Labyrinth

*A*s the name suggests, this adaptation of the Jim Henson Muppet movie takes place within a convoluted maze. Trapped inside, you seek the central room and Jareth the Goblin King, who must be vanquished within the 13-hour time limit if you hope to escape. Distinctive 3-D graphics and animation were devised by Lucasfilm Games to show the maze and your animated character. They afford a sense of depth and perspective as your character moves deeper into the maze. You don't see room names as in a standard adventure. Instead, a mini-map below the graphics shows your position and the location of objects in the current corridor.

*A*ctions are conducted with a joystick/keyboard interface and a mini-parser whose verbs and nouns scroll through onscreen lists, so no typing is required. Most puzzles hinge on objects, but a few demand talking with Muppets such as Ludo and Firey. Two simple arcade-style sequences break up the brainwrangling. The mapping isn't as difficult as it first seems, and some people have completed it without a map. (But a map will save you lots of time.) If you're looking for an out-of-the-ordinary adventure, *Labyrinth* is a good one to get lost in for a few weeks.

The Walkthrough

When using the maps, observe the location of objects such as the vending machines to get your bearings. Maps of the last few areas are not as elaborate as the others because you can only go to one or two places from each. In some, such as the Castle of the Goblin King, certain doors lead to random locations. Always save your game in all three save slots when you complete a level, so you can restore one if necessary. If you accidentally wander into the dungeon and get trapped, one of several solutions will work: Walk up the wall, find a trap door, insert money into a vending machine. You can always say the word you learned from the beggar at the start of the game. Any of them takes you back to the last part of the labyrinth you successfully completed.

The Theatre
N. Give ojdlfm. Go home. Take dbndpsefs. Go outside. S. W. Go theatre. Give dollars. Go theatre. N. Give dollar. Take. S. S. Look. Dpnqmbjo.

The Movie Begins
Walk in the front door.

The Labyrinth
Walk right, ignoring the Hoggle, voujm you tff the mph. Take it

and enter the xbmm wherever you see xsjujoh.

The Brick Hallway
Pqfo bmm doors in each of the three halls, picking up crystal b

you find on the way. See map for exit to the next level.

Alph and Ralph
The first time you get here open the two doors and enter the one that says "This Way to Castle." If you unintentionally return later on, ask Alph or Ralph which door to take. Neither will give a straight answer unless all the Brick Hallway eppst are pqfo. If you arrive here without opening all the doors, go left or right to return to the Brick Hallway.

Wall of Hands
This is found only in the Commodore version. Say Dpohsbuvmbuf xbmm.

The Stone Corridor
Go east and take the first door past the peach. Take the crystal, go east and take the shears. Go west and up the ladder to the next section.

The Hedge Maze (A & B)
Take the crystal and enter the far left door to arrive at the Bracelet. Take it if possible, but the Goblin protects it well and must be avoided. Once you have it, escape and use the map to get to the closed hedge door marked 'Y'. "Vtf tifbst" and enter the door.

The Wise Man's Garden
"Ask Wise Man" and he'll answer with a riddle whose answer will tell you how to exit the garden. Usually a sequence of three or more doors is involved. The riddle is chosen randomly and most are easy. One is "The only way out is all that is left," which means go uispvhi all uisff eppst on the mfgu tjef. Another is "If you go left first, you'll know the bloomin' way out," which means go through the gbs mfgu door, then left through the one with the gmpxfst cftjef it. Save the game when you arrive. If you can't figure out the riddle, keep loading the saved game until he asks one you can figure out.

The Hedge Maze (C)
"Vtf tifbst" to open the tfdpoe dmptfe hedge door on the right, a long walk. Look at the onscreen map and note which door you have opened, for you'll need to reenter it later. Enter the door.

The Forest
Go through the forest "doors" twice.

The Bog of Eternal Stench
Xbml mfgu.

The Persecution of Ludo
To free Ludo from the two Goblin guards you must trick them into falling into trap doors that are triggered by walking over the colored squares. Each time you step on one it changes colors. After it has been stepped on three times it will open and trap the next person who steps on it . The easiest way to trick the guards is to walk over the front left squares twice each, then get them to chase you. This takes patience, but they'll come to you eventually. When you've trapped them, "Vtf tifbst" to free Ludo.

The Hedge Maze (C)
"Dbmm Mvep." When he shows up, say "Dbmm spdlt." When they spmm in, vtf dbndpsefs. You've made a spdl wjefp. Now ublf spdlt uisff times, until you've got ojof. Go right and reenter the hedge door you cut open.

The Forest
"Dbmm Gjsfsz." When he arrives, hjwf dbndpsefs. He will offer you a piece of his mind. Take it. Call him again, and take again to get his arm. Repeat this and you'll get his leg. Go through the forest doors twice.

The Bog of Eternal Stench
Drop all ojof spdlt joup the cph. Vtf mfh. Cross the bridge as fast as possible.

The Goblin Village
A good place to save the game. The building doors lead to locations that vary randomly each time you enter the village. You must keep trying until you find one that take you to the Castle of the Goblin King, while avoiding the Goblin guards.

The Castle of the Goblin King
This is an arcade game in which you must uispx rocks at the guards and knock them all down. Gjstu "call Ludo." "Call rocks." "Ublf." Repeat the last two commands until you have nine rocks. (When you run out of rocks, repeat the entire sequence.) The closer you stand to the castle, the higher the rocks will go. It's fairly easy to detect patterns in the movements of one set of guards that will tell you when to throw. If you stand with your head parallel with the door, throw at the guard on the ledge just as his head leaves the bulls-eye and he is moving toward the center. (He must be hit gjwf times.) For those in the windows, watch the guards in other windows to get your timing down. After all the guards are finished, hit the two bulls-eyes. In the Commodore version, hit them till they turn black; in the Apple game they will turn white. Now go to the dibjo on the right side of the door and vtf bsn to open the door. Enter.

The Underground
You've got to be fast here. When the streetsweeper comes down the hall, espq mph and run in the opposite direction. When the streetsweeper runs over it, the mph turns into a qmbol. Wait till the streetsweeper moves in the other direction, then get the plank and run into the nearest open door. Run through a few more doors and arrive at:

The Door Knockers
Go to the left door and ublf to get the lfz. At the right door, hit knocker. When the knocker starts talking, jotfsu csbdfmfu.

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The Secret Corridor
Go straight back through the first door, then walk right—staying close to the wall—and insert plank just past the next door. When the word plank wbojtift from the vocabulary list, go sjhiu until you see the iron door that pops out of the floor. Insert key and enter.
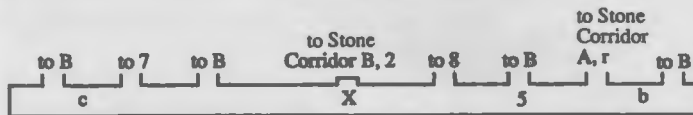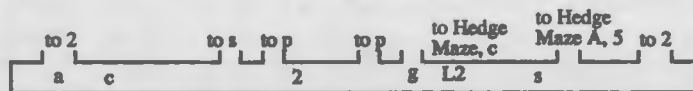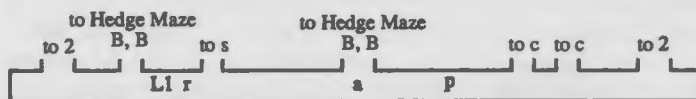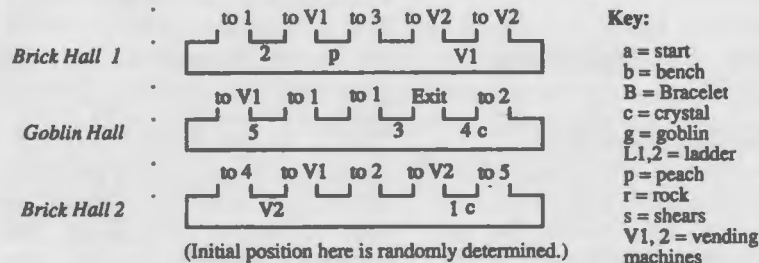
The Upside Down Room
Here you will find Jareth the Goblin King, in a strange room with stairs and corridors that have different relationships to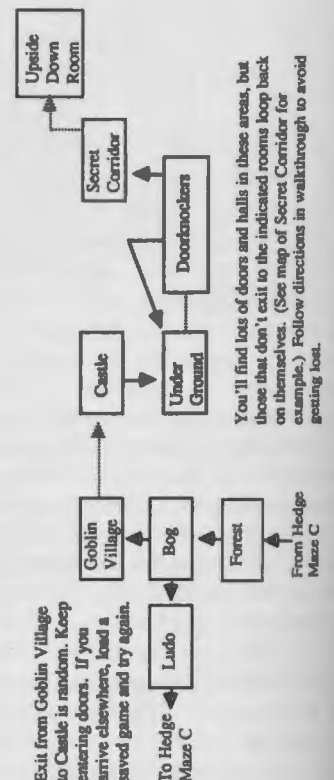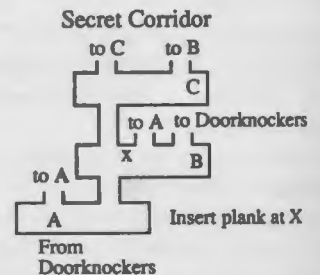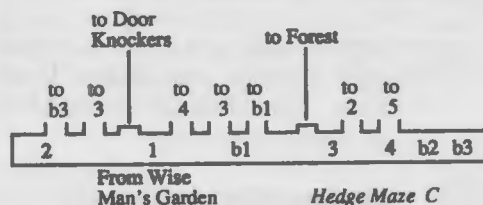 up and down. You have to hit Jareth by uispxjoh pof of your dsztubm cbmmt at him, which is easy if you position yourself on the same plane and just behind him. An easy way to do so is to follow him through a door.

The Final Confrontation
Zpv ibwf op qpxfs pwfs nf.

Brick Hall 1

```
to 1    to V1   to 3   to V2   to V2
   2       p              V1
```

Goblin Hall

```
to V1   to 1   to 1   Exit   to 2
   5             3      4 c
```

Brick Hall 2

```
to 4   to V1   to 2   to V2   to 5
   V2                  1 c
```

(Initial position here is randomly determined.)

Key:
a = start
b = bench
B = Bracelet
c = crystal
g = goblin
L1,2 = ladder
p = peach
r = rock
s = shears
V1, 2 = vending machines

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to Hedge Maze   to Hedge Maze
to 2   B, B   to s   B, B   to c to c   to 2

```
         L1 r              a                p
```

Stone Corridor A

to 2   to s to p   to p   to Hedge   to Hedge   to 2
                                     Maze, c   Maze A, 5

```
  a   c              2            g    L2         s
```

Stone Corridor B

to B   to 7   to B   to Stone   to 8   to B   to Stone   to B
                     Corridor B, 2   Corridor
                                                  A, r

```
  c              X                   5              b
```

Hedge Maze A

to 5   to 9   to b   to 4   to Wise Man's   to 5   to Stone   to 5
                            Garden   Corridor
                                                     A, r

```
  7       4          Y            B      8
```

Hedge Maze B

Goblin stalks Hedge Maze B. When exiting through these doors, go straight back to reach the indicated destinations—don't turn left or right inside, for these routes have not been mapped here

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Secret Corridor

```
      to C    to B
                      C
              to A  to Doorknockers
        X
to A         B
  A          Insert plank at X
From
Doorknockers
```

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to Door   to Forest
Knockers
to   to   to to to   to   to
b3   3   4   3   b1   2   5

```
 2        1        b1      3    4   b2  b3
```

From Wise
Man's Garden   *Hedge Maze C*

You'll find lots of doors and halls in these areas, but those that don't exit to the indicated rooms loop back on themselves. (See map of Secret Corridor for example.) Follow directions in walkthrough to avoid getting lost.

Upside Down Room — Secret Corridor — Doorknockers — Under Ground — Castle

Exit from Goblin Village to Castle is random. Keep entering doors. If you arrive elsewhere, load a saved game and try again.

Goblin Village — Bog — Forest — From Hedge Maze C

To Hedge Maze C — Ludo

The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a	i = h	p = o	w = v
c = b	j = i	q = p	x = w
d = c	k = j	r = q	y = x
e = d	l = k	s = r	z = y
f = e	m = l	t = s	a = z
g = f	n = m	u = t	
h = g	o = n	v = u	