Bradley W. Schenck (right) and Michal Todorovic.

Creators of THE LABYRINTH OF TIME

Bradley W. Schenck has done a variety of interesting types of work including musical instrument construction, painting and illustration, and building nuclear power plants. Designing computer games is more profitable than the first or second and less dangerous than the third, so he figures he'll stick with it. He believes that the world is a practical joke, that cars should have running boards, and that men should wear hats.

Hidden away in mole-like surroundings with the shades closed and lights off in Southern California, Michal Todorovic's whitewashed tan is a result of banks of glowing computer monitors. Despite this, he's somehow managed to write business, entertainment and animation software for various computers; his background in writing spreadsheet and database software was almost useful in his move to develop games. He likes his cars fast, his chairs comfortable, and his women on skis.

THE LABYRINTH OF TIME™

Welcome!

Welcome to *The Labyrinth of Time*, a dark and mysterious adventure through a labyrinth that spans space and time. Built by the legendary architect Daedalus, the labyrinth will be the sole plundering grounds of the undeserving and sinister King Minos.

Daedalus' plea for your help was recorded directly onto your CD, so start the game for the complete story.

YOUR OBJECTIVES

WAIT! IF YOU WANT TO EXPLORE AND DISCOVER THE SECRET OF THE LABYRINTH ON YOUR OWN, DON'T READ THE FOLLOWING SECTION! WHAT FOLLOWS IS AN OVERVIEW OF THE GOALS IN *THE LABYRINTH OF TIME*.

OVERALL OBJECTIVE: SAVE THE WORLD BY DESTROYING
                              THE LABYRINTH

- Explore the labyrinth. Examine objects carefully, read any books or inscriptions for clues to solving puzzles.

- Solve any puzzles. The puzzles are intertwined by folds in time created by Daedalus during the building of the labyrinth. Sometimes one puzzle may be solved only if you move something or pick up an object in another time or place.

- Collect portable objects. There are many items in the labyrinth, but only a few are portable. Try to take the things you come across for use in other places around the labyrinth.

- Destroy the labyrinth. Find the item which holds the entire labyrinth together. Destroy the object and the labyrinth will rip apart at the seams, keeping true history intact and preserving Earth as we know it.
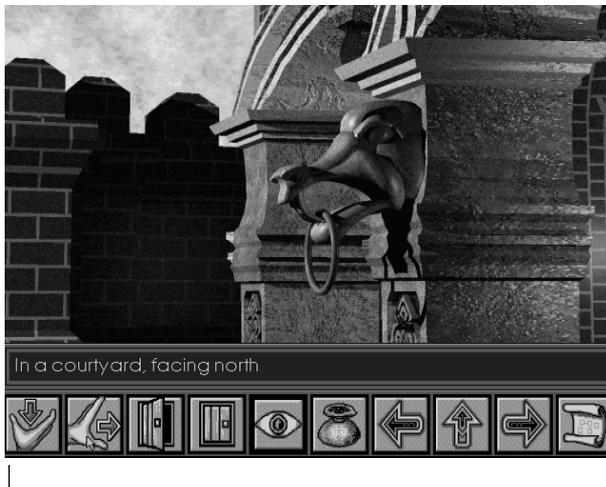
CONTROLS

NOTE: THROUGHOUT THIS MANUAL, "CLICK" REFERS TO THE LEFT MOUSE BUTTON, UNLESS A "RIGHT-CLICK" IS SPECIFIED. SINGLE-BUTTON MOUSE USERS, USE THE CONTROL PANELS FOR RIGHT-CLICK FUNCTIONS.

Although *The Labyrinth of Time* does have some keyboard functionality, it is designed to interact primarily with the mouse. Click on the control buttons at the bottom of the screen to move through the labyrinth and perform different functions. All buttons are described below.

Onscreen controls consist of the Main control panel and the Inventory control panel. To switch between the two, right-click the mouse.

Note that once you click on some icons, they remain selected until you choose another icon.

MAIN CONTROL PANEL

In a courtyard, facing north

Main Control panel

Take
To take an object, click the TAKE icon, then click the item you want to take. You never know which objects can be taken, so try everything.

Move
To move something, click the MOVE icon, then click the object you want to move. Use MOVE to pull and push things.

Open
To open something, click the OPEN icon, then click the object you want to open.

Close

To close something, click the CLOSE icon, then click the object you want to close.

Look

To take a closer look at something, click the LOOK icon, then click the object. Clicking the object a second time will occasionally get you even closer to the object you want to see, or go back to full-screen view by clicking the Look icon again.

Inventory

To access the inventory of things you've collected or to switch to the Inventory Controls panel, click the INVENTORY icon (or right-click). To see the objects in your inventory, just click the right and left arrows on the Inventory Control panel to scroll through it.

Turn Left, Walk Forward, Turn Right

To move left, forward, or right, click the LEFT, FORWARD, or RIGHT movement icons.

Map

The Labyrinth creates a map for you of the places you have visited. To access the map, just click the MAP icon. To exit the map screen, right-click or click the red circle-and-line.

When you're looking at the map, the red flashing arrow denotes your current location and the direction you're facing. A brief description of your location appears in the boxes on the left of the screen. If you have visited other levels, the up/down arrows may be used to display maps of these levels.

INVENTORY CONTROL PANEL

The Inventory control panel lets you save and load games and access your inventory.

A labrys

Inventory Control panel

Return
To return to the Main controls panel, click the RETURN icon (or right-click the mouse).

Disk
To save a game or load a saved game click the DISK icon. For instructions on saving a game, see *Saving a Game*, on page 6.

Use
To use the currently selected item in your inventory, click the USE icon, then click the object you want to use it on. The currently selected item is named in the text box above the Inventory control panel.

A labrys

Currently selected item

Examine
To display the currently selected item in your inventory, click the EXAMINE icon. To display the main screen while you scroll through your inventory, click the EXAMINE icon again.

Scroll
To scroll backward and forward through your inventory, click these SCROLL icons.

MOVING THROUGH THE LABYRINTH

Since you are traveling through space and time in the labyrinth, modes of travel take different forms. Most of the time, you walk. In other cases you'll be taking elevators, using transporters, or taking the subway to another dimension. Try everything.

SAVING A GAME

It's a good idea to save often. One wrong move, and all unsaved progress is lost! You can save up to nine games.

To save a game:

Inventory Icon

1. Click the inventory icon on the Main Controls panel. The Inventory Control panel appears.

Disk Icon

2. Click the Disk icon on your Inventory Controls panel. The Game Options screen appears.

Game Options Screen

3. At the *Game Options* screen, click Save Game. The Select A Drive screen appears.

Select A Drive Screen

4. At the *Select A Drive* screen, click the letter of the drive on which you want to save your game. The Save Slots screen appears.

Save Slots Screen

5. Click the number of the slot you want to save your game to. A checkmark appears in the slot you've chosen to indicate that your game is saved, and you are returned to play.

NOTE: If you choose to save in a slot that already contains a saved game, the new saved game will OVERWRITE the old one. To exit the Save Slots screen without saving a game, right-click.

LOADING A SAVED GAME

Remember, you need to have *saved* a previous game in order to *load* one.

To load a previously saved game:

1. From the Main control panel, click the Inventory icon. The Inventory controls panel appears.

Inventory Icon

Disk Icon

2. Click the disk icon. The Game Options screen appears.

3. Click Load Game. The Select Drive screen appears.

4. Click the drive letter you want to load your saved game from. The Save Slots screen appears.

5. Click the number of the saved game you want to load. You can only load from a numbered slot with a checkmark. The checkmark represents a saved game.

QUITTING

To quit the game:

1. Press Q. You are asked Do you want to quit? (Y/N).

2. Press Y (to answer *Yes*). In a moment you are returned to your operating system.

Credits
Design and Illustration: Bradley W. Schenck
Programming and Implementation: Michal Todorovic
Producer: Randy Breen
Associate Producer: Steve Murray
Technical Director: Scott Cronce
Product Manager: Rick Lucas
Package Design: Zimmerman Crowe Design
Package Illustration: Ben Luce
Package Art Direction: Nancy Fong
Documentation: Andrea Smith
Documentation Layout: Emily Favors
Product Testing: Jon Bruce, Steven Imes
Quality Assurance: Walt Ianneo

<div align="center">

Need a Hint? CALL
1-900-288-HINT
1-900-288-4468
24 Hours a day, 7 days a week!

</div>

95¢ for the first minute, 75¢ for each additional minute. If you are under 18, be sure to get a parent's permission before calling. Hotline requires a Touch-Tone telephone and is only available in the US. Call length determined by user; average length is four minutes. Messages subject to change without notice.

NOTE TO HOTLINE CALLERS:
To help you quickly locate the information you need, Electronic Arts will gladly send you printed menus. To receive a copy, please send your name, address, title of game you want the menu to, and the type of hardware you're using (Genesis, Super Nintendo, IBM, etc.) to:

Hotline Menus
P.O. Box 7578
San Mateo, CA
94403-7578

THE LABYRINTH OF TIME™
REFERENCE CARD FOR MACINTOSH® CD

NOTE: Especially for this Macintosh CD version of Labyrinth, an OPTIONS menu has been added. Use it to turn the sound on and off, and change the background pattern surrounding the Labyrinth game window.

KEYBOARD EQUIVALENTS

To skip Daedalus' introduction to the game (after the credits), press the **ESC** key. You can also use the ESC key to pull back from an image you have zoomed in on.

To see all the possible action areas or "hot spots" on a screen (marked with a crosshair), press the **TAB** key. To clear the crosshairs, press **TAB** again.

The following three commands can also be accessed through the FILE menu:

To quit the game, press ⌘-**Q**.

 To open a saved game, press ⌘-**O**.

 To save a game, press ⌘-**S**.

NOTE: This Macintosh CD version does not have a disk icon (used for saving a game) in the Inventory Control panel as described in the manual.

ON THE MAIN CONTROL PANEL:

 Take
To take something, press **1**.

 Move
To move something, press **2**.

 Open
To open something, press **3**.

 Close
To close something, press **4**.

 Look
To look at something (zoom in), press **5**. To zoom back out, press **ESC**.

 Inventory
To go to the Inventory Control Panel, press **6**.

 Turn left, walk forward, turn right
To turn left, press **7**.
To walk forward, press **8**.
To turn right, press **9**.

NOTE: You can also use the UP, LEFT, and RIGHT arrow keys to move.

 Map
To look at your map, press **0 (zero)**.

NOTE: In addition to getting information on a current location, you can click on any square on the floor map and get information on a location you have already visited. Also, some special areas are represented by large white boxes on the floor maps. Click on them to get information about that location. For more information about using the map, see page 4 of your manual.

ON THE INVENTORY CONTROL PANEL:

 Main Controls
To go back to the Main Control Panel, press **1**.

 Use
To use something, press **2**.

 Examine
To examine something in your inventory, press **3**.

 Scroll Backward
To scroll backward through your inventory, press **4**.

 Scroll Forward
To scroll forward through your inventory, press **5**.

CREDITS – MACINTOSH VERSION

Macintosh Implementation: Dreamer's Guild
Programming: Joe Pierce
Product Manager: Matt Wolf
Product Testing: Mike Hensley
Quality Assurance: Jon Harris

SYSTEM REQUIREMENTS

- 8-bit (256) color 68020 or higher Macintosh with 4 MB RAM (2 MB of free RAM required).
- System 7 or higher.
- Mouse
- CD-ROM drive

WE RECOMMEND:

- Double speed CD-ROM drive.

PROBLEMS WITH THE GAME?

Using virtual memory may result in breaks in the music and/or sound when the CD ROM drive is being accessed. If these breaks occur, turn off virtual memory from the Memory Control Panel.

If you experience any problems with the graphics or sound, and are using a double speed CD ROM drive, be sure the drive is set for the faster speed.

Some CDEVS and/or INITS may cause problems with the game. CDEVS (control panel devices) and INITS (initializing programs) are memory resident programs on the Macintosh that can cause problems due to memory conflict. These programs load into RAM when you boot your computer. The most popular types of memory resident software on the Macintosh are virus-checkers and screen savers.

These programs will be found in your system folder. Any files that you have added into your system folder may be loading memory-resident, and could potentially cause a memory conflict. In order to determine if you are having a memory conflict, create a temporary folder, place any unnecessary CDEVS and INITS in the temporary folder, and then restart your Macintosh. If you have System 7.0 or greater, you can avoid these programs (referred to in System 7 as EXTENSIONS) by holding down the SHIFT key while booting or restarting your computer.