

Labyrinth

by Med Systems

Walkthru & Hints
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1. General Hints

- The goal of the game is to find and kill the minotaur that lives in the maze. Finding it doesn't seem all that difficult, given that the minotaur appears as soon as your torch goes out. Unfortunately, fighting in the dark isn't easy, so you need to lure the minotaur while you have your torch burning.
- To lure the minotaur, you need to find a ruby and an emerald. As soon as you have the two in your possession, the minotaur will arrive and you need to kill it. So unless you have a weapon that is strong enough to kill the beast, you should absolutely avoid picking up one of the precious stones, while you already have the second in your possession. Best would be to go fetch the emerald, deposit it near your starting point on level 2, then do the same with the ruby.
- Make sure you always got a spare torch and some food in your inventory: when your torch starts flickering, that means that you have only very few turns left until it goes out, which mustn't happen. You need to light the new torch with the old one. Even tho there are matches to be found in the maze, they are too small to light a torch. When your stomach starts growling, you need to eat something in the next few turns, otherwise you'll die.
- Don't hang around in the mist for more than 6 turns, or you'll be eaten by the minotaur. There is only one way you can take thru the mist, which is short enough to get out before the minotaur finds you ...
- Somewhere later in the game you'll find an area that has a magical darkness upon it. As long as your torch burns, the minotaur won't chase you, even tho you don't see anything. There is only one way to overcome the magical darkness for a short time, but you will need to explore it blindly at first.
- Most pits in the game are non-lethal. You can jump into them to get teleported to a different area (see maps). An exception to this rule is the pit on level 1, which only appears after you once crossed it's square, and prevents you from leaving the enclosed space you are in. Jumping into it is not a good idea: this will kill you immediately!
- Don't waste any turns: the torches and food are scarce, and there is no time for sight-seeing. Try to find the shortest way, and maybe pick up one or another nearby item a certain time before you need it, so you don't need to return to that place later. As the game only allows you to carry a certain amount of objects, you may want to drop some you don't think you'll need any more.
- Somewhere in the game, you find a lantern and matches. You can light the lantern with the matches. It seemed logical that the lantern would make the magical darkness disappear. Alas, that didn't work with my copy of the game. So unless it's a bug in the game, I guess you can just ignore the lantern and the matches, as they are never used in the game!
- All objects are used only once (or not at all). An exception are the coins, where you need all three of them. All the other objects can be dropped once you used them! But magic words might have more than one purpose ...

2. Questions & Answers

What do I do with the book?

Read it ... it gives you vital information.

If you say PTOOII, you'll get teleported to the location of the sword .

Don't do it quite yet, tho, or you will be trapped in that area without any means of escape!

How can I open the haunted jar?

It's stuck, and so it is impossible to open the lid.

Maybe there is a different way of getting to the contents ...

How about smashing the jar?

Oh, you can't destroy it with your bare hands? Hmmm, maybe there is something that can help you with this tough job?

Or maybe not an object, but a place!

Doesn't "smashing" reminds you of a place in the maze?

Maybe the word "GLITCH" rings a bell?

There is a place in the maze where the walls move when you step between them and smash you. If you manage to get the jar between those walls without being killed, the jar is being smashed.

How do I prevent the moving walls from killing me?

Obviously you're not strong enough to keep the walls from moving ...

Maybe if you would carry an object that is strong and long enough for this job?

Go fetch the steel rod. As long as you are carrying it the walls won't smash you. Now you can deposit the jar between the walls and step out again: they will destroy the jar behind your back.

I found a nice sword but I am trapped now!

Try leaving the same way you came here!

Saying PTOOII again doesn't teleport you back tho ...

Maybe if you used a different magic word?

Did you open the haunted jar?

What did the ghost say?

Just say MEVAR, and you'll be teleported to the spot you found the steel rod before.

How do I get past the ugly little man?

Force doesn't solve all problems ...

But it sure does solve some problems!

Surely nobody would miss that ugly little creature.

Kill him!

You need a weapon in order to kill him!

Kill him with the sword!

I found a lovely maiden, but ...

As you probably noticed, she's not really a maiden but a witch.

You can't keep the witch from killing you after a few seconds.

The only solution is not to keep her in your inventory for too long.

Once you know where you want to take the witch, you need to do it as quick as possible!

But running still isn't quick enough!

How about using wheels?

Wear the roller skates and you'll be much faster!

The bear keeps eating me!

You can't blame the bear: it's merely hungry!

Maybe if you could satisfy his hunger?

The food you may be carrying is too small for a bear, besides you need it yourself!

How about something your size?

Feed the bear with the maiden (type: FEED BEAR, and the game will ask "with what?", then type: WITH MAIDEN).

How do I get rid of the gnome?

Try beating him with his own weapons!

His weapon is called magic!

You know 2 magic words, one of which might have an effect.

Say MEVAR to the gnome and he'll freeze.

Unfortunately, he'll recover again after a turn, so you need to do something else after freezing him!

So, as he's frozen already, how about melting him?

The only fire you got is your torch, and that's too small.
Maybe there is a way to make ice melt without increasing the temperature?
Perhaps some salt might do the trick?
Throw the salt and the gnome will melt away!

How can I get past the wraith?

The wraith is not really a serious opponent.
Make fun of him!
Think of the old slapstick movies ...
Throw the pie at the wraith!
Don't forget to pick up his clothes after he vanishes!

I found the ruby and the fan, but I can't get back!

The pit that stops you from getting back is lethal, so don't jump into it!
There is no other exit, not even a hidden one.
Not even the magic words can help you now!
Looks like you must get over the pit.
If you could simply float over it, everything would be fine!
Float, you know? ... like a wraith!
Wear the black clothes you got from the wraith!
Now you can just walk over the pit as if it weren't there!

I keep getting a pie into my face!

You are mistaken for a wraith!
That's because you're wearing the clothes of the wraith.
Unfortunately the zipper is stuck, so you can't remove the clothes!
I guess you gotta let the young adventurer humiliate you with his pie, then!
When you're hit with the pie, you'll be teleported to a different area of the maze (on the maps, the spot is marked with an asterisk).

How do I get rid of the fog?

Maybe a good breeze would blow the fog away?
But you're in a maze! There is no wind in a maze!!

Unless you would be able to make some wind ...

How about using the electric fan?

The fan needs power to run!

A battery would be very useful!

You can get a battery from the vending machine when you insert a coin.

Use the battery when you're carrying the fan in order to get the fan to run.

Then go to a square that has fog on it, and the whole fog will clear up.

When I insert my last coin into the vending machine, I get nothing!

Odd, the vending machine worked perfectly well with the 2 previous coins!

Maybe it's stuck?

So you might want to complain about it?

But there is no one to complain to, is there?

So there is no one to blame you when you treat the machine badly, either!

Kick the machine!

How can I get rid of the magical darkness?

The torch doesn't seem to help!

Neither does the lantern!

Looks like you have to cross the area blindly then (see maps)!

What is this odd handle I found?

Did you read the description of it?

It has a button!

Why not try pressing the button?

Oh look! It's a lightsaber! And it's even lighting up the magical darkness!

But don't use it as a torch: its power will run out after a few turns, so save it for later!

How do I get out of the magical darkness area?

The vending machine closed behind you!

There is no means to open it from inside!

Simply jump into the pit!

Be sure to have cleared the fog previously, cause you'll come out in that area!

How do I kill the minotaur?

First you need to find him!

Or maybe you should make him find you!

The two precious stone will lure him to you!

Simply pick up the emerald and the ruby!

Press the button on your lightsaber to make the blade appear!

Kill the minotaur (you'll automatically use the lightsaber)!