

Solid State PINBALL

Loony Labyrinth™



DEVELOPED BY



LittleWing™

PUBLISHED BY



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Contents

- From the Developer 4
- Welcome to Loony Labyrinth 5
- Installation 7
- Operation 9
- Game Strategy, Tips, and Rules..... 13
- Pinball Fundamentals 34
- Error Messages and Troubleshooting..... 36
- Technical Support..... 39





From the Developer

Loony Labyrinth was designed to accommodate two contrary feelings—the modern style, full speed pinball machine and the nostalgic, old-fashioned one which is found in the corner of old bars.

Loony Labyrinth was also designed to appeal to a larger class of pinball players than Crystal Caliburn, which was released in 1993. For instance, Crystal Caliburn has a larger number of features, especially complex ones, and was aimed at expert players. Loony Labyrinth includes more simple features which makes the game enjoyable for beginner players.

At the same time, in Loony Labyrinth we believe expert players will enjoy feelings which are close to the origin of pinball since it implements these skills and techniques faithfully. And, even though Loony Labyrinth doesn't have a big surprise feature such as the Crystal Caliburn “Holy Grail”, players will feel another dimension and charm of pinball with Loony Labyrinth's playability—the strategy of constructing a play with precise shots, step by step.

Pinball has multiple sides of joy. And in many cases, it's not feasible to implement two or more elements in one title. We designed Loony Labyrinth with a completely different concept from the beginning. We guess some players will like Crystal Caliburn better, and some will like Loony Labyrinth better. For some reason, in our circles, female players prefer Loony Labyrinth. We believe players will find the two games are a series and can be enjoyed in different ways. We'll keep on adding much more pinball fun and joy to this “Solid State PINBALL” series.

Lastly, we'd like to acknowledge our thanks to Scott and Mary of StarPlay Productions and many other people for their contribution to this product.

Now, let's travel through time to the year 2000 B.C.!

Yoshikatsu Fujita and Reiko F. Nojima

December, 1994



Note: LittleWing would enjoy hearing your comments about Loony Labyrinth and may be reached at LittleWing CO. LTD., P.O. Box 30, Toyamaminami, Toyama-shi, Toyama-ken, 939 Japan. Please address technical questions to



Welcome to Loony Labyrinth

Welcome to Loony Labyrinth, the fourth pinball game designed by the award-winning team at LittleWing CO. LTD. With each game, LittleWing strives to provide an exciting and unique playing experience while remaining a true simulation of mechanical pinball.

Loony Labyrinth was designed to appeal to novices and experts alike. The table features three ramps, three kinds of multi-ball, and three flippers. The first stage of the game offers plenty of challenge for novices to test your skills with ramps, lanes, and bumpers. The second stage is designed for experts, with sequential goals to accomplish and time constraints to battle.

The game features a Greek mythology theme with a modern twist. If your skills allow, you'll board a time machine back to ancient Crete to save the nine human sacrifices, slay Minotaur and escape the labyrinth. Brilliant graphics, spectacular sound effects, and play-action voices enhance the theme.

When you play the game, you'll be struck by how real it feels. The ball speed, trajectory, and even the sound it makes rolling over the table surface are true to mechanical pinball. And as in all LittleWing pinball games, you'll find a championship playfield design that is fun to play, difficult to master, and will keep you challenged for a long time!

Loony Labyrinth requires only a few minutes to install and a few keystrokes to play. You don't have to know the rules and features of the game to play and have fun. In fact, we encourage you to play the game first, then read the manual. Just refer to the Quick Start Instructions and you'll be off and playing in no time. Later, browse the *Game Strategy, Tips, and Rules* section and you'll find new ways to enjoy the game. Have fun!





Installation

System Requirements

Media: Loony Labyrinth is shipped on a CD-ROM

Hard Drive: Loony Labyrinth must be installed on your hard disk and requires about 8 MB of free disk space to merge and unpack. When installed, it will occupy about 4 MB.

Monitor: Loony Labyrinth requires a 13" or larger monitor with 256 colors. A 256 gray monitor will also work if set to 256 color mode. On 13" or 14" monitors, the playfield will scroll up for a plunger shot, and then scroll back down during play. On larger monitors, the playfield will not scroll, and the screen outside the playfield will be blacked out.

Operating System: System 6.0.7 or higher. *Full compatibility with Power Macintosh, AV models, color PowerBooks with 640x480 screens, and System 7.6.*

RAM: Minimum 4 MB total RAM on your Macintosh. Approximately 2.5 MB free RAM required (8 MB system recommended).

Installation Procedure

It is recommended that you disable anti-virus software before installing.

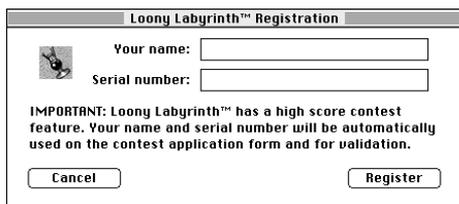
1. Insert the CD-ROM and double-click the Loony Labyrinth™ Installer. The game will be placed in a folder called *Loony Labyrinth f* on the selected hard disk. (**Note:** You cannot play Loony Labyrinth from the CD-ROM).
2. Double-click the "Loony Labyrinth™ 1.02" icon inside the Loony Labyrinth™ folder which is now on your hard disk. The program file will merge and unpack itself. The following windows will appear:



3. When merging and unpacking are complete, you'll be asked to register. Please enter your name and the serial number. Enter all characters of the serial number including the dash. You can use either upper or lowercase letters to enter the serial number, but no extra spaces should be



inserted between letters or numbers. Click the Register button when you're finished.



The dialog box is titled "Loony Labyrinth™ Registration". It features a small cartoon character icon on the left. To the right of the icon are two input fields: "Your name:" and "Serial number:". Below these fields is a paragraph of text: "IMPORTANT: Loony Labyrinth™ has a high score contest feature. Your name and serial number will be automatically used on the contest application form and for validation." At the bottom of the dialog box are two buttons: "Cancel" on the left and "Register" on the right.

4. If installation is successful, the following dialog box will appear. Click the OK button and you're ready to play! If you receive an error message during installation, please consult the chapter Error Messages and Troubleshooting.



The dialog box is titled "Thank you for purchasing Loony Labyrinth™". It features a small cartoon character icon on the left. On the right side of the dialog box is a single button labeled "OK".

Please take this time to print, fill out, and mail your registration form (in the *Loony Labyrinth f* folder) to StarPlay. Registered users receive notification of updates, new software releases, and special discount offers.

A Common Installation Problem: Insufficient RAM

Loony Labyrinth requires at least 2.5 MB of free RAM that is not being used by other applications or by the operating system. If you're having trouble allocating enough RAM to run Loony Labyrinth properly, see the Error Messages & Troubleshooting section for help.





Operation

Basic Playing Instructions

Loony Labyrinth recreates the experience of arcade pinball as fully as possible. Just like in the arcade, to play you must first insert coins and start a new game. Then use the plunger to launch the ball and the flippers to keep it in play. Also, like in the arcade you can nudge the table to affect the ball, but be careful—too much nudging and you'll Tilt!

Insert Coin: <Command> + I

Start New Game: <Command> + N

Left Flipper: Z

Right Flipper: /

Nudging: <Space bar>

Plunger: <Shift> (or <Return> or <Enter>) *The longer you hold down the key, the stronger the shot*

Enter High Score: Left and Right Flippers scroll through the alphabet, <Space bar> selects a letter, mouse button enters name.

Note: You cannot use the keyboard to enter your name, you must use the left and right flipper keys.

Menus

File
Quit ⌘Q

Quit: exits the application. During the game, <Command> + Q will stop the game and exit the application immediately.

Operation
Insert Coin ⌘I
New Game ⌘N
Resume Game ⌘R
Reset Game
Auto Demo Mode

Insert Coin: adds a credit each time chosen. One credit is required per player per game.

New Game: starts the game.

Resume Game: resumes paused game. There is a three second delay before action begins.

Reset Game: aborts a game in play and clears all counters. You must first click the mouse button to pause the game and then choose Reset.

Auto Demo Mode: begins an automatic demonstration of Loony Labyrinth. When you are in the Auto Demo Mode, pause the demonstration by clicking the mouse. Choose Reset Game to exit the demo mode.



Option

Effect Sounds
BGM Sounds
Record Score in Log File

Single Player
Two Player
Three Player
Four Player

Assign Extra Keys...

Create HighScore Report...

Effect Sounds: turns game sound effects on and off.

BGM Sounds: turns the background music on and off.

Record Score in Log File: when this option is chosen, all scores will be recorded in a text file you can use to review your progress. *You can only open this file using TeachText or a word processor.*

Single Player, Two Player, Three Player or Four Player: choose one to determine the num-

ber of players in the game. Each player alternates turns playing. Remember, you must have at least one credit per player.

Assign Extra Keys: allows the assignment of new keys to operate the flipper, plunger and nudging keys. See the section *Assigning Extra Keys* in this chapter.

Create HighScore Report: creates a read-only TeachText file that records the four current high scores in a file. Use TeachText to print this report.

Other Controls

Pausing - During a game, the mouse button pauses the action. You may go to other applications while the game is paused, and then resume where you left off by choosing Resume Game from the Operation menu.

Nudging - Pressing the <Space bar> will “nudge” the table. Arcade players actually push the table and use their body weight to influence the path of the ball. If you nudge for too long or too often, you will get a warning before the game “tilts”. If you tilt, you will lose one ball, but not the whole game.

Status Report - You can get a status report by holding one of the flippers for eight seconds (It’s best to do this while cradling the ball with one of the flippers). The Status Report will tell you how many balls are locked, how many extra balls you have, and the status of your Bonus, Bonus Multiplier and Energy Level. Current high scores will also be listed.



High Score

If your score is one of the four highest, the program will prompt you to enter your name for the high score roster. Loony Labyrinth simulates arcade pinball machines by using the flippers to spell out your name. To do so, use either of the flipper keys to scroll through the alphabet, one advances, the other descends. Use the <Space bar> to select the letter, <Delete> to back up a letter. Click the mouse button or space to the end of the line to finish entering your name.

Assigning Extra Keys

This feature allows you to customize Loony Labyrinth operation keys to optimize the keyboard to your playing style. The original keys will remain active after you assign new keys.

After choosing Assign Extra Keys from the Option menu, you will be asked to designate new keys for the Left flipper, Right flipper, plunger, and nudging. Enter the key for each one as you are prompted. Clicking the mouse button will clear all extra settings and revert to the original Loony Labyrinth setup.

If you want to change only one or two keys, then re-enter the original key for the ones you don't want to change. You can even play the game with one finger! Use the Assign Extra Keys function to assign the Right flipper, Left flipper, and plunger all to the same key.

On Macintosh extended keyboards which have the <Shift>, <Control>, <Option> and <Command> keys on both sides of the keyboard, the left and right keys do not work independently. For example, if you assign the left shift key to the left flipper, both shift keys will activate the left flipper. This is a hardware limitation, so assign your keys carefully.

Easy Access ~ keyboard problems

The Apple "Easy Access" Control Panel may interfere with the keys used to play Loony Labyrinth. If interference is noticed, particularly with the <Shift>, and <Return> keys, you may want to restart your computer with Easy Access turned off or removed from the Control Panel folder inside the System Folder. See the *Macintosh Reference Manual* for more information on Easy Access.





Note: On 13" or 14" monitors this is the portion of the screen you view during game play. The screen will scroll down when you use the plunger.



Looney Labyrinth™ Screen Playfield



Game Strategy, Tips, and Rules

The Myth of the Minotaur

According to Greek Mythology, Daedalus built a labyrinth for King Minos of Crete to imprison the Minotaur, a creature with the head of a bull and the body of a man. Each year, nine Athenian youths and maidens were sacrificed to the Minotaur. Theseus, son of the king of Athens, finally killed Minotaur and escaped the Labyrinth by following a thread given him by Ariadne, daughter of King Minos.

Loony Labyrinth takes the mythical maze of Minos and transforms it into an exciting and challenging pinball adventure. Although the myth in Loony Labyrinth is not identical to the actual Myth of Minotaur, the goal is still the same—to defeat the Minotaur and save its victims.

Game Construction

Loony Labyrinth is a three-ball pinball game. You can also be awarded extra balls during a game when the extra ball light is on. Loony Labyrinth has two different modes of game play, each with their own distinctive background music. One mode is “Modern Times” and the other is “2000 B.C.” The game starts with Modern Times and can only retreat to 2000 B.C. if certain challenges are met.



Modern Times

During this stage of the game, you can enjoy three kinds of multi-ball play, Loony Multi, Labyrinth Multi and Minotaur Multi. These multi-ball challenges symbolize an exploration of the Labyrinth with the purpose of getting to the time machine (Loony Machine) and activating it to travel back to 2000 B.C.

Loony Labyrinth makes you the modern day Theseus trying to go back in time to 2000 B.C. to heroically defeat the Minotaur and save its victims. Your key to time travel is the ancient Loony Machine discovered by Sir Evans, a British archeologist, at the Knossos Palace on Crete.

To activate the Loony Machine, five engraved (Galopetra) stones must be placed on its pedestal. Gather five stones (1) and charge the Loony Machine power to 100% (2). When the Loony Machine is fully charged, place the stones in the pedestal (3).

- (1) Complete five Stone Ramps when STONE Indicators are flashing;
- (2) Hit the Bumpers until Energy level is 100%;
- (3) Install the ball into the "Install Stone" Hole.



2000 B.C.

Back Ground Music will change as you travel in the Loony Machine back to 2000 B.C. to save the sacrifices and defeat Minotaur.

When you complete the challenges of Modern Times, you have proven yourself as the predestined warrior Theseus. Now the Loony Machine will take you back in time to 2000 B.C. for a whole new challenging mode of play. Your goal is to save nine human sacrifices (A) and defeat the Minotaur (B). Failure to complete these tasks in the correct sequence automatically sends you back to Modern Times to start your adventure again.

- (A) Shoot the Labyrinth Ramp nine times;
- (B) Shoot the ball into the Minotaur Chamber three times before Moon Phase Indicators go out.

With these goals complete, you must find your way back to Modern Times by following Ariadne's thread (shooting ramps, spot targets and bumpers).



Tips

Concurrent multi-ball

Loony Labyrinth has three kinds of multi-ball play, Loony Multi, Labyrinth Multi and Minotaur Multi. Each multi-ball is started by completing different challenges and each has its own features and ways to score points. Concurrent multi-ball means two or three multi-balls can be played at the same time. You still play with three balls, but the scoring possibilities are vastly increased as you accumulate every point, bonus and jackpot for the two or three kinds of multi-ball.

Multi Level Shield Kickback

This feature helps save the ball from dropping through the out lane by kicking it back up into the playfield. With the ability to store up to four spare shields for **Shield Kickback** (N1,N2), you can increase your defense dramatically. This means Shield Kickback will automatically be restored when you have a spare shield stored.

Extra Ball

Each time the ball rolls down the winding **Pit Fall Lane** (10) under the bumpers, one of the blue **Pit Fall Indicators** (K1-K3) will light up. When all three Indicators are lit up and the ball rolls down the Pit Fall Lane again, the red rollover **Extra Ball** (L) light will light up. One more time through the Pit Fall Lane awards an Extra Ball. The number of Extra Balls is limited to two for each regular ball (*maximum number of Extra Balls per game is 6*).

***Note:** Labyrinth Multi automatically lights the Extra Ball light so you only need to go down the Pit Fall Lane once to get an Extra Ball.*

MYST Hole and Rescue The Ball

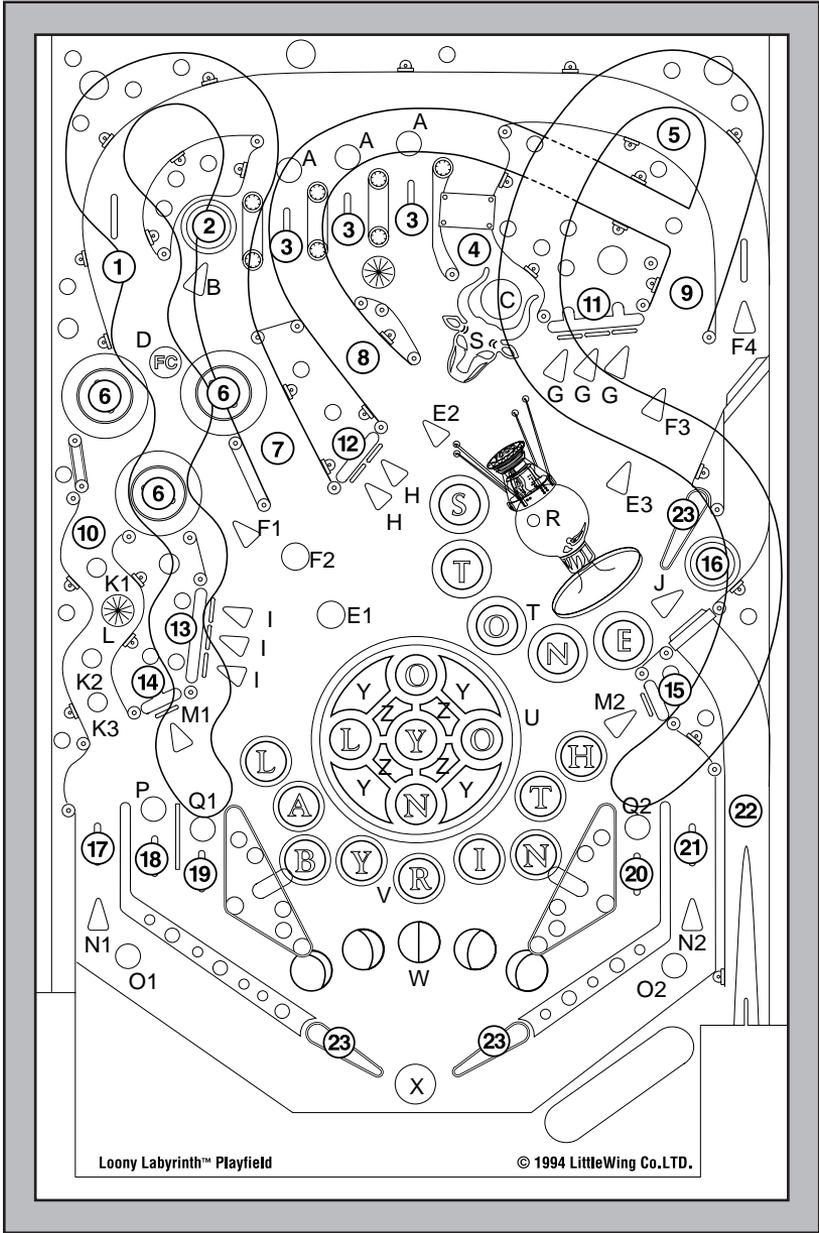
In single ball play, shooting the ball into the **MYST Hole** (16) when the **MYST** (J) light is lit awards a variety of Mystery Features such as Instant Multi-Ball, Shield Restored, Extra Ball or Maximize Energy Level. The “Rescue The Ball” feature can be obtained when you only have two balls left after dropping a ball during multi-ball play (two ball play). Shooting a ball into the MYST Hole (16) during two ball play gives you “Rescue The Ball” and restores three multi-ball play.

Quick Move

Quick Move scores are awarded for completing a combination shot within a limited time. **Quick Move Indicators** (F1-F4) will flash when the first requirement of any Quick Move is obtained. Although the first Quick Move scores are not very high (200K, 400K), each time you get Quick Move, the scores increase up to a maximum of 5 Million.

*The sections that follow describe the above features and rules in detail, along with many other features that require timing and accurate shooting. **Note:** When using diagrams, remember that letter designations are unique for each playfield overview.*





Lights

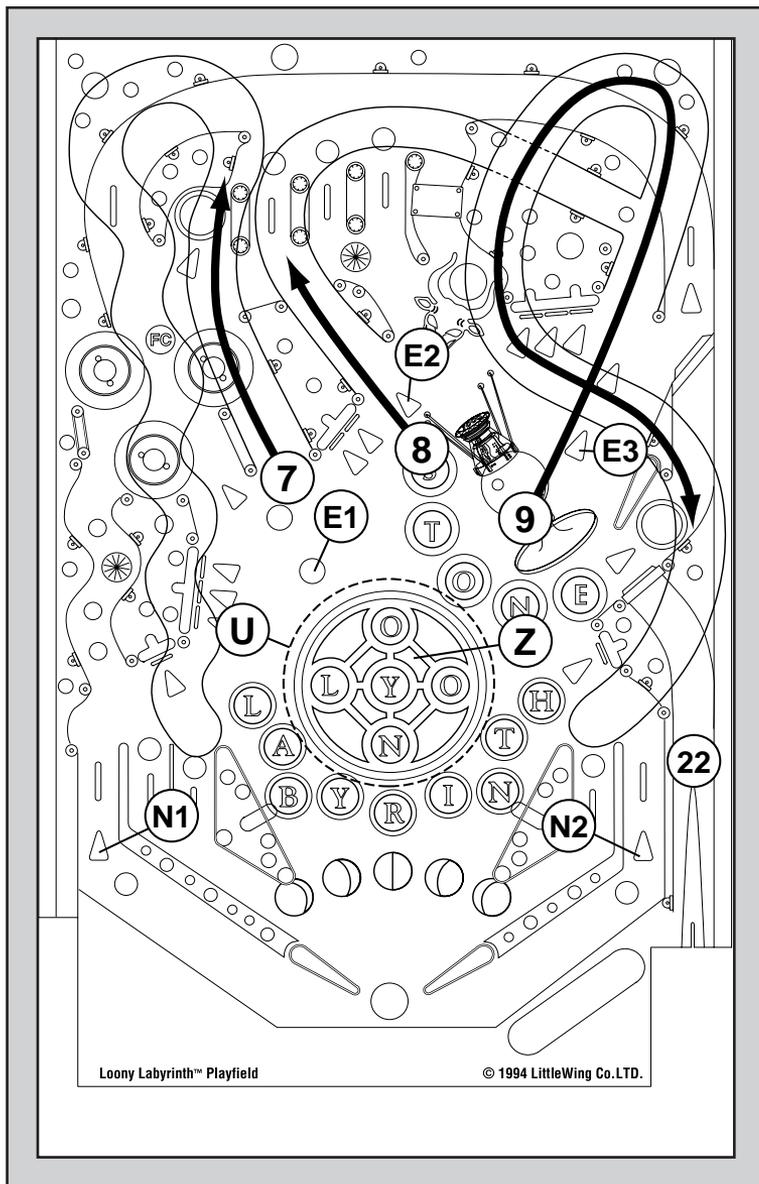
A: Top Lane
B: Install Stone
C: Minotaur
D: Full Charge
E1-E3: Explore
F1-F4: Quick Move Indicator
G: Minotaur Spot Target Indicator
H: Stone Spot Target Indicator
I: Shield Spot Target Indicator
J: MYST
K1-K3: Pit Fall Indicator
L: Extra Ball
M1-M2: Advance Shield
N1-N2: Shield Kickback
O1-O2: Extra Shield Indicator
P: Lite MYST
Q1-Q2: Lite Quick Move
R: Loony Machine
S: Minotaur Eyes
T: STONE Indicator
U: LOONY Indicator
V: LABYRINTH Indicator
W: Moon Phase Indicator
X: Same Player Shoot Again
Y: Shield Level Indicator
Z: Safety Catch Indicator

Ramps, Lanes, Banks, etc.

1: Left Lane
2: Install Stone Hole
3: Top Lane
4: Minotaur Chamber
5: Right Lane
6: Bumper
7: Labyrinth Ramp
8: Stone Ramp
9: Loony Ramp
10: Pit Fall Lane
11: Minotaur Spot Target Bank
12: Stone Spot Target Bank
13: Shield Spot Target Bank
14: Left Adv. Shield Spot Target
15: Right Adv. Shield Spot Target
16: MYST Hole
17: Left Out Lane
18: MYST Return Lane
19: Left Return Lane
20: Right Return Lane
21: Right Out Lane
22: Plunger Lane
23: Flipper



Loony Ramp and Loony Multi



Loony Ramp

The right-most ramp on the playfield is the **Loony Ramp** (9). Shooting the ball through the Loony Ramp successfully lights one **LOONY Indicator** (U). Completing all 5 Loony Indicators starts “Loony Multi” multi-ball.

Loony Multi

Loony Multi is a very powerful multi-ball. You can get five million points simply by shooting the ball into any of the three ramps. Loony Multi is a well-balanced multi-ball meaning it can help you get high scores, but is not the ultimate massive scorer.

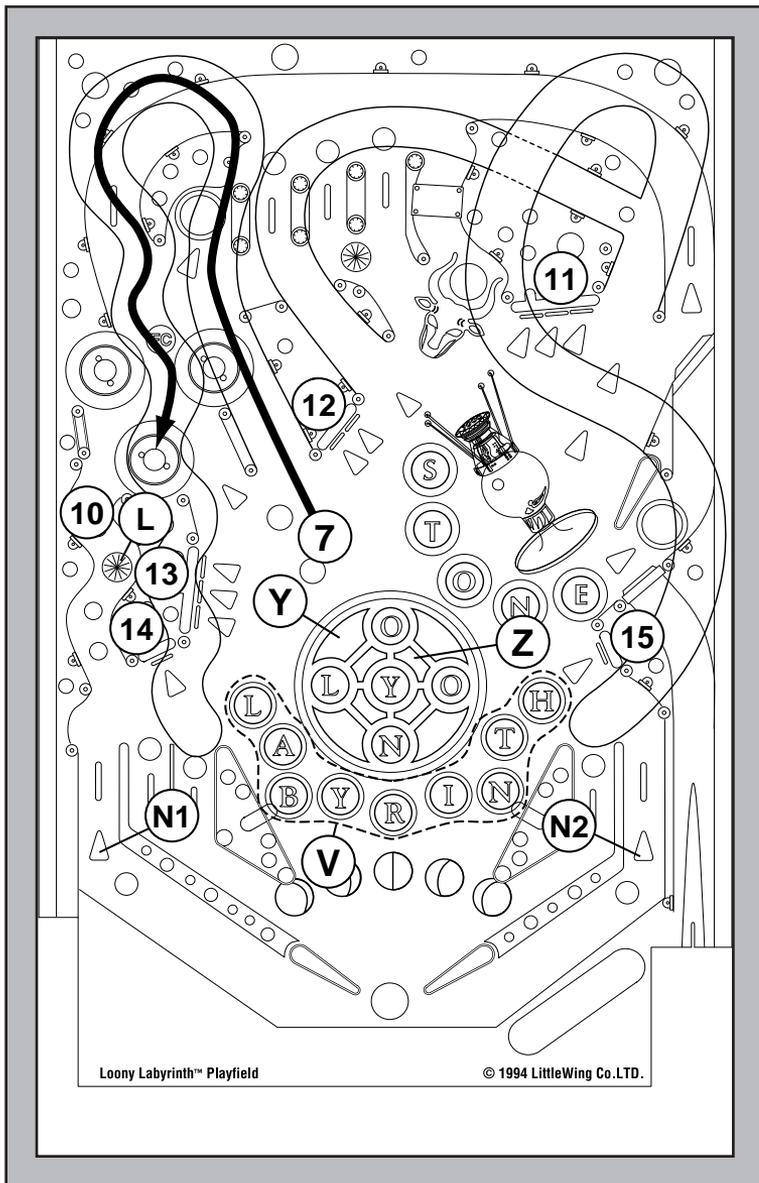
Once Loony Multi starts, both of the **Shield Kickbacks** (N1,N2) are restored. At the same time, the **Safety Catch Indicator** (Z) is lit which activates Safety Catch. During Loony Multi, Safety Catch replays lost balls automatically for 20 seconds.

Also, during Loony Multi, all **Explore** (E1-E3) lights are lit. Shoot the **Loony Ramp** (9), the **Labyrinth Ramp** (7) or the **Stone Ramp** (8) and score 5 million points for each.

*Note: The **Explore** (E2) light for the **Stone Ramp** (8) goes out temporarily when shooting the ball from **Plunger lane** (22).*



Labyrinth Ramp and Labyrinth Multi



Labyrinth Ramp

The left-most, curvy ramp is the **Labyrinth Ramp** (7). Shooting the ball through the Labyrinth Ramp successfully lights one **LABYRINTH Indicator** (V). Completing all 9 Labyrinth Indicators starts “Labyrinth Multi” multi-ball.

Labyrinth Multi

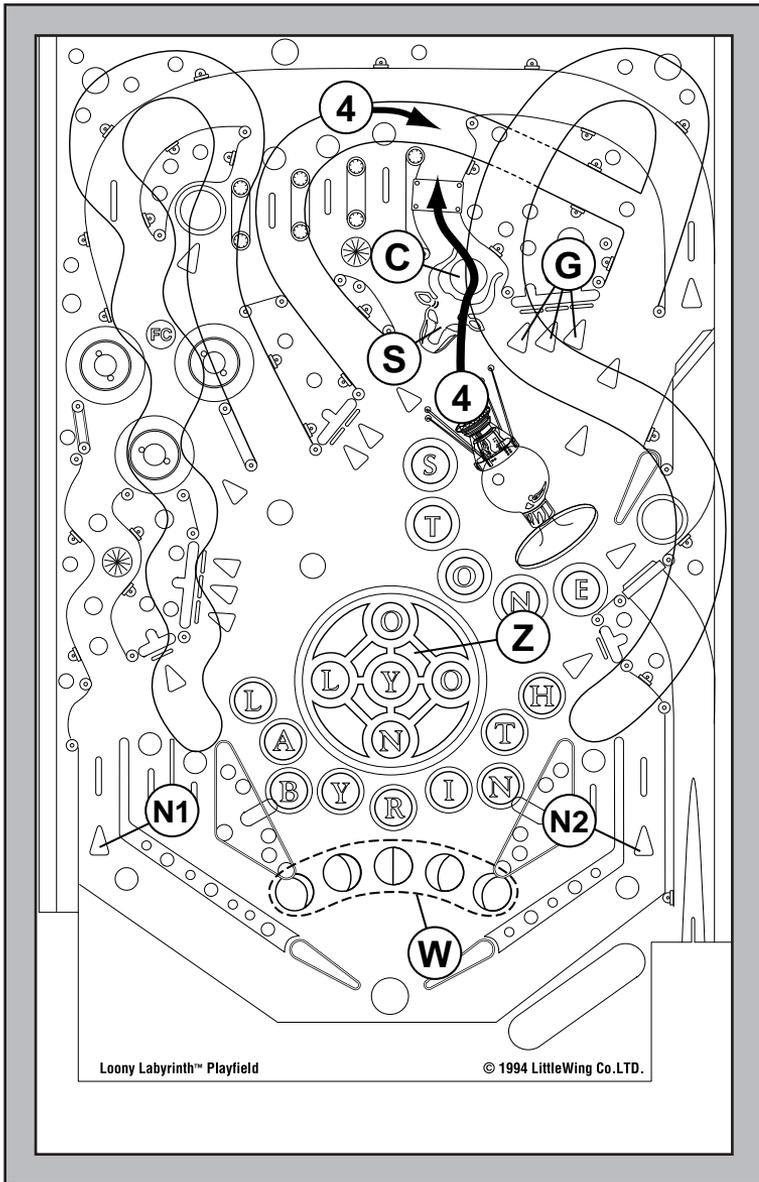
Compared to the other multi-balls, Labyrinth Multi does not have the most powerful scoring possibilities. The real value of Labyrinth Multi is its great defense.

Once Labyrinth Multi starts, both **Shield Kickbacks** (N1,N2) are restored and all **Shield Level Indicators** (Y) are lit to maximize Shield Level to four. At the same time, the **Safety Catch Indicator** (Z) is lit which activates Safety Catch. During Labyrinth Multi, Safety Catch replays lost balls automatically for 40 seconds.

Hitting any **Spot Target** (11-15) earns you 1 million points for each time hit. Also, the **Extra ball** (L) light in the **Pit Fall Lane** (10) is always lit when Labyrinth Multi starts.



Minotaur Chamber and Minotaur Multi



Minotaur Chamber

Completing the **Minotaur Spot Target** (G) lights the **Minotaur Light** (C) under the **Minotaur Chamber** (4). Shooting the ball into the Minotaur Chamber while the Minotaur Light is lit, locks the ball inside the Chamber and makes **Minotaur's Eyes** (S) flash. Locking three balls into the Minotaur Chamber starts "Minotaur Multi" multi-ball.

Minotaur Multi

Once Minotaur Multi starts, both of the **Shield Kickbacks** (N1,N2) are restored. At the same time, the **Safety Catch Indicator** (Z) is lit which activates Safety Catch. During Minotaur Multi, Safety Catch replays lost balls automatically for 20 seconds.

Jackpot

Shooting into the **Minotaur Chamber** (4) during Minotaur Multi lights the **Minotaur Light** (C) to score Jackpot. The starting value of Jackpot is set to 1 Million. After starting Minotaur Multi, hitting any target raises the Jackpot value by 3,000 points.

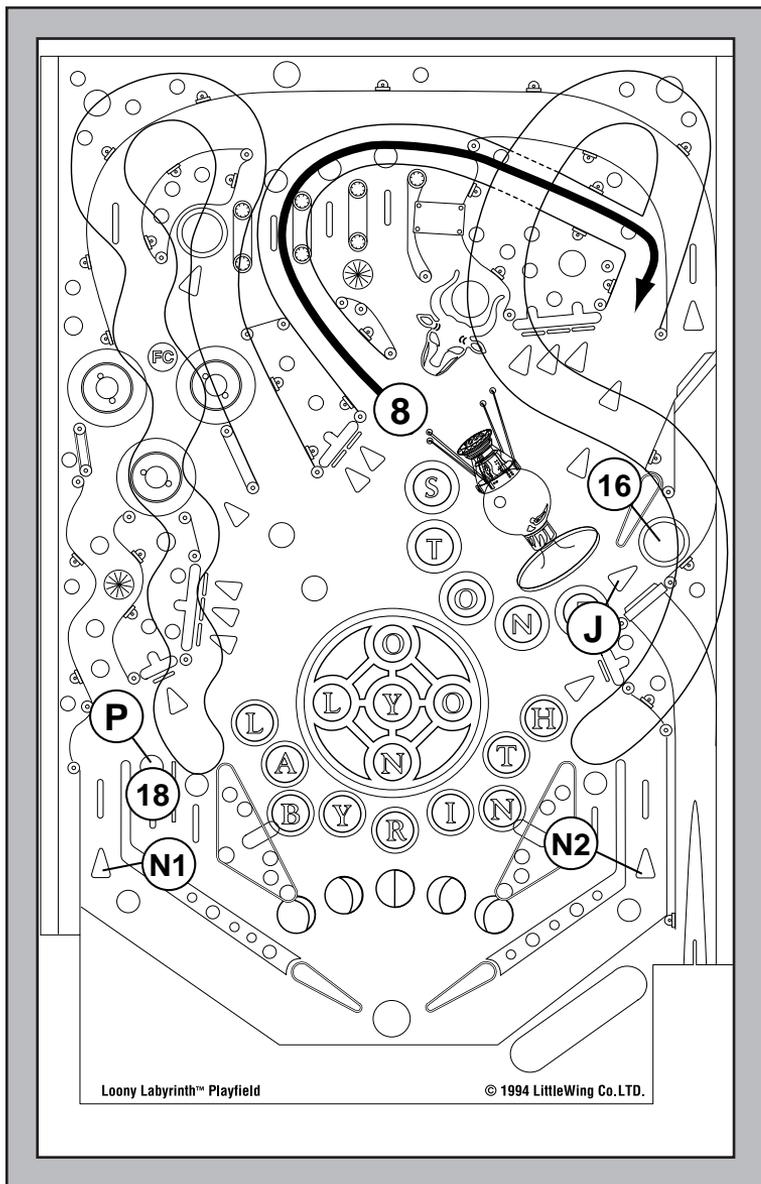
Jackpot Multi

After getting Jackpot, Minotaur Multi gives you the chance to get Jackpot Multi. After getting Jackpot, **Minotaur Light** (C) begins to flash and all **Moon Phase Indicators** (W) are lit. The Moon Phase indicators will go out one by one every 3 seconds. Shooting **Minotaur Chamber** (4) before all Moons go out rewards you with Jackpot Multi. The value of the Jackpot Multi depends on how many Moons are left. If all Moons are lit, Jackpot will multiply by seven times (7X). As each Moon goes out the multiplier decreases by one to 6X, 5X, 4X and so on.

Getting Jackpot Multi again restores all Moons which makes it possible to get Jackpot Multi endlessly. However, once all Moons go off, **Minotaur Light** (C) also goes off and the chance for Jackpot is lost temporarily. In this case, completing **Minotaur Spot Target** (G) lights **Minotaur Light** (C) and you can start over once again.



MYST Hole



MYST Hole

The middle circular ramp is the **Stone Ramp** (8). Shooting this ramp lights the **Lite MYST** (P) light in the **MYST Return Lane** (18). As the ball goes down the MYST Return Lane when the Lite MYST light is on, the blue **MYST** (J) light near the **MYST Hole** (16) is lit. Shooting the ball into MYST Hole when the light is lit awards a variety of Mystery Features.

The variety of Mystery Features changes according to the number of balls on the playfield.

One Ball play

When only one ball is on the playfield, you will be awarded one of the following Mystery Features selected randomly from the list below:

1. 100K Awarded
2. 200K Awarded
3. 300K Awarded
4. 400K Awarded
5. 500K Awarded
6. 1 Million Awarded
7. Instant Multi-Ball
8. Instant Lock Enable
9. Advance Loony
10. Advance Labyrinth
11. Advance Shield Level
12. Maximize Energy Level
13. Maximize Shield Level
14. Shield Restored
15. Extra Ball Awarded

Two Ball play–Rescue The Ball

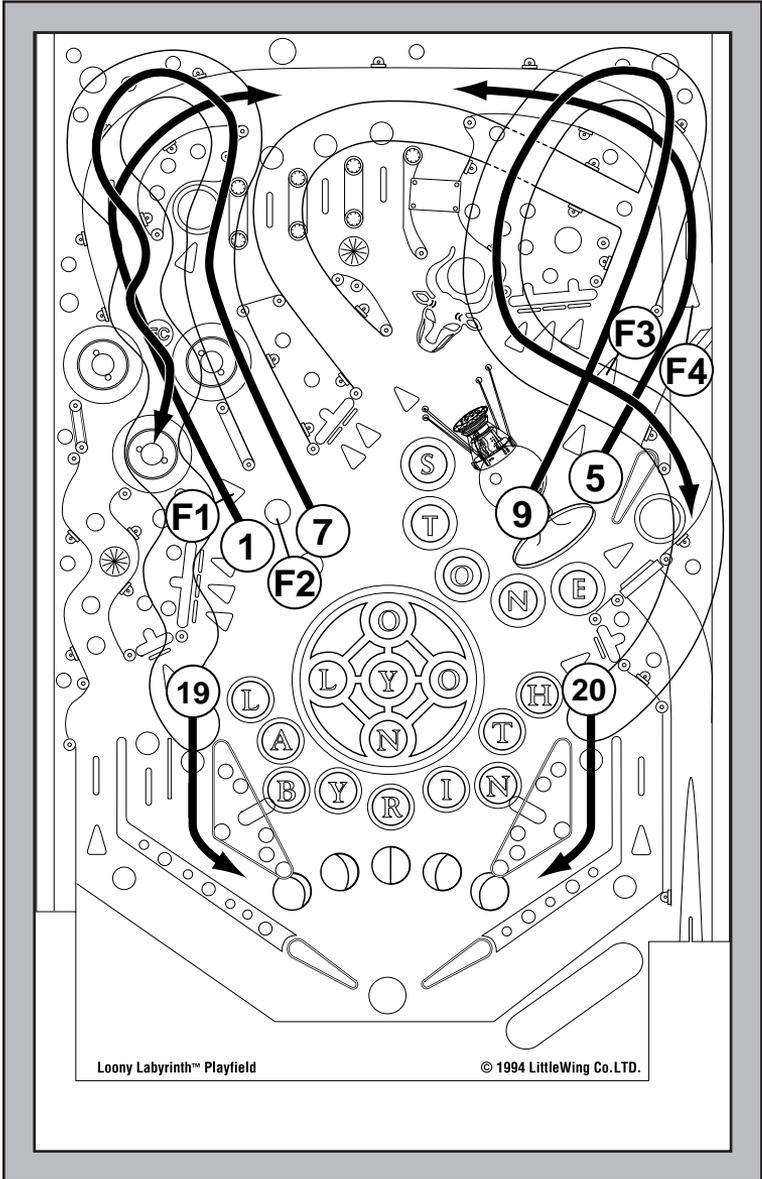
Two ball play refers to the situation when you have two balls left after one has dropped during multi-ball play. Shooting the **MYST Hole** (16) when the **MYST** (J) light is on activates the “Rescue The Ball” feature which restores one ball to restart full multi-ball play. The MYST light will always stay lit during multi-ball play unless you have activated Rescue The Ball twice. After this, the MYST light will stay lit for 15 seconds (after two), 10 seconds (after three) and 5 seconds (after four or more). The **Shield Kickbacks** (N1,N2) will also be restored.

Three Ball play

When you have three balls in play, shooting the **MYST Hole** (16) awards 1 Million points and restores both **Shield Kickbacks** (N1,N2).



Quick Move



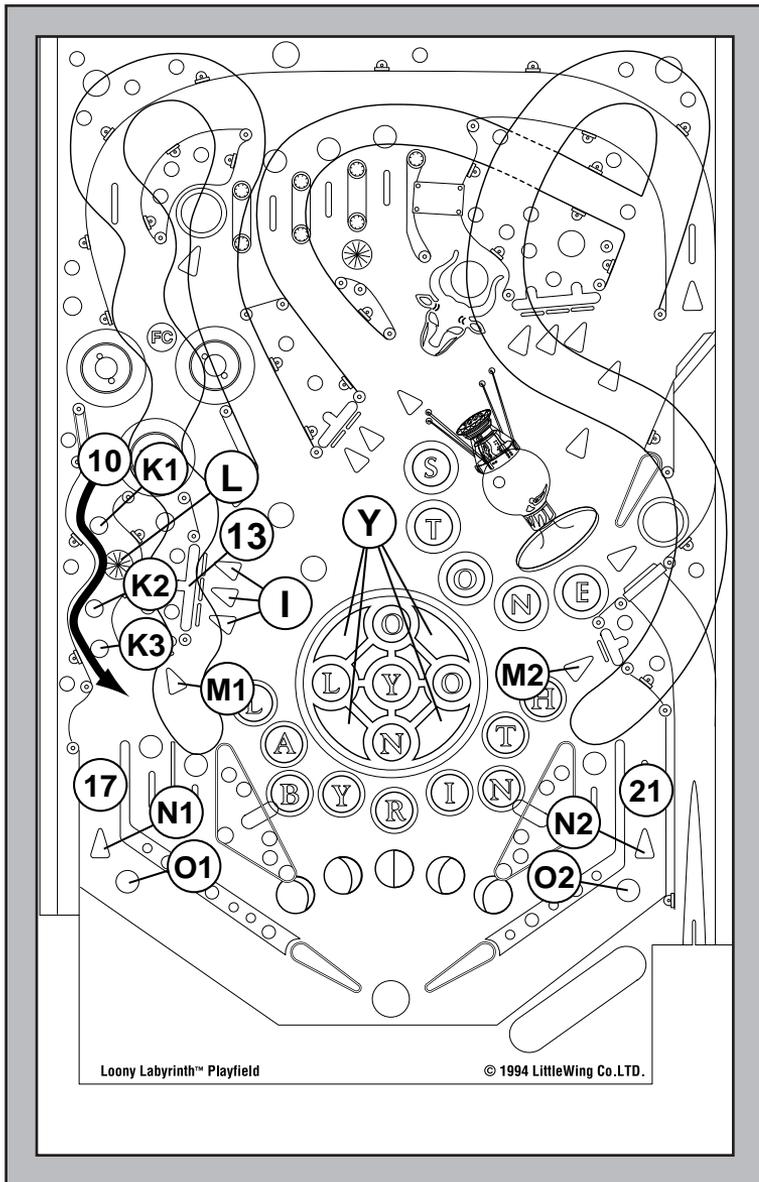
Quick Move

Quick Move scores are awarded for completing a combination shot within a limited time. Quick Move Indicators (F1-F4) will flash when the first requirement of any Quick Move is obtained. The value of each Quick Move starts at 200K and increases to 400K, 600K, 800K, 1 Million, 2 Million, all the way up to 5 Million. The following shots earn Quick Move points:

1. Shooting **Loony Ramp** (9) within 4 seconds after passing through **Left Return Lane** (19).
2. Passing through **Right Lane** (5) within 4 seconds after passing through **Left Return Lane** (19).
3. Passing **Labyrinth Ramp** (7) within 4 seconds after passing through **Right Return Lane** (20)
4. Passing through **Left Lane** (1) within 4 seconds after passing through **Right Return Lane** (20).
5. Passing through **Left Lane** (1) within 4 seconds after passing through **Right Lane** (5).
6. Passing through **Right Lane** (5) within 4 seconds after passing through **Left Lane** (1).



Shield, Extra Ball



Shield Kickback

If the **Left or Right Shield Kickback** (N1,N2) is lit, the ball will automatically be kicked back out of the **Left or Right Out Lane** (17,21) and the Shield Kickback light will go out. Either shield can be restored by completing the **Shield Spot Target** (13). However, if both the Left and Right Shield Kickbacks are not active, completing the Shield Spot Target will restore only one Shield Kickback.

Shield Level

Shield Level is a feature that allows you to collect up to four spare shields. When a shield is used up and the **Shield Kickback** (N1,N2) goes out, the shield will automatically be restored if you have a spare shield available. The **Shield Level Indicator** (Y) at the center of the playfield indicates the number of spare shields you have available. One Shield Level Indicator will go out for every spare shield used.

If both the Left and Right Shields Kickbacks are active and the **Shield Spot Target** (13) has been completed, either of the **Advance Shields** (M1,M2) will be lit. Hitting the lit Advance Shield advances Shield Level and lights the **Extra Shield** (O1,O2). However, if either Shield is not active, that Shield would be restored and the Shield Level would not be advanced.

*Note: Hitting sling shots (slanted kicking rubber band above the flippers) moves **Advance Shield** (M1,M2) light from one side to the other.*

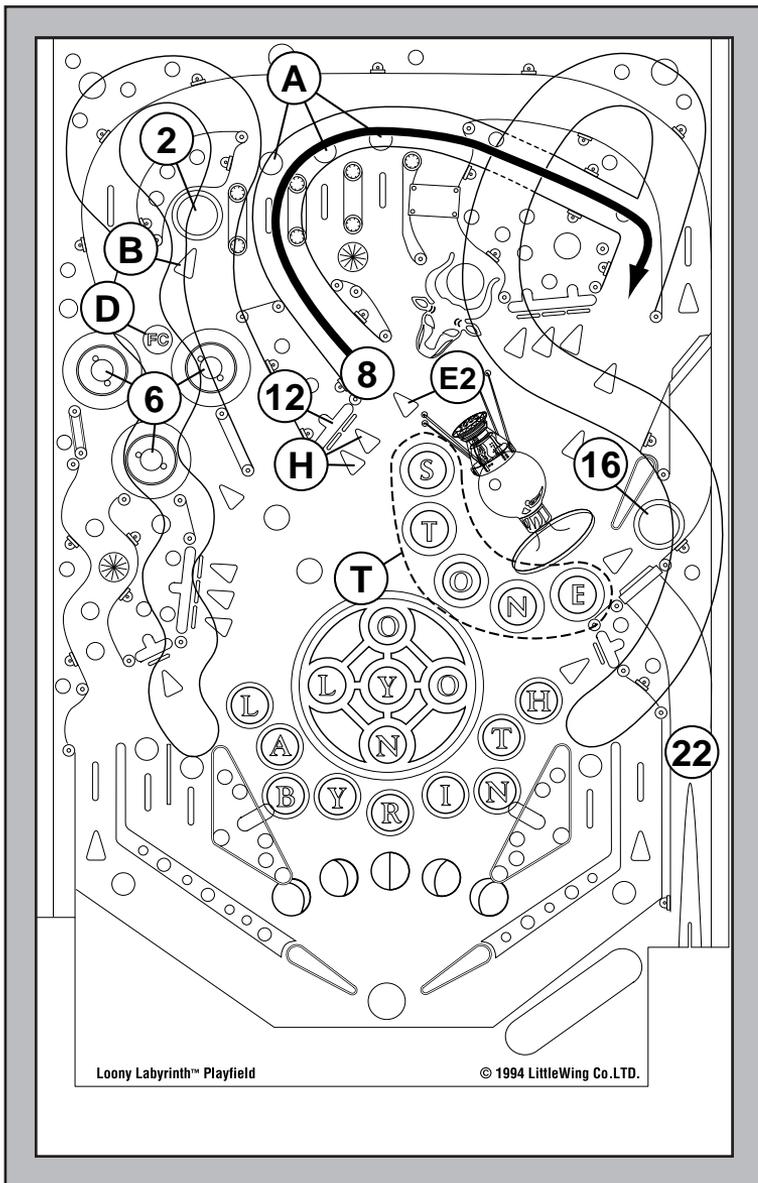
Extra Ball

Each time the ball rolls down the winding **Pit Fall Lane** (10) under the bumpers, one of the blue **Pit Fall Indicators** (K1-K3) will light up. When all three Indicators are lit up and the ball rolls down the Pit Fall Lane again, the red rollover **Extra Ball** (L) light will light up. One more time through the Pit Fall Lane awards an Extra ball (*The ball needs to go down the Pit Fall Lane a total of five times*). If you lose your ball before the Extra Ball light is lit, all lights in the Pit Fall Lane will go out and you'll have to start over with the next ball. However, if you light the Extra Ball light and then lose the ball, rolling down the Pit Fall Lane one time with the next ball will award you an Extra Ball. **The number of Extra Balls is limited to two for each regular ball (maximum number of Extra Balls per game is 6).**

Note: Labyrinth Multi automatically lights the Extra Ball light so you only need to go down the Pit Fall Lane once to get an Extra Ball.



Top Lane, Stone Ramp, Bumpers, Install Stone



Top Lane and Bonus Multiplier

Completing **Top Lane** (A) raises bonus multiplier 2X, 3X up to 5X. Completing the Top Lane when the multiplier is 5X awards 1 Million.

Stone Loop Million

The purple **Explore** (E2) light will be lit up for 2 seconds after the ball passes through the **Stone Ramp** (8) or 4 seconds after the ball has been ejected from the **MYST Hole** (16). Shooting the Stone Ramp when the Explore light is on awards 1 Million points.

*Note: The **Explore** (E2) light goes out temporarily when shooting a ball from the **Plunger Lane** (22).*

Collect Stone

Completing the **Stone Spot Target** (12) makes one of the **STONE Indicators** (T) begin flashing. You can collect one stone by shooting the **Stone Ramp** (8) when the Indicator is flashing. After completing the Ramp, the Indicator will stop flashing and stay lit. 250K will be awarded for each stone. Collecting all 5 stones awards 5 Million and gets you one step closer to activating the Loony Machine.

Energy Charger Bumpers

3000 points are awarded each time the ball hits the **Bumpers** (6). At the same time, "Energy Level" is increased by 1%. and displayed in the score window. When Energy Level reaches 100 % the **Full Charge** (D) light begins to flash. Hitting the Bumpers while the Full Charge light is flashing awards 250K (Quarter Million) for each Bumper hit.

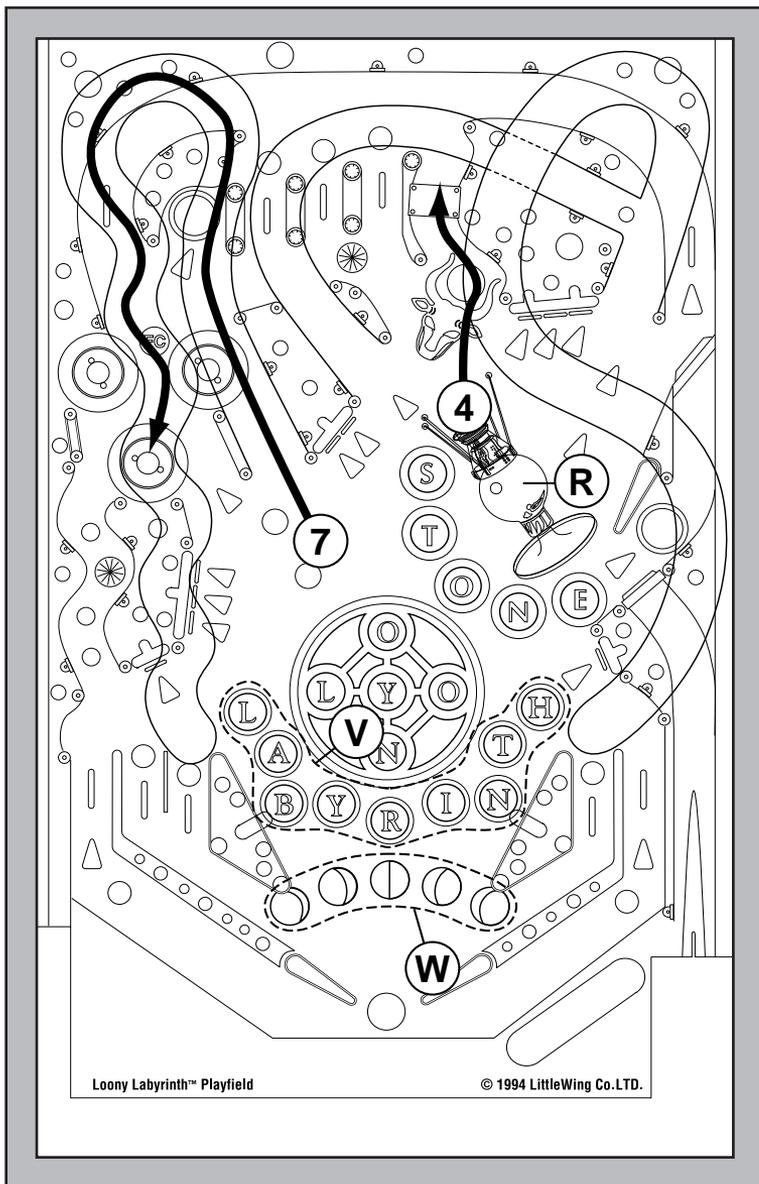
If you lose the ball, Energy Level will be cut in half for the next ball. However, if Energy Level has been charged to 100%, it will drop to 0% for the next ball. Watch out!

Install Stone and Activate Loony Machine

After you have collected all 5 stones and charged Energy Level to 100%, the blue **Install Stone** (B) light begins flashing. Shooting the ball into the **Install Stone Hole** (2) during single ball play activates the Loony Machine. If you are in multi-ball play you will be awarded 5 Million, but the Loony Machine will not be activated.



Battle in 2000 B.C.



Loony Machine back to 2000 B.C.

When the **Loony Machine** (R) is activated, the game changes its mode to the 2000 B.C. stage. In this stage, your goal is to rescue the 9 human sacrifices and defeat Minotaur.

Note: Back Ground Music is switched to Greek Music in this stage.

Battle in 2000 B.C.

The battle in 2000 B.C. is tough. You will immediately be sent back to Modern Times to start all over again by failing to complete the sequence described below:

1. Multi-ball starts after arriving in 2000 B.C. All of the **LABYRINTH Indicators** (V) are lit when multi-ball starts. The 9 lights represent the 9 human sacrifices caught by Minotaur. Shooting **Labyrinth Ramp** (7) rescues the sacrifices one at a time. One Labyrinth Indicator goes out from the right each time a sacrifice is rescued. It's possible to get Minotaur Multi and Loony Multi during the rescue, but you cannot get Labyrinth Multi.
2. When all sacrifices are rescued, all **Moon Phase Indicators** (W) turn on and multi-ball starts again. To defeat Minotaur, you must shoot all three balls into the **Minotaur Chamber** (4) before all the Moon Phase Indicators go out. You will fail to defeat Minotaur if the ball is lost or if all Moon Phase Indicators go out before shooting the Minotaur Chamber. If this happens, Minotaur will recapture the sacrifices and you will need to start rescuing them again from the beginning.

Defeating Minotaur awards 20 Million bonus.

Return to Modern Times

If you succeed in defeating Minotaur, the last mission is to get back to Modern Times by operating the Loony Machine manually. Immediately after defeating Minotaur, another multi-ball starts for your last journey. You can sail up the time stream by shooting any ramp for 50 years, hitting any target for 10 years, hitting any bumper for 5 years and awarding any score for 1 year.

The years earned, multiplied by 10K, are awarded as a bonus. Time earned is recorded in the high score file and score log file.





Pinball Fundamentals

Pinball is not a test of one's luck, but a game of techniques. The ball rolls down the playfield according to the laws of physics. A player has three ways to affect the ball: the Plunger shot, Flippers, and Nudging. When you master these basic techniques completely, you can beat the high scores on Loony Labyrinth.

Double Flip

This is a typical problem for novices. Double flip means flipping both flippers at the same time when shooting the ball (Fig. 1). This seems like an easy way to hit the ball, but in fact it leaves a big gap between the flippers. Compare the gap with using one flipper (Fig. 2).

Deflect Pass

When the course of the ball is very close to going down the Out Hole, you can touch the ball with either flipper kept up and shoot the bounced ball with the other flipper. If you can't touch the ball strong enough, flip up the right (In Fig. 3 case) flipper at the moment of impact to get more power (It's called a pass flip). The important thing is to flip down quickly after touching the ball with the first flipper. Otherwise, you risk knocking the ball down the Out Hole with your flippers (Fig. 4).

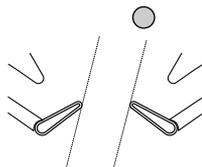


Fig. 1 Bad Defense

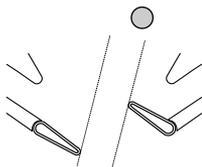


Fig. 2 Good Defense

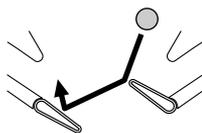


Fig. 3 Deflect Pass

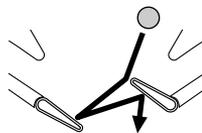


Fig. 4 Beat Down



Reverse Pass Flip

If the ball is rolling down from the right side and the course is not close enough to the right flipper, you can flip the left flipper to pass the ball to the right flipper (Fig. 5). This requires an accurate decision based on experience.

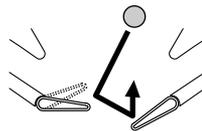


Fig. 5 Reverse Pass Flip

Holding

To trap the ball with a flipper (Fig. 6) is called holding. Holding is the basis of good attack strategy. Practice aiming at targets and ramps from the holding position. Also, try a holding lift (Fig. 7).

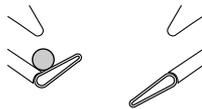


Fig. 6 Holding

Dead Flipper Bounce

This is a technique to pass to the opposite flipper by keeping a flipper down and letting the ball bounce off (Fig. 8). Though it requires courage to sit still while the ball is coming down, it's quite an effective technique so please give it a try. Also, it's important to adjust the flipper motion for different situations, for example, to flip up the right flipper after the ball bounces on the left flipper.

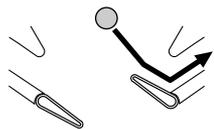


Fig. 7 Holding Lift

Special Tip

If your target is on the left side of the playfield and the ball is coming from the left return lane, you can't shoot the target with a normal shot. In this case, you can aim for the target by hitting the right sling shot hard to bounce the ball off to the left (Fig. 9).

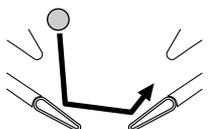


Fig. 8 Dead Flipper Pass

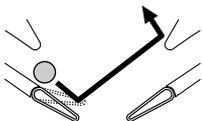


Fig. 9 Special Technique





Error Messages & Troubleshooting

Insufficient memory or conflicts with system extensions or control panels is a common source of problems.

Even though you have a 4 MB Macintosh, you may have desktop accessories, inits, control panels, or system extensions which leave less than the 2.5 MB required by Loony Labyrinth to operate. The System 7 operating system can take several megabytes of memory by itself. To check if you're low on memory or experiencing conflicts, first, quit any other active applications. Then if Loony Labyrinth still won't run, try the following:

Restart your computer without loading the added system extensions or control panels.

To do this; System 7 users can hold down the Shift key as the Macintosh restarts to temporarily disable the extensions and control panels. Users of System 6 can drag all non-apple extensions and control panels out of the System Folder and into a different folder before restarting.

If the problem goes away, the problem is caused by one of your extensions, not the Loony Labyrinth program. If the problem persists, and you can not find an answer in the following error message section, then call StarPlay Technical Support. Return all extensions and control panels to your system folder and restart your Macintosh.

Please note: If the version number at the end of your file name is different than 1.02, the following instructions still apply to your version.

Error Messages

Application can not run with this machine.

System 6.0.7 or higher is required.

- or -

Color QuickDraw is required.

- or -

A 68020 or higher processor is required.

- or -

Video card which has 8 bit color capability is required.



Application file is damaged.

Please copy “Loony Labyrinth™ 1.02” and “Loony Labyrinth™ 1.02 Data” from the CD-ROM and install again. Also see similar question under *Troubleshooting*.

Free disk space is insufficient.

Loony Labyrinth requires 8 MB of free disk space to merge and unpack.

This Loony Labyrinth has not been installed properly.

Please reinstall from the CD-ROM. See chapter on Installation.

Loony Labyrinth™ 1.02 Data cannot be found.

Place Loony Labyrinth™ 1.02 Data into the same folder as Loony Labyrinth™ 1.02.

Not enough memory available to play background music.

Background music will be turned off. Try closing open windows and quitting other applications and relaunch Loony Labyrinth.

Could not complete operation because of error reading the resource from file.

Application file may be damaged. Please reinstall from the CD-ROM.

Could not complete operation because there is not enough memory available to run.

Please refer to the beginning of this chapter on how to allocate more memory for the application.

Troubleshooting

Q: Loony Labyrinth worked fine yesterday, but today I get an Application file is damaged ... error message. What happened?

A: A couple of things could have happened. First and most serious is the possibility of a virus infection. Disinfect your hard drive using a good virus checking program. If you were infected, reinstall Loony Labyrinth after you have cleaned your hard drive. Another possibility is if you changed or updated your computer hardware from the last time you played. If this is the case, reinstall from the CD-ROM. (Loony Labyrinth configures itself to your exact environment and will be affected by a hardware change.)

Q: I cannot install the program. I encountered an error message similar to ... is locked or write protected.

A: Check the files “Loony Labyrinth™ 1.02” or “Loony Labyrinth™ 1.02 Data” to see if they are locked. Do this by selecting each file and choosing Get Info from the File menu. If the files are locked, unlock them and try again. If you are using a removable disk, please unprotect the volume before installation.



Q: Program won't launch. Error message is similar to ... is not installed properly.

A: Loony Labyrinth will not work on a network server. You must install it on your hard drive. Also, Loony Labyrinth configures itself to your machine to optimize the playing action. If you have upgraded your machine, updated your system software or have any hardware changes, you need to reinstall from the CD-ROM.

Q: My PowerBook external monitor won't show the flippers and the game is cropped on the bottom, what do I do?

A: Make sure that Video Mirroring is set to Off, and restart your machine.

Q: I get a Video card which has 8 bit color capability is required error message even though I have an 8 bit video card installed. What do I do?

A: This is most likely to occur if you have two monitors on your machine. Make sure that the color monitor (8-bit video card) is the one with the menu bar. This is done in the Monitors control panel. Remember to restart after any changes.

Q: I can't open either the Loony Labyrinth™ HighScore or the Loony Labyrinth™ Score Log files. When I click on their icons, they launch the game.

A: You can open the Loony Labyrinth™ Score Log using TeachText or most word processing programs. Some spread sheet programs will open it too. First launch TeachText, then open the Loony Labyrinth™ Score Log using TeachText's Open command. The Loony Labyrinth™ HighScore file can't be opened with general applications as it is used to create an internal HighScore Report file. When you choose Create HighScore Report from the Option menu, it will read this file and create a TeachText file. Use TeachText to make a printout.





Technical Support

StarPlay provides Technical Support free of charge to registered users of Loony Labyrinth™. If you just purchased the product and are having trouble installing, we are happy to help you. In order to provide the best possible service, we ask that you do the following before you call.

- Please review the chapters—*Installation* and *Operation*, in case of minor oversights.
- Check the chapter—*Error Messages and Troubleshooting*. This gives quick answers to some of the most common problems.

When you call, if possible, be at your computer with Loony Labyrinth loaded. Also, please have the following information at hand:

- **Your serial number**
- **Model of Macintosh** (LCIII, Performa 575, PowerMac 6100, etc.)
- **Version of system software on your Mac** (6.07, 7.01, 7.5, 7.6, etc.)
- **Amount of RAM in your computer** (i.e. main memory—choose “About This Macintosh...” under the Apple menu to check memory available.)

StarPlay Technical Support can be reached Monday through Friday, 9 AM to 5 PM MST at 1-303-447-9562 or e-mail us at support@starplay.com.

A note from the Publisher—

Thank you for your purchase of Loony Labyrinth. We hope it will bring you many hours of fun and challenge. StarPlay is proud to be the publisher of the exceptional products developed by LittleWing. If you have comments or suggestions, please contact us at:

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