



LittleWing PINBALL

Loony Labyrinth®

Player's Guide

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Manual & Script

... LittleWing Co. LTD.

Solid State pinball Loony Labyrinth (R)

Designed and developed by LittleWing Co. LTD.

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Preface

We are happy to release the official second edition of our 4th pinball “Loony Labyrinth” of our solid state pinball series which includes Tristan , Eight Ball Deluxe for Mac, Crystal Caliburn, Angel Egg and Golden Logres.

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.

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 does not have a big surprise feature such as the Holy Grail in Crystal Caliburn, 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.

We hope you enjoy Loony Labyrinth!

1999 Summer

Fujita & Reiko
LittleWing Co.LTD.

We are happy to receive your comments on Loony Labyrinth.
Also visit our website for further infomation of LittleWing pinball series.



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1. Operation

1.1 How to Play - MACINTOSH

After launching, start a new game by “Command + N” and shoot a ball with the plunger into the playfield and hit the ball with flippers just like arcade pinball machines. You can also nudge the playfield. Too much nudging causes “Tilt”. Keys to be used in a game are as follows.

Insert Coin	Command + I
New game	Command + N
Plunger	Shift
Left flipper	Z key
Right flipper	/ key
Vertical nudging	Space bar

You can suspend a game by clicking a mouse. After suspending a game, you can execute other applications freely. To resume the game, choose “Resume Game” from the main menu.

Please refer to the main menu for details. Also you can customize the key assignment as you like. Please refer to “Operation Key Assignment”.

1.2 How to Play - WINDOWS

After launching, start a new game by “CTRL + N” and shoot a ball with the plunger into the playfield and hit the ball with flippers just like arcade pinball machines. You can also nudge the playfield. Too much nudging causes “Tilt”. Keys to be used in a game are as follows.

Insert Coin	CTRL+ I
New game	CTRL+ N
Plunger	Right shift
Left flipper	Z key
Right flipper	/ key
Vertical nudging	Space bar

You can suspend a game by clicking a mouse or ESC Key. After suspending a game, you can execute other applications freely. To resume the game, choose “Resume Game” from the main menu.

Please refer to the main menu for details. Also you can customize the key assignment as you like. Please refer to “Operation Key Assignment”.

1.3 Menu

Insert Coin

Inserts a coin to play a game

New Game

Starts a game.

Resume Game

Resumes a game which has been suspended.

Abort Game

Aborts a game which has been suspended.

Auto Demo Mode

Launches auto demo. To get back to the normal mode, suspend the demo by clicking the mouse button and choose “Abort Game” from the operation menu.

Effect Sounds

Turns on / off the sound effects.

BGM Sounds

Turns on / off the back ground music.

Single Player, Two Players, Three Players, Four Players

Choose the number of players.

Assign Extra Keys...

You can rearrange the key assignment for the play. Please refer to the “Operation Key Assignment” for details.

Create HighScore Report...

Creates a contest application file. Please refer to the “Creating Contest Application” for details.



1.4 Register Your Name in HighScore Records

Loony Labyrinth stores four high score records with player names. If you hit a high score, program asks you to input your name after the game is over. Input operation uses the score window. You can choose alphabets with the left flipper button and the right flipper button. The space bar enters the chosen alphabet character by character. Back space key deletes a character. Pressing mouse button exits the registration mode.

1.5 Operation Key Assignment - Macintosh

You can rearrange the key assignment as you like. The original key setting will be also effective after changing key assignment. Please follow the instruction which will be displayed by selecting this command. Pressing mouse button during key assignment aborts key assignment and clears all key setting except the original setting.

TIP: You can play with only one finger if you assign Left Flipper, Right Flipper and plunger to the same key.

Some Mac model have two shift keys (or control or command) on both sides. However, as they are interpreted as one shift (control or command) key in the system, you can not assign those keys as two independent keys. For instance, if you assign the left shift key to the left flipper and the right shift key to the right flipper key, both flippers work by pressing whichever.

1.6 Operation Key Assignment - WINDOWS

You can rearrange the key assignment as you like. The original key setting will be also effective after changing key assignment. Dialog box will appear after choosing 'Assign Extra Keys' from menu, enter any key to each field.

There is pair of SHIFT, CTRL, ALT for both side of keyboard and these key does not work independently. For instance, if you assign left SHIFT for left flipper both left and right SHIFT keys will activate left flipper. Please assign your keys carefully.

1.7 Creating Contest Application

Selecting "Create HighScore Report..." from the main menu displays a following dialog box.

A contest application file will be created with this dialog box. Enter your name, address, phone number and press "Create" button. The application file will be saved after displaying a dialog box which asks you the name of the file. Do not edit the application file since it contains the check digits.

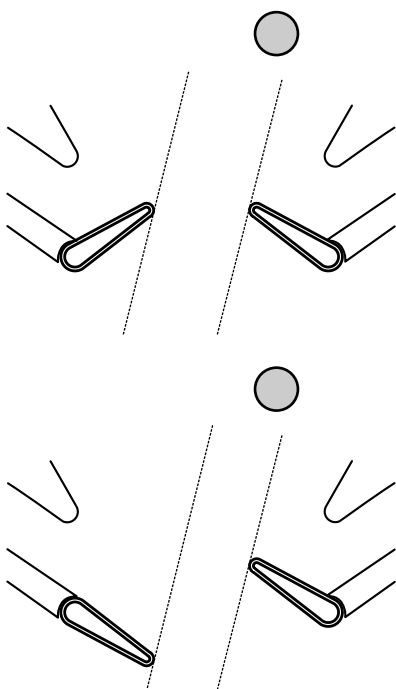
2. Pinball Basic Techniques

2.1 General

Pinball is not a luck testing game but a game in which you can test your “Technique”. Because LittleWing Pinball series is a real time simulation which calculates the ball movement in accordance with the physical law, a ball rolling on the playfield tells the player’s skill accurately. When you get familiar with the basic techniques introduced in this chapter you will be able to enjoy another charm of pinball.

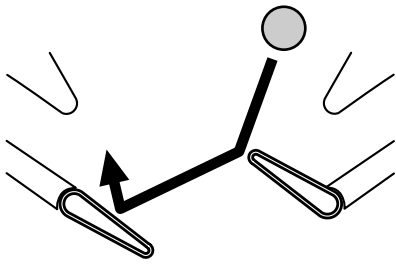
A player can control a ball by three methods that are; 1) Plunger shot, 2) Flippers, 3) Nudging (shaking the playfield). The flipper techniques which introduced in this chapter are actual techniques that are used for arcade pinball. When you master these techniques in LittleWing Pinball Series, we hope you to try your techniques with arcade machines. You will be surprised that the arcade pinball machine responds so differently with your “improved” techniques. Also we recommend you to watch a “pinball wizard” play in an arcade from his back. Maybe he will pretend as if he is unaware of you watching. But he will be pleased to show you his super techniques as he finds you watching in the back glass. Pinball is also a game to watch.

2.2 How to Defence

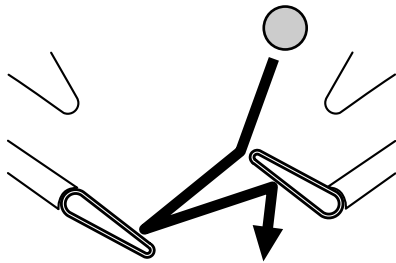


“Double Flip” is a typical flipper operation of novices. It is to flip up both flippers at the same time (fig. above). With Double Flip, a big gap appears in center. Please compare the gap with the one made by flipping one flipper (fig. below). Double Flip doesn’t do any good. Only considering this should make the score much higher.

2.3 Deflect Pass

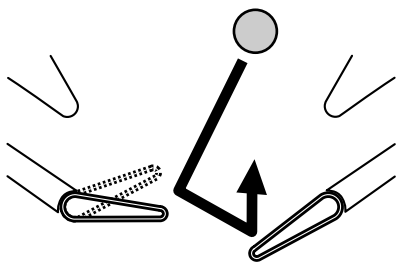


When a ball is rolling downwards in a dangerous course, you can save the ball by Deflect Pass. Let's hold a flipper up to touch the ball to change its course and shoot it by the another flipper. If there will not be enough force by the touch, you should flip the right flipper (for instance of fig. Left) at the very moment of the touch to give it more force.



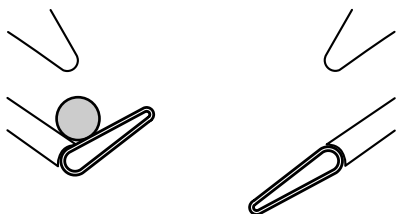
The point of this technique is to flip down as quickly as possible at the moment of the touch. Otherwise, the ball may be shot down to the out hole by the flipper shown as fig. Left (Beat down).

2.4 Reverse Pass Flip



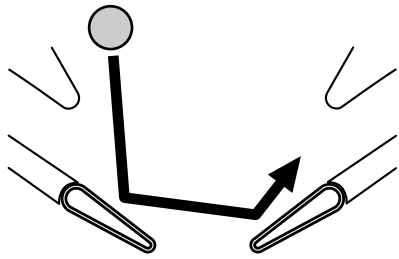
When a ball is not close enough to touch the flipper, you can shoot the ball lightly by another flipper to pass the ball to it to shoot. It is a high technique which needs precise judgment.

2.5 Holding



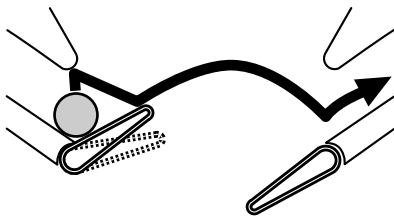
It is called "Holding" to keep a ball with a flipper as fig. Left. It is a basis of attack. Please practice to aim at targets from this position.

2.6 Dead Flipper Bounce



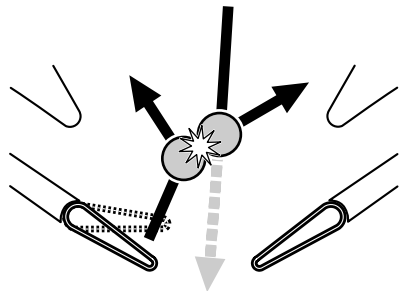
“Dead Flipper Bounce” is a technique to pass a ball to another flipper with a flipper held down to bounce a ball on it. It may need a little courage not to do anything but watching the ball bouncing. But it is a quite strong weapon once mastered. You should arrange it as the situation changes, for example, to bounce a ball on the left flipper and hold it with the right flipper.

2.7 Deflection Post Transfer



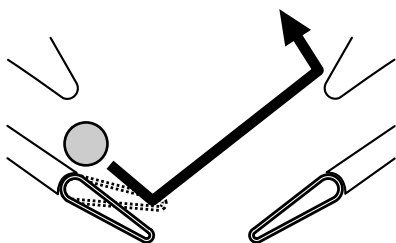
Passing the held ball to another flipper is called “Deflection Post Transfer”. It can be done by flipping a flipper which holds a ball down and up very quickly. If you Miss the timing to flip may cause losing the ball between the flippers. To avoid it, you should just “practice”.

2.8 Intercept



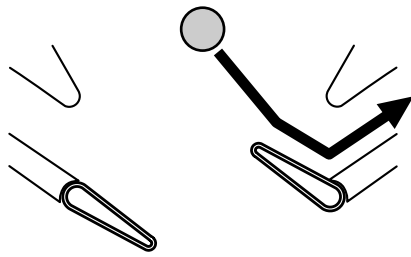
This is a defensive technique for multiball play. When a ball is going out of the reach of flippers, you can change its course by hitting it by another ball.

2.9 Tips



When you are aiming at targets in the left direction and a ball comes from the left return lane, it is not possible to aim at the targets with an ordinary shot. In this case, you should shoot to the right sling shot to bounce to bring the ball to the left targets.

2.10 Holding Lift



When a ball is returning to the flippers with certain directions, you can catch it by a flipper held up to bring the ball back to the return lane.

2.11 Trapping

This is a technique to stop the movement of a ball which roles down to a flipper with much force. You should wait the ball with a flipper up and flip it down at the very moment of the impact. To make it is very difficult but it is very impressive to see the success because the ball looks like “sticking” to a flipper as it is trapped. It is not very effective for slow balls. It is called “Stop Shot” to shoot the trapped ball.

2.12 Tapping

You can “float” a ball by continuous quick flipping. The timing is critical. In LittleWing Pinball series, this technique is effective when you want to shoot a ball from the right side by the left flipper.

2.13 Slide and Hit

When a ball is dropping so close to the reach of a flipper, timely nudging can bring the ball to the reach of flippers. It is very effective using this technique with other techniques such as Pass Flip. In arcade pinball, sometimes a ball is slid over six inches.

2.14 Power Shot

You can give a ball more force by nudging at the very moment of a shot. It is called Power Shot.

3. Rules of the Game

3.1 About Loony Labyrinth Features



Loony Labyrinth consists of two game stages. One is Modern Times stage and the other is 2000 B.C. stage. A game starts at the Modern times stage and player shall explore the 2000 B.C. stage aboard the Time Machine.

Stage A / Modern Times

You can enjoy three kinds of joyful multi-ball play in this stage. These multi-ball plays symbolize an exploration of the Labyrinth and there is a purpose to get the Time Machine (Loony Machine) activated to travel to 2000 B.C.

Stage B/ 2000 B.C.

When a player succeed to board the Time Machine (Loony Machine) to travel to 2000 B.C. , BGM will be switched to a Greek music. Your mission is to rescue the nine sacrificial victims and defeat the creature Minotaur here.

After defeating Minotaur, Princess Ariadne sets Loony Machine to future. But how much you can sail up the time stream depends on your own effort. If you will fail to get back to Modern Times you must go back to 2000 B.C. again to set the machine to future by Ariadne.

A guide to the strategy of this game

1. Triple Concurrent MultiBall System

Loony Labyrinth has three kinds of multi-ball features which are named "Loony Multi", "Labyrinth Multi" and "Minotaur Multi" respectively. And each of the three multi-ball features has its own condition to start and has different features to get during the multi-ball play. Also these multi-ball features can be started parallel.

Multi" too. Even more, player get chances of "Jackpot" at "Minotaur Chamber" during "Minotaur Multi".

3.2 Loony Labyrinth Story

Loony Labyrinth is based on the legend of Minos (Minoan) civilization and the Greek mythology of Theseus, labyrinth and Minotaur. Your role is the Prince Theseus.

An English archeologist Sir Evangel found a strange stamp stone called “GALOPETRA” (galo= milk, Petra=stone in Greek.) at an antique shop in London in 1893. On the face, there was a strange hieroglyph and a sign of a maze. On the reverse side there was a picture of Minotaur, the creature which has a human body and a bull head.

He was so fascinated by the mysterious stone and guided to the Creta island where the stone had been found. And he excavated Knossos Palace, the legendary huge labyrinth there in 1990. And there was a secret in the Knossos Palace no one could imagine. There was a hidden mechanism which enables a journey to the distant past.

In 2000 B.C. the Minos civilization had its peak of prosperity. Its technology was far beyond the present age. They travelled time and space freely by their Time Machines. They also received the blessings of bio-technology, which was also used for creating bio-weapons by genetic recombination.

The bio-weapon Minotaur was so furious and uncontrollable. So the king Minos had built the huge labyrinth to confine it. To appease it, nine young human sacrifices were offered every year.

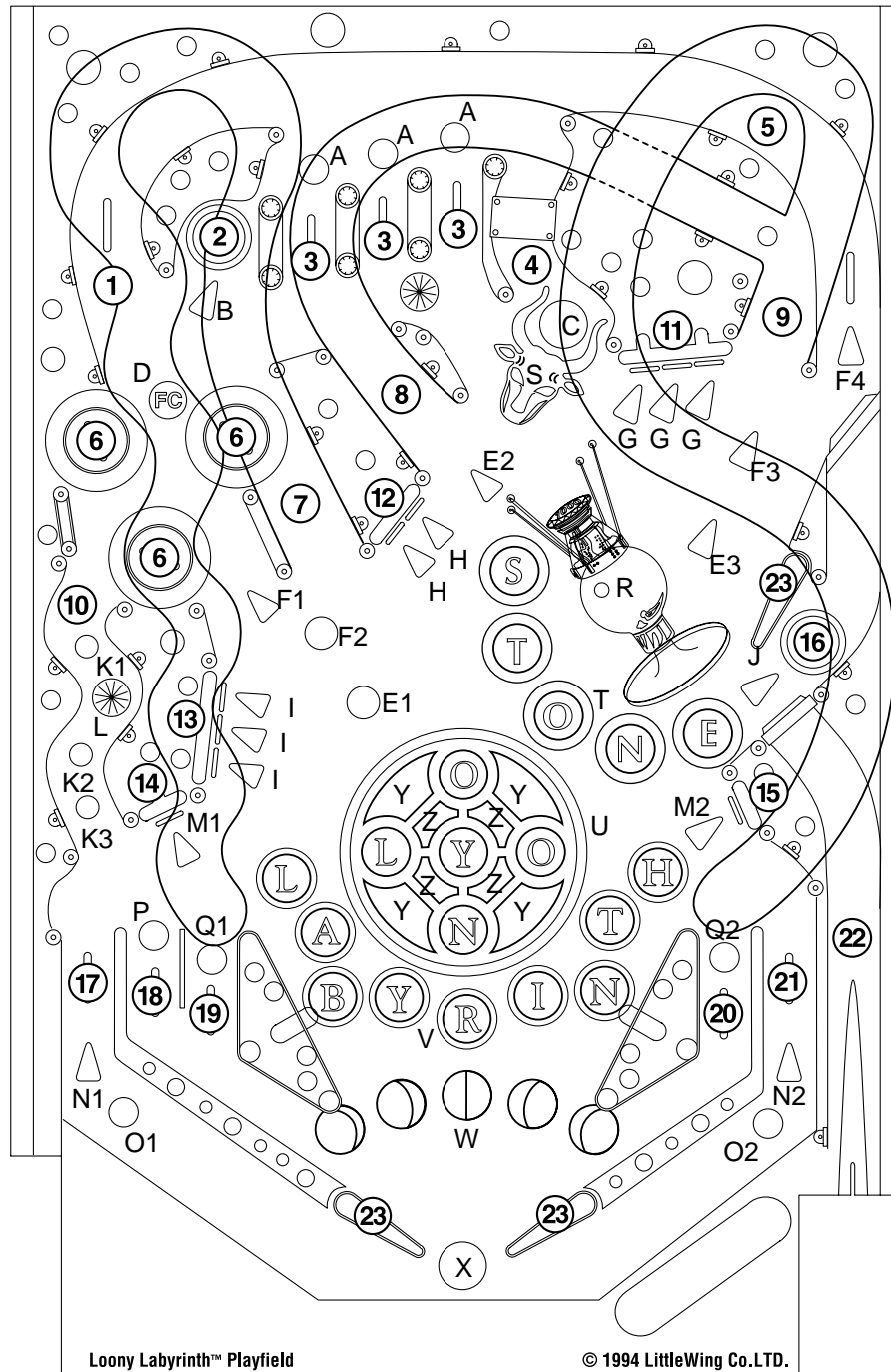
The hidden mechanism was found by Sir Evangel and he named it “Loony Machine”. He studied and tried to operate it but never succeeded. Because the machine had been waiting for a person for thousands of years who is destined to defeat Minotaur. Loony Machine had been set to recognize Theseus to take him to Minos in 2000 B.C. .

Now you have got a note about Loony Machine and a Galopetra stone left by Sir Evangel. His note says,

“Go to the labyrinth, explore it to collect other five Galopetra stones to install them to the pedestal of Loony Machine. If you are the destined warrior Theseus, it will take you to the mythologic world of thousand of years ago . Your mission is to rescue the nine human sacrifices and to defeat Minotaur. How to go back to the presence? Ariadne will show you how...”



3.3 Play Field Overview



Lanes and Ramps

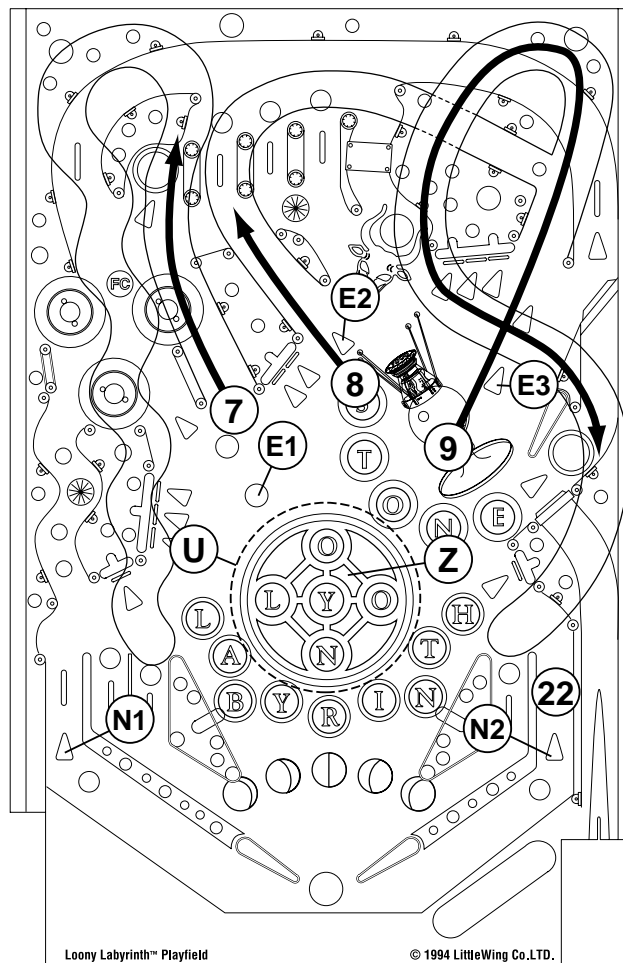
- 1: Left Lane
- 2: Install Stone Hole
- 3: Top Lane
- 4: Minotaur Chamber
- 5: Right Lane
- 6: Bumper
- 7: Labyrinth Ramp
- 8: Stone Ramp
- 9: Loony Ramp
- 10: Pit Fall
- 11: Minotaur Spot Target Bank
- 12: Stone Spot Target Bank
- 13: Shield Spot Target Bank
- 14: Left Adv. Shield Spot Target
- 15: 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



Lights

- A: Top Lane
- B: Install Stone
- C: Minotaur
- D: Full Charge
- E1-E3: Explore
- F1-F3: Quick Move
- 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
- O1-O2: Extra Shield indicator
- P: Lite MYST
- Q1-Q2: Lite QuickMove
- 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

1. LOONY RAMP & LOONY MULTI



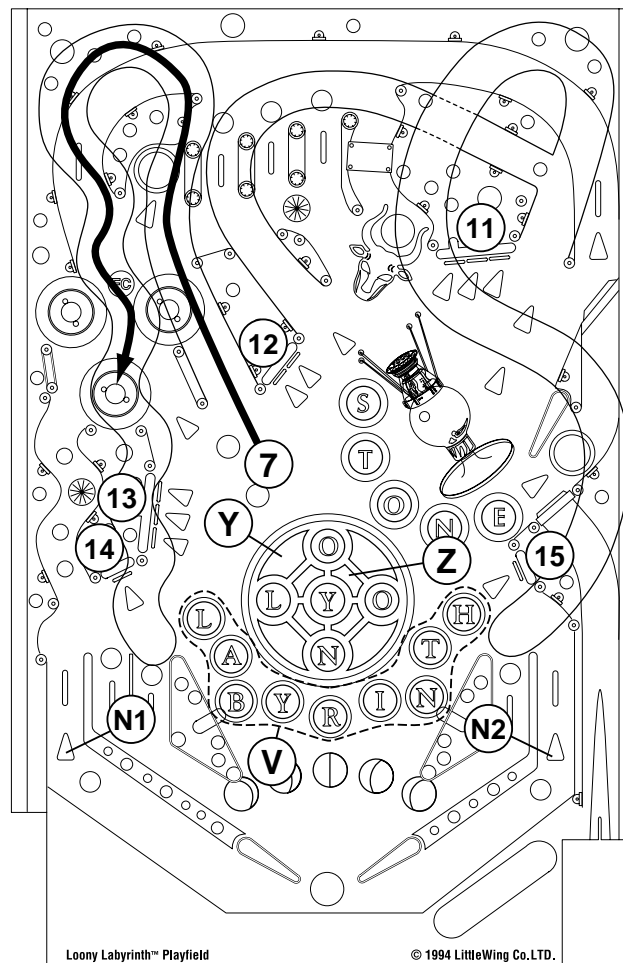
The right most ramp is the **Loony Ramp(9)**. Each time shooting this ramp turns on one of the **Loony indicator(U)**. Completing all the **Loony Indicator(U)** starts **Loony Multi** multi ball.

Once **Loony Multi** starts, it restores both of the **Shield Kickback(N1-N2)**. Also it lights the **Safety Catch indicator(Z)** to activate the **Safety Catch** for 20 seconds.

During **Loony Multi**, all the **Explore lights(E1-E3)** are lit for the **Loony Ramp(9)**, **Labyrinth Ramp(7)** and the **Stone Ramp(8)** to score 5 Million each time shooting them.

NOTE: The **Explore light(E2)** of the **Stone Ramp(8)** goes out temporarily when shooting ball from the **Plunger Lane(22)**.

2. LABYRINTH RAMP & LABYRINTH MULTI

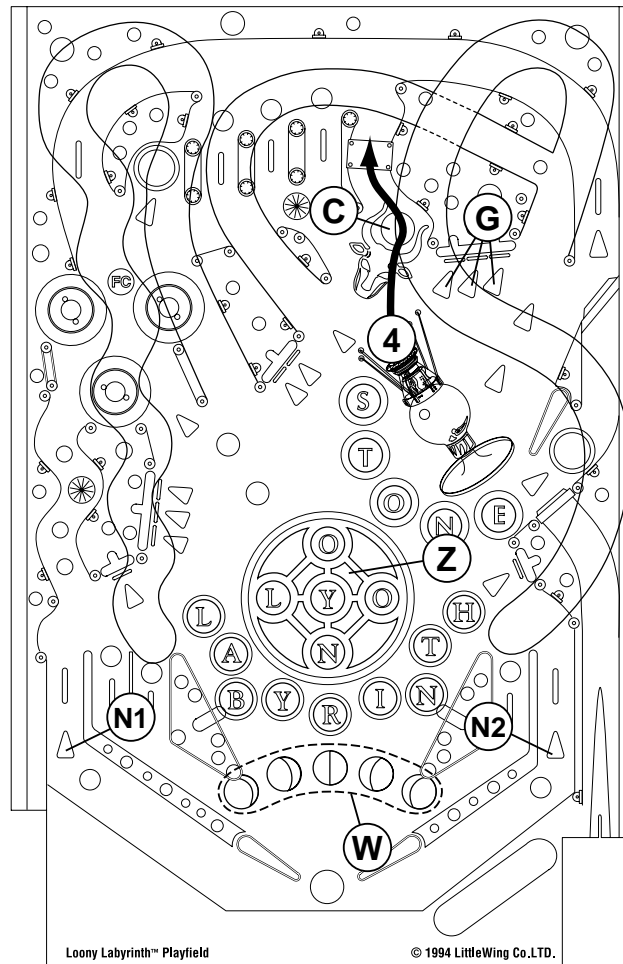


The left most ramp is the **Labyrinth Ramp(7)**. Each time shooting this ramp lights one of the **Labyrinth indicator(V)**. Completing all the **Labyrinth Indicator(V)** starts **Labyrinth Multi** multi ball.

Once **Labyrinth Multi** starts, it restores both of the **Shield Kickback(N1-N2)**. And it lights all the **Shield Level Indicator(Y)** to maximize the Shield level to 4. Also it lights the **Safety Catch Indicator(Z)** to activate the **Safety Catch** for 40 seconds which is the strongest defense force of Loony Labyrinth.

During **Labyrinth Multi**, shooting any of the spot targets(11-15) scores 1 Million for each.

3. MINOTAUR CHAMBER & MINOTAUR MULTI



Completing the **Minotaur Spot Target(G)** lights the **Minotaur Light(C)** under the **Minotaur Chamber(4)**. During the **Minotaur Light(C)** is lit, shooting a ball into the **Minotaur Chamber(4)** locks the ball. Locking all three balls into the **Minotaur Chamber(4)** starts **Minotaur Multi** multi ball.

Once **Minotaur Multi** starts, it restores both of the **Shield Kickback(N1-N2)**. Also it lights the **Safety Catch Indicator(Z)** to activate the **Safety Catch** for 20 seconds. During **Minotaur Multi**, shooting the **Minotaur Chamber(4)** gets a chance for **Jackpot** or **Multi Jackpot**.

Jackpot

During **Minotaur Multi**, shooting the **Minotaur Chamber(4)** during the **Minotaur Light(C)** is lit scores **Jackpot**. The value of **Jackpot** is set to 1 Million at the beginning. After **Minotaur Multi** started, hitting any target raises the value by 3,000 points each time.

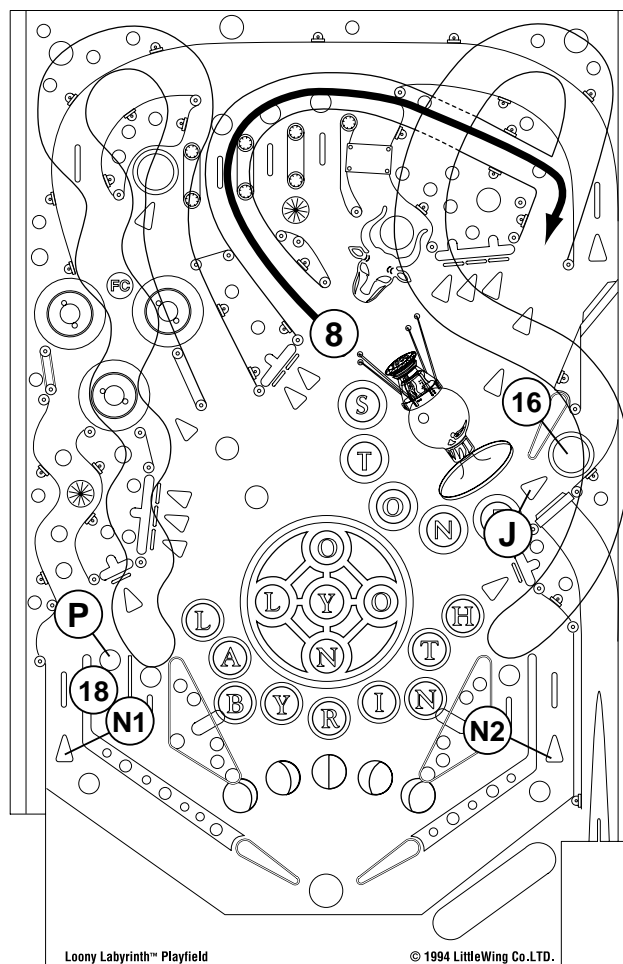
Multi-Jackpot

The chance of **Multi-Jackpot** comes just after getting **Jackpot**. When succeeding to get **Jackpot**, the **Minotaur Light(C)** begins to flash and all the **Moon Phase Indicator(W)** turn on. The **Moon Phase Indicator(W)** goes out one by one every 3 seconds. Shooting the **Minotaur Chamber(4)** before all the **Moons** go out awards **Multi-Jackpot**. The value of this **Multi-Jackpot** depends on how many Moons are left. When all the Moons are lit, the **Jackpot** value is multiplied by seven. As each Moon goes out the multiplier decrease to 6, 5, 4 and so on.

And getting **Multi-Jackpot** again restores all the Moons so it's possible to get **Multi-Jackpot** endlessly. However, once all the Moons turned off, the **Minotaur Light(C)** also turns off and the chance of **Jackpot** will be lost temporarily. In this case, completing the **Minotaur Spot Target(G)** lights the **Minotaur Light(C)** again.



4. MYSTERY HOLE & RESCUE THE BALL



Stone Ramp & Mystery Hole

The ramp in the middle is the **Stone Ramp(8)**. Shooting this ramp lights the **Lite Myst Light(P)** at the **Myst Return Lane(18)**. As a ball goes through the Return Lane during the **Lite Myst Light (P)** is lit the **blue light(J)** close to the **Myst Hole(16)** turns on. Shooting a ball into the **Myst Hole(16)** during this light is lit awards one of the **Mystery Feature**. There is a chance to get the **Rescue the Ball** feature which is a very powerful weapon for the multiball play.

The **Mystery Feature** changes according to the number of the ball left on the playfield.

Single Ball Play

When only one ball is left on the playfield, **Mystery Feature** will be selected from the list shown below randomly.

100K AWARDED
200K AWARDED
300K AWARDED
400K AWARDED
500K AWARDED
MILLION AWARDED
INSTANT MULTIBALL
INSTANT LOCK ENABLE
ADVANCE LOONY
ADVANCE LABYRINTH
ADVANCE SHIELD LEVEL
MAXIMIZE ENERGY LEVEL
MAXIMIZE SHIELD LEVEL
SHIELD RESTORED
EXTRA BALL AWARDED

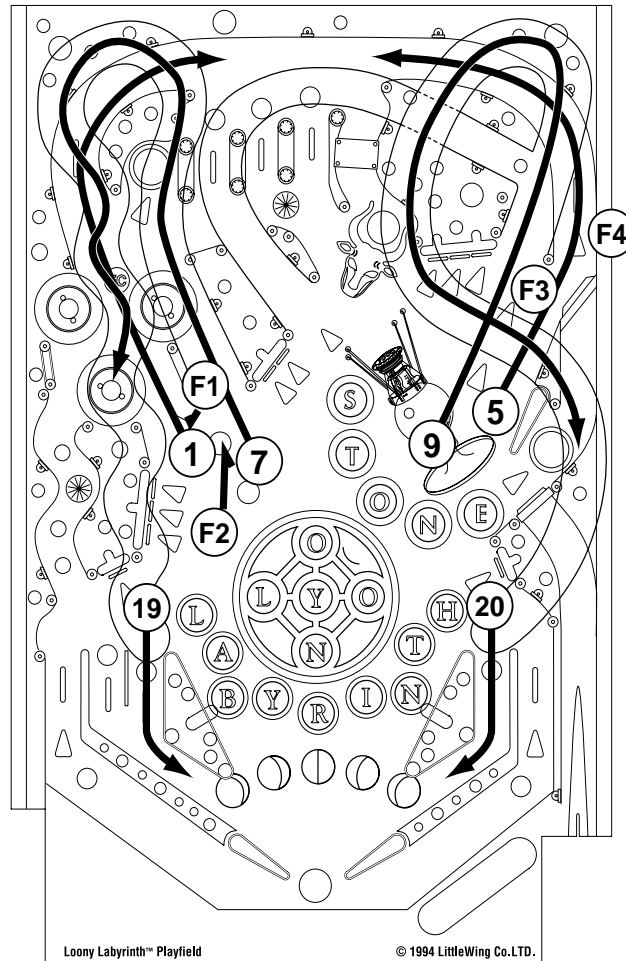
Two Ball Play

This is the situation that two balls remain on the playfield as one dropped during three-ball multiball play. Shooting the **MYST Hole(16)** under such condition gets **Rescue The Ball** feature which re-starts three-ball multiball play. The **Shield Kickback(N1-N2)** will also be restored by it.

Three Ball Play

If there are three balls in play, shooting the **MYST Hole(16)** awards one Million points. The **Shield Kickback(N1-N2)** will also be restored.

5. QUICK MOVE

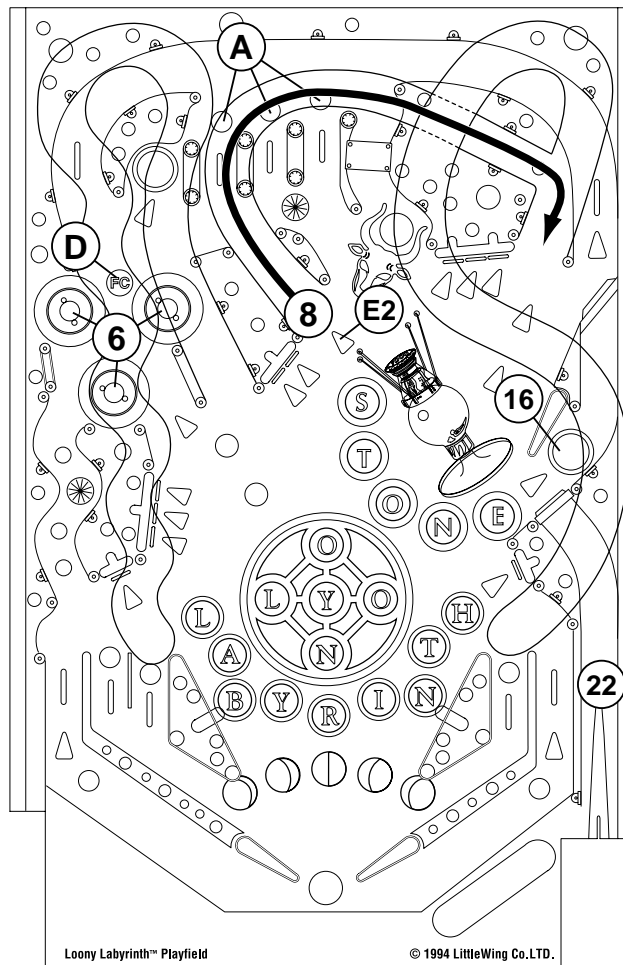


Quick Move is a feature with a time limit. It is awarded by satisfying any of the conditions in the list shown below. The value raises to 200K, 400K, 600K, 800K, 1 Million, 2 Million, 3 Million and so on up to 10 Million. The raised value will be kept until the ball in play drops. During there is any chance of **Quick Move** any of **Quick Move indicator(F1-F3)** turns on.

CONDITIONS of Quick Move

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

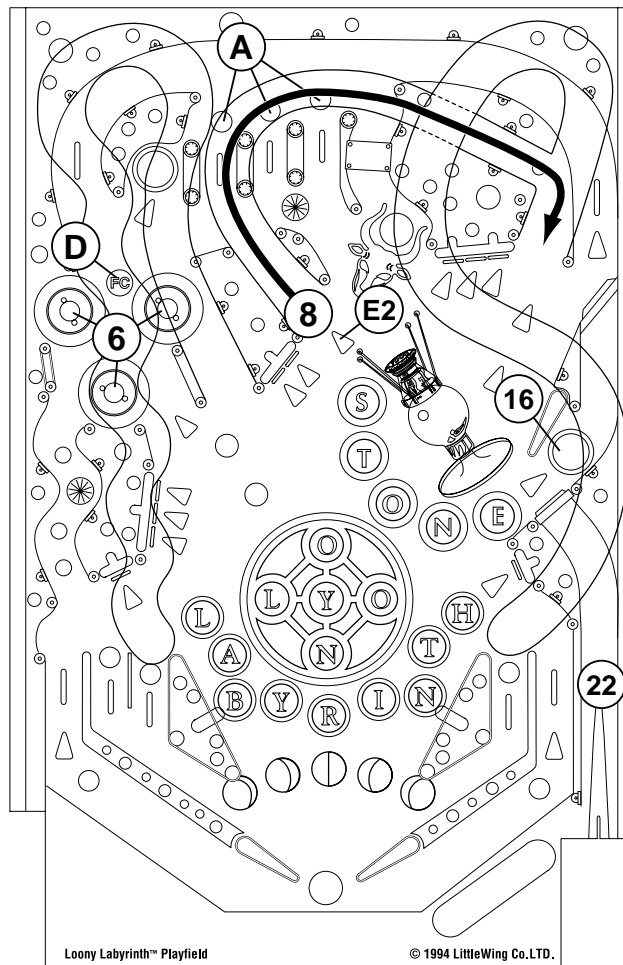
6-1. STONE LOOP MILLION



The purple **Explore Light(E2)** turns on for 2 seconds after a ball passing the **Stone Ramp(8)** or for 4 seconds after a ball is ejected from the **MYST Hole(16)**. Shooting the **Stone Ramp(8)** during these lights on awards one Million points.

NOTE: The **Explore Light(E2)** of the **Stone Ramp(8)** goes out temporarily when shooting a ball from the **Plunger Lane(22)**.

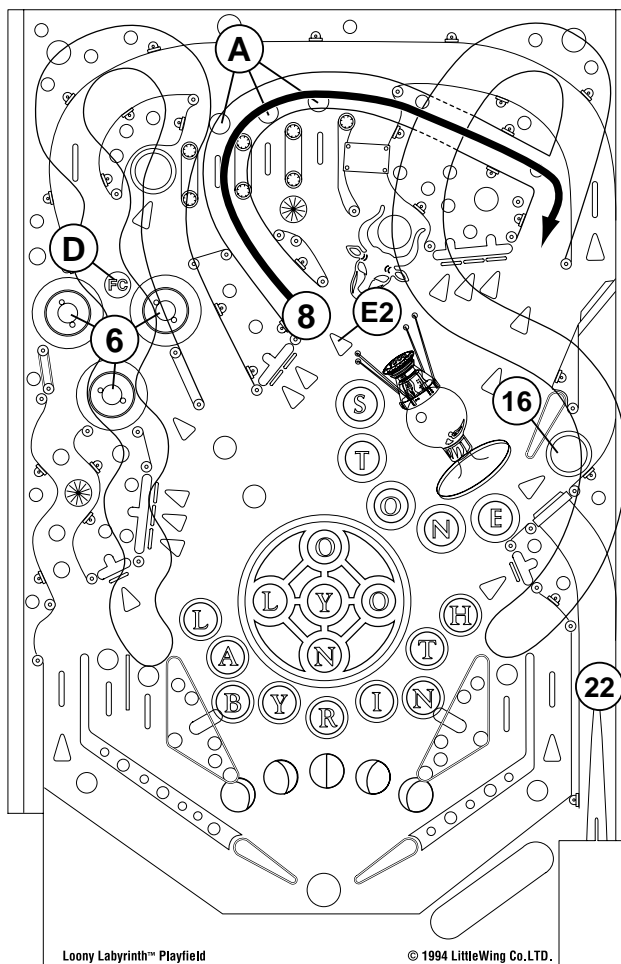
6-2. ENERGY CHARGER BUMPER



Each time hitting any bumper awards 3000 points. At the same time, the **ENERGY LEVEL** raises by 1 % and will be displayed in the score window. When it reaches 100 %, **FULL CHARGE Light(D)** begins to flash. During it is flashing, hitting bumpers awards Quarter Million(250K) points each time.

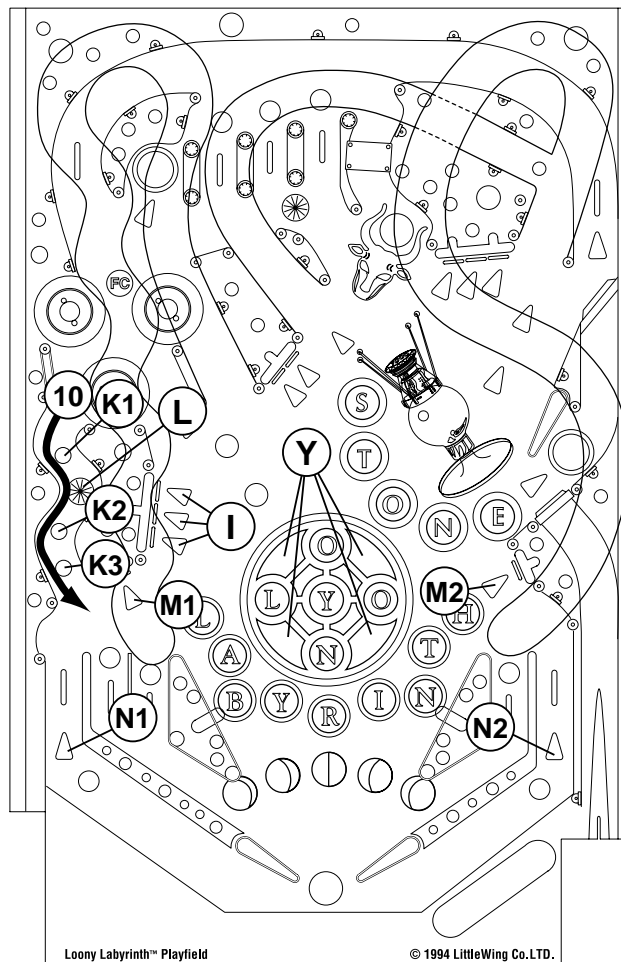
When a ball drops, the energy level will be cut down to half of the earned amount. However, if the energy has been charged to 100 % (Full Charge), energy level will be 0 %. You must start again from scratch for the next ball. Watch out!

6-3. TOP LANE & BONUS MULTIPLIER



Completing the **Top Lane(A)** raises the bonus multiplier up to 5X. Completing the **Top Lane** with the MAX multiplier (5X) awards one Million points.

7-1. SHIELD KICKBACK & SHIELD LEVEL



Shield Kickback

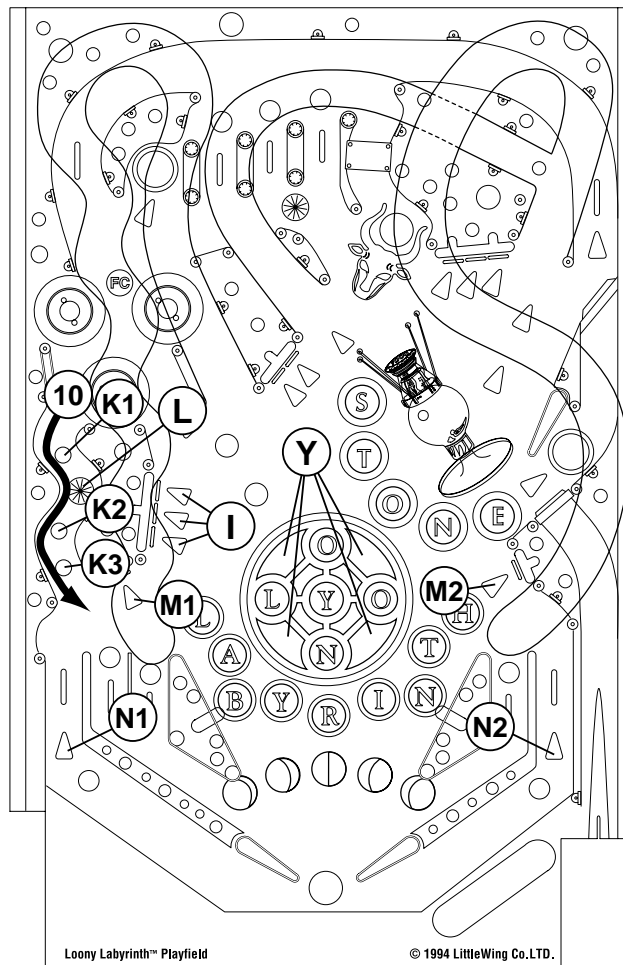
A ball dropping to the **Left Out Lane(17)** will be saved by the Kickback when the **Left Shield Light(N1)** is lit. Also a ball dropping to the **Right Out Lane(20)** will be saved by the Kickback when the **Right Shield Light(N2)** is lit. Either of the **Shield Light(N1,N2)** will turn on by completing the **Shield Spot Target(13)** when the **Shield Light** is not lit.

Shield Level

Loony Labyrinth has a unique concept called **Shield Level** which can't be found ever. It means the number of the Spare Shields. When a Shield is lost, it will be restored by using a Spare shield if there is any. Using the spare shield decrease **Shield Level** which is indicated by the **Shield Level Indicator(Y)** at the center of the playfield. The MAX level is 4.

In case both Shields (left and right) are active and the **Lite Shield Spot Target(13)** has been completed, either of **Adv. Shield(M1-M2)** turns on. Hitting the lit **Adv. Shield** advances **Shield Level** and turns on 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.

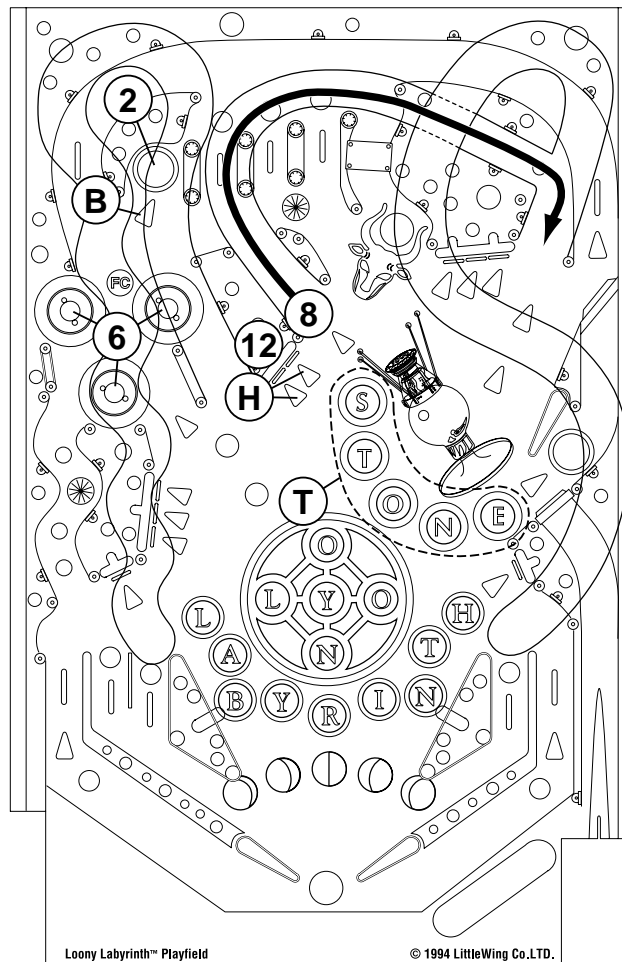
7-2. EXTRA BALL



Pit Fall Lane

Each time shooting the winding **Pit Fall Lane(10)** situated near the bumpers turns on the blue lights, **Pit Fall Indicator(K1-K3)** one by one. Shooting it while all the three lights lit turns on the red roll over button **ExtraBall Light(L)**. Shooting the **Pit Fall Lane(10)** one more time awards an Extra ball (That is; it needs five shoots in total to get an Extra Ball).

8-1. COLLECT STONE



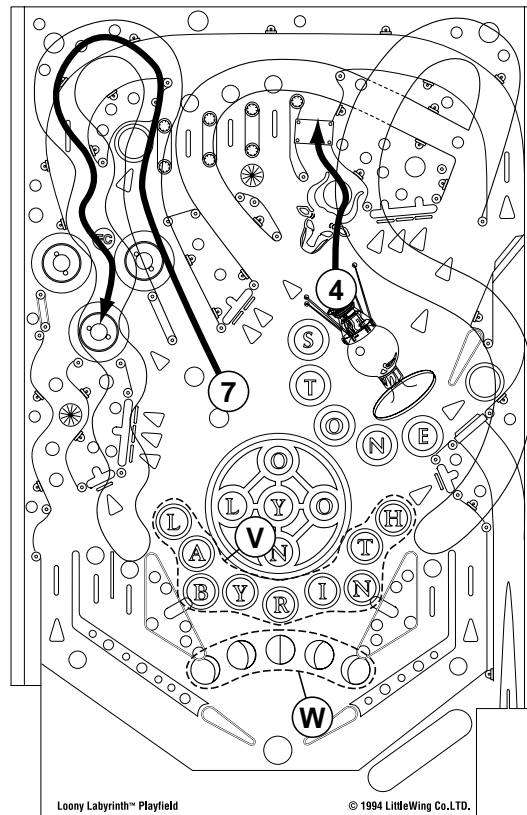
Completing the **Lite Stone Spot Target(12)** makes one of the **STONE Indicator(T)** light (character) flashing. Shooting the **Stone Ramp(8)** while it is flashing collects one stone and the flashing character stops flashing and stay lit. Collecting all the five stones awards five Million points. Otherwise, 250K bonus will be awarded for each stone.

8-2. INSTALL STONE & ACTIVATE LOONY MACHINE

When succeeding to collect all the five stones (refer to **8-1 COLLECT STONE**)and to get the **Energy level** to 100% (refer to **6-2 ENERGY CHARGER BUMPER**), the blue light **Install Stone(B)** begins flashing. Shooting a ball into the **Install Stone Hole(2)** during single ball play activates the **Loony Machine** (Time Machine).

During multiball play, five Million points will be awarded but the **Loony Machine** will not be activated.

3.4.2. LOONY MACHINE & TRAVEL TO 2000 B.C.



When the **Loony Machine(R)** is activated, the game changes its mode to 2000 B.C. stage. In this world, your mission is to rescue the nine human sacrifices and defeat Minotaur . BGM will be switched to Greek Music in this world.

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 any of those sequences shown below.

1. Multiball starts just after arriving 2000 B.C. All of the **Labyrinth indicators (V)** are lit when multiball starts. This indicator has nine lights which represent the nine human sacrifices caught by Minotaur. Shooting the **Labyrinth Ramp(7)** rescues the sacrifices one at a time. The **Labyrinth Indicator(V)** 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 **Labyrinth Multi** can't be got.

2. When all sacrifices are rescued, all the **Moon Phase Indicators(W)** turn on and multi ball starts again. To defeat Minotaur, player must shoot all three balls into the **Minotaur Chamber(4)** before all the **Moon Phase Indicators(W)** go out. Player fails to defeat Minotaur if the ball is lost or all the **Moon phase indicators(W)** go out before shooting the **Minotaur Chamber(4)**. All rescued sacrifices will be captured again if this happens. Player should start over to rescue the sacrifices from the beginning.

Defeating Minotaur awards 20 Million bonus.

RETURN TO MODERN TIMES

If a player succeeds in defeating Minotaur, the last mission is to get back to Modern Times by operating the Loony Machine. After defeating Minotaur, another multiball starts for the last journey. Player can sail up the time stream by shooting any ramp for 50 years, hitting any target for ten years, hitting bumpers for five years and awarding any score for one year.

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

