

LABYRINTH

Here are your instructions:

You are represented on the screen by a blue, diamond-shaped object. You appear on the right-hand side, in the middle of the screen. Your movement is controlled by four keys, **I** for up, **J** for left, **L** for right, and **K** for down. You are armed with a trapper-zapper, or a chomper-whomper as they call it in Peoria, which you can shoot in all four directions. Press **E** to fire upward, **S** for left, **F** for right, and **D** for down. Press the **ESC** key to pause and resume play.

Your object is to rescue the four men contained inside the four boxes. As you enter each of the four boxes the prisoner is released. Once you have freed all four men an X will appear in the opposite corner which you must reach in order to advance to the next level.

The difficulty with all this lies in the fact that the walls to the Labyrinth are moving, with doors opening and closing all the time. You can shoot your way through a wall if you want to, with the exception of the box walls which contain the four prisoners, and the box in the middle. Out of this central box will spring undescrivable terrors such as trappers and scourges and maybe even a minotaur or two, though the latter is only a rumor. These creatures can destroy you by touching you or by zapping you with the bubble-like projectiles which emanate from their horrifying orifices.

Each time you hit one of the monsters you will receive two extra zappers. If you are out of shots you can receive an additional zapper by freeing one of the men from his cage. You may find that life without zappers is like shark fishing without a boat, so don't squander them. A new player is awarded at each level.

There are eight different levels of increasing difficulty. Strategies which you may find aid your success include: free all the prisoners as fast as possible, then hunt the monsters to build up your arsenal, find a good place to shoot from so that you don't get caught in a crossfire, and don't let too much time elapse if you are trapped in a small area and are waiting for a door to open. The baddies know you are there, and they come and get you.

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