PATHWAYS INTO DARKNESS

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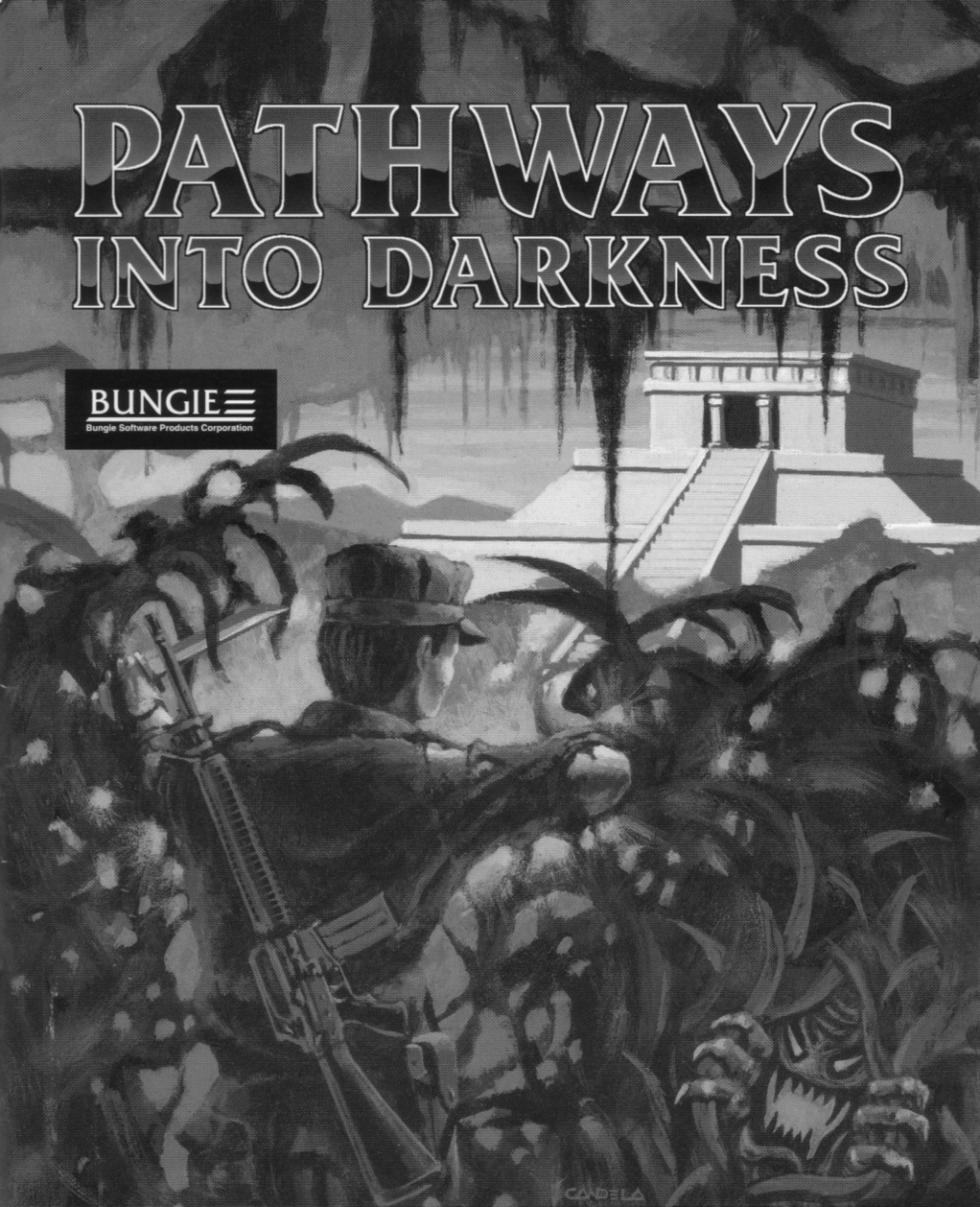

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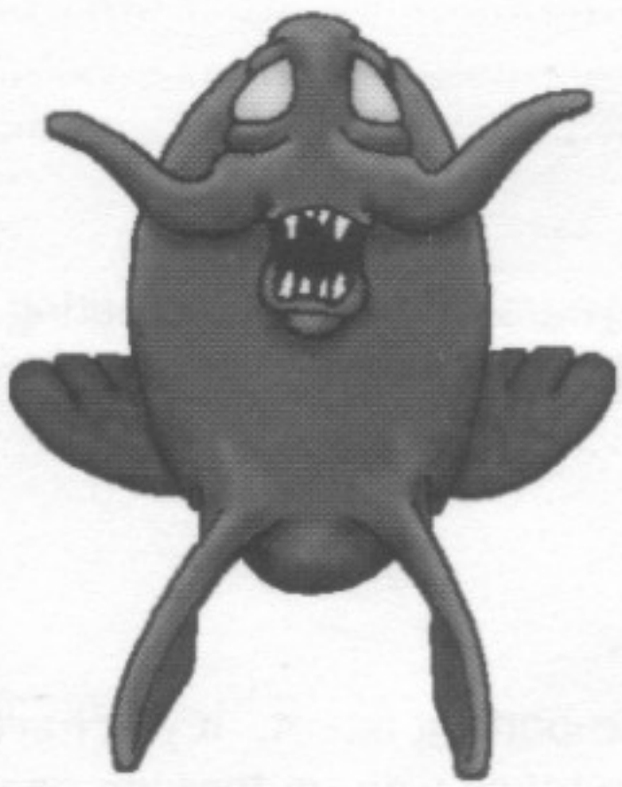

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Thanks!

Thank you for purchasing Pathways Into Darkness. It is because of your support, as our customer, that we are able to continue to develop cutting edge products.

Credits

Product Design and Programming by Jason Jones
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Manual by Alexander Seropian and Jason Jones

Box Art by Phil Candela and Colin Brent

Special Thanks:
Greg Kirkpatrick, Nick DiCrescenzo, John Dawson, Craig Fryar, Julia Trice, Laura Feddersen, Ed Stelow, Dan Meltz, Ron Haidenger, Don Zamora, Julie Ross, and Mom and Dad!

Please Don't Copy!

The above mentioned people spent years of their lives creating the entertainment package you have so kindly purchased. Please don't illegally copy the software or manual.

Customer Support

As our customer, you are our most important asset. If you have any questions about how to use or install this software, please get in touch with us through one of the channels listed below. We are more than happy to help you out.

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Mission Briefing

Introduction

The alien projection appeared in the early Spring of 1994, flickering suddenly into existence deep within the Pentagon in Washington, D.C. The hologram of the Jjaro diplomat interrupted, quite deliberately, an important briefing of the President by his senior military staff. It told them they had eight days to save the world.

No one outside the six men present that day knows exactly what was said in the hours that followed; only that a Special Forces Team, armed to the teeth, was immediately afterwards ordered to paradrop near the site of an ancient asteroid impact in the Yucatan Peninsula.

Background

Sixty-four million years ago, a large extra-terrestrial object struck the Earth in what would later be called the Yucatan Peninsula, in southeastern Mexico. The dust and rock thrown up by the resulting explosion caused enormous climactic changes in the ensuing years, and many of the Earth's species became extinct during the long winter that followed.

The object itself was buried thousands of feet below ground, its nearly two kilometer length remarkably intact. It remained there, motionless, for thousands of years before it finally began to stir— and to dream. It was a member of a race whose history began when the Milky Way was still a formless collection of dust and gas— a powerful race of immortals which had quickly grown bored of their tiny universe and nearly exterminated themselves in war.

This particular being, whose name no human throat will ever learn to pronounce, was part of the cataclysmic battle that formed Magellanic Clouds, billions of years ago. It died there, or it came as close to dying as these things can, and drifted aimlessly for millions of light years before striking the Earth.

The heat of impact liquefied the rock around it, which later cooled and encased the dead god's huge body far below ground. As it began to dream, it wrought unintentional changes in its environment. Locked deep beneath the Earth, strange and unbelievable things faded in and out of reality. Vast caverns and landscapes bubbled to life within the rock, populated by horrible manifestations of the dead god's dream.

Only during the last few centuries has the god begun to effect changes on the surface of the Earth. Grotesque creatures have been sighted deep in the trackless forest of the Yucatan, and strange rumors of an ancient pyramid— which is neither Aztec nor Mayan— in the same area have been circulating in the archaeological community since the early 1930's.

The god is awakening.

Objective

Though the god can never be killed, the projection of the Jjaro dignitary told us here on Earth that if we acted quickly we could prevent it from awakening. To do this, however, someone was going to have to carry a low-yield nuclear device down to the god's body and detonate it there. This would not only stun the dreaming god, but further bury it under millions of tons of rock.

The Jjaro claim to have made an extensive survey of the Earth's technology, and maintain that this is the only way. More permanent measures will by taken by the aliens themselves (who are already on their way) when they arrive in two and a half Earth years.

The aliens have provided us with a great deal of intelligence on the strange pyramid in the Yucatan, and the catacombs below it. This information has been compiled into this briefing, and has been presented to you and every other member of the assault team. Good luck.

Timetable

Ryu'Toth, the Jjaro representative, appeared via hologram in the Pentagon at 1500 hours (3:00 PM) on Thursday May 5, 1994. You and the rest of the assault team will be dropped from a C–151 transport over the Yucatan shortly after 0200 (2:00 AM) on Sunday May 8. This leaves five days before the dreaming god awakes, sometime in the afternoon on the following Friday.

In addition to weapons and ammunition, your squad of eight men will carry a small, low-yield nuclear device and three radio beacons. The bomb must be placed at the lowest point you are able to descend into the god's tunnels. Detonation can be delayed as long as forty-eight hours by the bomb's timer, *but should under no circumstances occur after 1400 (2:00 PM) on Friday.*

Upon returning to the surface, triggering any one of the radio beacons will signal the extraction team to pick you up. Ten minutes are required from the time the extraction signal is given to the time the helicopters arrive at the pyramid. Allow an additional ten minutes for the helicopters to reach minimum safe distance from the explosion of the nuclear device you have been given.

Game Introduction

Unfortunately things don't go quite as planned. During the jump from the C–151 your primary parachute fails, and you are able to pull the reserve only moments before crashing through the forest canopy toward the ground.

Two hours later you awake, unharmed except for a few bruises, to realize that most of your equipment is missing or damaged (fortunately someone else jumped with the nuclear device). The muzzle of your M-16 is bent just enough to render it useless, and the bag holding the spare clips for your Colt .45 is lost in the deep jungle underbrush. About the only things which didn't break were your flashlight and survival knife.

You finally reach the pyramid, by foot, at a little after 0600 (6:00 AM). The rest of your team must have entered nearly four hours ago. Armed only with a knife, and the knowledge contained in this briefing, you follow them ...

Getting Started

Before using or installing Pathways Into Darkness, be sure to make a backup of the original disks. If you do not know how to make a backup, refer to your Macintosh owner's manual. If you have a problem with the software, try referring to the *Troubleshooting* section in the back of this manual.

Requirements

Pathways Into Darkness requires a color capable Macintosh Computer with a 68020 or better processor, system 6.0.5 or higher, a hard disk, and 2 megabytes of free RAM. Pathways Into Darkness is System 7 compatible. System 6.0.7, or higher, is required for 3-channel sound. System 7 and Sound Manager 3.0 is required for stereo sound. Sound Manager 3.0 is included with Pathways Into Darkness. Note: Future versions of the system software (after 7.1) may already include Sound Manager 3.0. See your system software manual for details.

Installation

Installing Pathways Into Darkness is simple, just follow these steps:

1) Insert the disk labeled, "Disk 1: Installation Disk".
2) Double click on the file named, "Pathways Installer".
3) Follow the on-screen directions from the installer.
4) Insert disks as the installer requests them.

Wow! That was easy. Now you are ready to save the world.

☞ The active panning stereo sound feature requires Sound Manager 3.0 and System 7. Sound Manager 3.0 is included with Pathways Into Darkness. The installer will automatically install the Sound Manager 3.0 Control Panel and the Sound Manager 3.0 Extension is the correct places. If you encounter any problems using Sound Manager 3.0 refer to the *Troubleshooting* section.

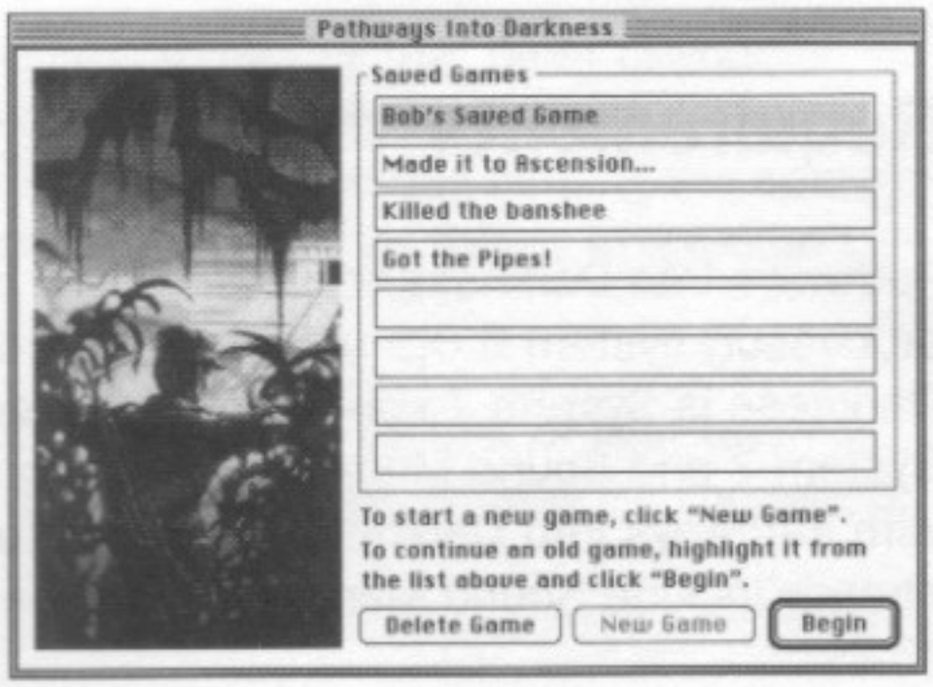
Copy Protection

Pathways Into Darkness does have copy protection. Ok, stop your whining, it's not like we don't trust you or anything, but there are people who need to be reminded...

When launching Pathways for the first time, it will ask you to enter a specific monster sequence that is found in the manual (on the bottom of the pages). Simply follow the on-screen instructions to continue.

☞ You will not be asked to enter the sequences every time you play.

Starting A New Game

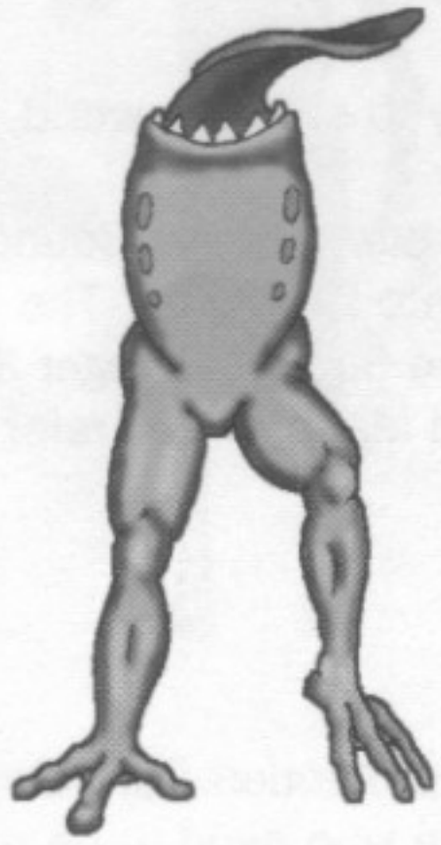


To play Pathways Into Darkness, double click on the application (named, oddly enough, "Pathways Into Darkness"). After the game has loaded you will see the Pathways Into Darkness Dialog. Click the **New Game Button** or choose **New** from the **File Menu** to begin a new game.

Pathways will keep track of up to eight different saved games. You can delete an unwanted character by selecting it and clicking the **Delete Button**.

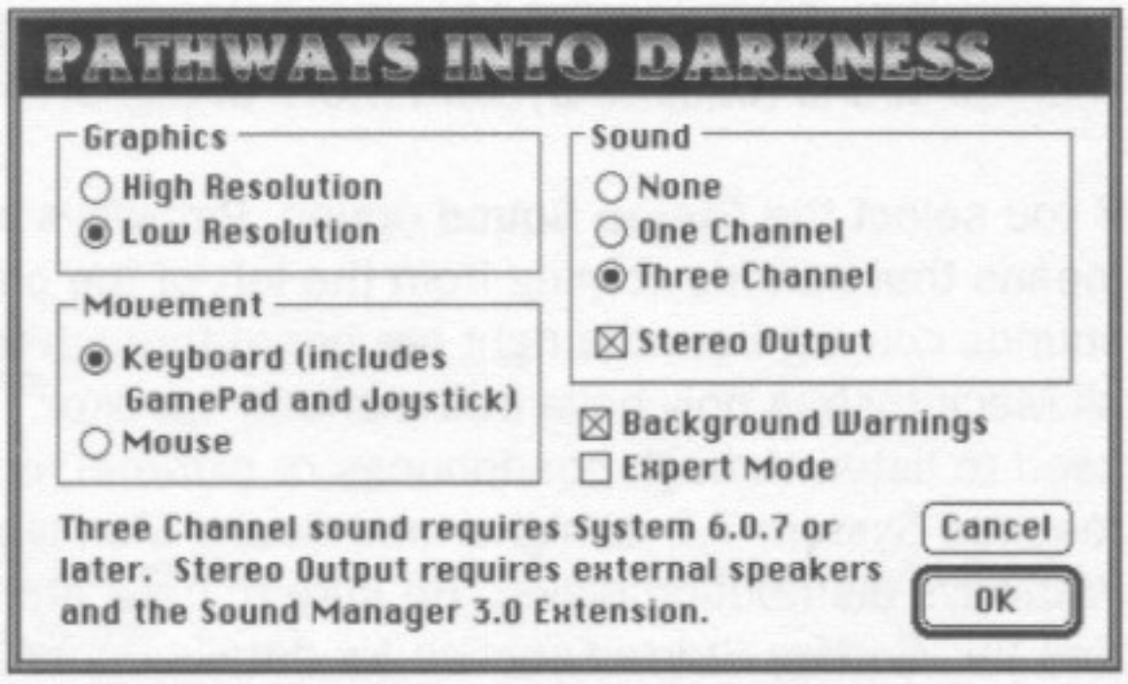
To continue a saved game, select it and click the **Begin Button**. You can't begin a new game if all eight slots are filled; you will first have to delete one of the games.

☞ It's a good idea to keep old saved games in case you put yourself in an intractable situation.



Preferences

Choose **Preferences** from the **File Menu** to access the preferences dialog. The preferences dialog allows you to configure how Pathways handles certain options.



The **Background Warnings** option alerts you if any background processes are slowing down your game. If you disable this option you will no longer get any warnings.

Expert Mode disables the automatic dialogs that provide instructions on using Pathways. Note: These dialogs contain instructions only; sorry, no hints here.

Graphics Preferences

High Resolution Mode renders the graphics at the best resolution possible. **Low Resolution Mode** renders the graphics at half resolution. Low Resolution Mode results in a much higher frame rate and is very useful on slower computers. ☞ If you have a Mac IIsi or slower you might want to use Low Resolution Mode.

Movement Preferences

Selecting the **Keyboard** option allows you to navigate and fire using the keyboard (See the *Controls* section for which keys to use). Selecting the **Mouse** option allows you to navigate with the mouse and fire with the mouse button (again, see the *Controls* section for specifics). While using mouse navigation, the cursor will be invisible.

☞ To make the mouse cursor visible during mouse navigation (for selecting menus, moving windows, etc...) press the **Escape** or **'~' Key**.

Sound Preferences

Choosing **None** as a sound option will completely disable all sounds during the game. The **One Channel** option forces Pathways to play one and only one sound at a time. The **Three Channel** option allows Pathways to play up to three sounds at a time (Multi-Channel Sound). Three channel sound requires System 6.0.7 or higher.

If you select the **Stereo Sound** option, Pathways will utilize *active panning stereo sound*. This means that sounds coming from the left of the player are heard through the left channel and sounds coming from the right are heard through the right channel. At the time this was printed, all Macintoshes only have one monural speaker. To experience the stereo sound effects you will need to listen through headphones or external, powered speakers. The stereo sound feature requires System 7.0 or higher and Sound Manager 3.0. Sound Manager 3.0 is included on the Pathways distribution disks. Be sure to have stereo sound selected in the Sound Control Panel. See the *Getting Started* section for details on installing Sound Manager 3.0.

Performance Notes

Pathways' rendering process is computationally intensive. You should experiment a little with adjusting Pathways' parameters until you find an acceptable frame rate. The following three parameters can be adjusted to effect the game's frame rate (or animation speed).

- World View Window Size
- Resolution Setting (High or Low)
- Background tasks (such as printing or other open applications)

Making the world view window smaller will increase the frame rate. To adjust the size of the world view window see the *Window Interface* section.

Switching to Low Resolution mode will increase the frame rate. See the *Preferences* section for instructions on changing the resolution.

Any background activity will decrease the frame rate. If you have the background warnings option selected in the preferences dialog, Pathways will warn you when open applications or background tasks are taking too much time from your game.

Menus

Pathways Into Darkness has a mouse-driven, Macintosh interface. The following is a description of all the menus and what each menu item does.

File

New	⌘N	Start a new game.
Open...	⌘O	
Close	⌘W	Close the current game file.
Save	⌘S	Save the current game.
Save As...		
Revert		Restore the game to the point when it was last saved.
Preferences...		Open the preferences dialog.
Quit	⌘Q	Quit Pathways Into Darkness.

Actions

Check Map	⌘M	Open the map dialog.
Search	⌘G	Search your current location for objects.
Rest	⌘R	Rest to regain vitality.
Drop	⌘D	Drop a currently selected item from your inventory.
Examine	⌘E	Examine a currently selected item from your inventory.

Windows

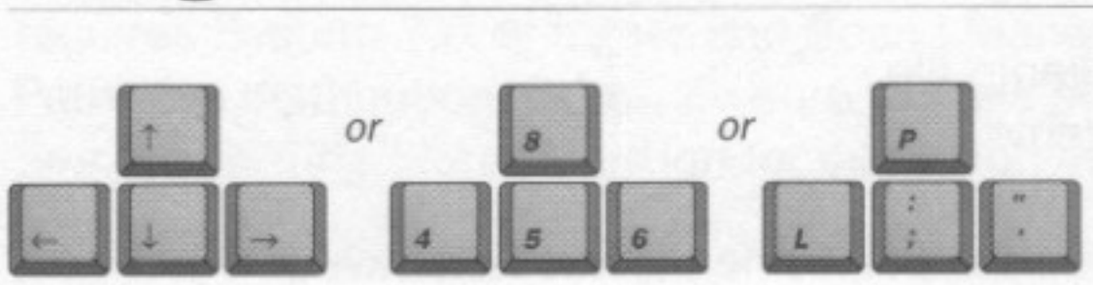
World View	⌘1	Make the World View Window active.
Inventory Window	⌘2	Make the Inventory Window active.
Message Window	⌘3	Make the Message Window active.
Player Window	⌘4	Make the Player Window active.

Controls

Keyboard Control

If the **Keyboard** option in the **Preferences Dialog** is selected, then you can use the following keys to control your character.

Navigation



Dodging & Looking

Dodge Right

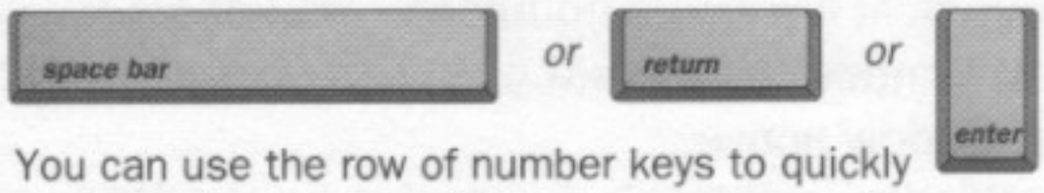
Dodge Left

Look Right

Look Left

Weapons & Crystals

Use Wielded Weapon

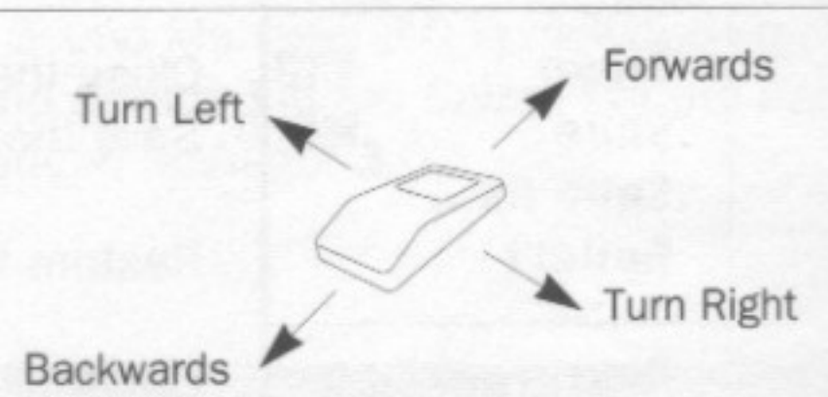


You can use the row of number keys to quickly change between your different weapons.

Use Selected Crystal

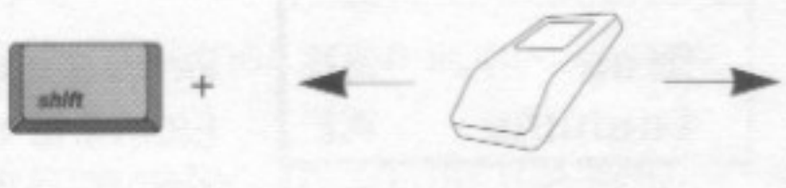
Mouse Control

If the **Mouse** option in the **Preferences Dialog** is selected, then you can use the mouse with the following keys to control your character. Press the **Escape** or **'~' Key** to make the mouse visible, in order to select menus, etc...

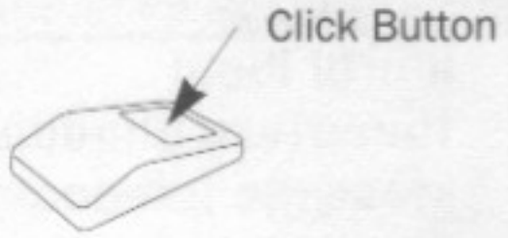


Dodging

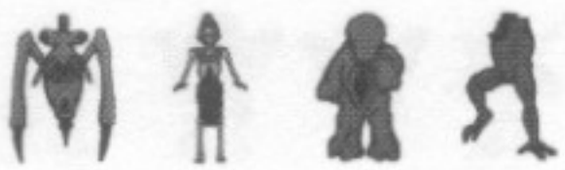
Looking

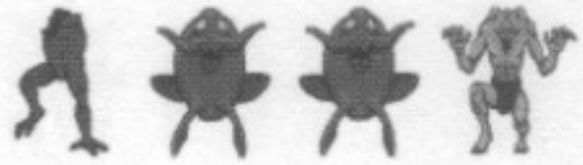


Use Wielded Weapon



Use Selected Crystal





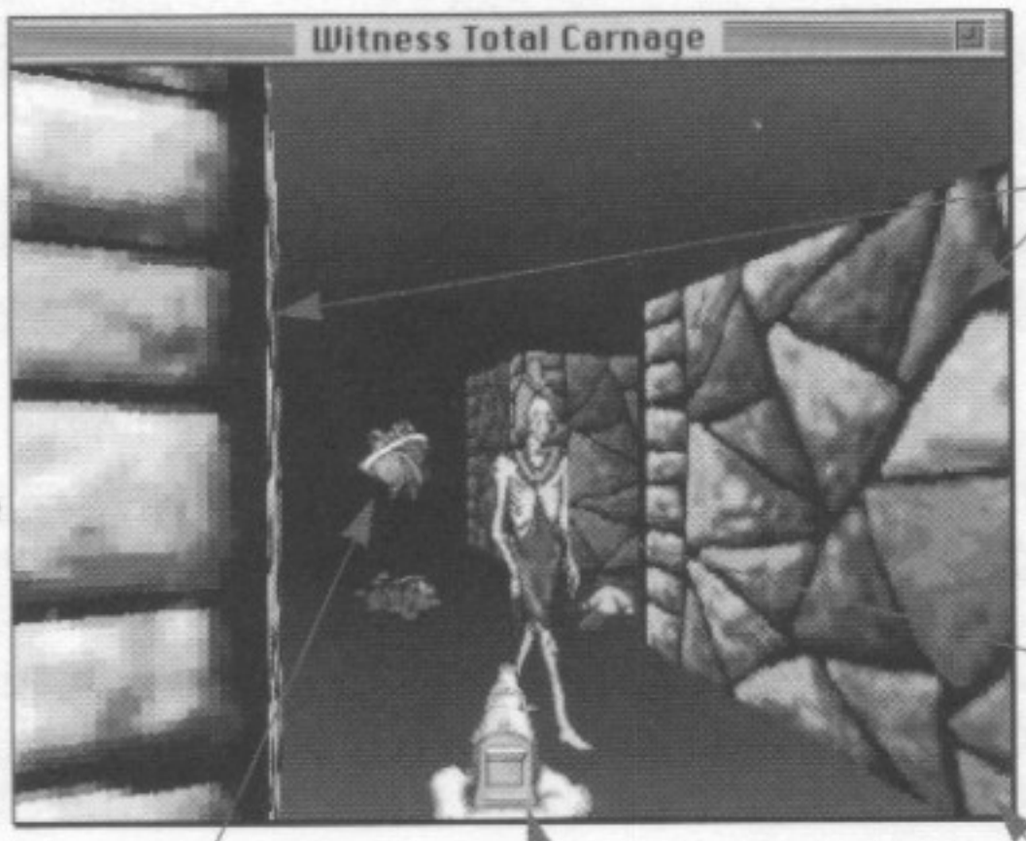
Window Interface

Pathways Into Darkness is a continuous motion, 3-D, texture mapped adventure game. Interaction with the Pathways world takes place through four main windows; the world view window, the inventory window, the message window, and the player window.

World View Window

The world view window provides a first person view into the Pathways world. You direct yourself through corridors and catacombs by navigating through the world view window. The name of the level you are on appears at the top of the window.

The world view window can be resized by clicking and dragging the lower right corner of the window. ☞ The larger your world view window, the slower your frame rate will be.



The range of your vision is about 20 yards. Certain objects, like a flashlight or the infra-red goggles, can extend the range of your vision.

Readied weapons (guns, knives, etc...) appear in the bottom of the world view window.

Here are some of the more common things that you will encounter:

Walls. This one is pretty obvious; you can't walk through them (at least most of them).

Columns. Columns support the ceiling. They serve no other function as far as you're concerned.

Miscellaneous debris. You will undoubtedly come across debris in the corridors, such as bones, standing water, moss, slime molds, etc. You must realize that this pyramid has been lying around for millions of years, and there is no maid service. You can't pick up the debris.

Monsters. You will meet many strange monsters, most of which will either be dead or hostile. A

good rule of thumb is to shoot anything that moves.

Objects. Objects will automatically be picked up when you walk over them. If the object isn't taken, either you did not walk over the object, or it is something you can not pick up (scattered bones for instance).

Doors. Doors appear as solid, indented walls. Many doors will open when you walk up to them, while others will open only if a special action is performed. Some doors will close after you walk through them.

Chains. Chains hang from the ceiling. When you walk up to a chain, Pathways will ask you if you want to pull it. Pull chains at your own risk.

Ladders. Ladders take you between levels. Check the player window to see your current elevation. Walking into a ladder takes you to the next level.

Teleporters. Teleporters appear as translucent, infinitely thin planes rising from the floor. Walking into a teleporter will instantly transport you to a new location. There is no way of telling where you will end up until you walk through them. Teleporters can be one or two way.

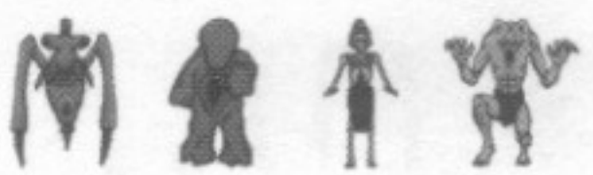
Previously Living Sentient Beings (*PLSB's*). You will meet many people that have entered the pyramid before you, unfortunately most of them are dead. You can search the bodies by clicking the **Search Button** while standing on top of them. The CIA has provided intelligence of a German expedition in the late 1930's. Apparently the Nazis were looking for a "secret weapon", but none of them ever returned from the pyramid. If only there were a way to talk to them...

Inventory Window

The inventory window contains a list of everything you are carrying. It also contains the Drop and Examine Buttons. Click once on items to select them. Selected items can be dropped or examined by clicking the **Drop** or **Examine Buttons**. Double click on an item to use it (i.e. ready a weapon, drink a potion, etc...).

The weight of your objects is displayed at the top of the window. Select an object to see its weight. If no objects are selected, then the weight of your entire inventory is displayed. You can sort your inventory by clicking and dragging the objects to where you want them to be.

The following describes the different kinds of objects you might have in your inventory:



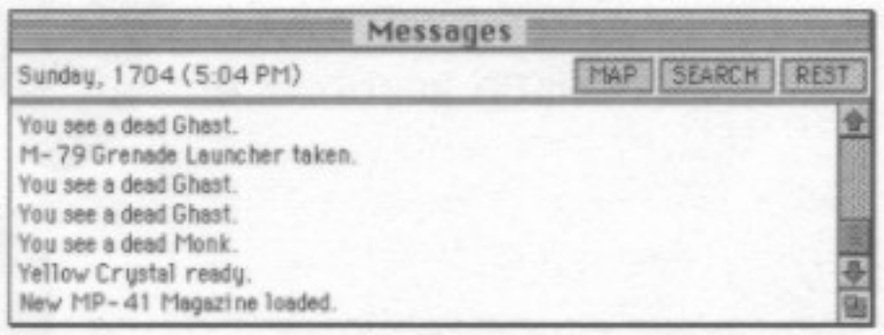
Map. The map serves as an auto-mapping device. Double clicking on the map, or choosing **Map** from the **Actions Menu**, brings up a view of all the terrain you have visited. It is a good idea to check the map every now and then to stay sane.

Containers. Containers have a triangle next to them in the left hand margin. To open or close a container click on the triangle. Certain containers hold particular items. For instance, a Walther P4 Pistol is a container, but it only holds one Walther P4 Magazine. The Canvas Bag is also a container, but it holds many different kinds of items. To put an item into a container, click and drag the item on top of the container and then release the mouse button. Pathways will automatically load guns with available clips when the current clip becomes empty.

Weapons. To ready a weapon for combat, double click on its name in the inventory window. The weapon will appear in the bottom of the world view window. You can then press the **Space Bar** to use it. When you wield a weapon, any previously wielded weapon is put away. You can use the row of number keys to quickly switch between weapons. Pressing **1** will ready the knife, **2** readies the Walther P4 and so on.

Crystals. Crystals are objects with special powers. To activate a crystal, double click on it. The word "(Ready)" will appear next to its name. To discharge the crystal, press the **Tab Key**. Crystals automatically recharge themselves. After each use they recharge more slowly until they finally shatter.

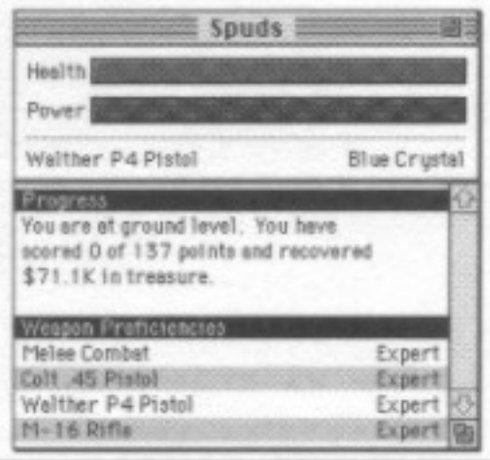
Message Window



The message window provides you with important feedback. It also houses the **Map**, **Search**, and **Rest Buttons**. Use the scroll bar to read messages that have scrolled off the top of the window. If you are wearing a watch, the current day and time will be displayed in the top of the window.

"You see X." is displayed when you are close enough to something to search it.

Player Window

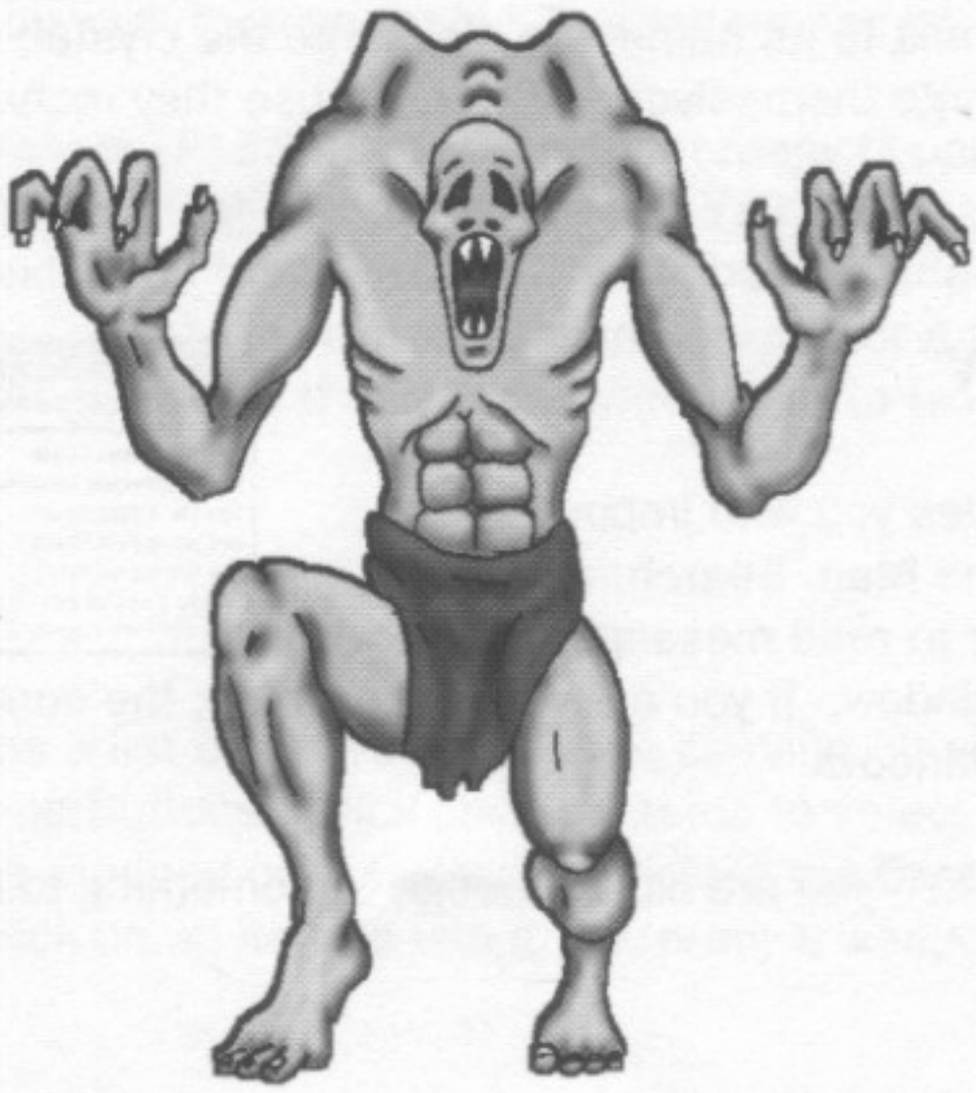


The player window displays statistics on your player. At the top of the window are two status bars. The **Health Bar** shows your current health, and the **Power Bar** displays the power of your active crystal (if you have one activated). Immediately below the two status bars your current weapon and

crystal are displayed.

The progress section of the player window shows your current elevation, your point total and the value of any treasure you have recovered. The weapon proficiencies section displays your current level of skill in each type of weaponry you are familiar with. The more you use a weapon, the more proficient you will become (practice makes perfect!). As you increase in proficiency, each weapon will become more effective. Melee combat refers to hand-to-hand type combat and includes the survival knife.

☞ You receive points for finding important items. For every four points you score, you receive two extra health points!



Playing Pathways

In Pathways Into Darkness you are a Special Forces Agent on a mission to save the world from a hostile alien god. To complete your mission, you must detonate a small nuclear device at the bottom most level of the god's tunnels. To complete your mission *and survive*, you must return to the surface and signal an extraction team to pick you up.

For this mission, you and your team were heavily equipped to complete the job. Unfortunately, most of the equipment was either damaged in the botched paradrop or carried by the other team members. You have only a Survival Knife, Flashlight, Colt .45 (with no ammo), Small Canvas Bag, Map, and Watch. ☞ You do not have a small nuclear device or a radio beacon (bummer).

Running, Dodging and Climbing

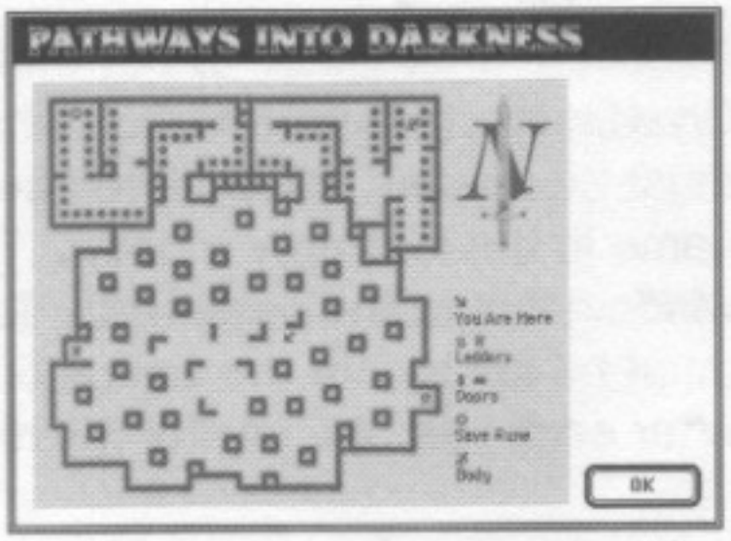
Use the cursor keys or the mouse to navigate through all the corridors and tunnels.

Hold down the command key and press the left or right cursor key to dodge left or right (see the *Controls* section for more keyboard and mouse options). Dodging is like side stepping and is particularly useful for avoiding enemy fire. It would be to your benefit to learn how to dodge successfully. You can't dodge while standing in a narrow corridor because there isn't enough room to maneuver. It is also effective to hide behind corners to avoid incoming projectiles.

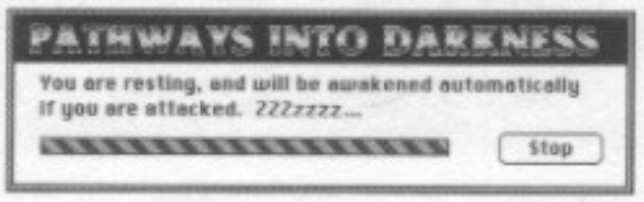
Walking into ladders will automatically take you up (or down) them.

Auto-Mapping

Your **Map** serves as an auto-mapping device. Double clicking on the map (in your inventory) brings up a view of all the terrain you have visited. It is a good idea to check the map every now and then to stay sane.



Resting



You may rest by pressing the **Rest Button** or choosing **Rest** from the **Actions Menu**. Resting replenishes your health. Resting also takes time. Remember, you're on an important mission here (with a time limit), we don't want you sleeping on the job all the time! While resting, your screen will go black and you will be blind to any attacks. If you are attacked, Pathways will wake you up immediately. Be careful where you sleep.

Using Weapons

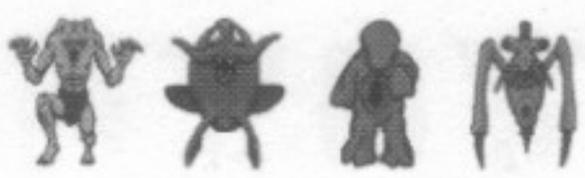
A weapon must be readied before it can be used. To ready a weapon, double click on it in the inventory window. The wielded weapon appears in the bottom of the world view window. Any previously wielded weapon is put away. Most weapons require ammunition. If you have multiple clips for a weapon, they are automatically loaded as they are needed. Beware though, it takes about a second to load a new clip, and that one second can be the difference between life and death in the heat of battle.

Press the **Space Bar** to use a wielded weapon (see the *Controls* section for more keyboard and mouse options). ☞ As you use a weapon your experience with that weapon will increase. Check the player window to see your current experience levels for each weapon. With a higher experience level, your weapon will be more effective. Also, range is important! The closer you are to your target the more effective a weapon will be. You can quickly change between your different weapons by using the row of number keys on the keyboard. Pressing **1** will ready the knife, **2** readies the Walther P4 and so on.

Using Crystals

Crystals are very powerful objects. We know very little about them. A crystal must be readied before it can be used. To ready a crystal, double click on its name in the inventory window. The activated crystal's name appears in the player window, below the power bar. The power bar displays the crystal's current power. The power bar must be full before the crystal can be discharged. Press the **Tab Key** to discharge the crystal. After each use, the crystal will recharge itself.

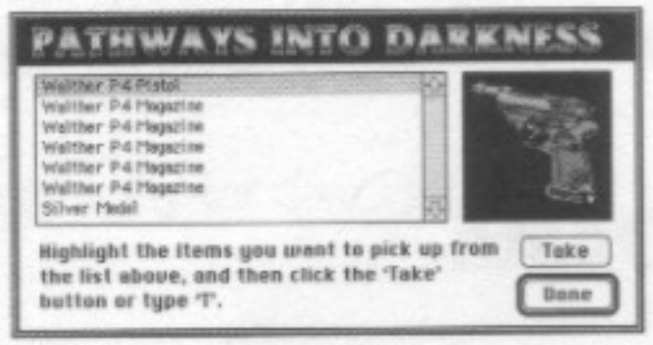
It is not known how many kinds of crystals you will come across, nor what the effects of most of them are. ☞ **HINT:** The Yellow Crystal is used to talk to dead people. Discharging the yellow crystal while standing on a dead person will initiate a conversation.



☞ *Be warned: after each successive use, crystals (except the Yellow Crystal) recharge more slowly until they finally shatter and become useless.*

Picking Up, Searching For, Dropping, Examining, and Using Objects

Walk over objects to pick them up. Pathways automatically picks the object up and places it at the end of your inventory window.



To search an area or a body, press the **Search Button** or choose **Search** from the **Actions Menu**. Searching brings up the search dialog. Select the items you want from the list and press the **Take Button**. A picture of each item appears in the right side of the dialog. When you are finished press the **Done Button**. ☞ Search all dead human bodies.

To drop an item, select it in the inventory window and press the **Drop Button** or choose **Drop** from the **Actions Menu**.

To examine an item, select it in the inventory window and press the **Examine Button** or choose **Examine** from the **Actions Menu**. Examining gives you a brief description of any object.

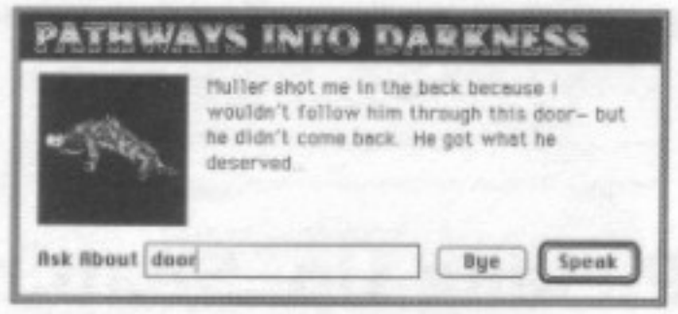
To use an item, double click on its name in the inventory window.

Opening Doors, Pulling Chains

Many doors will open when you walk up to them. Some doors require you to do something special before they will open ("Open Saskatchewan?, Open Sasparilla?, Open Sarasota?"). Be careful, some doors will close behind you.

If you walk up to a chain hanging from the ceiling, Pathways will ask you if you want to pull it. Pull chains at your own risk.

Conversations



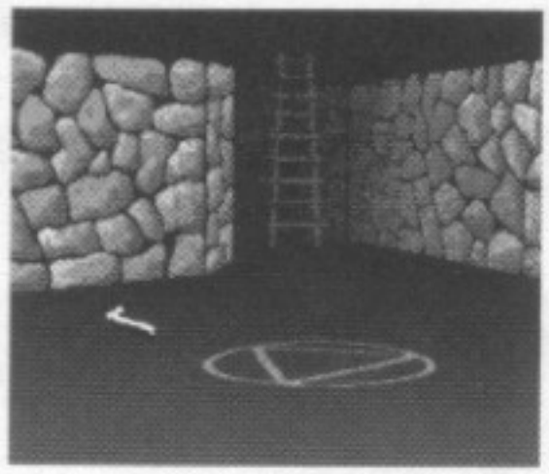
In Pathways, you can talk to dead people. To initiate a conversation with a dead person, walk towards them until the message, "You see a dead [X]" appears in the message window and then discharge the Yellow Crystal. Conversations take place through the Conversation Dialog. Type a word into the edit box and click the **Speak Button** to get a response.

☞ All dead people respond to the words "name" and "death" by telling you their name and how they died, respectively. Dead people can provide valuable clues to solving some of Pathways' puzzles. Try asking the dead person about things he has already mentioned.

Death

The health bar in the player window keeps track of your vitality. When the health bar reaches zero, you are dead. Try to prevent this from happening. In the unfortunate event that it does happen you will be allowed to return to the place where you last saved the game. Remember, you may rest to regain health points.

Saving The Game



☞ You may only save the game while standing on a save rune. Choose **Save** from the **File Menu** while standing on a save rune to get the Pathways Into Darkness Dialog (See the *Getting Started* Section). You can save your game in any one of the six slots that are shown in the Pathways Into Darkness Dialog.

Time

The game starts at 6:13 AM on Sunday morning. You must detonate the nuclear device before 2:00 PM on Friday to complete the mission. In addition, keep in mind that if you wish to survive, you must escape to the surface and signal the extraction team with a radio beacon. Allow ten minutes for pickup, and another ten minutes to reach minimum safe distance. Also, keep in mind that resting takes up a lot of time.

Treasure

A sub-directive of your mission is to collect any artifacts or treasure you may come across. These items will be studied by top archaeologists and may provide answers to the origins of the Universe.

Arming The Nuclear Device

To arm the Nuclear device you must enter the following arming code: **2870334**. *Under no circumstances should the bomb be set to explode after 1400 (2:00 PM) on Friday.*

TOP SECRET

☞ Don't forget your oath of secrecy as a Special Forces Agent. The penalty for divulging this top secret information is death!

Hints

- Search all human bodies you come across.
- Use your Survival Knife early on to conserve Ammo.
- Don't run out of time! This is easily accomplished by resting too much.
- Learn to dodge effectively in order to avoid getting hit by projectiles.
- Conserve crystals for when you *really* need them.
- Hide behind walls to avoid enemy fire.
- Talk to all dead people. Discharging the Yellow Crystal while standing on a dead person's body will initiate a conversation.
- Use the map if you get lost.
- In case you forget, your flashlight can be turned off. Also, its batteries don't last forever.
- Expect the unexpected.

Troubleshooting

This section provides solutions for some common problems.

Why does the game run soooo slow?

'Cuz you got a slow computer. But wait, we can help! Select the Low Resolution setting to make the game run twice as fast. Also, you can make the world view window smaller and that will speed up the game too.

Where do I get Sound Manager 3.0?

It is included on the Pathways distribution disks.

I can't get the Active Panning Stereo Sound option to work properly!

Make sure you have installed both the Sound Manager 3.0 Extension and Control Panel. Also, make sure you have opened the control panel and selected the stereo output option.

There's a monster that won't die when I shoot it!

Well, gee, uh yeah, there are monsters that aren't effected by physical weapons. Maybe you should try something else. Eventually you will find monsters that aren't effected by *any* sort of weapon.

I can't talk to any of the dead people.

Make sure you have the Yellow Crystal and it is ready (double click on it to ready it). Walk toward the person you wish to speak to until the message, "You see a dead [X]" appears in the message window. Once you are standing on the dead person pressing the **Tab Key** discharges the crystal and initiates the conversation (also, remember the power bar must be full before you press the Tab key).

Why can't I save the game?

You can only save the game while standing on a *save rune symbol*. Check out the *Saving The Game* section for more details.

It seems as though I can't move backwards, turn left and fire at the same time.

With most Macintosh keyboards this is true. The keyboard won't recognize two cursor keys and the space bar at once. If this becomes irritating we suggest using the numeric keypad to navigate as you won't experience this problem when using the keypad.

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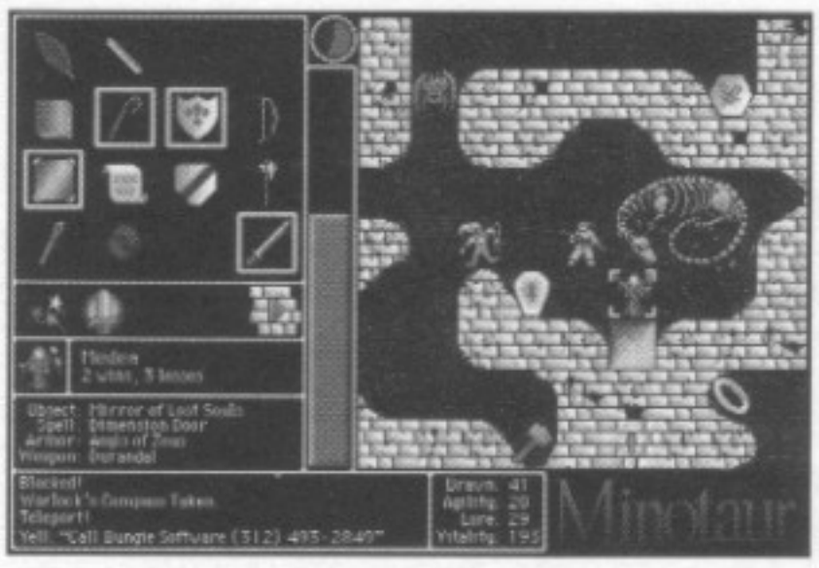
Gratuitous Self-Promotion

Kill Your Enemies
Kill Your Friends' Enemies
Kill Your Friends!

Minotaur
THE LABYRINTHS OF CRETE



Grab the nearest sharp object and pull on that rusty suit of chain mail, here comes an irate barbarian carrying a sword with your name on it!. Welcome to the Labyrinths of Crete, where the blades are sharp and the average life span of a combatant is less than ten minutes.

Minotaur is sold as a two-pack so you can battle human opponents over Modem, AppleTalk®, or serial cable in real time action. You create your own Medieval Character and explore the Labyrinths of Crete to find weapons, spells, magical items, and a whole lot more! Use these along with your skill and wit to outsmart your opponents. Amazing color graphics and digitized sounds!

Features Include:

- **Human opponents for challenging entertainment**
- **8-Bit (256 color) graphics**
- **Digitized sound effects**
- **Individual character creation to reflect your style of play**
- **Over 80 different objects, spells, weapons, and armor**
- **Support for 2-7 players in each game**
- **Supports AppleTalk, EtherNet, Modems (300-56,000 baud), and direct connection via serial cable**
- **Ability to include a modem player into an AppleTalk game**
- **Spells and objects that you can combine to ambush your friends**
- **Available in Two or Seven Packs!**

"Nominated, Action Game of the Year"
- *Computer Gaming World*

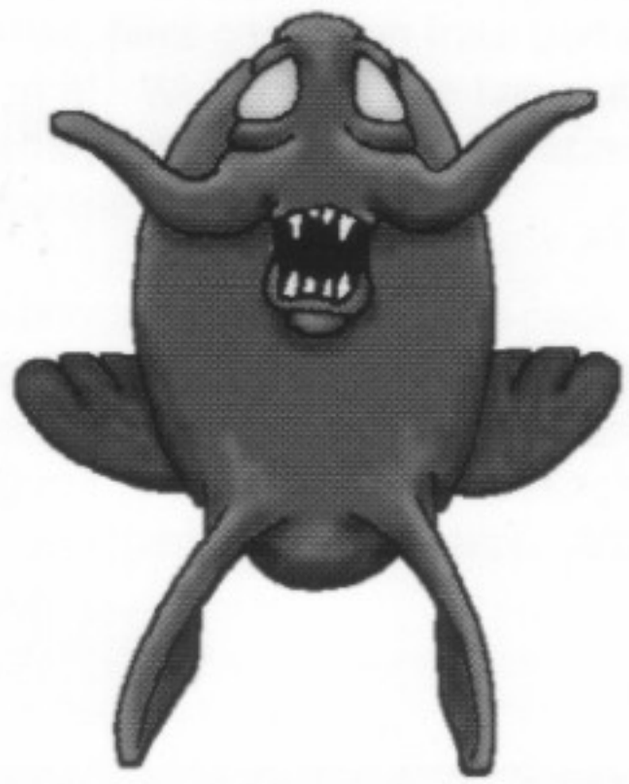
"Bungie goes all the way with its dungeon romp Minotaur"
- *MacWeek Magazine*

"★★★★"
- *Inside Mac Games*

"Those who enjoy fast-thinking and ad-lib strategizing will find long lasting enjoyment from this game."
- *Computer Gaming World*

"★★★★+"
- *Dragon Magazine*

"Minotaur is the king of network games"
- *MacGames Digest*



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