

# LABYRINTH™

The Computer Game

Lucasfilm Games™\*

## *Player's Guide*

For the Apple® IIe and IIc and  
Commodore® 64/128 Computers

ACTIVISION  
ENTERTAINMENT SOFTWARE®

*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.

**For Lucasfilm Games:**

David Fox, production manager and programmer.  
Charlie Kellner, technical director and lead programmer.  
Kevin Furry, programmer.  
Gary Winnick and Ken Macklin, character animation.  
James St. Louis and Gary Winnick, background art.  
David M. Martin Jr., music and Commodore version sound.  
Stephen Lepisto and Charlie Kellner, Apple conversion.

Design contributions by Douglas Adams, Christopher Cerf, Noah Falstein, Stephen Arnold, and Brenda Laurel.

Produced for Activision, Inc. by Brenda Laurel (Commodore version) and Cella Maria Irvine (Apple version).

Special thanks to George Lucas and Jim Henson.

*Player's Guide* by Clovice A. Lewis, Jr, Technology Media Enterprises. Editorial management by Steven Young.

## Let's Get to Know Each Other

We're working hard to design the kind of computer software you want, and we'd love to hear your comments. So drop us a note. For a recorded message about our newest software, call (800) 633-4263 any time. If you have questions about using one of our products, call Consumer Relations between 9:30 a.m. and 5:00 p.m. Pacific time, Monday through Friday:

(in California) (415) 940-6044/5  
(from outside California) (800) 227-9759

Write to:

Consumer Relations  
Activision, Inc.  
P.O. Box 7287  
Mountain View, CA 94039

*Labyrinth*<sup>™</sup>: *The Computer Game* © 1986 Henson Associates, Inc. and Activision, Inc. All rights reserved.

*Labyrinth* and character names are trademarks of Henson Associates, Inc., used by Activision under authorization.

Lucasfilm Games is a trademark of Lucasfilm Ltd. Used under authorization.

*Player's Guide* © 1986 Henson Associates, Inc. and Activision, Inc. All rights reserved.

Apple is a registered trademark of Apple Computer, Inc.

Commodore is a registered trademark of Commodore Electronics, Ltd.

## CONTENTS

<i>Jareth Speaks</i>	2
<i>Object of the Game</i>	3
<i>Getting Started</i>	3
<i>Getting Around the Labyrinth</i>	6
<i>Entering Commands</i>	7
<i>Saving, Loading, and Restarting Games</i>	9
<i>Some Helpful Tips</i>	13

## *Jareth Speaks*

You! You there! Yes, you. The one getting dirty fingerprints all over this nice, clean book.

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 center of my Labyrinth and destroy me. Ha! Not only will you be unable to navigate the Labyrinth, I doubt if you'll even be able to find your way in!

And 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 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 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 forever. But take comfort. You will not be here alone. 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 will win the game when you vanquish his power over you. But first you must get to him.

## ***Getting Started***

### **Loading the Adventure**

To start on your way through Jareth's kingdom, first make sure that your computer and all peripheral equipment, such as printers and disk drives, are turned off. Remove all cartridges from your Commodore computer. Then follow the steps below for your system.

## CAUTION

### NEVER

remove the disk during a game unless instructed to do so. Also, do not remove the disk while it is still rotating in the drive.

### For the Commodore 64

1. Turn on your computer and disk drive.
2. Insert the *Labyrinth* disk in the drive, label side up.
3. Plug a joystick into port 1.
4. Type **LOAD "\*" ,8,1** and press **RETURN**.

### For the Commodore 128

1. Insert the *Labyrinth* disk in your disk drive, label side up.
2. Plug a joystick into port 1.
3. Turn on the disk drive.
4. Hold down the **C=** key and turn on the computer.
5. Type **LOAD "\*" ,8,1** and press **RETURN**.

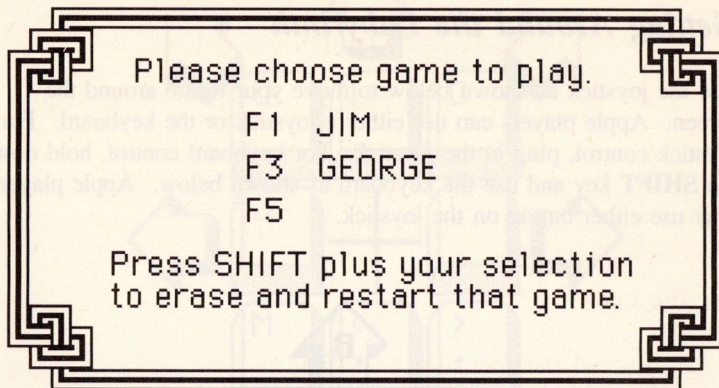
### For Apple computers

1. Insert the *Labyrinth* disk in your disk drive, label side up.
2. Turn on your computer and monitor.

After a few moments the title screens will appear. Wait while the computer loads the program.

### Starting the Game

When you first load the program, you will see a screen similar to this:



There are three *save slots* on the disk. All three slots will be empty the first time you load the game. Pressing **f1**, **f3**, or **f5** (Apple players: **1**, **2**, or **3**) will determine which of these slots the game will begin using. This will become your *current slot*. If you choose an empty slot the game will start at the very beginning. In the screen shown above, the first and second slots have a game saved in them and the third slot is empty.

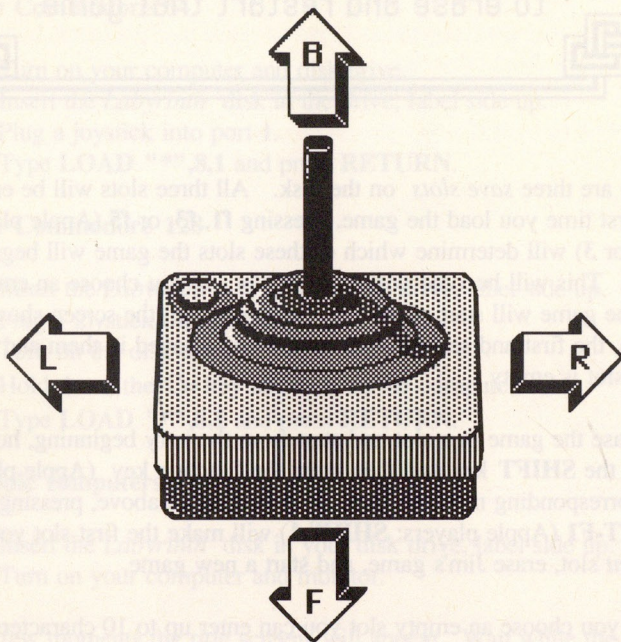
To erase the game in a slot and start from the very beginning, hold down the **SHIFT** key and then press the function key (Apple players: the corresponding numeric key). In the example above, pressing **SHIFT-F1** (Apple players: **SHIFT-1**) will make the first slot your *current slot*, erase Jim's game, and start a new game.

After you choose an empty slot you can enter up to 10 characters when the screen prompts you for your name. Then the game will begin.

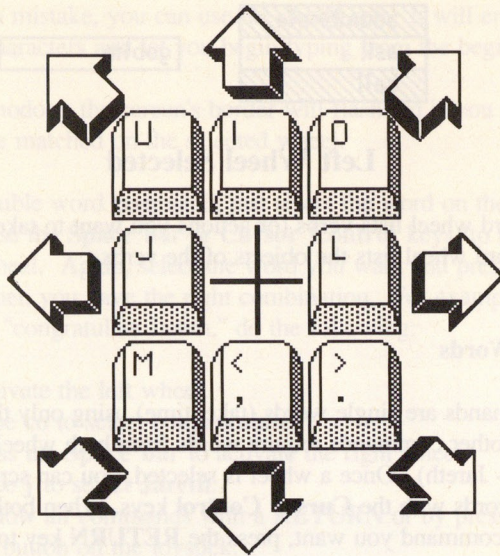


## *Getting Around the Labyrinth*

Use the joystick as shown below to move your figure around the screen. Apple players can use either a joystick or the keyboard. For joystick control, plug in the joystick. For keyboard control, hold down the **SHIFT** key and use the keyboard as shown below. Apple players may use either button on the joystick.



**Joystick Movement**



## Apple Keyboard Controls

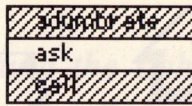
Press **SHIFT** and one of the keys above.

Press **Control** and **S** to turn the sound on and off.

## Entering Commands

### 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 **Cursor Control** keys on your computer. When active, a wheel displays three lines of text information which can be scrolled vertically. The selected word (or phrase) is always in the middle. The inactive wheel shows only the last word entered.



goblin

## 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 (take, time) using only the left word wheel, and other commands require words from both wheels (use - shears, ask - Jareth). Once a wheel is selected, you can scroll through the list of words with the **Cursor 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 "call" and you want to get back down to "time" (a single word command), do the following:

1. Select the left wheel.
2. Press the **T** key. The list will show the first available word beginning with a **t**. The **t** will be highlighted.
3. Press the **I** key. **Time** will be shown, and the **ti** portion of the word will be highlighted.
4. Press **RETURN** to complete the command.

If you make a mistake, you can use the delete key. It will erase all the highlighted characters and let you begin typing from the beginning.

On the Commodore, 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 use the **Space bar** or **Cursor Control** keys to move to the second wheel. Again, select the word you want and press **RETURN** when you have the right combination. For example, if you want to enter "congratulate Jareth," do the following:

1. Activate the left wheel.
2. Type **co** to select **congratulate**.
3. Press the **Space bar** to activate the right wheel.
4. Type **j** to select **Jareth**.
5. Follow all commands with a **RETURN** or by pressing the button on the joystick.

## ***Saving, Loading, and Restarting Games***

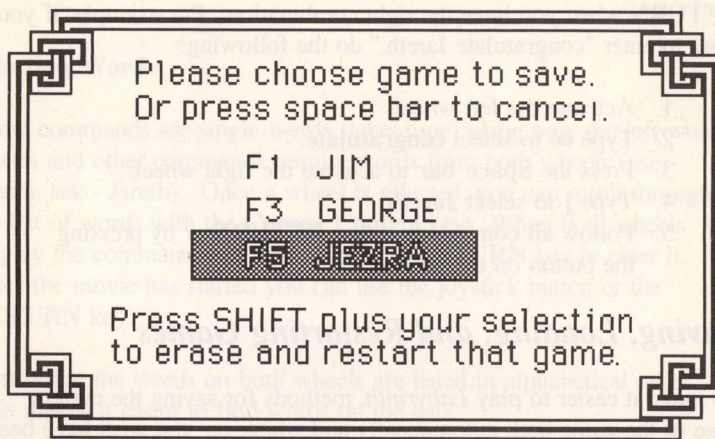
To make it easier to play *Labyrinth*, methods for saving the current state of the game both automatically and whenever you wish have been provided. One thing to note: while the load and save game menus are on the screen the clock is stopped. You can use these commands to pause the game if you like.

### **Automatic Save**

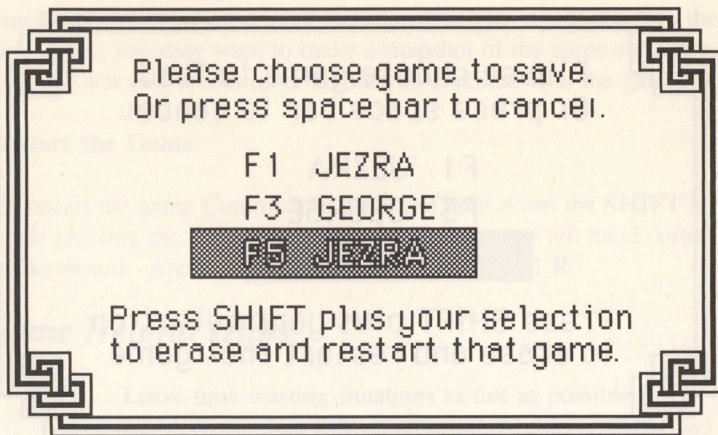
Every time you enter a scene, the program will automatically store the state of the game in the *current slot*. This means that if there is a power failure, you may always continue the game at the beginning of the last scene you entered by simply reloading it and selecting the appropriate slot.

## Normal Save

During the game, you can use the **SAVE GAME** command (found on the left word wheel) to save the current state of the game. A menu like the following will appear:



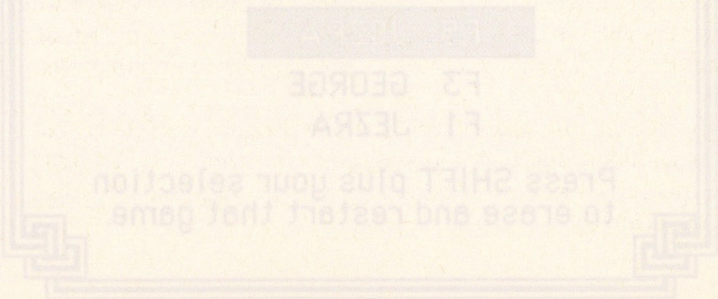
Notice that the name "Jezra" is highlighted in this case, to show which slot is currently selected (Apple players: There is a > to the left of the selected slot). Saving the game in a slot other than the current slot will allow you to take a "snapshot" of the state of the game. This snapshot won't store all information, such as where the goblins might be, but all important information, such as your inventory items, will be saved. If you choose **f1**, the menu will look like this the next time you select **SAVE GAME**:

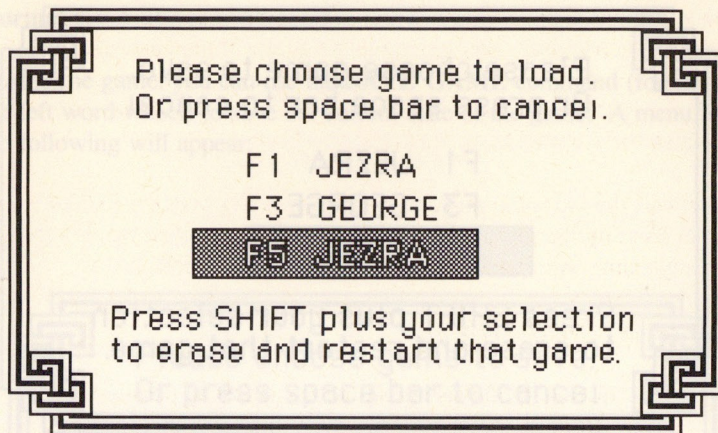


When you continue playing, the *current slot* will continue to be automatically updated as you enter new scenes.

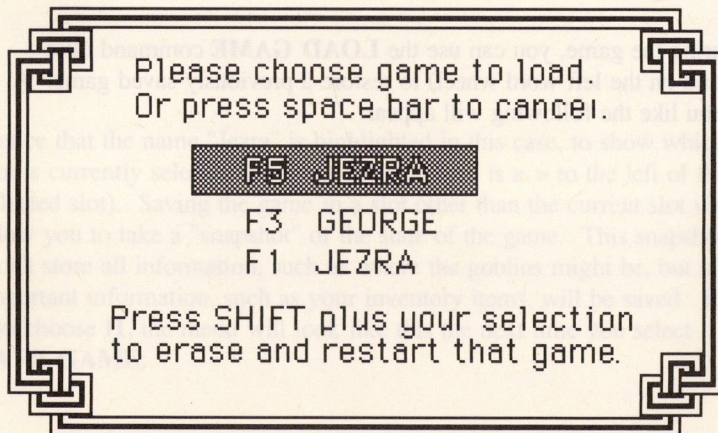
### Loading a Saved Game

During the game, you can use the **LOAD GAME** command (also found on the left word wheel) to restore a previously saved game. A menu like the following will appear:





If you select the *current slot* (f5 in the example above), the game will start over at the beginning of the current scene. If you select any other slot, that game will be restored, and that slot will then become the *current slot*. Pressing f1 in the example above will load in slot one's game, and make it the *current slot*. The next time **LOAD GAME** is selected, the menu will look like this:



Since slot one will now be automatically updated as you move to the next scene, you may want to make a snapshot of the game and store it in either slot two or slot three before you continue with the game.

### **Restart the Game**

To restart the game Commodore users can hold down the **SHIFT** key while pressing the left arrow key found in the upper left hand corner of the keyboard. Apple players can press **Control** and **R**.

### ***Some Helpful 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.
- It's generally harder to go backwards in the game to obtain something you need than to go forward.
- If you find yourself in a "loop" take some time to think about what you might have forgotten.
- If you wish to stop playing for a while and continue later, save the game first. The automatic save will only take you back to the place and time you entered the last scene.



## ACTIVISION LIMITED 90-DAY WARRANTY

Activision, Inc. warrants to the original consumer purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase.

This warranty is limited to the recording medium containing the software program originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above. If the recording medium should fail after the original 90-day warranty period has expired, you may return the software program to Activision, Inc. at the address noted below with a check or money order for \$7.50 (U.S. currency), which includes postage and handling, and Activision will mail a replacement to you. To receive a replacement, you should enclose the defective medium (including the original product label) in protective packaging accompanied by: (1) a \$7.50 check, (2) a brief statement describing the defect, and (3) your return address. EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACTIVISION. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

### ***WARNING***

Any attempt to duplicate this product may damage it. Such damage is not covered by the warranty. Please see above for complete warranty.

U.P.S. or registered mail is recommended for returns.

Please send to:

#### WARRANTY REPLACEMENTS

Consumer Relations  
Activision, Inc.  
2350 Bayshore Parkway  
Mountain View, CA 94043

ACTIVISION  
ENTERTAINMENT SOFTWARE®

© 1986, Activision, Inc. G-943-39