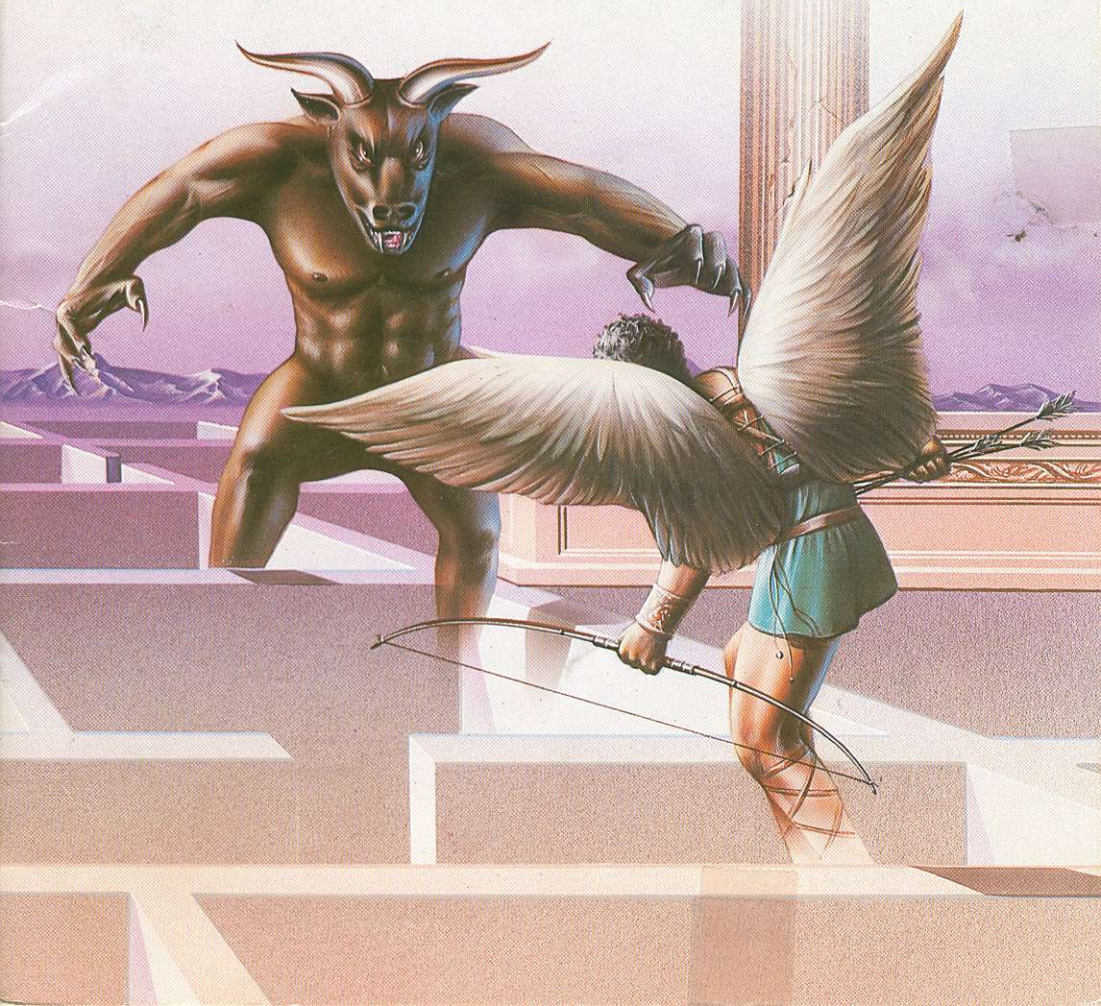


# MINOTAUUR

By Sirius™



# MINOTAUR

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## THE OBJECT

On the Isle of Crete King Minos built a maze to contain Minotaur, the ferocious offspring of his wife and a bull. You, Theseus, armed with a laser sword, must search through the maze for the Minotaur and destroy it. On your search you will find a myriad of fanciful and frightful creatures, which you must kill before they kill you. You will also encounter friendly creatures and helpful items left by the King's daughter.

## TO START

Insert the Minotaur diskette in drive #1 and boot as you normally would. In a few seconds you will be presented with the Minotaur demo. Press the SPACE BAR to interrupt the demo and start the game. Next, select which type of control you would like to use and the response speed as explained below.

## THE MAZE

There are four floors in each maze which are connected by numerous stairways. You begin on the first (top) floor and strive to reach the Minotaur, who is always on the fourth (bottom) floor. If you find yourself blocked off from one part of a floor you must go up or down a stairway (or several stairways) and re-enter the original floor in a different area. If you have clubs, you may be able to bash your way in more directly.

After you shoot the Minotaur you will be advanced to a more difficult and different maze. A total of thirty-two levels of mazes exist; the mazes vary from game to game.

## RESPONSE SPEED CONTROL

The keys "1, 2, 3, 4, 5" allows you to adjust the speed at which the controls for movement work. "5" is the fastest response.





Centaur



Charon



Club



Cobra



Cyclops

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## CONTROL MODES

### JOYSTICK CONTROL

CTRL-J selects the regular Apple-type joystick controls (analog). The joystick button will fire the laser sword and make Theseus move up or down stairways. The direction you tilt the joystick will control the direction Theseus runs. On a two-buttoned joystick, one button will stop Theseus as he fires and the other button will allow him to fire on the run. "H" reverses the horizontal response of your joystick (either Apple-type or Atari-type). "V" reverses the vertical response.

CTRL/SHIFT/P (Ctrl-@) selects Atari-type joysticks attached to a Sirius Joyport<sup>®</sup>. It works just like a regular joystick.

### KEYBOARD CONTROL

CTRL-K selects keyboard control. Use the A, Z, Left arrow and Right arrow keys for up, down, left, and right movement, respectively. The "/" key stops motion. Theseus will fire continuously when not in motion. Use the SPACE BAR to move up or down stairways and to fire while in motion.

### PADDLE CONTROL

CTRL-G selects single Apple-type game paddle control. When using the paddle, Theseus will aim his sword in the direction set by the paddle and fire constantly. To move, press the button on the paddle and Theseus will run in the direction pointed to by his laser sword. Releasing the button over a stairway will cause you to change floors.



Dragon



Dragon



Up Stairways



Down Stairways

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## CONVENIENCE CONTROLS

CTRL-S toggles the sound output from the Apple speaker to the cassette output and back again. You should be able to amplify the sound from the cassette port. CTRL-R restarts the game from the demo. "ESC" pauses the game to take a breather. Press it again to resume play. No matter which control mode you are using, the SPACE BAR will fire the laser sword or force Theseus up or down any stairway he is standing on.

## THE DENIZENS OF THE MAZE

### FRIENDS

Friends and helpful items are scattered throughout the mazes, though you will find fewer friends in the higher maze levels. Just bumping into one of these friends will suffice to obtain their powers. The amount of help received will be reflected in the screen display. You may use your powers at any time during the game.

### ELIXIR

You can obtain up to a maximum of 99 ounces of Elixir by contacting Elixir bottles found in the maze. Pressing the "E" key turns your spirit free and lets you roam through the maze as a ghost, using up Elixir as you go. If you run out of Elixir you will be returned to your body automatically. If you wish to conserve Elixir before you run out, you may reincarnate yourself by guiding your spirit back to the location of your body. Beware, your body is still subject to attack where you leave it. You will not be able to shoot or pick up objects while in spirit form or be harmed by anyone, except the Charon.



Elixir



Fury



Fury



Minotaur

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## CLUBS

Clubs are found in various places within the mazes. Up to nine clubs can be carried at one time. To go through a wall, you must have at least two clubs and be positioned against the wall you wish to bash through. Then press the "W" key. "F" works just like W above but bashes through floors instead. It takes only one club to bash through a floor. (The floors in the central region of the maze are too heavily reinforced to bash through.)

## WINGS

If you have found some wings the ">" key allows you to fly above the maze and view it as if from a high altitude. Wings are used up as you soar; higher altitudes use wing strength faster. The "<" key lowers Theseus back down again. The "/" key stabilizes the view height (at least until the wings run out).

## VIRGINS AND SKULLS

You start out with 99 lives and lose lives in battle. (Theseus will lie on his back each time lives are lost.) You also lose lives from time to time in sympathy with victims the Minotaur has just eaten. Lives can be gained from a Virgin (30 lives) or a Skull (25 lives), but Theseus can never accumulate more than 99.

## STAIRWAYS

There are "up" and "down" stairways. To travel to another floor, position yourself on top of a stairway and press the fire control or SPACE BAR. (In the Paddle Control mode, release the button.)



Minotaur Scout



Momus



Scorpion



Serpent



Skull

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## FIENDS

Fiends are divided into Hall Creatures and Room Monsters. Hall Creatures are the scouts from the Centaurs and Minotaur, and can be found anywhere in the maze. By following concentrations of them you can often discern the most direct path to Minotaur's lair. Hall Creatures can reappear once you shoot them. They include Furies, Charon, and Skeletons. A Charon is an agent of the underworld who can only harm your spirit form and is impervious to mortal laser-sword beams. Room Monsters are different from Hall Creatures in that they can't leave their local areas and will not reappear once you kill them. You gain points for Fiends that you shoot with your Laser Sword, but you lose lives if they contact you first.

## THE DISPLAY

Displayed at the top of the screen is the speed, the control mode, the maze and floor you are on, your score, and the amount of lives, Wings, Clubs and Elixir remaining. Also, whether the controls are reversed horizontally or vertically.

## POINTS

HALL CREATURES:	LIVES LOST	POINT VALUES
Furies .....	1 .....	10
Skeleton .....	3 .....	20
Charon .....	2 .....	N/A



Snake



Spider



Theseus



Virgin



Wings

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ROOM MONSTERS:	LIVES LOST	POINT VALUES
Minotaur .....	8 .....	300
Centaur .....	6 .....	200
Cyclops .....	4 .....	50
Momus .....	4 .....	40
Cobra .....	2 .....	20
Serpent .....	2 .....	20
Snake .....	2 .....	20
Dragon .....	2 .....	50
Spider .....	2 .....	20

(All points double at level 3, again at level 5, and again at level 7)

## IMPORTANT

This diskette, when booted, will do a quick test of itself and your Apple. This assures that the load of the game is exact. Failing the test results in a "beep" and an attempt at rebooting will occur. If after several "beeps" the game is still not running, you have one of the following problems: 1) the disk drive is out of adjustment 2) there is bad RAM in the Apple 3) you have a bad diskette. Try the diskette on a different Apple to eliminate the possibility of a bad diskette. (We test all of our products prior to shipment; however, a duplicate of the game is on the backside of the disk just in case.)

**Sirius Software Replacement Policy:** Sirius Software, Inc. will replace any defective disk with a new one for \$10.00. This fee covers the cost of the new disk, handling, and return postage within the United States and Canada. For those outside the U.S.A., please include additional funds to cover return postage. The original disk must be returned for replacement.



Programmed By Larry Miller  
Assembly Language 48K

Requires An Apple II Or Apple II +  
Computer With 48K And Apple Disk Drive

Playable With Keyboard, Apple Compatible Paddles Or  
Joystick, Or Atari-Type Joystick  
With Sirius Software's Joyport™

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