



INSTRUCTION MANUAL

NINGA

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LABYRINTH™ MANUAL

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SYSTEM REQUIREMENTS:

Any IBM PC, JR, XT, AT, PS/2, or 100% Compatible using a CGA (Color Graphics Adapter) or Graphics Adapter that emulates or has CGA as one of its subsets.

This program will not run on a Hercules or Hercules compatible adapter and does not perform well with any of the CGA emulators for the Hercules Adapter.

START-UP

1) FLOPPY DISK SYSTEM

If your computer is a one or two drive system with no hard drive; in order to load **LABYRINTH™** first place your DOS diskette in drive **A:** and turn on your computer. Once you have the **A:** prompt on your screen, place the **LABYRINTH™** program diskette in drive **A:** and type:

LABYRNTH [Enter]

You will soon see the message "**DO YOU HAVE A COLOR MONITOR**" displayed on your screen. If you do not have a color monitor type "**N**". If you do have a color monitor type "**Y**".

LABYRINTH™ is now loaded and ready to be played.

2) HARD DISK SYSTEM

If you usually start your computer from your hard disk start your computer in the usual way. Once your computer is on make sure you are in DOS. Place **LABYRINTH™** program disk into drive **A:** and type:

A: [Enter]

You should now have the **A>** prompt. At the **A>** prompt type:

LABYRNTH [Enter]

You will soon see the message "**DO YOU HAVE A COLOR MONITOR**" displayed on your screen. If you do not have a color monitor type "**N**". If you do have a color monitor type "**Y**".

LABYRINTH™ is now loaded and ready to be played.

3) INSTALLING PROGRAM ONTO YOUR HARD DISK

If you have a hard disk you may want to install this program and run it directly from your hard disk.

To make this process easier you can use the installation program which has been included with the **LABYRINTH™** program disk. This program will copy **LABYRINTH™** onto your hard disk into the subdirectory **NINGAI LABYRNTH**. It will also place a batch file root directory so that you can easily load **LABYRINTH™**.

If you want to copy the **LABYRINTH™** program from your floppy drive **A:** to your hard drive **C:**, place the **LABYRINTH™** program diskette in drive **A:**, and at the **A>** prompt type:

INSTALL A: C: [Enter]

Once the installation process is complete the following message will be displayed:

Installation of LABYRINTH™ completed successfully.
Type LABYRNTH then press ENTER to run.

LABYRINTH™ is not copy protected. If you would rather, you can copy the program files directly to your hard disk using the DOS "**COPY**" command.

LABYRINTH™

You are lost in a medieval maze. Trapped by an evil sorcerer, you must solve the labyrinth to escape. To make your quest even more perilous, the sorcerer has enclosed you within a silver sphere. Once moving the sphere can not stop, or even slow down! You can only control the direction in which you are moving. To defeat the evil sorcerer and escape the labyrinth, you must find your way to the exit. But be careful, there are no direct routes. With every turn you risk colliding with the labyrinth wall and losing points. To win you must survive, but you will require the skill of a wizard.

Choose from one of ten baffling mazes. Or take on the supreme challenge of solving the ten-level maze! You begin each game with 100 points. When you reach zero the game is over. If your score is one of the ten best for that labyrinth, you may enter your name as one of the ten best ever!

INSTRUCTIONS

The object of this game is to find your way through the maze(s) while maintaining the best point level possible.

You can play the mazes individually or you can play the multi-level game. The multi-level game starts with the easiest maze and progresses to the most difficult. If you have one or more points when you finish a maze you drop through to the next maze and continue. When your score reaches zero the game is over.

You start each game with 100 points. Using the cursor control keys you maneuver the ball through the maze(s) trying not to hit the walls. The ball moves automatically; you control only the direction. When you want to change the direction of the ball, press and release the cursor [arrow] key indicating the new direction. The ball will immediately change direction and continue on its new course until it is again redirected.

The speed at which the ball travels is selected at the beginning of the game. There are five different play levels representing five different game speeds. Once the game speed has been set it cannot be changed while in the maze.

One point is subtracted from your score upon hitting a wall. You must change directions immediately upon hitting a wall. If you do not, the ball will continue trying to move forward, subtracting a point each time it hits the wall.

You will receive a score every time you successfully complete a game. The score you receive will depend upon the level of play you selected and the number of points you have remaining at the completion of the game. The faster you go, the greater the rewards and the greater the challenge. You can play against your friends or against yourself as you try to record your score as one of the ten best!

Each of the ten individual mazes, plus the multi-level maze, has it's own scoreboard. If your score is one of the ten best, the program will ask you for your name. Once you have entered your name the "Top Ten Scoreboard" will be displayed. Your name will be listed along with your computer's system date and your score. The **LABYRINTH** scoreboard will maintain a permanent record of the ten best scores for each of the eleven different games.

Since the **LABYRINTH** scoreboard uses the computer's system date it is important that you enter the correct date when you turn on your computer. Many computers with a hard drive have an internal clock. If your computer has one you will not need to enter the date. If you are uncertain about your system date you will quickly find out if it is accurate when you enter your name as one of the ten best. The date will be clearly displayed beside your name. If the date is correct, then your system date is correct.

You may exit the program during a game by pressing "**Q**" for **QUIT**, but if you quit before the game is complete, your points will be set to zero. The program at this time will ask you if you would like to play again. If you respond with "**Y**", the program will return you to the Main Menu where you can select a new maze. If you select "**N**", you will exit the program.

You may exit to DOS from anywhere in the program by pressing the [ESC] key.

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