

THE LABYRINTH OF TIME

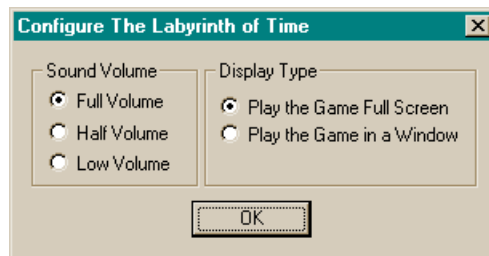
The Manual

About The Labyrinth of Time

The Labyrinth of Time™ is an adventure game set in a wondrous maze created by the spirit of Daedalus, master craftsman of the ancient world. This maze is more than it seems and stretches through both space and time. Daedalus was forced to build this labyrinth by the power-mad King Minos, who hopes to use its expansive powers to rule the universe in every era of time! Your mission is to destroy this labyrinth before King Minos can complete his nefarious plot.

Configuring the Game

The first time you play The Labyrinth of Time you will be presented with a small configuration window where you can control a couple of settings.



Windows configuration window shown, Mac OS X and Linux windows are similar.

Sound Volume: Allows you to set the initial audio volume for the game's music and sound effects. The three options are Full Volume (loud), Half Volume (soft) and Low Volume (near silence).

Display Type: The default setting is to play the game full screen. Alternately, the game can played in a 640 by 480 pixel window.

Once the settings are acceptable, click the **OK** button. To show the configuration window at a later time, hold the shift key down while starting the game. Linux users should instead append the option **-config** at the end of the command used to start the game.

If you alter these settings during play, the changes will only be remembered if you press the **Z** key.

The Main Display

The first time you play the game you should watch the introduction. Press the **Space** key to advance to the next screen after reading each message. The next time you play the game you can skip the introduction by pressing the **Esc** (Escape) key. The credits cannot be skipped.



After the introduction you will be presented with the **Main Display**. The top of this display shows your current location (called the **Scene**). Below the Scene are a row of ten buttons that allow you to perform actions in the game. From left to right the buttons are:



Take Object – Click on this button to indicate you want to try to take an object that is visible in the Scene. You can then click on the object.



Move Object – Click on this button to indicate you want to try to move or otherwise manipulate an object that is visible in the Scene. You can then click on the object.



Open Door – Click on this button to indicate you want to try to open a door or other object that is visible in the Scene. You can then click on the door or object.



Close Door – Click on this button to indicate you want to try to close a door or other object that is visible in the Scene. You can then click on the door or object.



Look At Object – Click on this button to have a close-up look at an object. Click on the object to complete the action. Sometimes a close-up look is required to interact with an object.



Switch to Alternate Display – Click this button to switch to the **Alternate** (or **Inventory**) **Display**. See below for details.



Turn Left, Walk Forward, Turn Right – These three buttons allow you to explore the Labyrinth.



Show Map – Daedalus provided you with a magical map that keeps track of where you've been. It also has other useful properties. Click this button to show the map.

The Alternate Display



The **Alternate Display** allows you to view the items you currently carrying; i.e., your **Inventory**. This display has eight buttons at the bottom with the following functions, in order from left to right.



Switch to Main Display – Click this button to return to the Main Display where you can walk around.



Load / Save Game – Click this button to access the screen where you can load or save a game.



Use Inventory Item – Click this button to use the current inventory item. If the item is to be used on an object in the Scene, the Inventory Item view will be replaced by the Scene view so you can click on an object.



Look at Scene - Click this button to switch between Inventory Item and Scene view.



Previous Item – Click this button to go to your previous inventory item.



Next Item – Click this button to go to your next inventory item.



Drop Bread Crumbs – The map left for you by Daedalus has an interesting power: it can drop virtual bread crumbs. Click this button to start a trail of bread crumbs from your current location. Later you can choose to follow your trail back to this location (see next button). An icon will appear in the upper-right corner of the Scene while bread crumbs are being dropped. **Warning:** If you click this button while dropping bread crumbs, your old trail will be forgotten and a new trail will be started from your current location.



Follow Bread Crumbs – Click this button to automatically follow your virtual bread crumb trail back to the start. Note that you can only follow the trail through normal passageways. You have to open doors, etc. There is also a “run instead of walk” mode for following bread crumbs, but this is available only as a keyboard shortcut. Clicking any button or key while following the trail will abort this action, but the remaining part of trail back will not be forgotten.

The Map Display



This screen shows the locations you have visited. Clicking on a location will show its name. Your current location is marked with a **glowing red arrow**. A **black arrow** indicates a passage between levels. Sometimes areas are shown as a large white block -- click on the block to view the interior of the area. Use the Up and Down arrows to move between levels or exit the interior of an area.

Information Consoles

Some location in the game have informational consoles. Buttons are provided to navigate through the console screens:



Previous Page of Text - Read the previous page of the text being displayed.



Next Page of Text - Read the next page of the text being displayed.



Previous Topic - Return to the previous topic after viewing a sub-topic.



Exit From Using Console - Click to indicate you are done using the informational console.

Loading and Saving Games



This screen allows you to save and load games. There are 15 saved game slots available. To save to the next empty slot, click the **Next Empty Slot** button and then click the **Save Game** button. You can save over an existing save game by clicking on that game in the list and then clicking Save Game. To load an existing saved game, click on the game to load in the list and then click on the **Load Game** button. You can abort loading or saving by clicking the cancel button at the bottom-right.

Helpful Hints

Sometimes you have to take a close-up look at something to find items hidden inside. On rare occasions you may need to look close-up at a part of an item you are already looking at close-up.

There are some actions you can perform in The Labyrinth of Time that will create a situation where you cannot successfully complete the game. If you think you have become hopelessly stuck, you should load a previously saved game and continue from there. This implies that you should save the game occasionally just to be sure that you can finish the game without starting over.

To help avoid getting stuck, we offer a few helpful hints. Knowing these hints should not adversely affect your enjoyment of the game, but please skip ahead to the Keyboard Shortcut section if you don't want any help.

You start the game with two quarters -- the change from buying your subway ticket. Be careful how you use these as it may be difficult to acquire more.

Wouldn't it be terrible to be in that rustic jail cell without a way out? We think so.

There are two exits from the subway train, one an open passageway, the other sealed. Be sure you have a light source before you investigate what is behind the sealed door (once you unseal it, of course).

Keyboard Shortcuts

Main (Action) Display

T	Take Object	►	Turn Right
M	Move or Manipulate Object	P	Show Map
O	Open Door or Object	Esc	End Close-up Look
C	Close Door or Object	B	Start Dropping Virtual Bread Crumbs
L	Look at Object Close-up	F	Follow Virtual Bread Crumbs
I	Switch to Alternate (Inventory) Display	R	Run While Following Bread Crumbs
◄	Turn Left	Q	Quit Game With Confirmation
▲	Walk Forward		(Press Y to Confirm Quit Game)

Note: Clicking the right-mouse button switches between the Main and Alternate Displays.

Alternate (Inventory) Display

M	Switch to Main (Action) Display	►	Next Inventory Item
G	Load or Save Game	B	Start Dropping Virtual Bread Crumbs
U	Use Inventory Item	F	Follow Virtual Bread Crumbs
L	Look at Scene (or Back to Inventory)	R	Run While Following Bread Crumbs
◄	Previous Inventory Item	Q	Quit Game With Confirmation

Map Display

▲	Up One Level	Esc	Exit Map Display
▼	Down One Level		

Note: Clicking the right-mouse button is the same as pressing the Esc key.

Load/Save Game Display

L	Load Game	►	Next Set
S	Save Game	▲	Previous Saved Game
N	Next Empty Slot	▼	Next Saved Game
◄	Previous Set	Esc	Cancel Load / Save Game

Other Shortcuts

[Lower the Sound Volume	Space	Skip to Next Text Message
]	Raise the Sound Volume	Alt-F4	Quit Immediately (Windows only)
F1	Toggle To/From Full Screen	⌘F	Toggle Full Screen (Mac only)
Z	Save Changes to Configuration Settings		

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