Spaulding Labs 6

TRIBUTE

ESCAPE THE LABYRINTH



INSTRUCTION BOOKLET

BEFORE YOU PLAY

Read this booklet before you play, and keep it to hand. It explains how to survive the Labyrinth, though nothing guarantees it.

PLAY SAFELY. A very small number of people have seizures when they see flashing lights or patterns, even with no history of them. Stop playing at once and see a doctor if you feel dizzy, see blurred, have eye or muscle twitches or lose awareness. Play in a well-lit room, take a break of 10 to 15 minutes every hour, and stop if your hands, wrists or eyes get tired or sore.

CARE OF THE CARTRIDGE. Switch the power off before you put the cartridge in or take it out, and insert it label side out. Keep it away from heat, damp and direct sunlight, and don't touch the contacts. A small battery inside the cartridge keeps your saved game.

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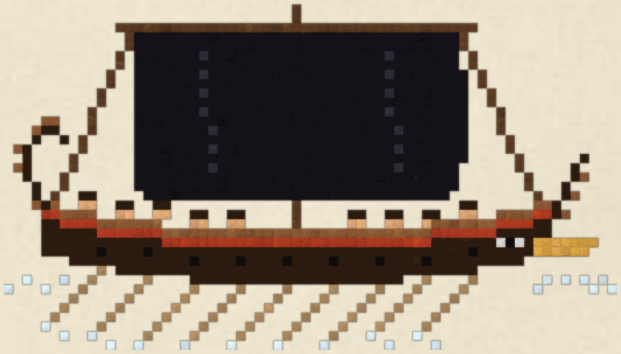
THE STORY



Every nine years Athens pays its debt to Crete. Fourteen of its young sail south under black sails, and King Minos shuts them in the Labyrinth beneath his palace at Knossos.

Daedalus built the Labyrinth to hold Asterion, the bull-headed son of the queen. Its halls are never the same twice, and in the dark Asterion hunts by sound and scent.

No one has ever come back.



THE STORY



You are one of the fourteen: Theron, a farmer's son, with a torch, a steady heart and nothing else.

Somewhere below, the other thirteen are lost. Find them and lead them down. Reach the Heart of the Labyrinth, where Ariadne weaves her thread, and learn what the Labyrinth is hiding.

YOUR GOAL. Take the stairs down through ten floors to the Heart, and rescue the lost tributes on the way. Save all thirteen to see the true ending.

GETTING STARTED

With the power off, insert the cartridge label side out and switch on. When the palace of Knossos appears, press **START**. Use the D-pad to choose, and A to confirm.



NEW GAME Begin the journey. Short lessons teach the controls; to skip them, press START and choose SKIP THE LESSONS.

CONTINUE Appears once a game is saved, and picks up at the start of the floor you reached.

DIFFICULTY Easy, Normal or Hard. It sets Asterion's pace, and on Easy the rooms you explore stay lit.

SOUND On, No Music, or Off.

CONTROLS



D-PAD Walk. In menus, move the cursor.



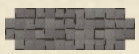
A Smash the pot, open the chest, light the brazier or speak to the sphinx just ahead. With Asterion in your torchlight, drive him back (see page 10). In menus, choose.



B Flare the torch ahead. If Asterion is in front of you and inside your torchlight, he is driven to the far side of the room. Every flare costs light, hit or miss. In menus, go back.



START Pause. Open your bag to use a gift of the gods, see the map, or return to the home menu.



SELECT The map of this floor: the rooms you have seen, a "!" where a lost tribute waits, and how many you have saved. B or SELECT closes it.

THE SCREEN



1 HEARTS Your life. Asterion's touch, traps and bites each cost one.

2 TORCH The flame and its bar show how much light is left for flares.

3 OBOLS Coins, spent at the campfire.

4 FLOOR How deep you are, from F1 to F10.

The status bar runs along the foot of the screen, left to right in that order. The rest is the room you are in, lit only near your torch. Walk through a doorway and the view slides to the next room.

YOUR TORCH



Your torch lights a pool around you. Past its reach the halls are black, so no one sees the way out from the way in.

THE FLARE. Press B to flare the torch ahead. It drives off Asterion when he is in front of you and inside your light, and scatters serpents and scorpions. A flare spends 25 light, and 3 more on each floor below the first. When the light runs too low, the torch only sputters: THE TORCH IS TOO DIM.



OLIVE OIL Adds 20 light from a pot and 50 from a chest, up to a full torch.

MORE LIGHT. The campfire between areas fills your torch again. Daedalus can build a wider torch, and the Ember of Helios burns wider for a whole floor. On Easy, every room you explore stays lit.

ASTERION



Asterion follows you from floor to floor. He cannot be beaten, only sent away.

LISTEN. A heartbeat sounds when he is near and quickens as he closes in. When he reaches your floor, you hear his footsteps on the stairs. When the chase music starts, he is about to walk in.

DRIVE HIM BACK. Once he is inside your torchlight, press A. The first two quick presses make him flinch and cost nothing; the third sends him to the far side of the room and costs a flare's light. A flare with B does the same at once, if he is in front of you. Out of the light, neither reaches him.

IF HE CATCHES YOU. His touch costs a heart. Lose your last one and Ariadne's thread pulls you back to the start of the floor, laid out as a new maze.

Difficulty sets his pace: slowest on Easy, full speed on Hard.

POTS AND CHESTS

Smash pots and open chests with A. Most hold something worth having.



OLIVE OIL Adds 20 light to your torch from a pot, 50 from a chest.



FIG Restores one heart.



OBOLS Silver coins. Spend them with Hermes and Daedalus at the campfire.



GIFTS OF THE GODS Treasures from the myths, kept in your bag until you need them. See the next pages.

Ione, the potter's daughter, finds prizes in pots twice as often.

GIFTS OF THE GODS

Press START, choose a gift from your bag and press A to use it.



HERMES'S SANDALS Winged sandals: you run much faster for 8 seconds.



MEDUSA'S HEAD Perseus's prize. Asterion turns to stone for 5 seconds; it only works while he is near.



HEPHAESTUS'S NET The unbreakable net. Set it where you stand, and Asterion is caught when he walks into it.



EMBER OF HELIOS A coal from the sun god's fire: your torch burns wider for the rest of the floor.

GIFTS OF THE GODS



HELM OF HADES The cap of invisibility. Asterion loses your trail for 6 seconds.



THE AEGIS Athena's shield. For 30 seconds, the next touch costs no heart.



DAEDALUS'S PLAN The architect's own drawing: the whole map of the floor, at once.

WHERE TO FIND THEM. In pots and chests, as a reward from braziers, and for sale by Hermes at the campfire. Kallia the weaver brings a new net to every floor.

TRAPS

Daedalus filled his halls with tricks. Watch the floor in front of you.

RISING SPEARS rise and fall in a steady beat. Wait, then go.

CYMBALS clang when you step on them and bring Asterion running.

CRUMBLING FLOOR holds you once, then gives way behind you.

PITS drop you back to the start of the floor. The maze stays the same, and you keep what you found.

LETHE WATER is the river of forgetting. Wade in and you forget the floor's map. Nikias, the fisher's son, swims it unharmed.

BRONZE GUARDIANS pace their rounds. Their touch costs a heart, but they stop Asterion in his tracks too.

CREATURES AND PUZZLES



SERPENTS AND SCORPIONS Floors 1 to 4. They wander but keep out of your torchlight, so they bite only the careless and the cornered. A flare scatters them.



LIVING STATUES The workshop, floors 5 and 6. They creep toward you while you are in the dark or turned away. Keep them in sight.

BRAZIERS. Three braziers, each with marks on its foot. Light them with A in the order of their marks and the third pays out obols or a gift. Out of order, they all go out.

THE BRONZE SPHINX. From floor 5, Daedalus's sphinx asks a riddle. Answer rightly for fifteen obols; answer wrongly and it strikes. SAY NOTHING, and it waits for you to come back.

THE CAMPFIRE

Between areas you reach the campfire, a room of its own. The fire fills your torch, and up to three of the tributes you have saved rest beside it.



HERMES waits by his jars on the west wall, **DAEDALUS** by his bronze figures on the east. Walk up to either and press A to trade; B closes the page.



Hermes sells three gifts of the gods for obols: sandals 5, plan 4, net 6, ember 6, helm 8, aegis 8, Medusa's head 10. Daedalus builds A STRONGER HEART for 15 (up to five hearts) and A WIDER TORCH for 12 (twice).

When you are ready, walk onto the stairs in the north wall, under the plate that names the next floor.

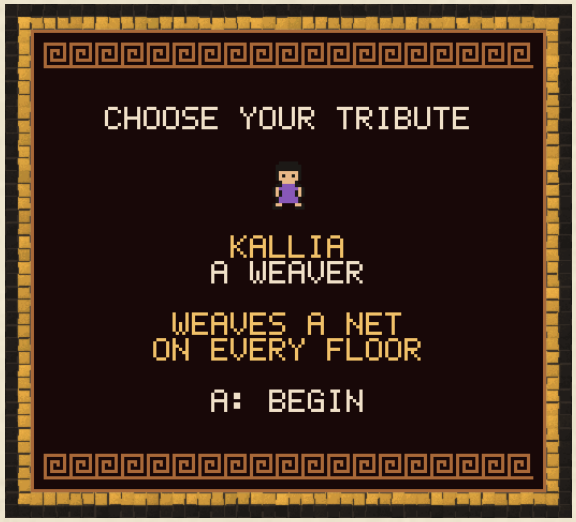
THE LOST TRIBUTES

Thirteen tributes are lost in the Labyrinth, and one waits on every floor: ten on your first trip, the rest on the next.

The first time you walk into their room, the light finds them: NAME CALLS FOR HELP. From then on the map marks their room with "!". Lead them down the stairs to bring them out; the map counts how many you have saved.

Every tribute you save can be chosen at the start of a later trip, and each brings a gift: one hears Asterion a room farther off, one swims through Lethe water, one finds twice the treasure in pots.





THE FOURTEEN



THERON

A farmer's son

No gift but a steady heart.



LYKOS

A shepherd

Hears Asterion a room farther off.



NIKIAS

A fisher's son

Lethe water does him no harm.



DOROS

The youngest

So small Asterion hears him less.



IONE

A potter's daughter

Pots hold prizes twice as often.



KALLIA

A weaver

Weaves a net on every floor.



MELITA

A temple girl

One trap a floor misses her.



ARISTON

A runner

Runs faster.

THE FOURTEEN



CHLOE

A herbalist

A fig heals her fully.



XANTHE

A lamp-maker

Oil gives twice the light.



KLEON

A wrestler

One more heart.



DAMON

A smith's apprentice

The torch flare costs less light.



MYRTO

A singer

Asterion stops to listen longer.



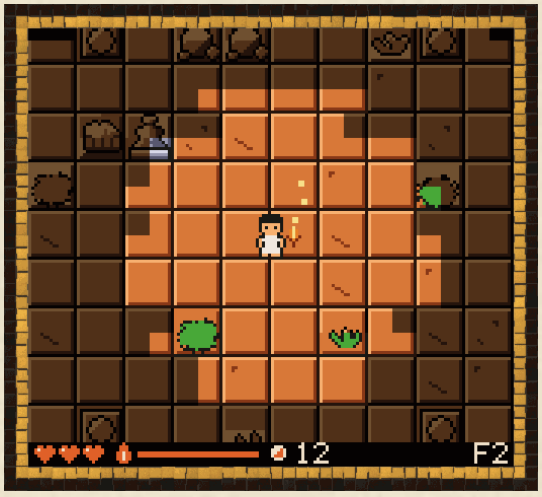
EUDORA

A scribe

Maps the rooms next to those seen.

Theron begins the first trip. The others join you once you save them.

THE SIX AREAS



PALACE CELLARS
Floors 1-2



THE LABYRINTH
Floors 3-4



THE WORKSHOP
Floors 5-6



THE DROWNED HALLS
Floors 7-8



THE DARK
Floor 9



THE HEART
Floor 10

TRIPS AND SAVING

At the foot of floor 10 lies the Heart of the Labyrinth.

Reach it and the thread pulls you back to where it began. Nine years pass, a new ship sails, and you choose your tribute for the next trip. Every trip lays out new mazes.

Save all thirteen lost tributes to learn the truth about the Labyrinth and see the true ending.

FLOOR CLEARED. After every floor a card shows your time, the tributes saved, the obols found and how often you drove Asterion away. Press A to go on.



SAVING. The game saves to the cartridge at the start of every floor. Choose CONTINUE on the title screen to carry on where you left off.

HINTS

LISTEN. The heartbeat tells you how near Asterion is long before you see him.

MAKE HIM FLINCH. In your torchlight, the first two presses of A stop Asterion for a moment and cost no light.

SMASH EVERY POT. Oil and figs keep you going, and obols buy gifts by the fire.

WATCH YOUR STEP. Cracks, cymbals and dark water are easy to miss in torchlight.

KEEP STATUES IN SIGHT. They only move when you are not looking.

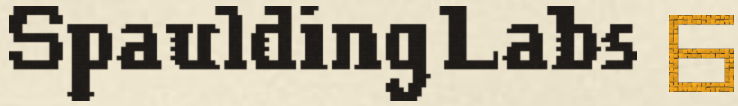
LEARN ON EASY. Explored rooms stay lit, so you can learn how the Labyrinth fits together.

CREDITS



TRIBUTE: ESCAPE THE LABYRINTH

Design, code, pixel art and chiptune music by Spaulding Labs.



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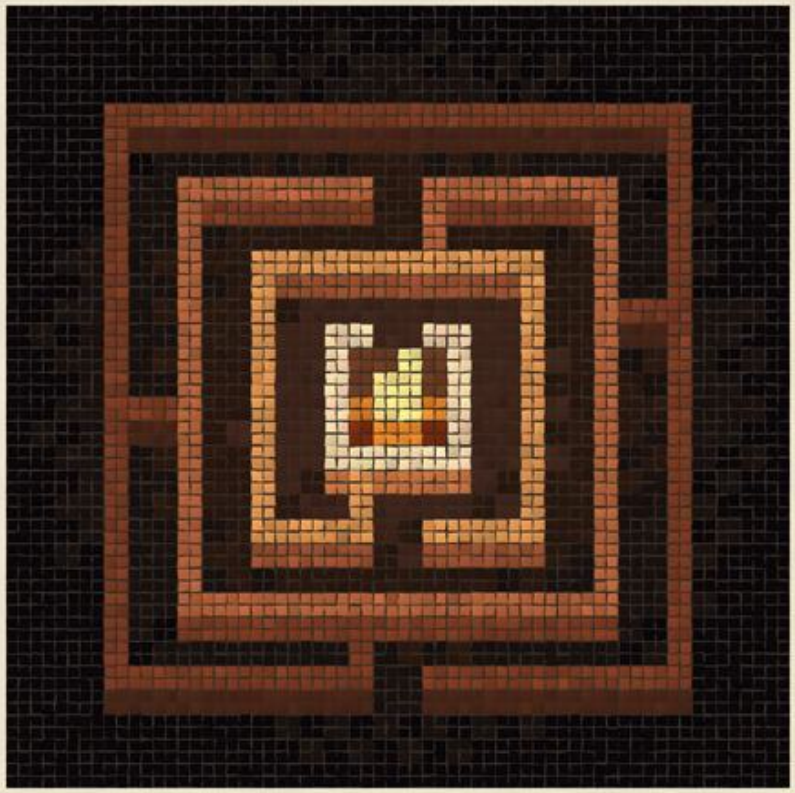

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