USER'S GUIDE

LABYRINTH OF CRETE
APPLE / ATARI / COMMODORE

Adventure®
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LABYRINTH OF CRETE

Apple Version by Cliff Johnson and Allen Pinero
Atari and Commodore Versions by Ralph Jones

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INTRODUCTION

In very ancient times, the hero Jason and his crew of Argonauts sought the Golden Fleece from Aeetes, the King of Colchis. A most cherished possession, the magical fleece would have been a coveted prize for its abilty to heal the sick alone. However, it was its miraculous power to restore the dead to life that made men willing to risk their own to obtain it. After many long and arduous battles, Jason succeeded in his quest and sailed back to Thessaly with the Golden Fleece.

It is a little known fact that Jason then lost this valued treasure to the fierce armies of Crete under the leadership of King Minos. The Golden Fleece was placed in the dreaded maze, the Labyrinth of Crete, built for the King by the renowned inventor, Daedalus.

Determined to regain the Fleece, Jason recruited the aid of Hercules, the son of Zeus, and together they entered the dark corridors of the Labyrinth.

★ ★ ★ ★ ★ ★ ★ ★ ★

Prepare to journey back through time to an epic adventure where you will accompany Jason and Hercules on their quest to regain the Golden Fleece. Please take the time to read this manual thoroughly, for although this game is written in the 'classic' adventure format, there are new concepts utilized with which you may not be familiar.

It is important to note that The Labyrinth of Crete allows you to control BOTH Jason and Hercules. With this feature your characters are able to work as a team or independently, as the situation demands.

Included with this manual are three detailed maps of the Labyrinth which will enable you to easily locate your characters throughout the adventure. Knowing where your characters have been, what was there, and where they have yet to go should save you some time for solving the more important matters at hand, like, 'How do I get past the Hydra?' Be sure to take detailed notes on all that you encounter.

The Labyrinth Of Crete is a 'true adventure' in that it is a carefully constructed plot and NOT an entanglement of random, unrelated puzzles. All of its solutions can be obtained through observation and logic rather than tedious trial and error. You will experience a sense of discovery and

involvement such as if you were on the actual quest. All situations have been meticulously themed to characters and incidents in Greek Mythology.

A multitude of characters and a myriad of strange objects await you in the 110 rooms of the twisting Labyrinth. Be sure to look at everything and speak to everyone, overlooking no detail, for it may be the solution you are seeking. May Athena, the goddess of wisdom, guide you as you descend into the dark corridors of the Labyrinth to begin your Odyssean journey.

HOW TO PLAY

After the program has loaded (see LOADING INSTRUCTIONS), you will be asked:

RESTORE PREVIOUS GAME (Y,N)?

If you had played before and used the SAVE command, you would press **Y** to find your characters in the room you left them in last. If this is your first time playing, press **N**. After a short pause the title screen will appear. You will then find yourself in the first room. The last line of on-screen text says:

1,1 Exits: North South East West

The first number 1 indicates that you are on Level 1 (see map). The second number 1 reveals that you are in Room 1.

Another example: **2,38 EXITS: East**

means you are on Level 2 in Room 38. If you look at the corresponding area on your map, you'll see the only exit is to the east. Using the map to track your positon as you move through the maze will be very helpful.

Controlling Your Characters

All commands consist of a VERB (an action word) and/or a NOUN (a word that names a person, place, or thing). Commands should be typed in the following formats:

1 VERB NOUN (i.e., GET COIN)
— OR —
2 H/VERB NOUN (H/ for Hercules or J/ for Jason)

Never leave a space between **H/** or **J/** and the verb. The program accepts only two-word commands and it will view the space as an additional word. You must press **RETURN** after typing any command.

If **H/GET COIN** is entered, the command will apply only to Hercules. Likewise, if **J/DROP HAMMER** is typed, Jason is the character who will be performing the action. (See the following section for more details.)

The names Jason and Hercules will appear on-screen during all text displays. The name appearing in **INVERSE** video is the character who is currently in control. For example, if **JASON** is in inverse and you type **H/DROP COIN**, the name Jason will return to normal video, **HERCULES** will shift to inverse and the coin will be removed from his inventory.

Movement

Commands for movement such as **GO NORTH, GO SOUTH**, etc., have been shortened for quick response. Only the first letter is needed. If you are moving your character independently, the proper format is **J/S** to move Jason south. Here are the directions available.

N = North
S = South
E = East
W = West
U = Up
D = Down

When a command is given without **J/** or **H/** preceding, the following rules apply. If the command given can be applied to BOTH characters, it will be. For example, **S** for **GO SOUTH** will move both Jason and Hercules through a southern exit. If, however, the command can only apply to one character, that command will apply only to the character whose name is currently in **INVERSE** video (Apple version only.) For instance, if **HERCULES** appears in inverse and you type **I** for inventory, only Hercules' inventory will be displayed. To check Jason's inventory you will then have to type **J/I**. Jason's name will then appear in inverse and all subsequent actions that can only be applied to one character will apply to Jason. Remember, if you then type a command that can apply to Hercules also, it will be applied to him even if his name is not in inverse.

Other Commands

SPEAK (name) - This command will prompt any character you encounter to speak, should they have anything to say to you at that time. Note that you must type the name of the character with whom you wish to SPEAK after the command.

I - This is the inventory command, and will display any items the current character (Apple version will display the current character's name in **INVERSE**) is carrying.

LOOK (object) - Obviously this command will allow you to 'look' at your surroundings. However, it also enables you to examine any objects listed under 'OBJECTS IN VIEW' which you'll see on-screen, along with any objects included in the room description or in your character's inventory. Be sure to type the name of the object you wish to examine after the command.

SAVE - When you type SAVE, the game will be saved in its exact configuration at that point in time. You may find it helpful to periodically SAVE your game, especially when in doubt of the outcome of any command. You will then be able to restore the game by using the QUIT command should some unfortunate fate (like death) befall you.

QUIT - When you type this command, you will be asked: **RESTORE NEW (N) OR SAVED GAME (S)**. Type **N** or **S**. Both SAVE and QUIT can be typed at any point in the game.

G — Toggles graphics on and off (Atari and C-64 versions)

C — Changes screen color (Atari version)

A Few Last Words

Remember to **LOOK** at everything. Some clues and hints are subtly hidden (maybe even in this manual) so don't take anything at face value. It's a good idea to take notes since you won't be able to remember everything.

LOADING INSTRUCTIONS — APPLE DISK

YOUR COMPUTER MUST HAVE DOS 3.3 AND APPLESOFT IN ROM TO RUN THIS PROGRAM.
1. Your Apple II system should be turned off.
2. Insert the program disk into Drive 1 and close the door.
3. Turn the computer on. The on/off switch is located on the back left-hand side of your computer.
4. Press **RESET** and the program will begin to load automatically.

LOADING INSTRUCTIONS — ATARI DISK

WARNING: DO NOT PLACE A WRITE-PROTECT TAB ON YOUR LABYRINTH OF CRETE DISK (SIDE A) OR ATTEMPT TO PLACE A DOS ON THE DISK. Sides B, C, and D should have write-protect tabs in place.

1. Turn on your Atari disk drive(s).
2. Remove all cartridges from your computer, including Basic.
3. ONE-DRIVE USERS: When the red busy light is off, place your LABYRINTH OF CRETE disk A into the drive and turn on the computer. TWO-DRIVE USERS: Insert disk side A into Drive 1; place the second disk in Drive 2 and turn on your computer. The program will search both drives for the next disk side needed. If the correct side is not found, insert the requested disk side into either drive as prompted.
4. ONE-DRIVE USERS: Flip the disk or insert another disk side as prompted. Insert the disk into the drive, and close the drive door.

LOADING INSTRUCTIONS — COMMODORE 64 DISK

1. Your system should be turned off.
2. Turn on your COMMODORE disk drive.
3. Wait until the red busy light is off and then insert the LABYRINTH OF CRETE disk into the drive and close the door.
4. Remove any cartridges from your COMMODORE 64, and turn the computer on. You'll find the power switch on the right side panel of the computer.
5. Turn your monitor on.
6. At the READY prompt, type: **LOAD"LAB",8,1** and press **RETURN**.
7. The screen will read:
                    SEARCH FOR LABYRINTH
                    LOADING
8. When the READY prompt appears, type **RUN** and press **RETURN**.

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