

LABYRINTH OF DESTINY DOCUMENTATION

Welcome to the Labyrinth of Destiny!!!!

Thanks for taking the time to read these instructions, you'll need them. To start off, Labyrinth of Destiny is an Interactive-Graphic Game created with Silicon Beach Software, Inc.'s World Builder © Construction Set. World Builder is a great program, and I'd like ot thank the guys who made it.

You should have received four files on your program diskette: The program and three copies of the Labyrinth.Docs.file, each in a different format (I've given you MacWrite, WriteNow, and Text formats.)

Anyway, Labyrinth of Destiny is SHAREWARE. (Yes, I'm going to mention that now. I figure I might as well get it out of the way early.) I've spent a great deal of time making this game (ask my parents who didn't see me for a week) and I ask that if you use and enjoy it that you send \$5.00 to the address given below. Remember, you are obliged to register this program if you use it. Think about it, if I make some money on this game, I'll have an incentive to write bigger, better games. That means that you'll be able to play better games. And then everybody's happy. Once you register, I'll send you a neat little certificate saying that you did so, and a map of the WHOLE game. (Helpful, huh?) Oh, and feel free to give copies of this program (along with its documentation) to your friends.

Now for the good stuff. In Labyrinth of Destiny, you become the "Warrior" (pretty original,aren't I?) As this brave fighter you must enter the Castle of Labyrinths and fulfill your destiny. What is your destiny, you ask? It's all so simple really. All you have to do is rid the entire world of monsters, demons, ghouls, ghosts, and other things that go bump in the night. It won't (of course) be easy. First, you have to survive. Then, you have to find this Magic Pearl. Lastly, you simply locate the "Pillar of Fate", stick the pearl in it, and you win. If you can do all that while fighting demons, ghosts, and whatever else crawls out from the woodwork, you deserve a medal. Don't worry, the game can be beaten, I think. I came pretty close the other night.....

For those of you who are familiar with World Builder games, jump right in. For those of you who aren't, here are some tips and tricks to get you started.

To start the game, simply double-click on its icon. When you start the game, two items will appear on screen; a picture window containing a view of the room you are in and any objects that are there, and a text window displaying the room's description. (If you ever can't see everything in the text window, simply use the scroll-bar arrows on the side of the text window.)

On the Menu Bar at the top of the screen are several lists of options. One is for saving and ending your games (the File menu), one has quick lists of opitons (the Commands menu), and one (the Weapons menu) contains a list of your weapons and magic objects.

For the most part, the game is straightforward. Use the menu bar commands to move, rest, and fight. You may also type in directional or other commands into the computer. Tehse will appear in the text window.

OTHER COMMANDS:

1. To pick something up ---	Just click on its picture in the picture window
2. To make an offer to an --- enemy in exchange for your life	Type OFFER followed by the exact name of the object you wish to offer. To find the exact name of an item, use the INVENTORY command.

3. To accept an offer ---
made by an enemy

Type ACCEPT and the object will be left on the
ground and your enemy will leave peacefully

- 1 -

4. To aim a weapon ---

type AIM followed by either HEAD, CHEST, or
SIDE. Aiming your weapons may allow you to
inflict more damage to unprotected parts
of your opponents

5. To move around ---

Just to reiterate, you can either choose the
selection from the COMMANDS menu, type the
direction you want to go into the text window, or
press the command-key sequence shown in the
COMMANDS menu

6. To SAVE and LOAD your ---
games
game.

Go to the FILE menu and select SAVE or SAVE AS...
Then type in the name you want for your saved

Destiny
load

To load it, double-click on the Labyrinth of
icon, select OPEN from the FILE menu, and then
your game. Pretty easy, isn't it?

7. To set the Volume ---
Labyrinth
of Destiny.... This will bring up a screen with a
end.
to select the volume and then
press the OK button.

Go to the Apple menu and select **About**
"thermometer-bar" on it with a + and - at each
Click with the mouse

8. To do something else ---

Just try it. It may work. It may not.

Well, that's that. Oh, and it may be in your best interests to keep a map. Of course, that will only take you so far. Labyrinth of Destiny never plays the same twice. The rooms will all be in the same places, but the monsters, treasures, and other items will not. Above all, have fun!!!!

PLEASE send your shareware payment of \$5.00 to:

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Oh yeah:
This program is
Copyright 1990 by Nick Frollini

