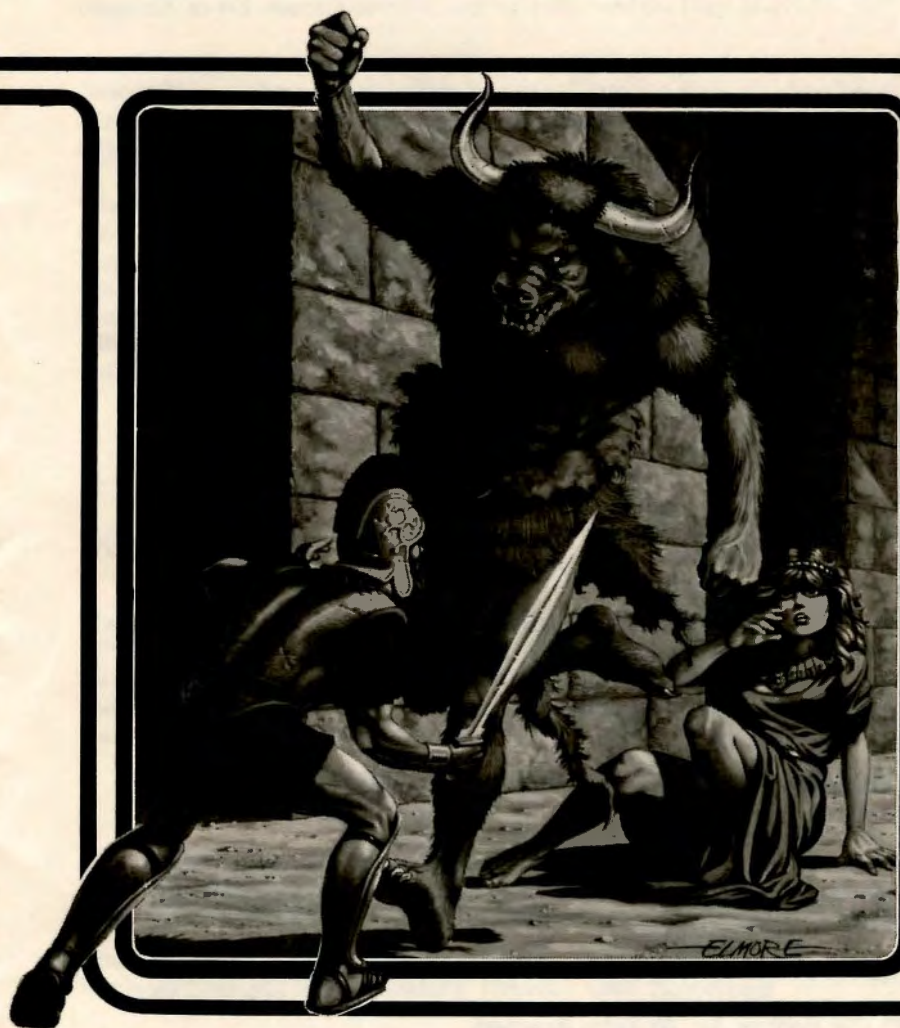


# Theseus AND THE Minotaur™

COMPUTER FANTASY GAME



Design and Programming: Bruce Nesmith with Keith Enge  
Computer Graphics: Stephen D. Sullivan  
Cover Art: Larry Elmore  
Editing: Steve Winter

Intended for use with the Apple® II+ computer.

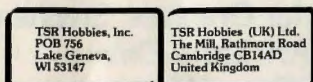


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## Background

You are Theseus, son of King Aegeas of Greece. Your father's people have been terrorized for many years by Minos, the king of Crete. Every year Minos demands seven boys and seven girls from Greece as slaves. These slaves are fed to the Minotaur, an evil creature with the body of a man and the head of a bull.

You, Theseus, are a hero in Greece. Your exploits and adventures have made you famous. Now you have volunteered to be sent to Crete as a slave, and there be offered to the Minotaur. You plan to slay the Minotaur and free your homeland from Minos' terror.

When you arrive at Crete, you discover that the Minotaur and several other strange creatures are kept in a labyrinth beneath King Minos' palace. You also learn that the Minotaur has kidnapped Minos' daughter, the princess Ariadne, and hidden her somewhere in the heart of his labyrinth. If you can rescue Ariadne from the Minotaur, King Minos has promised to set you free and to stop demanding prisoners from your father's country. However, you must enter the Minotaur's labyrinth armed with nothing but your fists.

## how to load this game

The THESEUS AND THE MINOTAUR game disk will autostart on an APPLE® II or APPLE®II+ computer with DOS 3.3 and 48K. Insert the disk in drive number one and then turn on the computer. The game will start automatically. To protect the disk, always remove it from the disk drive before turning off the machine. Keep the disk away from smoke and dust.

## starting to play

After the game is loaded, the screen will display cover art. You can start the program by pressing any key on the keyboard. This will display the message

PRESS ANY KEY TO START

Pressing any key again will display the message

HOW DIFFICULT DO YOU WANT THE LABYRINTH TO BE?  
(1 IS SIMPLE, 100 IS COMPLEX):

If you have not played the game before, enter "1" and press RETURN. You can move up to more complex labyrinths as you gain experience with the game. There will be a short pause while the computer creates a labyrinth.



The screen will then display the message

HOW MANY SECRET DOORS DO YOU WANT?  
(0 IS NONE, 10 IS MANY):

You should try your first game with no secret doors. Press RETURN after making this entry. This will display the message

DO YOU WANT THE LABYRINTH TO CONTAIN HALLS OF MIRRORS?

You can answer this with a Yes (Y) or No (N). Enter N if this is your first game. You can add Halls of Mirrors as you gain experience playing the game. Press RETURN after entering your reply. The computer will now place you in the labyrinth.

## the return key

THESEUS AND THE MINOTAUR game uses one-stroke commands. You do not need to press RETURN after entering a command if the screen is displaying a picture of the labyrinth. If the screen is showing nothing but text, you must press RETURN after typing in your message.

## the labyrinth (maze)

GENERAL INFORMATION. The labyrinth has three floors. You enter on the bottom floor in a corner. Each floor is ten spaces wide and ten spaces long. You can move one space per turn. Walls separate spaces, but are very thin and do not fill up a space themselves.

THE ENTRANCE. If you do an ABOUT FACE on your first turn, you will see the door that let you into the labyrinth. The game ends when you move through this door and leave the labyrinth, or when you are killed. This door is the only way out of the labyrinth; there are no other exits.

HOLES IN THE FLOOR AND CEILING. You can move up and down through these holes to reach different floors in the labyrinth. You must be standing directly over or under a hole in order to move up or down. You can move into a space with a hole in the floor without falling through the hole. You will be standing next to the hole, not directly over it.

SECRET DOORS. A secret door looks exactly like a normal wall. To find a secret door, you must try to walk through the wall at the spot where you suspect a secret door. If that section of wall is a secret door, you will move through it. There is no way to test for a secret door without moving through the door.

HALLS OF MIRRORS. A Hall of Mirrors is a very confusing place. The Hall fills one space. Each of the four sides is a secret door. When you step into a Hall of Mirrors, all you can see is yourself reflected in the surrounding mirrors. If you perform any action except WAIT, you will leave the Hall of Mirrors. You will be placed one or two spaces

away from the space you were in before you entered the Hall of Mirrors. You will stay on the same floor. You also will be turned so you face in a random direction. This means the Hall of Mirrors will not necessarily be at your back. A labyrinth that contains Halls of Mirrors is more difficult to map than one without them.

THE MINOTAUR'S LAIR. Princess Ariadne is imprisoned in the Minotaur's lair. To rescue the princess, you must move onto the same space that she is on. If the minotaur recaptures Ariadne, he will make a new lair somewhere else in the labyrinth and leave her there.

## how you see the maze

The view that you see on the computer screen is a three-dimensional perspective view. In other words, the computer shows you exactly what you would see if you were really standing in the maze instead of sitting in your living room. Diagram A shows a top-down view of a typical labyrinth section. The areas that Theseus can see when looking different directions are indicated. Views 1 and 2 show these sections of the labyrinth from Theseus' point of view. These are the views the computer shows you during the game. Notice that the computer does not show you the walls to your right or left. You have three blind sides, to your right, left and rear. You must rotate to see in these directions.

The view is different when you are facing a wall that is directly in front of you. View 3 shows what you see on the computer if Theseus turns and faces directly toward the wall.

## movement

THESEUS AND THE MINOTAUR game has eight movement commands. The computer will redraw what you see after each command is executed. These commands are explained below.

- |        |   |
|--------|---|
| RETURN | FORWARD — This will move you one space forward in the direction you are facing, and then redraw the view. Executing this command takes one turn.  |
| L or ← | LEFT — Either of these keys will turn you 90 degrees to your left and then redraw the view. You do not leave the space you are in when you turn. This command takes no time to execute and can be used as many times as you want in one turn.   |
| R or → | RIGHT — Either of these keys will turn you 90 degrees to your right and then redraw the view. You do not leave the space you are in when you turn. This command takes no time to execute and can be used as many times as you want in one turn. |
| < or , | FORWARD — This command will move you one space straight ahead, turn you 90 degrees to your left and then redraw the view. It is simply a combination of the FORWARD and TURN LEFT commands. Executing this command takes one turn.              |



- > or . FORWARD RIGHT — This command will move you one space straight ahead, turn you 90 degrees to your right and then redraw the view. It is a combination of the FORWARD and TURN RIGHT commands. Executing this command takes one turn.
- U UP — This command lets you climb up through a hole in the ceiling. It then redraws the view. Climbing through a hole in the ceiling takes one turn.
- D DOWN— This command lets you climb down through a hole in the floor. It then redraws the view. Climbing through a hole in the floor takes one turn.
- A ABOUT FACE — This command will turn you all the way around so you can see what was behind you. You do not leave the space you are in when you turn. This command takes no time to execute and can be used as many times as you want in one turn.

## fighting

There are many things in the labyrinth you can fight. In order to fight something, your opponent must be in the space directly in front of you. (Snakes are an exception to this rule, and they are discussed separately.) All creatures in the labyrinth, including Theseus, can either move or fight during a turn, but cannot do both. This means that if you wait for a creature to come to you, you will get the first blow. If you move next to a creature, you may be struck before you can attack it.

Snakes are an exception to this rule. You must be in the same space as the snake in order to fight it. A snake always gets to strike before you can try to kill it. Snakes are not very difficult to kill, however.

Two fighting commands can be used in this game. They are explained below.

- F FIGHT — This command lets you attack an opponent. If there is no enemy in front of you, you will attack a snake at your feet. If there is no snake, you will do nothing. Executing this command takes one turn, regardless of the result. The computer will redraw the screen after the combat results are printed.
- S SNAKE — This command lets you attack a snake at your feet. If there is no snake, you do nothing. Executing this command takes one turn, regardless of the result. The computer will redraw the screen after the combat results are printed.

When you attack a creature or are attacked, the computer uses several messages to tell you what has happened. These messages and their meanings are explained below.

YOU MISSED! Your attack missed the opponent.

YOU DID # POINTS OF DAMAGE! Your attack hit your opponent and caused # points of damage.

THE CREATURE IS DEAD! Your attack killed the creature. The number of points of damage you caused always appears with this message.

ATTACK! You have been attacked, but the attack did not hurt you.

ATTACK FROM (RIGHT, LEFT, BEHIND)! You have been attacked from a space you cannot see, but the attack did not hurt you. You must turn to see your opponent.

# POINTS OF DAMAGE! You have been attacked, and the attack caused # points of damage. A HEALTH command will display your current number of hit points.

# POINTS DAMAGE FROM (RIGHT, LEFT, BEHIND)! You have been attacked and injured from a space you cannot see. You must turn to see your opponent.

If you kill a creature, you can search its body for weapons. To do this you must move onto the dead creature's space and use a GET command. If you already have a weapon, the computer will force you to keep whichever weapon is better.

It is possible for you to be attacked by five different creatures at the same time; one from each adjacent space and a snake in your own space.

## miscellaneous commands

There are four commands that do not involve movement or fighting. These are described below.

- W WAIT — This command lets one turn pass while you do nothing. This can be a tactical advantage in a fight. Early in the game (around the first few hundred turns) you will heal one point of damage every turn you wait. Executing this command takes one turn, and redraws the screen.
- H HEALTH — This command gives Theseus' current status. It shows your health, your current score, the amount of time you have spent in the maze and what items you have. Executing this command takes no time and it can be used as many times during a turn as you wish.
- G GET — this command lets you search for a weapon in the space where you are standing. If you already have a weapon, it will let you keep the better of the two. Executing this command takes one turn, whether you find a weapon or not. The computer will redraw the screen after the search.



T                    TALK — The talk command lets you say something aloud inside the labyrinth. Executing this command takes one turn, after which the computer redraws the screen. The backspace key can be used to correct mistakes in your message.

## health

When you enter the labyrinth, your health is at 100%. As you get injured, your health goes down. If it ever drops to 0%, you are dead and the game is over. You can recover health points during the first part of the game by using the WAIT command. Your health can never exceed 100%

## SCORING

The game ends when Theseus leaves the labyrinth through the door, or is killed. At that time, the computer displays your score.

At the start of the game, your score is your health (100 points). This score goes down one point for every five turns you spend in the labyrinth. If you kill a creature, your score increases by 2 x the creature's number of hit points. Killing harmless creatures lowers your score. You also receive a bonus at the start of the game for the difficulty of the labyrinth. More complicated labyrinths give larger bonuses. Points for other actions are explained below.

Rescue Princess Ariadne	500
Lose Princess Ariadne	-500
Kill Minotaur when he is holding Ariadne	600
Leave labyrinth without Ariadne	100
Leave labyrinth with Ariadne	500

## suggestions for beginning players

If you have never played this game before or have played it only few times, then you should play in a simple labyrinth. Choose a complexity 1 labyrinth with 0 secret doors and no Halls of Mirrors. You should map the areas you travel through as you play. This will help you understand how the computer displays the labyrinth, and reduce your chance of getting lost.

During a fight, you should check your health frequently. If it drops too low, you can run away from the fight and look for a route that bypasses the monster. You can keep your health up during the first part of the game by finding a safe spot and using the WAIT command.