

ATARI<sup>®</sup> 2600<sup>™</sup>

# LABYRINTH



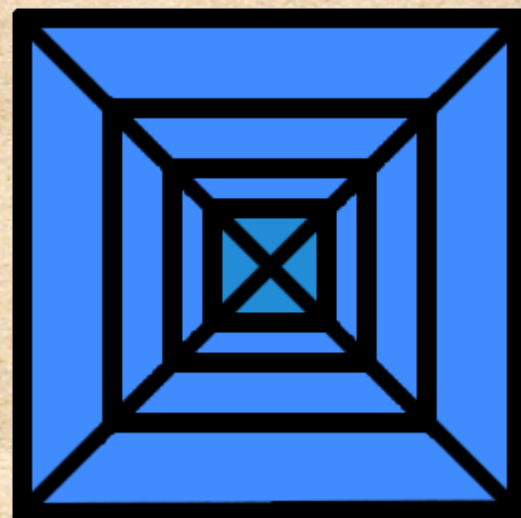


# THE QUEST

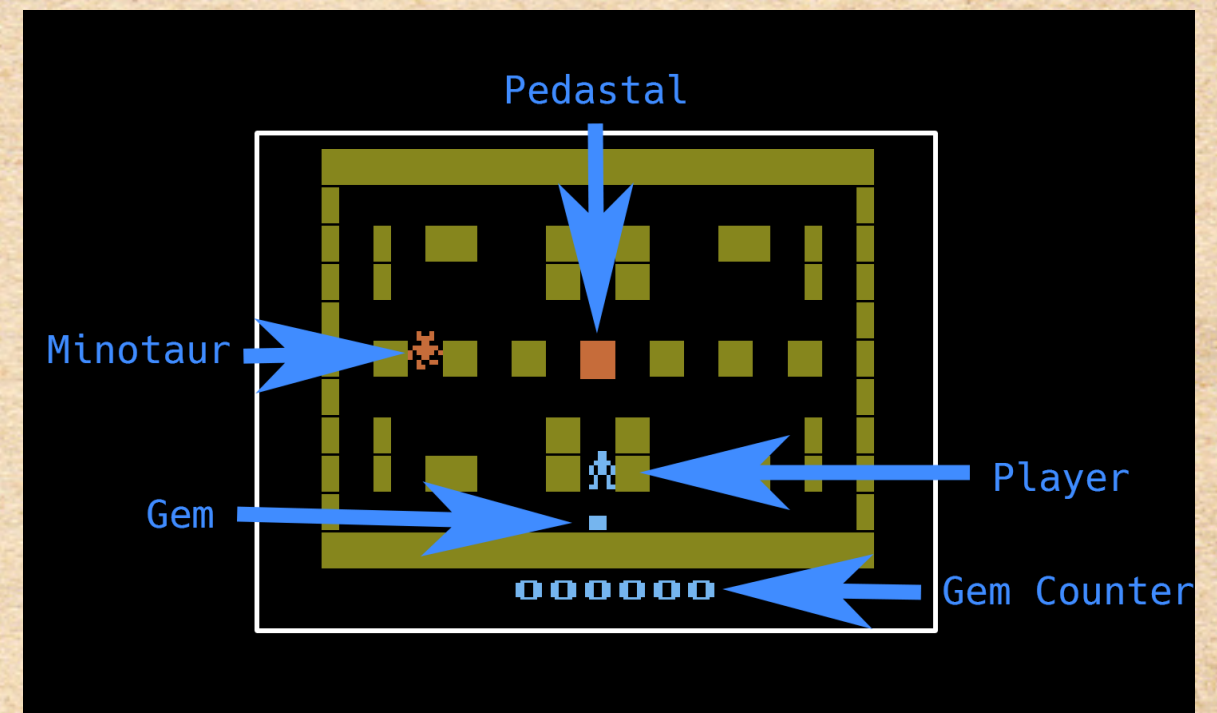
The gods have let loose a terrible creature known as the Minotaur. The great beast stalks the ruins of Al'Kar, the once mighty throne of King Mauron. In their rage to smite the king, they have failed to retrieve the creature. He now roams the halls of the king, creating a dungeon for himself. Any unfortunate travelers or adventurers that happen upon the place will soon become another sacrifice for the monster. So, great is its prowess that the Minotaur cannot be struck down by simple means.

The gods have now chosen you as their champion! Though you are unable to best the creature in strength or combat, they have provided you with a way to banish the Minotaur from the realm. Within the ruins of Al'Kar rests the scattered remains of various Magical Gems. By placing them on the worship pedestal you can steadily power the device that can destroy the Minotaur once and for all!

To do so you must gather the gems quickly within the ruins of Al'Kar before the Minotaur captures you!



# OBJECTIVE



You must claim the gems on the map and deliver them to the pedestal. Unfortunately due to the size and weight of the gem you are only capable of carrying one at a time. Each pedestal requires 21 number of gems to fully power up and there are 3 pedestals throughout the ruins. Be quick! The minotaur is now hunting for you. To keep track of how many gems you have collected in the area, a gem counter is provided on the lower screen.

Avoid the minotaur at all cost! With his mighty axe he can easily cleave you in two on contact.



# CONTROLS

## Standard Controller:

Make sure your joystick controller is properly connected to the LEFT CONTROLLER SLOT of your Atari 2600 console. When holding the controller, note that the red button must be orientated at the upper left hand corner of the controller.

Press the red button to begin the game. You can also reset the game by pressing the button again. The player will move by the direction the joystick is tilted.

## Keyboard Controls:

Default settings have the stick direction associated with arrow keys on the keyboard. The red button is tied to the space bar of the keyboard. Pressing a combination of the arrow keys will lead to the diagonal direction of the joystick.

## Gems/Minotaur/Pedestal

The goal of the game is to gather all the gems and place them on the pedestal. The gem counter is there to keep track of how many gems you have collected for the level. The game results in an immediate game over on contact with the Minotaur. On each gem collection you will be notified with an audio cue. As you cannot carry more than one gem at a time, you must deposit the gem on the pedestal before you can collect the next one.

# GAME TIPS



Virginia Wu is the Designer for this Atari 2600 game. Alongside her partners in crime is the Programmer Adam Hayward and Producer Katie Coveny. Here are a few tips and trips from the team!

“As you begin your journey into the labyrinth, be mindful of where you walk. Although you don’t have to worry about traps, the minotaur will come after you. Here are some tips and tricks to help you survive!”

“The minotaur can and will kill you on contact, but it isn’t the smartest creature around. You can use the environment to your own advantage!”

“We provided an audio cue whenever you collect the gem! Be sure to watch the gem counter to keep track of your progress. The minotaur will change color when it becomes angry and speed up as well.”

“The gem counter can also help as the minotaur will speed up after 10 gems are collected and turned into the pedestal.”

“We hope you enjoy the game!”



# SOURCES

Atari Logo:

[https://en.wikipedia.org/wiki/](https://en.wikipedia.org/wiki/File:Atari_2600_logo.svg)

[File:Atari\\_2600\\_logo.svg](#)

Minotaur Image:

[http://forgottenrealms.wikia.com/wiki/](http://forgottenrealms.wikia.com/wiki/Minotaur)

[Minotaur](#)

Paper Texture:

[https://bashcorpo.deviantart.com/art/](https://bashcorpo.deviantart.com/art/Grungy-paper-texture-v-8-37941453)

[Grungy-paper-texture-v-8-37941453](#)