Minotaur
THE LABYRINTHS OF CRETE

BUNGiE™

Credits

Product Design and Programming by Jason Jones

Artwork by Dan Meltz
Manual Written by Jason Jones
Layout by Alexander Seropian
Box Art by Joel Heinz and Dan Meltz

Special Thanks to John Dawson, Donnie Cambre, Russell Pearlman, Nick DiCrescenzo, Laura Feddersen, Cal Lott, Nathan "so now you're an evil god" Bitner, Greg Kirkpatrick and the Greek flag.

Requirements

Minotaur requires a Macintosh Plus or higher, System 6.0.5 or higher, and 1 megabyte of RAM. 8-bit video and 2 megabytes of RAM required for color operation. Minotaur is System 7 compatible. Combat requires a connection to at least one other Macintosh via modem, cable, or AppleTalk.

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.

Bungie Software Products Corporation
Customer Support
PO Box 7877
Chicago, IL 60680-7877
http://www.bungie.com

Telephone: (312) 255-9600
Facsimile: (312) 397-0502

If you want to buy our cool Bungie Stuff, call 1-800-295-0060 or e-mail sales@bungie.com.

Email:
Technical Support: macsupport@bungie.com
General Info: info@bungie.com
Sales: sales@bungie.com

Preface

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.

In Minotaur, two or more players on different computers are thrown into a huge, randomly generated maze and through the use of various magical and mundane items attempt to find and kill each other. There are over eighty different objects, spells and armaments which any player can pick up and use against his opponents. Loose alliances form and are quickly broken— in the end, only one of the warriors who entered the maze will leave alive!

The best way to understand Minotaur is to read this documentation carefully and then play the game several times with the quick-reference nearby. You should attempt to learn the effects of all of the objects and spells so that you can use them quickly and to your advantage.

Speed is critical in Minotaur: recognizing what magic your opponent is using and swiftly moving to counter it is paramount. Keep moving at all times, as he who hesitates is certainly lost. Be ready for your opponents to materialize around you when it is least expected, and hope they are not as watchful. Good luck, and good hunting!

Getting Started

There are four easy steps to getting started with Minotaur.

Step1: Install The Minotaur Software

First, make a backup of your original disk! Minotaur may be played directly from an 800k disk, or it may be copied to a hard disk. To install Minotaur on a hard disk, simply copy the file "Minotaur" from the distribution disk to your local hard disk. There is only one file to copy. You can then launch the software by double-clicking on its icon.

Step 2: Create A Character

Creating a new character is described in the New Players section on page 6.

Step 3: Establish A Connection

To play Minotaur with an opponent, you need to establish a connection between your computer and your opponent's computer. (Note: To explore the Labyrinth by yourself see the One Player Exploration section on page 21.) Minotaur operates in two modes: Serial Mode and AppleTalk Mode. You need to use Serial Mode if you plan to connect the machines via a modem or a null-modem (ImageWriter) cable. You use AppleTalk Mode if the machines are connected via an AppleTalk network. To learn how to connect the machines, refer to Starting a Serial Game or Starting an AppleTalk Game after choosing the mode that is appropriate for you.

Step 4: Begin The Game

After you have completed the first three steps, you need to issue commands to begin a game. These commands are different depending on the connection mode you have chosen. Again, refer to Starting a Serial Game or Starting an AppleTalk Game for the commands to begin a game.

New Players

To create a character, choose New from the File menu. A dialog box like the one at the top of this page will appear. You have sixty points to distribute among your attributes: brawn, agility and lore.

BRAWN is directly proportional to the damage caused by your physical attacks.

AGILITY is directly proportional to both your ability to successfully attack with a weapon and your ability to avoid other player's attacks. Extremely clumsy players will not be able to wield powerful weapons effectively.


LORE is directly proportional to the damage caused by your offensive spells and the duration of your passive spells. The most potent magic in the game will only be usable by players well versed in the lore of the labyrinth.

Divide your sixty points by typing numbers directly or by using the buttons to the right of each attribute. At no time may any of the attributes be greater than forty-five or less than one, nor may the sum of all three attributes be greater than sixty. Next, type a name for your player and then choose an icon by pressing the mouse on the pop-up menu in the upper left of the dialog box. When you are finished, press the OK button.

This button will be dimmed (unavailable) if you still have attribute points left to distribute or your player is unnamed.

You should now see a window like the one below. In the upper left of the window is your player's name and icon.
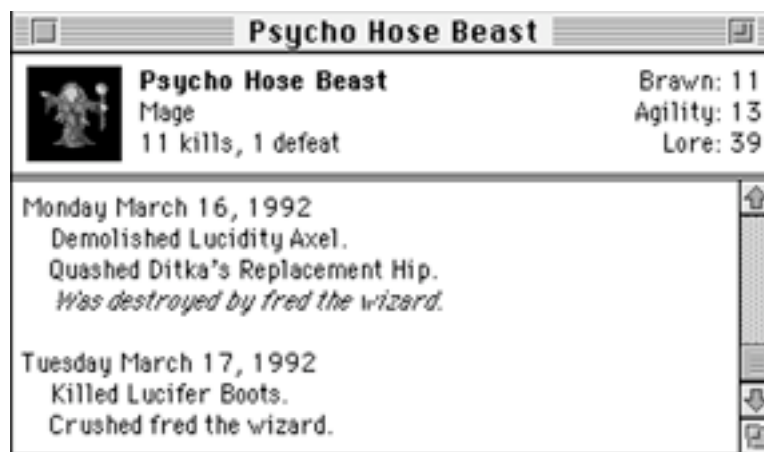
You'll notice that Minotaur has classified your player based on his or her attributes and printed this class directly below your name. Below this classification, Minotaur keeps track of your player's kills and defeats. In the scrollable area at the bottom of the window Minotaur records the result of each battle fought by your player. Defeats are printed in italics.

After every ten kills all of your player's attributes will be raised by one point, and after every ten defeats all your attributes will be lowered by one point. When the sum of your kills and defeats is over fifty, your player will be retired and given a title based on his standing. Retired players cannot be used in games.

To save a new player to disk, choose Save from the File menu. A dialog box will ask you where you would like to save the player file on your disk. Once a player is saved, Minotaur will automatically update their standing after every battle. You will never need to save the character again. To close a player, choose Close from the File menu. Minotaur only allows you to have one player opened at a time, so you'll need to do this if you want to create a new player or open a different one. (To open a new player, choose Open from the File menu).

Starting A Serial Game

Overview

A Serial Game is one which is played over a modem or a null-modem(ImageWriter) cable.

If the menu item Ignore Serial Port in the Minotaur menu has a check mark beside it, then remove this now (by choosing Ignore Serial Port with the mouse). You should have an empty window titled Modem Port or Printer Port on your screen. If you don't, then the serial port Minotaur tried to use might already be in use by another application (or perhaps by AppleTalk if you are trying to use the printer port).

To change Minotaur's serial port, choose the Serial Port item in the Minotaur menu. A sub-menu appears, allowing you to choose between your Macintosh's Modem Port or Printer Port. It doesn't matter which one you choose, but make sure your serial cable is plugged into the corresponding socket on the back of your computer. One or both of these ports may already be in use, and will appear dimmed in the menu.
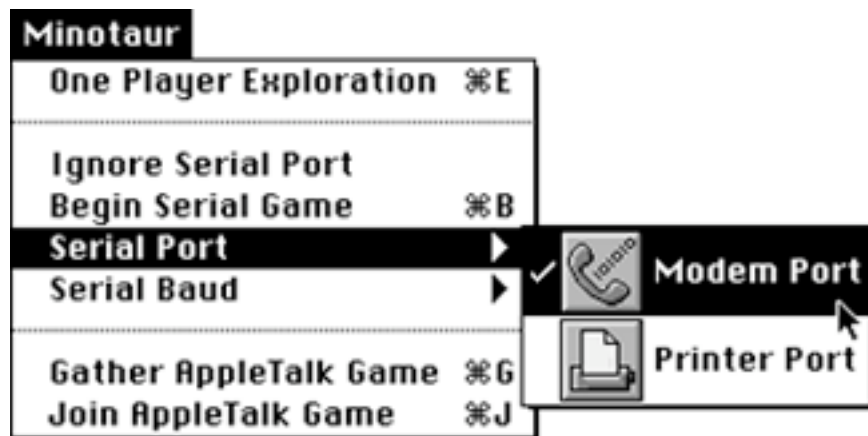
A serial port's baud rate is proportional to the speed at which information is transmitted. Minotaur sends very little information through the serial port and will run at nearly the same speed at all baud rates. In general, however, it's a good idea to play at the highest baud rate possible.

To change Minotaur's baud rate, choose the Serial Baud item in the Minotaur menu. Another pop-up menu appears and allows you to check the desired baud rate. Any speed is acceptable over a null-modem cable, but be sure that both players have chosen the same speed. Modems, however, operate only at specific baud rates, so be sure you choose one which is compatible with your modem— again, both players must be at the same baud rate.
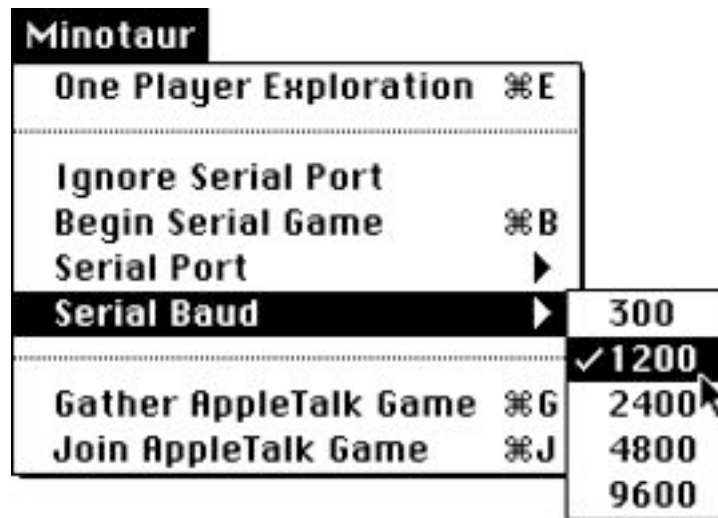
Once the two computers are connected (this process will be described in a moment), you should be able to type to your opponent through the serial port window. Both combatants should open old players or create new ones, and then one person should choose Begin Serial Game from the Minotaur menu.

Establishing A Modem Connection

Typing into the Serial Port Window allows you to issue commands to your modem. Your first priority is to establish a connection with your opponent's modem. Consult your modem manual for exact information, but you should be able to dial another computer by typing something like this:

atd 555-5555 <return>   calls the number 555-5555

Where you would substitute the number of the person you want to play Minotaur with for my dorm room number (they should have already started up their copy of Minotaur and be waiting for you to call). It is also possible to call long-distance, dial out from an office building, and so on. Again, consult your modem manual for specific details.

Most modems will automatically pick up and answer incoming calls, but it is possible to force them to do this by typing: ata <return> forces the modem to answer an incoming call.

In summary, one player should call the other's telephone number using the "atd" command. The second player's modem may pick up the call automatically, but if it doesn't then it can be forced to do so with the "ata" command.

It is also possible to place the call to your opponent with a normal telephone and then initiate a modem connection. One player should type "atd" (the dial command, without a telephone number) and the other should type "ata". Hang up your phone as soon as your modem picks up the line. The two modems should be fooled into thinking they have called each other, and connect normally.

Establishing A Null-Modem Connection

"Null-modem cable" is a fancy name for a standard serial cable which has been wired slightly different than usual. It can be used to directly connect the serial ports of two computers which are close to one another so they can communicate. Using a null-modem cable does not require a modem. A common example of a null-modem cable is the cable which is used to connect an ImageWriter printer to a Macintosh.

If you don't have a spare ImageWriter cable, you can buy a null-modem cable at your local computer store. If you buy a cable, make sure that it was designed for a Macintosh.

When connecting two Macintoshes with such a cable, it may be plugged into either the modem or printer port at the back of the computer. It is not necessary to plug it into the same port on both computers. Once the correct port and baud settings have been chosen (remember, both computers must be at the same baud rate) you should be able to talk between them by typing into the serial port window described earlier.

Starting An Apple Talk Game

Overview

An AppleTalk game of Minotaur must take place between players in the same AppleTalk zone and can be played by as many as seven players simultaneously. Multiple, independent games may be played within the same zone.

Games with a large number of players on a busy network may be unacceptably slow. You could wait until network traffic decreases or attempt to isolate the machines playing Minotaur from the rest of the network (usually the latter is impossible or disastrous to the rest of the network, however). Remember also that a game of Minotaur is only as fast as its slowest participant—use the fastest computers you can lay your hands on.

Small AppleTalk networks (between two or more machines) are very easy to build as long as the machines are close to one another. You'll need some spare telephone cable and a network adapter for each Macintosh. An AppleTalk adapter plugs into the printer port of a Macintosh and allows you to connect the computer, via ordinary telephone cables, to other Macintoshes. By chaining a group of computers together in this way you can create a private AppleTalk network.

Starting The Game

All players wishing to participate in an AppleTalk game of Minotaur should first make sure that AppleTalk is active by opening the Chooser from the Apple menu. The radio button labeled AppleTalk Active, in the bottom right of the Chooser window, should be highlighted.

Everyone should then create or load players. The player with the fastest computer in the game should choose GatherAppleTalk Game from the Minotaur menu while the other players choose Join AppleTalk Game. Neither of these options will be available unless AppleTalk is active and a player is open.

Players attempting to join a game will be presented with the following dialog box and must wait to be gathered into a game.

The player who is gathering the game will be shown the dialog box below.

Players can be added to the game by highlighting their name and clicking the Add button. The player's icon and some mostly-irrelevant information then appears in the center of the window. Up to six players may be added to the game (including the server, this makes for a seven player game). When all players have been added, click OK to start the game.

Playing Minotaur Across AppleTalk Zones
If your machine is connected to a multi-zone network, a pop-up **Zone Menu** will appear in the **Gather AppleTalk Game** dialog box. Players in other zones may be added to a game by choosing the appropriate zone from the **Zone Menu** and then highlighting their name and clicking the **Add** button. The **Zone Menu** will <u>not</u> appear if your network contains only one zone or you are not using Apple Talk Phase Two.
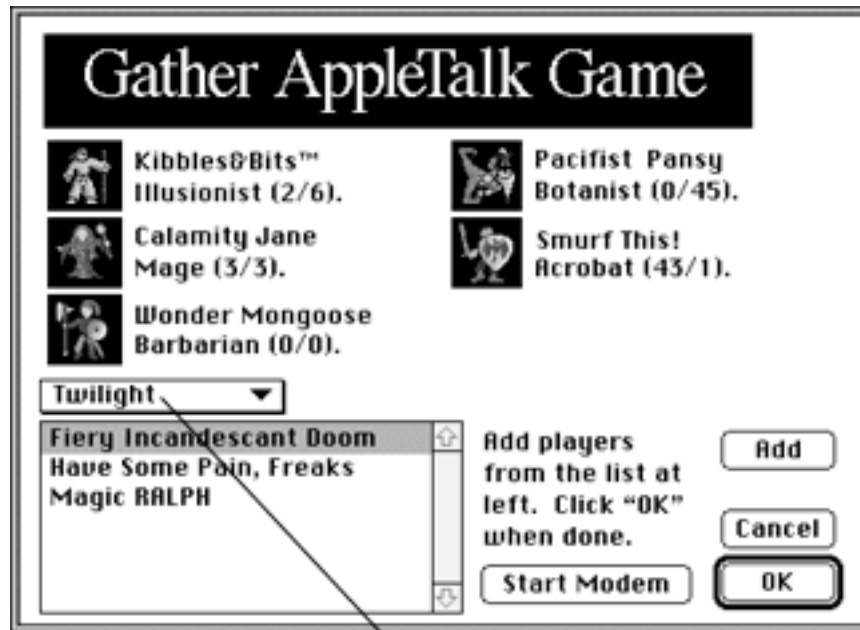
Clicking on the pop-up **Zone Menu** displays the list of accessible Apple Talk Zones.

Player File Icons
Under System 7, player files now have finder icons that match the character's game icon.

Playing Minotaur

Medea
2 wins, 3 losses.

Object: Mirror of Lost Souls
 Spell: Dimension Door
Armor: Aegis of Zeus
Weapon: Durandal

Blocked!
Warlock's Compass Taken.
Teleport!
Yell: "Call Bungie Software (312) 563-6200"

Brawn: 41
Agility: 20
Lore: 29
Vitality: 193

Minotaur

Movement

The graphics window in the upper right of the screen will be your main view of the maze while playing Minotaur. The keys displayed below can be used to move through the maze. Your player will always stay centered on the screen. This is not one of the more difficult parts of the game.
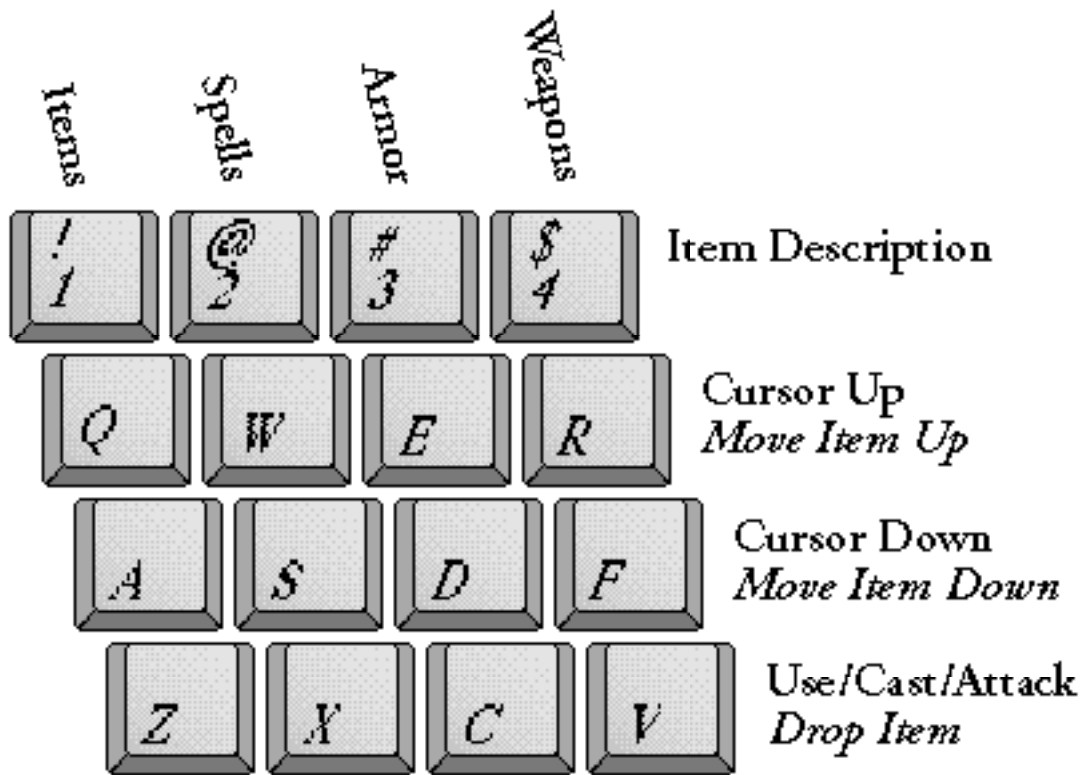

Messages

At the bottom of the screen is a list of the last four messages printed by Minotaur. Important text will be displayed here throughout the game.

Inventory

There are four columns of inventory: objects, spells, armor, and weapons. They are displayed constantly, in this order, at the top left of the screen as four vertical columns of icons. The icons represent the items present in the players inventory. Each column has a cursor which can be moved up and down to select different items in its group. To move the four cursors, one for each column, the following keys are used:

Items Spells Armor Weapons

| 1 | @ 2 | # 3 | $ 4 | **Item Description** |

| Q | W | E | R | **Cursor Up** / *Move Item Up* |

| A | S | D | F | **Cursor Down** / *Move Item Down* |

| Z | X | C | V | **Use/Cast/Attack** / *Drop Item* |

An item is considered to be selected when its corresponding cursor is placed over it. If you are carrying more items than can by displayed on the screen the columns will scroll. Spells are cast by using them, and the magical powers of some objects are used (you guessed it) by using them. Two suits of armor also have magical properties which can be used like objects, and to attack with a selected weapon, it is simply used (in other words: "Z" uses objects, "X" casts spells, "C" uses magic armor and "V" attacks).

A player may sort his inventory so that his most needed items appear together by holding down Command or Shift and a movement key in the direction he wishes to move the selected item. This is very important, as players with disorganized inventory columns will be torn to shreds by more prepared players— for example, it is not uncommon to line up a series of spells before an attack, such that they appear in the most damaging order.

To pick up an item, move on top of it and press "G". To drop an item, hold down Command or Shift and the "Drop/Use" key that corresponds to that column. You can't drop an object on a wall, on a teleporter, on top of another object, or a number of other places. To get a description of an item press the number key corresponding to the column in which the item resides.

Anywhere from one to three-hundred items are randomly placed in every maze, depending on the number of players. Several very powerful items may not be present in every maze, while other less powerful ones will occur with great regularity. A complete, alphabetized list of all items (objects, spells, armor and weapons) is provided in the appendix.

Targeting

In a game between only two players, any offensive action performed by one player is automatically directed at the other. In this way, players in a two-player game need never worry about who they are attacking.

In a game with three or more players, however, you must manually designate a target for your offensive actions. The name and icon of your current target is displayed to the left of the maze window during a game. If this player is on your screen they will have a pulsating crosshair drawn over their icon.

Pressing the Tab key will cycle through players meeting the following criteria: i) on your screen (visible), ii) not dead, paralyzed, invisible or concealed by an illusion, iii) not "friendly" (see below). Minotaur will automatically target new players who walk or teleport onto your screen. You can prevent this from happening by marking various opposing players as "friendly" using the plus key, "+".

Holding down the shift or command keys while pressing Tab will cycle through all players, whether dead, friendly, invisible or otherwise.

Time Remaining

A timer is displayed in a circle above your vitality bar. This circle will slowly fill in as the time progresses. If time runs out before the game is over, all of the remaining players will be teleported to a tiny, exitless chamber swarming with Stalkers where they will be forced to resolve the game. Combat in this final room is usually swift and violent, and more than one game has ended in a tie after Stalkers killed the last two combatants.

Sleeping

A player may use the "K" key to rest for a short period of time. When a player is sleeping the game continues to progress around them. The sleeping player's maze window is blanked out and replaced by a circular timer which shows how much longer they will be asleep. If the sleeping period passes uninterrupted the player will regain a large portion of their vitality. Poisoning will also be cured.

A character that is asleep can be attacked normally with spells and weapons. Once hurt (by any means except poison), a player will not receive extra vitality and should wake themselves up fully by continually pressing the Space Bar until the maze window reappears. The color (or pattern) of the sleep timer will change when a player has been disturbed.

The effects of items like the Mask of Disguise, the Ethereal Plate Mail, and the Aegis of Zeus last through sleeping. A player may only sleep successfully once per game. Players who were disturbed while sleeping may try again once they are out of danger.

Status Icons

In an area below your icon columns, a number of status icons may appear. They usually mean something really bad just happened.

DAZED. Being dazed isn't too bad, until you want to walk somewhere. As long as this icon is on your screen, the direction you attempt to move and the direction you actually move have nothing to do with each other. It is the result of the spell Daze.

IN STASIS. Being in stasis means that you only move once every two moves. But don't worry, only the most powerful mages can make this last very long. This is the result of a Wavestick.

BOUND. When you are bound, you are stuck to the floor. To get unstuck, you must move several times (about ten). A player can be bound with the Salve of Binding.

NEGATIVE SPACE. Negative space means you can walk through walls until you again re-enter a passageway. It is the result of the spell of the same name.

MAGICAL SHIELD. This shield is the result of the Wizard's Sphere spell, and completely protects the caster from magical attacks.

PHYSICAL SHIELD. This shield is the result of the Stoneskin spell, and completely protects the caster from physical attacks. If both shields are active simultaneously, their icons overlap.

NEGATE MAGIC. This icon is the result of the spell of the same name and prevents the functioning of any magic within the labyrinth for it's duration. All passive magic (forcewalls, for example) are nullified and no new magic may be used until the spell wears off.

Paralyzation

A paralyzed player is prevented from performing any actions for a short period of time, and will be unable to observe events occurring around him. This is really annoying. While paralyzed, a player's icon is changed to reflect this state.

When a player is paralyzed his body becomes rigid and cannot be hurt by any means, whether physical or magical. Even spells which do not result directly in physical harm will fail when cast on paralyzed players. That bears repeating, as it will likely be forgotten in a fit of sword-slashing spell-whizzing fury: any offensive action directed against a paralyzed player will be wasted.

Poison

When a player is poisoned, his vitality bar— which is usually red— will turn green (on a monochrome system it will change from a light gray pattern to solid white). Vitality will slowly be

removed from the poisoned player until he effects a cure by using a Panacea Ointment (described in the appendix) or by sleeping.

The toxins which cause poisoning in Minotaur are so powerful that they will continue to erode a player's vitality even if he is paralyzed (though a player who is already paralyzed cannot be poisoned). If left untreated, even the worst cases of poisoning will eventually fade, but not before causing irreparable damage.

Yelling

To yell something to all of the other players in the maze, press the "Y" key and then type a short message. Press the Return key when done. Everyone else will get the message, tagged with your initials. Minotaur generates a player's initials by taking the first letter of every word in his or her name. Players may yell even when paralyzed, sleeping or dead (hurling insults at their opponents, presumably).

If all players who are still alive in the maze yell the word "quit" then the game will end without attributing wins or losses to anyone. Everyone does not have to yell at the same time: the game will still end if the last thing every live player yelled was "quit". Similarly, if all players yell "resolve" everyone is teleported to the final room described in the Time Remaining section above.

If for some reason the game needs to be suspended, all players may yell "pause". While the game is paused, absolutely nothing happens. Everyone must yell "resume" for the game to continue.

Dying

A player dies when his vitality reaches zero. In a game between two players, this straightforwardly ends the game with a winner and a loser. With more than two players, it's a little more complicated: the player who gets credit for the kill is the one who struck the final blow. This can be extremely annoying.

Players who are still alive may pilfer the newly deceased by standing on their body and pressing the "G" key to pick up items (dead players act like Pez™ dispensers, randomly spitting up items from their inventories whenever there is not already an item on top of them). Many large games have ended in fights over one or more unlooted bodies— beware of jackals!

Dead players are able to move about the maze as ghosts, passing through walls and enjoying complete invisibility. Having a dead player spy on your opponent and relay his movements is often helpful, as long as you trust the word of a spirit.

The Labyrinth

The Labyrinth is infinite— not in space, but in time. Its twisting corridors and vaulted chambers will never remain for long in the same configuration. Each time you enter the maze, it will be different. The debris of decades of fighting and ancient magic (perhaps best left undisturbed) litter the maze's many passageways. There is much left unexplained, and those players who gain this knowledge first will have a great advantage over ignorant opponents. Below is a summary of a few of the more common elements of each maze.

SIGNS usually tell you something interesting about Minotaur that you would not have otherwise known, but sometimes just contain irritating, sarcastic remarks. Ok, they usually contain irritating, sarcastic remarks— fine, that's just the kind of people we are. To inspect (read) the inscription on a sign, stand next to it and press the "I" key.

COFFERS can contain objects, spells or armaments and must be opened to reveal their contents. To open a coffer, stand next to it and press the "O" key.
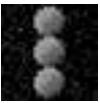
A PORTCULLIS will occasionally block the entrance to a room. These metal gates can be broken down by players carrying an Amulet of Strength by pressing the "B" key.

STALKERS are large, slow-moving spider-like creatures which crawl mindlessly about the labyrinth. They manage to live off the refuse littering the maze, which they ingest after dissolving with a potent acid. This acid can cause serious harm to players who stumble across them. Stalkers are especially nasty when they chance upon sleeping players— take precautions. It's usually hilarious to trap one of your opponents in a dead end with an angry Stalker (with a Forcewall spell). Just be sure you've got a spatula to retrieve the results.

There will be a number of multi-colored TELEPORTERS scattered throughout each maze (in the monochrome version they are slightly less spectacular). These portals are linked in series, such that stepping into one takes you to the next. It is really obnoxious to run away from enemies by jumping through the teleporters in quick succession. Stalkers can't use teleporters, although they like to wait outside them. The number of teleporters in each labyrinth is random, and there are rumored to be mazes with independent sets of teleporters.

One Player Exploration

Choosing One Player Exploration from the Minotaur menu allows you to explore the Labyrinth and learn the effects of the various items that it contains. You will be able to do most of the things that you would normally do in a two player game. However, your computer-generated opponent cannot kill or be killed and exists for the sole purpose of honing your magic and combat skills. He performs a function similar to that of a punching bag.

You will not be able to score a win in exploration mode, but you can chalk up a loss if you try hard enough. To finish your exploration yell the word quit (see Playing Minotaur above).
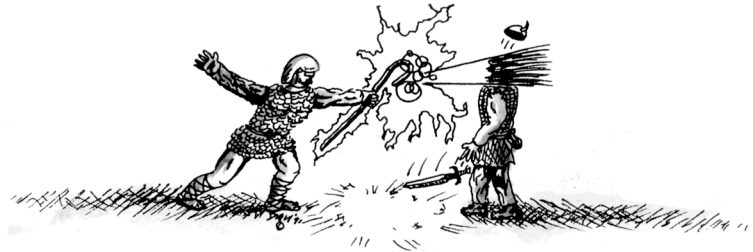
Objects

In the following descriptions of objects, the symbol "†" appears by the name of objects which a player can only possess one of at a time. Attempts to pick up further identical items will result in a "beep" sound and an irritating message. This may sound like a rather artificial handicap, and it is. Live with it. In any case, a player cannot carry more than fifteen objects, and the same "beep" will result when he attempts to pick up the sixteenth (followed by a similar irritating message).

† AMULET OF STRENGTH

This talisman increases its wearer's brawn by ten points, and allows that player to break down the gates which are occasionally found in mazes. If the amulet is dropped or stolen, the player's brawn returns to normal.

† ANKH

When a player owning the ankh dies, this item disappears and the player is reincarnated with a small (but significant) amount of vitality restored and then blinked (see the Blink spell below). The amount of vitality regained is proportional to the player's lore. The Ankh need only be carried to perform this function.

ARROWS

There are twelve arrows in a quiver and they are used as ammunition for either a composite bow or a long bow. An arrow will be used automatically each time the bow is fired. The quiver will disappear after twelve shots.

BINDING SALVE

This sticky, noxious substance can be thrown at opponents immediately adjacent to (or under) the user. It will glue the unfortunate victim to the spot where he is standing, until he moves several times and breaks the glue (the higher a player's brawn, the sooner he will be able to break free). Teleporting will also dissolve the glue.

† BOOTS OF SPEED

These boots increases their wearer's agility by ten points. No one is completely certain, however, that this is the only magical effect of the boots. As with the Amulet of Strength, if the boots are dropped or stolen, the wearer's agility returns to normal.

CROSSBOW TRAP

This item will create a trap directly under the user. It is invisible to other players , but will appear as a large 'X' (red, on color screens) to the user. The next person to walk over the trap, excluding the user, will set it off and lose vitality. When used intelligently or in combination with the Mirror of Lost Souls or Shadowgate (see below), a few traps can quickly weaken an opponent.

† CHIME OF WARNING

This pyramid chimes and begins to glow when an enemy player nears the wearer. The Chime of Warning often provides enough early warning to prevent random encounters from being disastrous. Once found, the chime should be watched carefully.

DUST OF DISAPPEARANCE

When used properly (scattered about a player's head and shoulders) it will teleport its user to a random location in the maze. While at first glance this seems to be a silly and perhaps even a dangerous thing to do, its use should become rapidly apparent the first time you start getting thrashed by some pinhead barbarian lout with a huge two-handed sword. Think of it as an ejection seat.

† FEATHER OF LEVITATION

When selected, this object allows a player to levitate over walls— use it sparingly, however, as it only has a limited number of charges before it ceases to function. Knowing when a wall should be passed through and when it should be walked around is important, and having the map helps. As with the Dust of Disappearance, a Feather of Levitation with enough charges allows its user to quickly bail out of dangerous situations.

JAVELIN OF LIGHTNING

This magical javelin functions similarly to one of the weak offensive spells which will shortly be described below. Damage caused by a javelin is directly proportional to your lore. While usually not very harmful, using several of these javelins in quick succession can scare your opponent into flight. They may also be employed as "drones" to see whether an opponent has a magical shield active (see Wizard's Sphere below) in which case they would be absorbed.

† LEXICON OF WISDOM

This book of arcane knowledge increases your lore by ten points. Fortunately you don't have to spend any time reading it, the mere aura of the tome near your person is sufficient to receive its bonus.

† MASK OF DISGUISE

A prone player who places this mask on his face will fade into the illusion of a dusty human skeleton. The skeletons of many fallen warriors are scattered throughout the maze and a player concealed by this illusion is effectively hidden from sight. This charm will fade as soon as the effected player moves or performs any offensive action against another player.

† LABYRINTH MAP

Within each maze are several complete maps of that maze's many twisting tunnels and rooms. When used, this map displays the area of the maze surrounding the player and plots his position. A player carrying the Chime of Warning and the Warlock's Compass who views the map will also see other players, but only while they are moving. Note that while the map itself is non-magical, its ability to show player's positions is magical and can be nullified by a Negate Magic spell (see below). Because the map occupies the space usually reserved for a player's inventory, changes to this area (moving the item cursors, picking something up, etc) will remove the map and it must be re-used.

† MIRROR OF LOST SOULS

Any sentient being who sees the reflection of his true self in this mirror will be paralyzed in fright. The mirror can be used on any player on the caster's screen, and will stun that player for a length of time directly proportional to the caster's lore. Remember that paralyzed players cannot be hurt by any physical weapon or magical spell.

† NECKLACE OF LUCK

This necklace will absorb the next significant harmful spell directed against its wearer (spells which do not effect a player's vitality directly are not considered harmful). Once found, the necklace can be ignored— it will activate automatically.

PANACIA OINTMENT

These herbal salves will cure minor wounds of any sort, and will neutralize poison when applied to the area where the venom entered the body. When used to cure poison, the ointment will not raise a player's vitality.

STASIS CRYSTAL

The perfect form of these enchanted crystals will resist any abrupt changes in location, as caused by teleportation. When a player carrying one of these stones is teleported (whether intentionally or otherwise) the crystal absorbs all of the displacement energy and explodes. The player is not teleported. Stasis Crystals are often as obnoxious as they are useful— practice safe teleportation.

PORTABLE HOLE

When thrown quickly to the ground, this talisman opens a magical portal to one of the maze's teleporters. Although slightly different, the Portable Hole functions similarly to the Dust of Disappearance above and has similar applications.

† POISON ELIXIR

This vile poison can be used to anoint a player's current weapon (poisoned weapons are displayed in italics). Any successful attack with such a weapon will poison its unfortunate victim, in addition to causing normal damage. The poison will wear off the weapon after a few attacks.

† RING OF METAMORPHOSIS

For a short period of time— directly proportional to the user's lore, as usual— after using this ring, the user will appear to be a Stalker (one of the spiders, described above). This can be quite

comical. The illusion will not cause damage to players it passes over and does not grant immunity from real Stalkers. The cloaked player may be attacked normally but the enchantment is dispelled immediately if the Stalker-disguised player fights back.

† ROD OF BANISHMENT
Originally the Stave of Misanthropy, this magical item can be used to teleport any player visible to the caster to a random location in the maze.

† SILVER COIL
The silver coil is a piece of tightly wound silver wire, endowed with a strong but unknown magic. Its power is a passive one, as it cannot be made to do anything. It is rumored to provide some sort of protection.

† TALISMAN OF THE RAT
This amulet can be used to shoot a magical bolt of poison at any opponent on the caster's screen. It will always hit, but causes no damage other than that inflicted by the poison.

† WOODEN TORUS
This circlet of carved oak is a talisman of mild magical power, though its exact effect is unknown.

† WARLOCK'S COMPASS
This item points in the general direction of a player's opponent and is often used to penetrate the various illusions effected by the Mask of Disguise, the Ring of Metamorphosis, and the Aegis of Zeus (see below).

† WAVESTICK
A player can use the Wavestick to interfere with a visible opponent's normal mental processes. For a short period of time afterwards, based on the caster's lore, the unfortunate victim will only be able to perform actions at half-speed.

Spells

With no exceptions, spells disappear when cast, whether successful or not. A player cannot carry more than fifteen spells. It is known that a lore of fifteen is sufficient to cast all spells, but exactly what spells require what amount of lore is a mystery.

Unlike objects, spells do not have unique icons— instead, a group of spells with similar effects will all have the same icon. While this was not deliberately intended to annoy you, it will serve that purpose— "What?! I spent the last five minutes to get this stoopid blink spell? I wanted a shadowgate!"

Rune, Tremor, Sheet of Flame, Scorching Wind, Incendiary Cloud, Fireball, Scythe.
These seven spells can all be used to inflict damage on another player visible to the caster. They are listed in order of power; most to least harmful (in the right hands, Rune can really ruin somebody's day).

Brimstone, Hailstorm, Spiritwrack, Chain Lightning.
These four spells are identical in effect to those listed immediately above, except that they can be directed at an opponent anywhere in the maze.

Astral Hammer.
This powerful spell smashes every solid object or item adjacent to the caster into powder. When used on walls, it renders them passable— items are destroyed. Astral Hammer has no effect on other players. And no, if you blast a hole in the side of the maze you can't walk through it (though Stalkers sometimes will).

Blink.
This spell teleports its caster randomly over a short distance. While not quite as useful as the Dust of Disappearance for bailing out of combat when you're getting hacked to ribbons, it will certainly give you a head start. Wizards have also been known to use Blink to quickly exit dead-ends.

Dimension Door.

Calling on the same force which drives the teleporters, Dimension Door transports the caster to his opponent. Take a few moments to ponder the possibilities.

Disintegrate.

If a player stands on top of an item and dashes this orb to the ground, the item will be consumed in magical fire, completely destroying it. Wise players destroy powerful items they cannot carry, rather than leave them to their opponents.

Daze.

The luckless victim of a Daze spell is unable to walk in a straight line. For a length of time directly proportional to the caster's lore, the direction this player attempts to move and the direction he actually moves have very little to do with one another. This incapacity does not extend to all of the effected player's motor skills, however, and he will still be able to attack and cast spells as usual.

Dispel Protection.

The caster of this spell dissolves any magical shields created by Stoneskin or Wizard's Sphere that are protecting his opponent. This spell will be wasted on a player who does not have any magical shields active.

Enigma.

Throwing predictability aside, this spell will act indiscriminately like one of the following spells: Negate Magic, Stoneskin, Wizard's Sphere, Astral Hammer, Shatter, Daze or Rust. Because the latter three effects require a visible opponent, Enigma also requires that an opponent be visible.

Enchant Item.

This scroll will restore a number of magical objects to full power. The Feather of Levitation, the Wooden Torus, and the Silver Coil may be enchanted by this spell. Enchant Item will attempt to restore power to the object under the caster's object cursor.

Forcewall.

This wand creates a magical barrier which is impassable to Stalkers and all players except the caster. The duration of the wall is directly proportional to the caster's lore, though the spell Negate Magic (below) will immediately remove all active forcewalls. Trapping Stalkers in dead ends really annoys them.

Fumble.

If your opponent is in sight, this spell will cause him to drop the object that he is currently holding. The sheer confusion of suddenly missing the object you had ready to escape an ambush has often been enough to decide the outcome of an entire game. If the victim of this spell is unable to drop the object for any reason (he is already standing on an object, or he is on or in a wall) then the object is lost.

Inverse Space.

This spell allows its caster to walk through walls until he again returns to a passageway. That is, for the duration of this spell the caster is able to pass through solid matter so long as he does not enter an open space. Because Inverse Space will most likely be cast in the open, the caster's first move should be to enter a wall.

Lethargy.

Very potent in physical combat, this spell can be used to drain all of a visible opponent's attributes to zero (although possessing the Amulet of Strength, the Boots of Speed or the Lexicon of Wisdom will prevent their respective attributes from falling below ten). Points are regained very slowly.

Negate Magic.

This powerful spell nullifies all magical effects when it is cast and then prevents the use of any sort of magic for a short period of time. The duration of this spell does not depend on the caster's lore (some have suggested that Negate Magic is inversely proportional to the caster's lore, but this was found not to be true). While this spell is active a surprising number of things which players take for granted will no longer function (the teleporters, for example). Wizards beware.

Phantom Sentinel.

When the caster stands on an item and intones this spell, that item will be trapped with a powerful and invisible magic. The next player— including the caster and any of his (so called) teammates— to pick up the item will be blasted by a Rune spell (see above).

Rust.

If your opponent is visible you may use this spell to destroy the weapon he is carrying. Rust also rots the wood and leather of most weapons, as to utterly destroy them. Only the quarterstaff is immune to the effects of this spell.

Shadowgate.

The twin of Dimension Door, this spell warps space to bring your opponent to your current location (scaring the pants off him, in all probability) and hopefully into the middle of an elaborate ambush you have prepared. Shadowgate works regardless of the victim's location in the labyrinth. The only defense against this spell, in fact, is to be carrying a Stasis Crystal or to have some way of expedient magical evacuation once you have been teleported.

Stoneskin.

This spell toughens the caster's skin against all types of physical attacks and will absorb all physical damage which would usually be taken by the caster. The amount of injury that Stoneskin will absorb is proportional to the caster's lore. In the absence of physical attacks, this magical protection will slowly dissipate.

Shatter.

This orb will shatter the armor of a visible opponent, rendering it useless. Even magical armor cannot resist the force of a Shatter spell.

Wizard's Sphere.

Similar to Stoneskin, this spell creates an aura of protective magic around the caster. This aura, however, absorbs harmful spells instead of sword thrusts. The amount of punishment a Wizard's Sphere spell can take before dissipating is proportional to the caster's lore. Similar to Stoneskin, this spell will wear off even when it is not absorbing spells.

Zephyr Bandit.

Calling on the very air itself, this spell snatches a random object away from an opponent, regardless of his position in the labyrinth, and returns it to the caster. If for any reason the caster is unable to carry the stolen object (he is already carrying too many objects, or he cannot carry another of a particular object) then the object is lost.

Armor

There is no special command to wear a suit of armor, Minotaur assumes that the suit of armor your cursor is positioned on is the one you wish to use. Armor decreases both your chance to be hit, and the damage inflicted when you are hit. A player may carry only three suits of armor, and can never carry both the Aegis of Zeus and the Ethereal Plate Mail at the same time.

Robes, Leather, Padded Leather.
These are the three worst suits of armor. Most people just leave these and are content to run around naked until they find real armor. The protection offered by a robe is comparable to that offered by a tight Speedo™ suit.

Studded Leather, Ring Mail, Scale Mail.
No, this isn't real armor yet. Scale Mail is roughly four times as good as a decent robe, but that isn't saying much.

Chain Mail, Bronze Plate, Splint Mail.
These are the first three suits of metal armor, and offer about the same protection— Splint Mail is marginally better than Chain Mail, but not by much.

Plate, Field Plate.
These are the two best suits of non-magical armor, and are equivalent to ten robes (and a little more comfortable to wear, too).

† Aegis of Zeus.
When used like an object, this shield turns its wearer invisible for a short time (proportional to the user's lore, as usual), although he can still be hit. If any offensive action is performed while the invisibility is active, it will turn off (attacking and casting spells are considered "offensive"). The power only works once.

† Ethereal Plate Mail.

When used, this suit of plate mail turns it's wearer into a puff of smoke which can move through walls at will. During this time the effected player cannot pick up or drop items, attack, cast spells, or do just about anything besides move. The duration of this form depends on the user's lore. Like the Aegis of Zeus, this power only works once.

Shattered Armor.

Shattered armor is useless, and offers no more protection than your own skin. If this is the only piece of armor you have, then you were foolish to be wearing it in the first stages of combat.

Weapons

To attack, a weapon is simply used like a spell or object. The attacked player must be within one square (diagonals legal) to be attacked. If the Composite Bow or Long Bow are being used, however, the other player can be hit as long as he is on the attacker's screen. Bows require arrows to fire.

There is no such thing as "readying" a weapon, but the closest thing to doing that is positioning the weapon cursor over it so you can attack without any fumbling. A player may carry only three weapons, and can never carry any two 'named' weapons at the same time (such as Durandal and Excalibur).

No hard comparisons between weapons are given below, only trial and error will reveal the best balance of brawn, agility and weapon. In general, the various weapons below offer different balances of ease-of-use versus damage.

Dagger.
A dagger is an awful weapon— don't let anyone tell you different. Most are poisoned when they are first found (as by a Poison Elixir), but the poison wears off after a few attacks.

Quarterstaff.
A quarterstaff is a very easy weapon to hit an opponent with, but a high brawn is required to do much damage (actually, it's a buck-and-a-quarter quarterstaff, but don't tell anyone).

Composite Bow, Long Bow.
These two bows are identical except that the long variety is a little easier to hit with.

Spear.
A spear isn't much better than a dagger, really— most of them are not weighted properly to throw, either.

Battle Axe, Hand Axe.

The battle axe is a weapon for characters with low brawn but high agility— it is a difficult weapon to hit with, but does lots of damage all by itself. The hand axe is a wimpy version of the same thing.

Morning Star.

This is a good weapon, but is difficult to do much damage with. You'd be better off with a hammer.

War Hammer.

This weapon is similar to the morning star but inflicts more damage. Someone once claimed they found a magical version of the standard war hammer, but this remains unconfirmed.

Scimitar, Broadsword, Bastard Sword, Two-Handed-Sword.

These four swords span the range of the better weapons, the scimitar being the worst and the two-handed sword the best— they all trade reliability for damage inflicted. The two-handed sword is roughly equivalent to a battle-axe, but is still quite difficult to wield.

Bardiche, Fauchard, Glaive.

All three of these pole-arm weapons are equivalent to the first three swords above, with the glaive being the best (and doing half the damage of the two-handed swords).

Durandal, Excalibur.

These two magic swords have almost as good a base chance to hit as the quarterstaff yet cause nearly as much damage as the battle axe. A deadly combination. They are also rumored to have other powers.