

-Lost in the Labyrinth-

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Developed by Red Rover Games

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-Getting Started

Welcome to "**Lost in the Labyrinth**"!

The classic game with a creative twist made for the casual gamer, but challenging enough for the most experienced gamers. The object of the game is to get from the start point to the end point as fast as you can while avoiding the holes in the board. To get to the end point of the board you have to tilt the board up, down, left, and right to maneuver the ball throughout the labyrinths and mazes, dodging bumpers and holes. If you get to the end point fast enough, your time will be displayed in the high scores. Try to beat other times, or challenge yourself and beat your own times. It's the perfect game to pick up and play for breaks in between busy times in your day.

-Game Setup (Mac OS X)

To load up "**Lost in the Labyrinth**" you must locate your "**Lost in the Labyrinth**" download file on your computer.

Once you locate it, open up the file and move the "**Lost in the Labyrinth**" application (it has the icon with a steel ball and a labyrinth maze) to the Applications folder on your computer.

Double-click the "**Lost in the Labyrinth**" icon and a new window called **Labyrinth Configuration** will appear giving you some options for game play.

You will see the "**LitL**" (**Lost in the Labyrinth** abbreviated) title at the top of this window and a number of options under it. You will see a **Graphics** and **Input** tab, both of which will be explained in detail as you read.

--**Graphics** tab- this tab will give you options on how **LitL** will be displayed on your computer. Under this tab is the **Screen Resolution** settings. If you have an older computer, or a computer that runs a bit sluggish, we would recommend you use a small size game window to get the best of game play (Example: 640x480, 800x600, and 832x624). If you have a fancy-shmancy, top of the line computer you will be fine running the larger size windowed screens (Example: 1024x768 through 1280x960). Just to the right is the **Graphics Quality** settings. Adjust this setting according to the your computers capabilities, you can play and adjust this setting as needed. Just under the **Screen Resolution** settings there is a check box with the word "**Windowed**" next to it. This can be checked if you would like the game to be in a floating window on your screen. This is a good feature to use when you are using multiple programs on your computer at once. If it is unchecked, the game will use your entire screen to display.

--**Input** Tab- This tab will give you options for control of the game. The three columns displayed from left to right are **Controls**, **Primary** and **Secondary**. The **Controls** column will list all of the controls to navigate and play "**LitL**" on your keyboard. The **Horizontal (+)** and **(-)** and **Vertical (+)** and **(-)** are used to manipulate the labyrinth board in **SOLO** mode. The **Horizontal 2** and **Vertical 2** controls are used in conjunction with the first controls in **DUAL** mode. The **Give Up** control allows you to abort a level while playing. You can change any of these controls in the **Primary** column by double-clicking the name of the key associated with the control you wish to change then following the on-screen prompts. The **Secondary** column is used if you would like to have alternate keys set for the same controls somewhere else on your keyboard.

On the bottom of the **Labyrinth Configuration** window, you will see a box labeled "Only show this dialog if the option key is down". You would check this box if you have your controls set and would like to open up the game without seeing the **Labyrinth Configuration** window. In this case, you would hold down the option key on your

keyboard when you open "**LitL**" to see the **Labyrinth Configuration** window.

Once you have everything set, you have three buttons on the very bottom, **Quit**, **Save and Quit**, and **Play!**. Click on **Quit** to quit the game without changing any settings. Click on **Save and Quit** to save your settings and quit the game or press **Play!** to start the game with the chosen settings.

-- Game Play --

-Menus

The next series of menus will lead you to the different labyrinths and mazes in "Lost in the Labyrinth". You can use your mouse to navigate through these next menus.

-Main menu

Once you launch "**LitL**" you will come up to your **main menu** screen. This gives you some options before you start playing. **Start Game** will start the game, **Clear Best Times** will clear all of the times that you have saved, if you hit this button a confirmation screen will come up asking if you really want to clear these times, remember you worked hard on these great times, so clear wisely. Then there is **Quit**, which you use to quit "**LitL**" and move on with your busy day. (Note: at any time you may quit the game by pressing ⌘Q on your keyboard.)

-Difficulty Levels

After you click on **Start Game**, you will enter the difficulty settings menu. These five settings have their own distinct labyrinths and mazes setup according to their difficulty. The easiest being **GENTLE** and the hardest being **DIABOLICAL**. As your skills improve you can move on to the next difficulties until you reach **DIABOLICAL**, which is the hardest setting in the game. Believe us, even the most seasoned gamer will have trouble in this difficulty, but remember they can be beaten so don't give up!

-Map Selection Screen

Once you have chosen your difficulty, click on the icon and you will be presented with the different maps that "**Lost in the Labyrinth**" offers in that difficulty level. In this menu you will see a variety of things. On the bottom left portion on the screen, you will see your **difficulty buddy** and the **map name** right under him. If you move over to the right there are two arrows you can click on to scroll through the different maps in this difficulty group. Just right of that are two words, "**SOLO**" and "**DUAL**". **SOLO** lets you play in a single player mode which you would play to set your personal best times, **DUAL** lets you play against an opponent head to head to see who can finish the map the fastest. Under the player options will be a **BACK** button to take you to the previous menu. On the top right corner you will see the best times of the map specified under your **difficulty buddy**. If you get the best time in a specific map you will be asked to enter your initials and they will be displayed along with your awesome time in this portion of the screen. More on entering your **initials** will be elaborated on in a bit.

So now choose your map and click either **SOLO** or **DUAL**, and let's get to playing "**Lost in the Labyrinth!**"

-- Main Game play Screen --

Solo 1P Mode

You have now entered the main game area of **LitL**. This is where the novices are separated from the legends. To play, you must maneuver the ball by tilting the board with your preset controls (by default they are the **up**, **down**, **left** and **right** arrow keys on your keyboard). You must maneuver the ball through the map without rolling the ball into a **hole**. If you roll the ball in a **hole** your ball will be reset to the **start point** of the map. Each map has a recommended path that you follow to quickly and easily maneuver your ball to the **end point** of the map. You can use other routes to get to the **end point**, but in some cases not following the path will lead to your ball falling in a hole and you starting all the way from the **start point** again. Your goal is to try to get the fastest time so stick to the path and you will be fine. But!, big but here, on some of the maps there is no recommended path, which turns the labyrinth into both a **labyrinth** and a **maze**. In this case you have to find the fastest path to the end point, or sometimes find the end point itself, thus adding to the challenge to get the best time.

-Screen Attributes

-**Your Time** - Top left corner of the screen. This is your time ticking away as you try to get to the end point of the level. It will stop when you **pause** the game by using the **Give Up** control (**Esc** button, or your custom setting) or when you get to the **end point** of the map.

- **Best Time** - Top right corner of the screen. This displays the best time so far for this map. It can only be changed if you beat it, or if you clear the level times from the **main menu** of the game.

- **Map Name** - Bottom left corner of the screen. This displays the name of the map you are in.

- **Pause Options** - Appears when you use the **Give Up** control. This gives you the option to pause the game and stop the time temporarily. It also brings up a menu with **Continue** and **Give Up**. Click on **Continue** to continue your way through the map. Click on **Give Up** if you would like to quit the level out without finishing or saving a new time.

If you get a new **best time** after completing a level, you will be directed to press the space bar key on your keyboard and you will be taken to the **High Score screen**. On this screen you can enter your initials to display your new high score proudly in the map selection menu. Once you are done entering your initials, press the enter key and a **continue** button will appear to the right of the screen. Click on **continue** and you will be sent back to the **map selection screen** to see your new high score displayed for that specific map.

If you don't get the best time, you will be prompted to press the spacebar key on your keyboard and your time will display on the next screen. Click on the **continue** button to go back to the **map selection screen**.

Dual 2P Mode

Dual 2P mode has the same attributes as Solo 1P mode, the big difference is that you now have two boards on screen and you are now competing head to head with an opponent. The controls for player 1, by default, are the "A", "S", "D", and "W" keys for moving (left (A), right (D), down (S) and up (W)) and for player 2, by default, are the arrow keys on the keyboard (up, down, left and right). The first person to reach the end will stop the clock, players will be prompted to press space bar and the winner will be displayed and is able to enter in their initials into the high score list if they got a high score. If no high score is achieved, the winner's time will be displayed and you must click **continue** to proceed to the next map.

-- Quitting the Game --

When you are done playing, you will press **BACK** on all menu screens until you reach the **main menu** screen. Click on **Quit** and brief credits will be displayed and **Lost in the Labyrinth** will close.

-- Conclusion --

So now you know the game structure and you can now build your skills and be the high score champion or just have the best scores on your computer. In any case we hope you enjoy "**Lost in the Labyrinth**" and check out our website www.redrovergames.com for updates, future expansions and new games. Thanks for playing!