

# LABYRINTH: <sup>TM</sup>

The Computer Game

Lucasfilm Games <sup>TM</sup>\*

Cassette Player's Guide  
For Commodore 64 and 128 Computers

**ACTIVISION**  
ENTERTAINMENT SOFTWARE <sup>®</sup>

## JARETH SPEAKS

You! You there! Yes, You. The one getting dirty fingerprints all over this nice, clean Player's Guide.

I am Jareth, the Goblin King, and you are mine. From the moment you began reading this, my grip upon your soul has tightened. Test me. Try to stop reading. You can't, can you? You are my subject, and you are destined to bow to my will for the rest of your days. The only way you can escape is to find me in the centre of my Labyrinth and destroy me. A task you are unlikely to ever complete. Ha! Not only will you be unable to navigate the Labyrinth, I doubt you will even be able to find your way in!

But if by some chance you do manage to get inside, I will easily defeat you. I have many ways to do this. There are rules in my Labyrinth, and woe to those who do not follow them.

I will give you only thirteen hours to solve the Labyrinth. And I can assure you. . . it isn't enough time.

I will set my army of Goblins upon you. Each of my goblins was once in the same position as you are in now. . . and each failed to solve the many puzzles of my Labyrinth. Now they work for me. They will throw you into dark, dank prisons that I like to call my *oubliettes*. . . and forget about you. You will never find your way out!

I will lead you into untold dangers. The Bog of Stench alone will easily defeat you. And if you should happen to fall in – if even one drop should touch you – your smell will warn me of your presence. . . wherever you may try to hide.

I will recreate the Labyrinth even as you solve portions of it. It will constantly change, twisting around itself like a malevolent serpent.

Learn to love the Labyrinth, for you will be here trying to solve it forever. But take comfort. You will not be alone here. I rule the other poor souls as well. Hoggle might befriend you. . . if you pay him enough. Maybe you'd like to spend eternity in the Forest of the Fireys. They may amuse you as they toss their arms and legs about. Perhaps they can lend you a hand! (Oh! I do love a little joke. . . especially at your expense).

Some of the creatures in the Labyrinth are my minions, like Sir Didymus, who guards the bridge over the bog. . . and always follows my rules. Some of them – like that accursed Ludo and his accursed friends the rocks – have come close to defeating me. But never *too* close. My faithful goblins take care of that.

They will take care of you, too. And so will I. This is my Labyrinth, and you are mine. Forever.

# **OBJECT OF THE GAME**

In the Labyrinth you must find your way through a complicated maze, solve riddles, figure out puzzles, and collect and use objects you find along the way. The object of the game is to ultimately escape through the castle at the heart of the maze after confronting Jareth, King of the Goblins – before the clock tolls thirteen. You win the game when you vanquish his power over you. But first, you must get to him. . .

## **CAUTION**

Jareth has warned you that the task ahead will not be easy. Be warned that he offers you no chance to save your game at any time, which will add to your frustration, and thereby increase his power over you. Try and remain calm and alert. Make notes. If you fall into one of his traps, you may be lost forever in the Labyrinth, and the only way out will be to switch off and start afresh.

The Labyrinth consists of many corridors arranged in concentric circles, on many different levels, with Jareth's castle at the centre. Short passages connect the various circular corridors. You can make a map if you like, but it won't do much good. That is because Jareth changes the Labyrinth whenever he pleases. Good Luck!

## **GETTING STARTED**

As you progress through the Labyrinth, each sequence for you to solve will be loaded from cassette. Loading is indicated by some brightly coloured lines appearing around the screen's border.

Never rewind the cassette unless instructed herein. Once Labyrinth has loaded, keep the PLAY key on the datacassette pressed down at all times. Make sure to follow any instructions that may appear upon the screen carefully.

## **LOADING THE ADVENTURE**

To start on your way through Jareth's kingdom, first make sure that your computer and all hardware, including the computer, printers and disk drives, are turned off, and that your datacassette is firmly connected to your computer. Ensure that all cartridges, cassettes or diskettes are removed from your computer, then follow the steps below *carefully*:

1. Switch ON your TV or monitor and your Commodore Computer.

If you are using a Commodore 128, type the following:

GO 64      then press RETURN  
Y          then press RETURN

2. Insert the *Labyrinth* cassette into your datacassette, side 1 facing upwards, and ensure that it is fully rewound.

3. Plug a joystick into joystick port 1.
4. Press down the SHIFT key, and keeping it pressed down, press the key marked RUN/STOP.
5. Press the PLAY button on the datacassette.

The *Labyrinth* is now being created in your Computer. This will take a few minutes.

## ***WELCOME TO LABYRINTH***

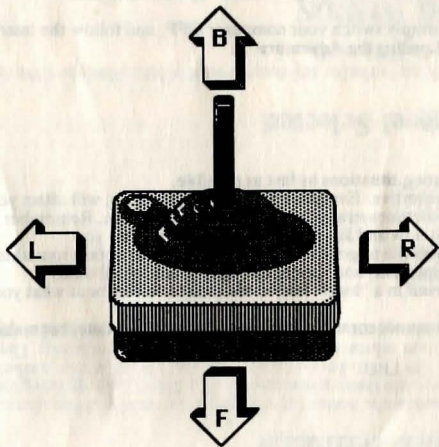
When Labyrinth is ready, you will be welcomed by the title music.

To begin, you must answer some vital questions, starting with your name (up to 10 letters).

From now on, you are on your own. . .

## ***GETTING AROUND THE LABYRINTH***

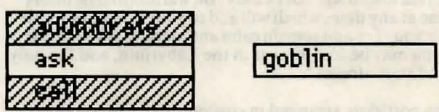
Use the joystick as shown below to move your figure around the screen:



**Joystick Movement**

### USING WORD WHEELS

Two word wheels across the bottom of the screen are used to enter commands and phrases. In effect, you use them to make sentences. Select them by using the **SPACE BAR** or **CURSORS CONTROL** keys on your computer. When active, a wheel displays up to three lines of text information which may be scrolled vertically. The selected word (or phrase) is always the one in the middle. The inactive wheel shows only the last word entered.



### Left Wheel Selected

The left word wheel lists verbs (or actions you want to take place) and the right word wheel lists the objects of the verbs.

### SELECTING WORDS

Some commands are single words (eg, take, time) using only the left wheel, and other commands require word from both wheels (eg, use – shears, ask – Jareth). Once a wheel is selected, you can scroll through the list of words with the **CURSORS CONTROL** keys. When both wheels display the command you want, press the **RETURN** key to enter it. After the movie has started you can use the **JOYSTICK BUTTON** or the **RETURN** key.

Notice that the words on both wheels are listed in alphabetical order. This makes it easier to find words on the lists.

Instead of scrolling through the list to find an item on a wheel, you can type the first letters of the desired word. For example, if the present word displayed is way up the list on the left wheel at, say, "call" and you want to get back down to "time" (a single word command), do the following:

- a) Select the left wheel
- b) Press the T key. The list will show the first available word beginning with a t. The t will be highlighted.
- c) Press the I key. **Time** will be shown, and the ti portion of the word will be highlighted.
- d) Press **RETURN** to complete the command.

If you make a mistake, you can use the delete key. It will erase all highlighted characters and let you begin typing from the beginning. The screen's border will flash red if you type a key which can't be matched on the selected wheel.

To enter a double word command, just select the word on the first wheel, then press the **SPACE BAR** to select the second wheel. Again, select the word you want, then press the **RETURN** key or **JOYSTICK BUTTON** when you have the desired combination.

### NOTES ON GAME SAVING & RESTARTING GAMES

Jareth needs to ensure that you don't succeed, and to make the Labyrinth even more treacherous, there are no ways of saving your position, or continuing from a previous game at all.

You are certain to end up trapped in the Labyrinth time and time again. But don't give up – this is exactly what Jareth expects you to do, hence he will have won and you will be his forevermore. You have an advantage over others who have been trapped in the Labyrinth – for you may try again. Learn by your mistakes.

To restart a game, simply switch your computer OFF, and follow the instructions in this guide marked **Loading the Adventure** . . .

### NOTEBOOK

#### HINTS

- \* Leave time-wasting situations as fast as possible.
- \* Be nice. . . but assertive. Everything you do (or don't do, will affect your game.
- \* Try creative, sometimes strange ways of solving a problem. Remember, you are in the Labyrinth now and Jareth will try anything to trap you.
- \* It's usually impossible to go backwards in the game to obtain something you need. This is important, and should be remembered at all times.
- \* If you find yourself in a "loop" take some time to think about what you might have forgotten.
- \* Remember you cannot continue the same game at a later date, but making notes will help.

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### THE LABYRINTH TEAM

*Labyrinth: The Computer Game*, based on Jim Henson's film *Labyrinth*, was created by the Lucasfilm Games Division and Activision, Inc. with the cooperation of Henson Associates, Inc.

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Special thanks to George Lucas and Jim Henson.

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