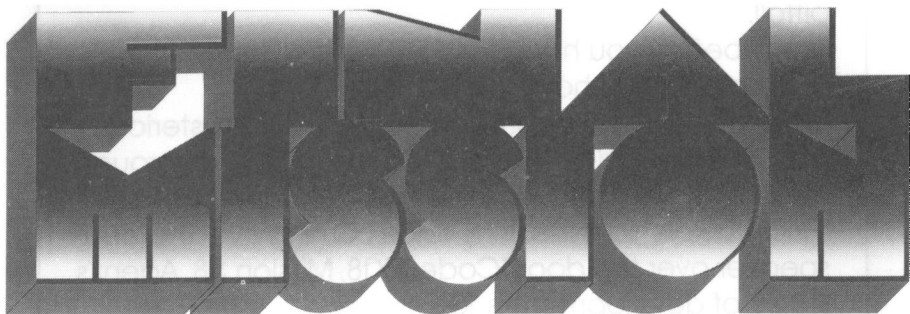




Start game

1. Load kickstart
2. Insert disk

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It took two years to find the last one . . . as a skeleton in a pitfall.

Many before you have tried. All have failed.

"The training was hard . . ." the officer says.

"Final mission" your companions whisper mysteriously. You are escorted by two robots and two guards through the corridors to the red steel door.

"Final Mission," said the tinny voice coming over the loudspeaker over the door, "Code 3X18, Mission 58, Agent's stage of development is 10".

A robot steps forward. He speaks with a soft, well modulated voice. "Reflexes, fighting spirit and cleverness will decide your fate. Carelessness is your enemy." The robot pauses. "You must find the red plates of madness and the yellow balls of insanity. They are the soul of the Labyrinth and the cause of all the grief and sorrow in the world. They are the silent rulers. They are like cells that make up the whole. Powerless alone, but they are multi-dimensionally connected to each other. They control everything. Only by reaching the highest level can you gain freedom."

Another guard steps forward. "Beware of the traveling WasteKybوتر, a robot equipped with a cybernetic, semiprotoplasmatic random generator fragmentizer. He will demotivate you. But with your 2×10^3 caliber automatic game-gun you can overcome the danger." The Red door opens, and a bizarre world full of traps and dangers unfolds in front of you.

The problem:

To find your way through the Labyrinth you must jump over mines and traps, use transport lines, ladders, elevators and transmitters. Avoid contact with the Kybوتر. Somewhere there is a computer terminal, which among other things will give you an overview of the entire Labyrinth. However before you can use the terminal, you have to collect the parts of the puzzle.

The energy fields will drain your strength, but you can regain lost energy by collecting hearts. Psionic-biodynamic energy beings (they look like tadpoles), which are the nucleus of the dangerous Metabolymphquaddles, can give you an extra life.

Joystick Control:

Running



Jumping



Shoot walls



Operate
terminal



Leave
terminal

space

Operate
transmitter



Pause

space

Game over

esc