# Labyrinth Game

## Dead End Text (for erroneous choice in this middle section)

*You have reached a dead end, with no way forward.*

**[If there is thread left]**

*You use a length of Ariadne’s thread to retrace your steps, returning to the previous room.*

**[If there is no thread left]**

*You reach for Ariadne’s thread but realize in panic that it was exhausted some time ago. You search frantically for the path, but it is as if the halls and passages are new and unrecognizable. Have you fallen victim to the labyrinth’s curse?*

*You run, left and right, down the passages, only becoming more lost. You feel confused and dizzy, now unsure of where you are going and why you are here.*

**Theseus:** These walls are made of wood. At the end of this labyrinth is the fearsome Medusa. I am a truth-teller.

*Theseus’s journey has come to an end. Try again?*

## Middle Section of Script (immediately after entering labyrinth)

### Room 1 (K&K 1)

*As you enter the great labyrinth, you see little more than thick stone walls, dry and crumbling but sturdy. You follow the path as it twists and turns until you reach a junction, with a door on each side. Two men, recognizable for their Athenian attire, stand before you.*

[show two-way hall]

**Theseus:** Greetings!

*They say nothing. You recall Ariadne’s remarks that they are cursed and unable to speak as normal.* ***Some will tell only the truth****,* ***others will tell only lies.*** *And so the men before you may both be liars, or they may both be truth-tellers, or one may be a liar and the other a truth-teller.*

**Yellow:** He and I are both truth-tellers.

**Green:** He is a liar.

*You can ask only one of them for directions. Who do you ask?*

[Choice]

1. Ask Yellow which way to go.
2. Ask Green which way to go.

[If 1 above]:

**Yellow:** Go to the left.

[Choice]

1. Go to the left [incorrect – dead end]
2. Go to the right [correct – move to next room]

[If 2 above]:

**Green:** Go to the right.

[Choice]

1. Go to the left [incorrect – dead end]
2. Go to the right [correct – move to next room]

### Room 2 (Shapes puzzle)

*As you continue further, you see a three-way divide in the path. But there are no nearby Athenians to offer guidance.*

[Show Straight + Leftdoor + Rightdoor]

*Puzzled, you look around, noticing a strange etching on the rock floor adjacent to the forked road.*

[Show Shapes puzzle]

[Choice]

1. Go to the left [correct – move to next room]
2. Go straight ahead [incorrect – dead end]
3. Go to the right [incorrect – dead end]

### Room 3 (K&K 2)

*As you enter the great labyrinth, you see little more than thick stone walls, dry and crumbling but sturdy. You follow the path as it twists and turns until you reach a junction, with a door on each side. Two men, recognizable for their Athenian attire, stand before you.*

[show two-way hall]

**Theseus:** Greetings!

*They say nothing. You recall Ariadne’s remarks that they are cursed and unable to speak as normal.* ***Some will tell only the truth****,* ***others will tell only lies.*** *And so the men before you may both be liars, or they may both be truth-tellers, or one may be a liar and the other a truth-teller.*

**Yellow:** He and I are both truth-tellers.

**Green:** He is a liar.

*You can ask only one of them for directions. Who do you ask?*

[Choice]

1. Ask Yellow which way to go.
2. Ask Green which way to go.

[If 1 above]:

**Yellow:** Go to the left.

[Choice]

1. Go to the left [incorrect – dead end]
2. Go to the right [correct – move to next room]

[If 2 above]:

**Green:** Go to the right.

[Choice]

1. Go to the left [incorrect – dead end]
2. Go to the right [correct – move to next room]

### Room 4 (Maze puzzle)

*Again, the path forks, with no evidence as to which path leads to the minotaur, and no Athenians to give guidance.*

[Show Two-way passage]

*A maze is etched on to the wall in front of you. You jump forward with excitement, believing this to be a map of the labyrinth itself. But in tracing its lines, you quickly realize that its passageways don’t match with those you’ve already traversed. Perhaps it will offer guidance in some other way?*

[Show Maze puzzle]

[Choice]

1. Go to the left [correct – move to next room]
2. Go to the right [incorrect – dead end]

### Room 5 (K&K3)

*That seems to have been the correct path, for you encounter yet another intersection, with two more Athenians idling nearby.*

[show two-way hall]

**Orange:** I am a truth-teller or she is a liar.

**Purple:** One of us is a truth-teller, but not both of us.

*You can ask only one of them for directions. Who do you ask?*

[Choice]

1. Ask Orange which way to go.
2. Ask Purple which way to go.

[If 1 above]:

**Orange:** Go to the left.

[Choice]

1. Go to the left [incorrect – dead end]
2. Go to the right [correct – move to next room]

[If 2 above]:

**Purple:** Go to the right.

[Choice]

1. Go to the left [incorrect – dead end]
2. Go to the right [correct – move to next room]

### Room 6 (Memory Puzzle – for the goose!)

*A long straightway lays before you. In the distance, you see another branching path. But first, immediately before you, is a man you’ve not seen before.*

[show straight hallway (no doors)]

**Ajax:** Greetings, fellow traveller of the labyrinth. I am Ajax.

**Theseus:** And are you among the honest or the dishonest of this maze’s inhabitants?

**Ajax:** I am of course, among the honest.

**Theseus:** But why should I believe that? The same would be said by a liar.

**Ajax:** Ah yes, but as I’m sure you now know, the liars of this maze can speak only lies and never truth. So to prove my honesty, I tell you this: the sky is blue, your sword is sharp, and Zeus is mighty.

**Theseus:** Very well then! I agree that you must be an honest man. But the path ahead is straight, so I have no need of your advice. Please step aside and I shall be on my way.

**Ajax:** But I have a gift for you. And I will give it, so long as you can assure me that you are indeed Theseus, my prince. If you are him, I trust you have met the Cretan princess Ariadne. As it happens, so have I. Now tell me, Theseus, so that I may be reassured – what does Ariadne look like?

*You feel the effects of the labyrinth clouding your mind, and even the recent image of Ariadne is as hazy as an encounter from childhood. You recall the appearances of maidens you’ve met recently. Which of them is the princess Ariadne?*

[show images of Ariadne, Helena, and the Red & Blue maidens]

[Choice:]

1. Describe the left-most person. [correct]
2. Describe the person second from left. [incorrect]
3. Describe the person second from right. [incorrect]
4. Describe the right-most person. [incorrect]

*.*

[On correct guess, activate “Goose Factor 1” for ending, and show this:]

**Ajax:** Exactly as I remember her! You are indeed Theseus, come to save us. And so I shall give you this gift, that it may bring you good fortune and many eggs.

*Ajax reveals a large goose from under his robes, which he must have hidden at some discomfort to both himself and the goose.*

**Theseus:** I don’t understand this strange gift. Nonetheless, you have my gratitude, fellow Athenian! I will repay you in coin once we’ve escaped the bounds of this labyrinth.

[On incorrect guess:]

**Ajax:** That is not the Ariadne I know of. Perhaps you are not the honest hero I expected. No, you are as confused as all the others in this maze.

*The man turns away from you and strolls off in the direction you came. From behind, you hear a strange bird sound– the honk of a goose? – but continue down the hall.*

### Room 7 (K&K4)

*As you follow the path, you encounter a pair of Athenian men. They have a strange look to their faces, as if their minds are already returned to Athens, eating olives in the agora.*

[show two-way hall]

**Brown:** He and I are both truth-tellers, or we’re both liars.

**Grey:** He would say that I’m a truth-teller.

*You can ask only one of them for directions. Who do you ask?*

[Choice]

1. Ask Brown which way to go.
2. Ask Grey which way to go.

[If 1 above]:

**Brown:** Go to the right.

[Choice]

1. Go to the left [incorrect – dead end]
2. Go to the right [correct – move to next room]

[If 2 above]:

**Grey:** Go to the right.

[Choice]

1. Go to the left [incorrect – dead end]
2. Go to the right [correct – move to next room]

### Room 8 (Magic Eye Puzzle)

*You continue onward, following one winding path after another. You sense that the endpoint of the labyrinth is near and that you will soon encounter the minotaur.*

*You reach another split road.*

[Show two-way path]

*You look to the floor to see if another etching is marked there, but the stones appear flat and unscratched. You peer down each path but see nothing to distinguish between them.*

*Frustrated and tired, you sit down to meditate, relaxing your eyes as you peer at the stone wall before you…*

[Show Magic Eye Puzzle]

[Choice]

1. Go to the left [incorrect – dead end]
2. Go to the right [correct – move to next room]