

WIN/MAC
CD-ROM

CLIFF JOHNSON'S

LABYRINTH OF CRETE™



A Puzzle Game of Mythic Proportions

KIDS TO ADULTS



CONTENT RATED BY
ESRB

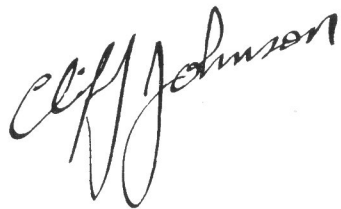
PHILIPS

To the player:

If you love puzzles and play them often, I strongly suggest that you set the difficulty of “Labyrinth of Crete” to “Expert” level. It is more satisfying to play and win a challenging game than to win one that was too easy.

I designed these puzzles and my other games—“The Fool’s Errand,” “3 in Three” and “Merlin’s Apprentice”—to appear daunting, but the joy of solving them is in the “ah-ha” of discovering their secrets. Resist the temptation to start at a level that is too easy. “Beginner” is for those who are new to computer games. “Advanced” is for those who have dabbled in puzzles and logic games.

I wish you all a good play,

A handwritten signature in black ink, reading "Cliff Johnson". The signature is written in a cursive, flowing style with a large, stylized "C" and "J".

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to register a complaint about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

In a time of splendor and glory for ancient Greece, people looked to the heavens and, in the mystery of the stars, hoped to foresee what the future might bring. But you do not look to the sky for answers, for at dawn you are to be put to death for stealing from the temple of Hera, Queen of the Gods.

A reprieve from Zeus, King of the Gods, leaves you trapped in the Labyrinth of Crete. But what will be your final fate? The only way to freedom lies in the twisted path of the labyrinth. Each turn presents a new puzzle as you move toward the hidden escape—or straight into the jaws of the Minotaur.

Be wary and clever to conquer the challenges and win your freedom.

Main Screen

The Main Screen offers the following options:

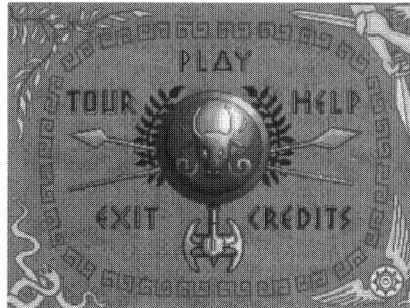
Play begins a game.

Tour gives you a spectacular presentation about the disc.

Credits displays the credits and returns you to this screen.

Exit quits the application. When you select **Exit** in other locations of the disc, you return to the Main Screen.

Help tells you how to use **Labyrinth of Crete**. Take a moment to select this feature; it gives you important information about the game.



Game Pieces

When you select **Play** on the Main Screen, you go to a new menu with more options.

The twelve masks are game pieces and represent saved games or games in progress. When you select a game piece, the status of that piece is displayed in the message area at the top of the screen: **New**, **Saved** or **Solved**.

To Start A Game

Select the game piece you wish to use, then select **Play** to begin that game. If you choose to play a **New** game, you go to the Difficulty Menu described on page 6. If you select a **Saved** game, you begin from your last position in that game. If you choose a **Solved** game, you go to the All Play Menus (described on page 17) and play any challenge.

To Save Games

As you play, the status of your game is automatically updated and saved to your game piece, until you exit the disc or start playing with a different piece. The saved game only tracks whether each challenge is solved or unsolved.



To Erase A Saved Game

Select the game piece you wish to erase, then select **Erase**. You will be asked to confirm your choice.

Select **Help** to learn how to use this screen. Select **Exit** to return to the main screen.

Difficulty Menu

This menu allows you to adjust the difficulty of each type of challenge in the game. When you start a new game, you must choose difficulty levels in each of the categories before you play. You can also set the difficulty levels from within the game through the menu bar.

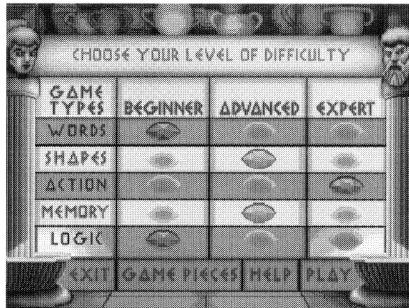
Games

The categories/challenges are:

Game Types	Challenges
<i>Words</i>	<i>Tracer</i>
<i>Shapes</i>	<i>Block</i>
<i>Action</i>	<i>Patchwork</i>
<i>Memory</i>	<i>Arcade</i>
<i>Logic</i>	<i>Scramble, Maze, Maze of Madness, Minotaur Armory, Zodiac Tile</i>

Levels

Each of the five game categories has three difficulty levels. The gem next to a category indicates the current level: **Green** gems indicate **Beginner**, **Blue** gems are **Advanced**, and **Red** gems are **Expert**.



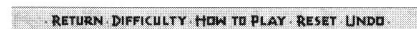
When you set the difficulty level in a game category, it affects all occurrences of that type of challenge throughout the game.

To change the level of a single game category (such as Shapes), click on the appropriate slot below the headings: **Beginner**, **Advanced** or **Expert**. To change the level of all game categories at once, click on a difficulty heading.

When you are satisfied with your settings, select **Play** to start or resume the game. Click **Game Pieces** to return to that menu or select **Exit** to return to the Main Screen.

Menu Bars

From most challenges, click Button Two or press the space bar and this menu bar appears:



Return takes you back to the main menu for that level, i.e., the god or goddess directories.

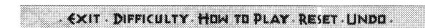
Difficulty lets you change the difficulty level of the challenge.

How To Play tells you how to play the challenge.

Reset lets you reset the challenge to the beginning.

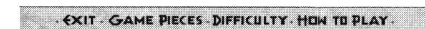
Undo lets you undo the effects of your last action (when active).

From the final three challenges (the third Zodiac Tile, Iris Tracer, or Minotaur Lair), click Button Two or press the space bar and this menu bar appears:



The selections are the same as described above, except that **Exit** takes you back to the Main Screen.

From the god or goddess directory, click Button Two or press the space bar and this menu bar appears:



Again, the selections work as previously described, except that **Game Pieces** takes you back to the Game Pieces Menu where you can start another game.

To remove any menu bar from the screen, click Button Two or press the space bar again.

Directories

When you begin the game, an animated prologue introduces the story and takes you to the god directory with several doors to choose from:



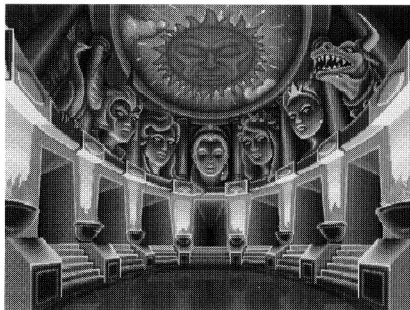
Five of these doors lead to the temple of the god pictured above the door. In the temples, you will find challenges that you must solve in order to move further in the game.

The leftmost door is the exit of the Labyrinth, but is guarded by the fierce Minotaur. The rightmost door leads to the Maze of Madness, beyond which may lay the path to freedom.

The gods are, left to right, Poseidon, Ares, Hephaestus, Hermes and Hades.

Beyond the god directory is a similar goddess directory.

Here, too, the door beneath each goddess presents the entrance into her temple. The rightmost door is the exit of the Labyrinth (still blocked by the Minotaur). The leftmost door is the Armory, where a cache of weapons is locked beyond your reach.



The goddesses are, left to right: Athena, Aphrodite, Artemis, Demeter and Eos.

Patchwork Challenge

There are ten of these Action challenges on the disc: one in each god/goddess's temple. The Poseidon Patchwork challenge is pictured here.

The Challenge

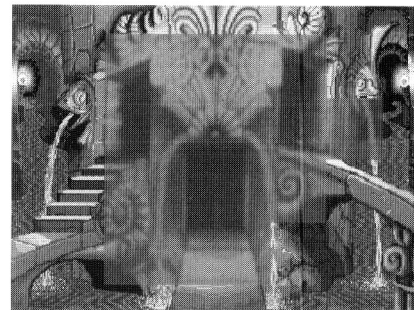
The object in the patchwork game is to put together a picture of the room with moving pieces.

The challenge starts by showing you a distorted monochromatic version of the room.

Then, one at a time, correctly colored pieces of this background begin moving across the screen. You must guide each piece to its correct spot using the mouse or cursor keys to solve the challenge.

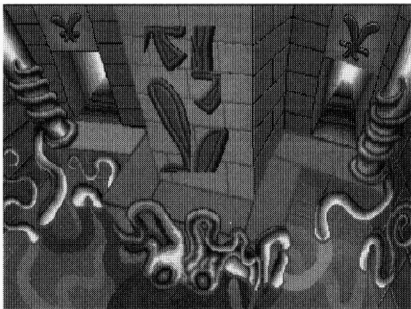
If you click the mouse button or press the cursor key in the direction the piece is moving, the current piece will immediately fall into the space it is heading towards.

If you place three pieces incorrectly, the challenge resets to the last correctly assembled row. If you finish a row that has one or more incorrect pieces in it, the challenge will also reset.



Strategy Tips

- Be sure to experiment with where you put pieces until you figure out what goes where. It is easier to see where a piece goes when it is next to other pieces.
- Each piece can be placed correctly when it appears only if you have properly placed all previous pieces. If a piece doesn't seem to have a correct place, you might have made a mistake earlier.
- Towards the end of the challenge, things get difficult. Be patient and keep on trying.



Scramble Challenge

There are six of these Logic challenges —

In the gods' temples: Poseidon (pictured), Hephaestus and Hades.

In the goddesses' temples: Athena, Artemis and Demeter.

The Challenge

A zodiac symbol is scrambled into pieces and you must rearrange the pieces into the correct position.

Certain parts of the room (in the pictured example, it is the five floor tiles), are “hotspots” that, when selected, swap two parts of the symbol. Each of these hotspots can only be used once.

All of them must be used to solve the challenge.

If you click on the symbol itself, you get a short preview of the solved puzzle.

One of the doors in the background is a shortcut hotspot that takes back your last move. The other door resets the challenge.

Strategy Tips

- Use the Undo, Reset and preview features often.
- Experiment with the buttons and see which ones swap which pieces.

Tracer Challenge

There are seven of these Word challenges —

In the gods' temples: Poseidon (pictured), Ares and Hermes.

In the goddesses' temples: Athena, Artemis and Eos.

There is also a special tracer after the third Tile challenge.

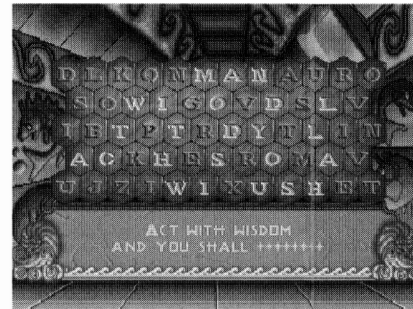
The Challenge

A sentence is buried in a grid of hexagons. You must select the right hexagons in the right order to display the sentence in the message area of the screen.

The first hexagon may be in any part of the grid. Each subsequent hexagon must be directly adjacent to the previously selected hexagon.

The message area shows the sentence, with stars instead of letters, to give you a clue as to what the sentence might be.

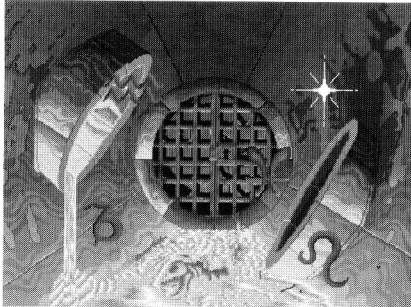
In the Iris Tracer challenge, all the vowels in the grid are replaced by stars for an extra challenge.



In the beginner and advanced difficulty levels, the first letter of the sentence is already selected in the grid. In the expert difficulty level, you must find the first letter as well.

Strategy Tips

- Look for parts of words in the grid and see where they might fit in the message.
- In the beginner level, all the hexagons with letters in them are used in the message. Avoid paths that prevent you from using all of them.



Arcade Challenge

There are six of these Memory challenges —

In the gods' temples: Poseidon (pictured),
Hermes and Hades.

In the goddesses' temples: Aphrodite, Artemis
and Eos.

The Challenge

Objects float across the screen and you must figure out which ones to catch. Each object turns on or off one or two "lights" in the background. In the pictured game, the stones around the central pipe light up and dim.

If, after all the objects have moved across the

screen and all the lights are turned on, the challenge is solved. Otherwise, it resets and you must start over.

Strategy Tips

- Start by catching all the objects and see what lights are off. Then figure out what object to avoid catching to find the solution.
- Don't expect to solve the challenge the first time through; expect to make several attempts.
- Be consistent, making only small changes in what you do on each attempt.

Block Challenge

There are six of these Shapes challenges —

In the gods' temples: Ares (pictured),
Hephaestus and Hermes.

In the goddesses' temples: Athena, Aphrodite
and Demeter.

The Challenge

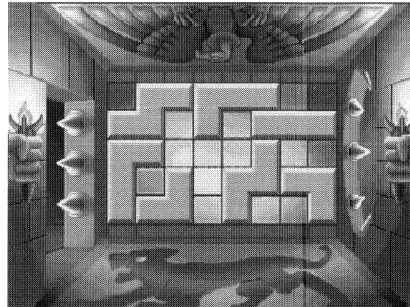
The object is to use the pieces given to make a solid rectangle.

You cannot move a piece over another piece or outside the edge of the grid area.

Clicking outside the grid area will show a preview of the solution as a clue. Depending on the difficulty level, that clue may include one or more actual pieces, or it may be a solid block.

Strategy Tips

- Try to move all the pieces to one side to create some maneuvering room.
- Concentrate on getting one piece to where you want it at a time.



- Look for combinations of pieces that fit well together, and see if you can build the rectangle around that.



Maze Challenge

There are six of these Logic challenges —

In the gods' temples: Ares (pictured), Hephaestus and Hades.

In the goddesses' temples: Aphrodite, Demeter and Eos.

The Challenge

Two words appear in a maze. The letters of one of the words are pieces that you can pick up and drag through the maze.

There are also “morph” symbols in the maze that, when you move a letter over them, the letter changes to another letter.

To solve the challenge, you must move all the letters through the maze, using the symbols to change them into the letters of the second word.

No letter may be dragged through another letter, through a wall or outside the maze.

When a letter is put in the correct spot for the solution, the letter changes color.

Strategy Tips

- Concentrate on how the morph symbols change letters that are dragged over them.
- Try to do the least amount of changing to the letters as possible; if a letter is the same in both words, don't change it (unless you absolutely have to).

Tile Challenge

There are three of these Logic challenges —

- At the end of the god directory
- At the end of the goddess directory
- After the Minotaur's Armory

The Challenge

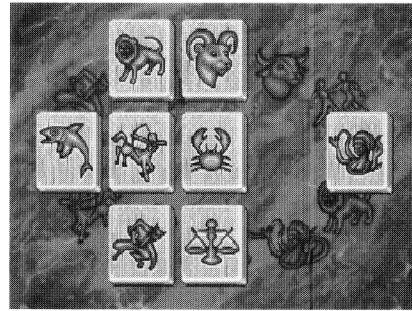
You are playing a game against one of the gods of Mt. Olympus. Be clever, and you can win!

You are shown a set of tiles (between 3 and 5, depending on the difficulty level). When you choose one, it moves to the bottom of the screen. Then the god/goddess chooses one, which moves to the top of the screen.

This repeats until you each have three tiles. Then the tiles are “scored” and whoever has the best total wins. You gain or lose points based on the outcome.

To win the game, you must win 144 points or more.

The catch is—you don't know the rules and must figure them out as you play. Each game has different rules.



Strategy Tips

- If you click away from the tiles, they disappear briefly to more clearly show the Zodiac wheel in the background. Maybe it is not just decoration...
- Read the information that appears after each round. It contains useful clues for getting the most points.

Maze Of Madness Challenge

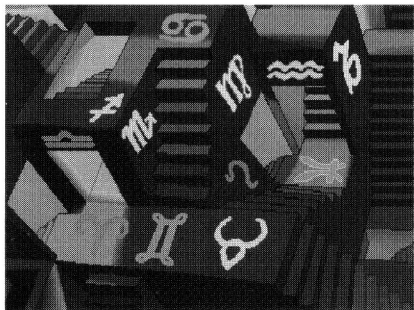
After solving all the god challenges, you must get through the Maze of Madness to continue the game.

But how? Try clicking on a few of the Zodiac symbols.

The maze is a mystery. There are clues to solving it somewhere in the Labyrinth.

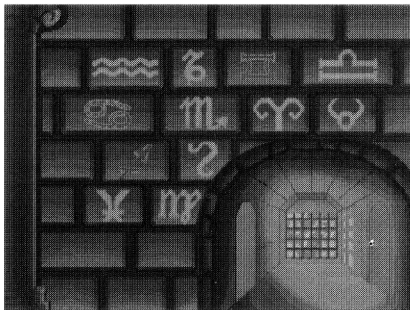
Strategy Tips

- Do not expect things to make sense. It is called the Maze of Madness for a reason!
- If you get stuck, try leaving and coming back later.



Minotaur's Armory Challenge

Select the leftmost door in the goddess directory. You see a gateway in the distance. You will see the following:



Clicking on the gate in the lower right corner, there is an armory. Maybe you can get something to kill the Minotaur and escape from the Labyrinth!

Too bad the gate is locked. You will have to figure out a way of getting it open...

Strategy Tips

- Once you get here, you should have a pretty good idea of what to do.

Minotaur's Lair Challenge

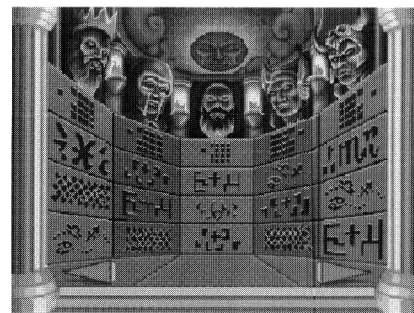
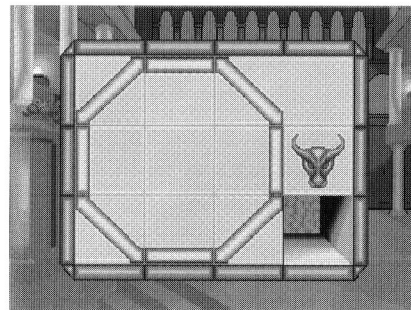
To solve the Minotaur's Lair challenge, you must move the pieces around to trap the Minotaur piece in the center of the octagon.

You move a piece by selecting it. If there is an empty space next to the piece, it will slide into that space. You can only move one piece at a time.

The challenge is solved when the tile with the Minotaur head is in the center of the eight other pieces that form an octagon.

Strategy Tips

- The easiest strategy is not necessarily the right one.
- Think ahead.



All Play Menus

When you have completed a game, that game piece becomes a **Solved** game. Playing a **Solved** game piece allows you to use the All Play menus, which allow you to play any of the individual challenges.

There are two All Play menus, the gods (pictured) and goddesses.

You can change the difficulty levels and sample the variations, but you will not see the animations.

Select a **New** game piece to enjoy the total experience of **Labyrinth of Crete**, with all the animations.

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