** keys on your computer. When active, a wheel displays three lines of text information which can be scrolled vertically. The selected word (or phrase) is always in the middle. The inactive wheel shows only the last word entered.

//administer//
ask
//call//

goblin

Left Wheel Selected

The left word wheel lists verbs (or actions you want to take place) and the right word wheel lists the objects of the verbs.

Selecting Words

Some commands are single words (take, time) using only the left word wheel, and other commands require words from both wheels (use - shears, ask - Jareth). Once a wheel is selected, you can scroll through the list of words with the **Cursor Control** keys. When both wheels display the command you want, press the **RETURN** key to enter it. After the movie has started you can use the joystick button or the **RETURN** key.

Notice that the words on both wheels are listed in alphabetical order. This makes it easier to find words on the lists.

Instead of scrolling through the list to find an item on a wheel, you can type the first letters of the desired word. For example, if the present word displayed is way up the list on the left wheel at "call" and you want to get back down to "time" (a single word command), do the following:

1. Select the left wheel.
2. Press the **T** key. The list will show the first available word beginning with a **t**. The t will be highlighted.
3. Press the **I** key. **Time** will be shown, and the **ti** portion of the word will be highlighted.
4. Press **RETURN** to complete the command.

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If you make a mistake, you can use the delete key. It will erase all the highlighted characters and let you begin typing from the beginning.

On the Commodore, the screen's border will flash red if you type a key which can't be matched on the selected wheel.

To enter a double word command, just select the word on the first wheel, then use the **Space bar** or **Cursor Control** keys to move to the second wheel. Again, select the word you want and press **RETURN** when you have the right combination. For example, if you want to enter "congratulate Jareth," do the following:

1. Activate the left wheel.
2. Type **co** to select **congratulate**.
3. Press the **Space bar** to activate the right wheel.
4. Type **j** to select **Jareth**.
5. Follow all commands with a **RETURN** or by pressing the button on the joystick.

Saving, Loading, and Restarting Games

To make it easier to play *Labyrinth*, methods for saving the current state of the game both automatically and whenever you wish have been provided. One thing to note: while the load and save game menus are on the screen the clock is stopped. You can use these commands to pause the game if you like.

Automatic Save

Every time you enter a scene, the program will automatically store the state of the game in the *current slot* . This means that if there is a power failure, you may always continue the game at the beginning of the last scene you entered by simply reloading it and selecting the appropriate slot.

Normal Save

During the game, you can use the **SAVE GAME** command (found on the left word wheel) to save the current state of the game. A menu like the following will appear:

```
┌─────────────────────────────────────────┐
│                                           │
│   Please choose game to save.             │
│   Or press space bar to cancel.           │
│                                           │
│        F1   JIM                           │
│        F3   GEORGE                         │
│        F5   JEZRA                          │
│                                           │
│   Press SHIFT plus your selection         │
│   to erase and restart that game.         │
│                                           │
└─────────────────────────────────────────┘
```
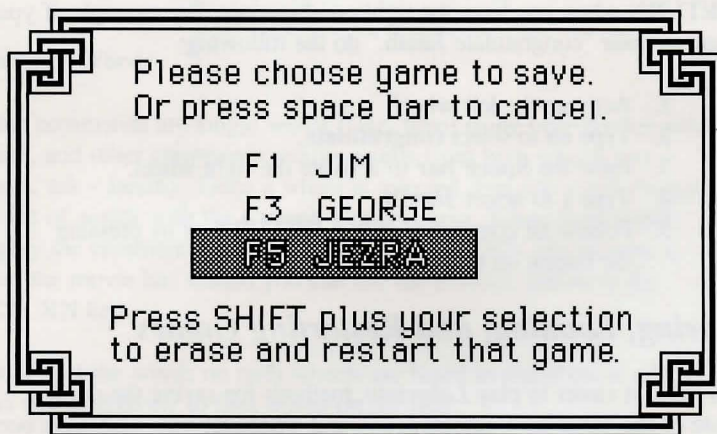
Notice that the name "Jezra" is highlighted in this case, to show which slot is currently selected (Apple players: There is a > to the left of the selected slot). Saving the game in a slot other than the current slot will allow you to take a "snapshot" of the state of the game. This snapshot won't store all information, such as where the goblins might be, but all important information, such as your inventory items, will be saved. If you choose **f1**, the menu will look like this the next time you select **SAVE GAME**:

```
╔══════════════════════════════════════╗
║  ┏━━┓                          ┏━━┓   ║
║  ┃  ┃  Please choose game to save.    ║
║  ┗┓ ┃  Or press space bar to cancel.  ║
║   ┗━┛                                 ║
║            F1   JEZRA                  ║
║            F3   GEORGE                 ║
║            F5   JEZRA                  ║
║                                        ║
║       Press SHIFT plus your selection  ║
║  ┏━━┓ to erase and restart that game.┏━━┓║
║  ┃  ┃                          ┃  ┃   ║
║  ┗━━┛                          ┗━━┛   ║
╚══════════════════════════════════════╝
```
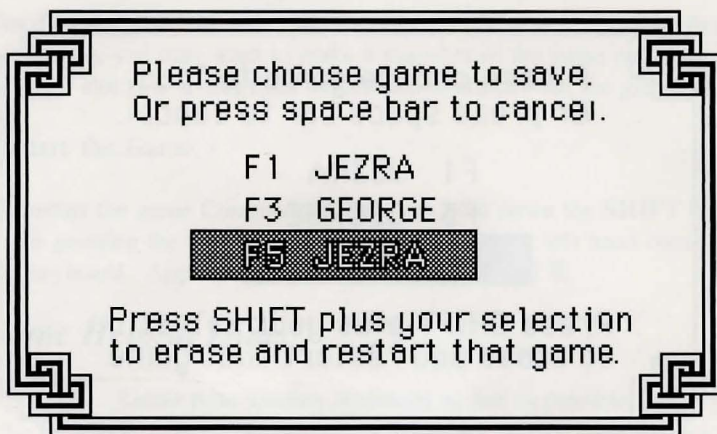
When you continue playing, the *current slot* will continue to be
automatically updated as you enter new scenes.

Loading a Saved Game

During the game, you can use the **LOAD GAME** command (also
found on the left word wheel) to restore a previously saved game. A
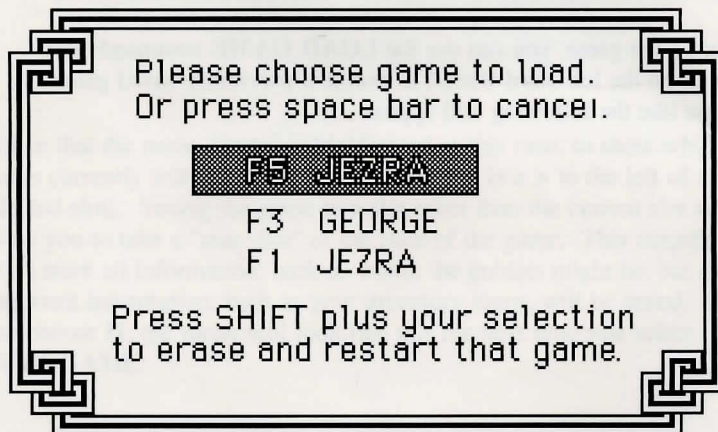menu like the following will appear:

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```
┌─────────────────────────────────────────────┐
│                                               │
│     Please choose game to load.               │
│     Or press space bar to cancel.             │
│                                               │
│           F1   JEZRA                          │
│           F3   GEORGE                          │
│           ▓F5▓▓JEZRA▓▓                         │
│                                               │
│     Press SHIFT plus your selection           │
│     to erase and restart that game.           │
│                                               │
└─────────────────────────────────────────────┘
```
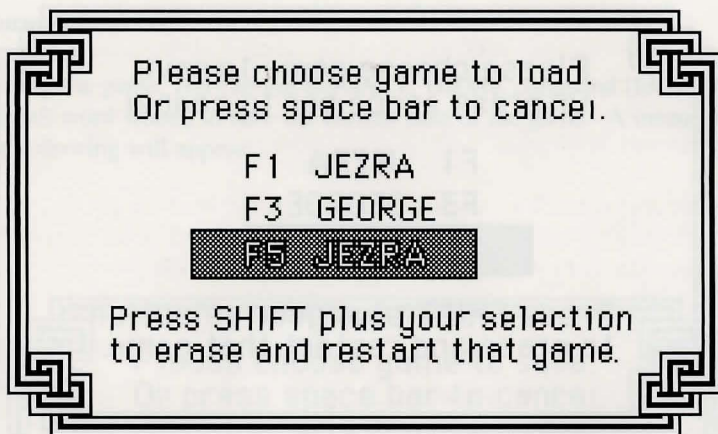
If you select the *current slot* (**f5** in the example above), the game will start over at the beginning of the current scene. If you select any other slot, that game will be restored, and that slot will then become the *current slot*. Pressing **f1** in the example above will load in slot one's game, and make it the *current slot*. The next time **LOAD GAME** is selected, the menu will look like this:

```
┌─────────────────────────────────────────────┐
│                                               │
│     Please choose game to load.               │
│     Or press space bar to cancel.             │
│                                               │
│           ▓F5▓▓JEZRA▓▓                         │
│           F3   GEORGE                          │
│           F1   JEZRA                          │
│                                               │
│     Press SHIFT plus your selection           │
│     to erase and restart that game.           │
│                                               │
└─────────────────────────────────────────────┘
```

Since slot one will now be automatically updated as you move to the next scene, you may want to make a snapshot of the game and store it in either slot two or slot three before you continue with the game.

Restart the Game

To restart the game Commodore users can hold down the **SHIFT** key while pressing the left arrow key found in the upper left hand corner of the keyboard. Apple players can press **Control** and **R**.

Some Helpful Hints

- Leave time-wasting situations as fast as possible.
- Be nice...but assertive. Everything you do *(or don't do)* will affect your game.
- Try creative, sometimes strange ways of solving a problem.
- It's generally harder to go backwards in the game to obtain something you need than to go forward.
- If you find yourself in a "loop" take some time to think about what you might have forgotten.
- If you wish to stop playing for a while and continue later, save the game first. The automatic save will only take you back to the place and time you entered the last scene.

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