

Solid State PINBALL

Loony Labyrinth™

Designed for



Microsoft
Windows 95



DEVELOPED BY



PUBLISHED BY



Credits

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From the Developer

Loony Labyrinth was designed to accommodate two contrary feelings—the modern style, full speed pinball machine and the nostalgic, old-fashioned one which is found in the corner of old bars.

Loony Labyrinth was also designed to appeal to a larger class of pinball players than Crystal Caliburn, which was released in 1993. For instance, Crystal Caliburn has a larger number of features, especially complex ones, and was aimed at expert players. Loony Labyrinth includes more simple features which makes the game enjoyable for beginner players.

At the same time, in Loony Labyrinth we believe expert players will enjoy feelings which are close to the origin of pinball since it implements these skills and techniques faithfully. And, even though Loony Labyrinth doesn't have a big surprise feature such as the Crystal Caliburn “Holy Grail”, players will feel another dimension and charm of pinball with Loony Labyrinth's playability—the strategy of constructing a play with precise shots, step by step.

Pinball has multiple sides of joy. And in many cases, it's not feasible to implement two or more elements in one title. We designed Loony Labyrinth with a completely different concept from the beginning. We guess some players will like Crystal Caliburn better, and some will like Loony Labyrinth better. For some reason, in our circles, female players prefer Loony Labyrinth. We believe players will find the two games are a series and can be enjoyed in different ways. We'll keep on adding much more pinball fun and joy to this “Solid State PINBALL” series.

Lastly, we'd like to acknowledge our thanks to Scott and Mary of StarPlay Productions and many other people for their contribution to this product.

Now, let's travel through time to the year 2000 B.C.!

Yoshikatsu Fujita and Reiko F. Nojima
March, 1996

Note: LittleWing would enjoy hearing your comments about Loony Labyrinth and may be reached at LittleWing CO. LTD., P.O. Box 30, Toyamaminami, Toyamashi, Toyama-ken, 939 Japan. Please address technical questions to StarPlay technical support in the US.





Welcome to Loony Labyrinth

Welcome to Loony Labyrinth, the fourth pinball game designed by the award-winning team at LittleWing CO. LTD. With each game, LittleWing strives to provide an exciting and unique playing experience while remaining a true simulation of mechanical pinball.

Loony Labyrinth was designed to appeal to novices and experts alike. The table features three ramps, three kinds of multi-ball, and three flippers. The first stage of the game offers plenty of challenge for novices to test your skills with ramps, lanes, and bumpers. The second stage is designed for experts, with sequential goals to accomplish and time constraints to battle.

The game features a Greek mythology theme with a modern twist. If your skills allow, you'll board a time machine back to ancient Crete to save the nine human sacrifices, slay Minotaur and escape the labyrinth. Brilliant graphics, spectacular sound effects, and play-action voices enhance the theme.

When you play the game, you'll be struck by how real it feels. The ball speed, trajectory, and even the sound it makes rolling over the table surface are true to mechanical pinball. And as in all LittleWing pinball games, you'll find a championship playfield design that is fun to play, difficult to master, and will keep you challenged for a long time!

Loony Labyrinth requires only a few minutes to install and a few keystrokes to play. You don't have to know the rules and features of the game to play and have fun. In fact, we encourage you to play the game first, then read this manual. Just refer to the Quick Start Instructions and you'll be off and playing in no time. Later, browse the *Game Strategy*, *Tips*, and *Rules* section and you'll find new ways to enjoy the game. Have fun!





Installation

System Requirements

Media: Loony Labyrinth™ is shipped on a CD-ROM.

Processor: You must have a 386 DX-33 MHz or faster processor (486 or faster recommended).

Hard drive: Loony Labyrinth must be installed on your hard disk. Windows 3.1 users need 11 MB of free disk space, Windows 95 and Windows NT users need 6 MB of free disk space.

Monitor: Requires a 256 color display with a minimum resolution of 640x480 pixels (SVGA). Loony Labyrinth is optimized at 800x600 or higher resolution and 256 colors. At 640x480 resolution, the playfield will scroll up for a plunger shot, and then scroll back down during play. At higher resolutions, the playfield will not scroll, and the screen outside the playfield will be blacked out.

Operating system: Loony Labyrinth may be installed using any one of the following operating systems; Windows 3.1 running in enhanced mode, Windows 95 or Windows NT.

RAM: Minimum 8 MB total RAM (16 MB for Windows NT users). See *Optimizing Performance* for additional information on memory requirements.

Sound: Windows compatible sound card required. PCM / MIDI sound supported.

Installation Procedures

It is recommended that you disable anti-virus software before installing.

Windows 95 Install

1. Start Windows and insert the Loony Labyrinth CD-ROM into the drive. If you have the "AutoPlay" feature enabled in Windows 95, the Setup program will execute automatically and the Loony Labyrinth Master Setup dialog box will appear on your screen. If the Setup program does not execute automatically, choose "Run" from the Start menu and type **d:\setup** (where **d:** represents your CD-ROM drive).

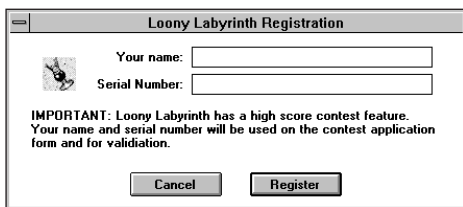




2. In the Loony Labyrinth Master Setup dialog box (above), only the “Loony Labyrinth for Windows (32 bit)” button will be active. Click the button and follow the instructions on the screen. You’ll be prompted to supply the path to the directory where you want to install Loony Labyrinth. Choose Continue to accept the default path of C:\Program files\Loony Labyrinth or enter a new drive and/or path name. It will take a few minutes as Setup decompresses and copies your files to the hard disk.
3. If the installation is successful, you’ll see a dialog box indicating so.



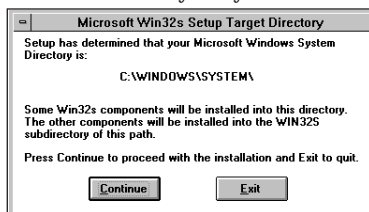
4. To play Loony Labyrinth, click the Start button on the Windows Tool Bar and choose Programs, then Loony Labyrinth Pinball, then Loony Labyrinth to start the game. The first time, you must register by entering your name and serial number found on the back of this Player Guide. Enter all characters of the serial number including the dash. You may use upper or lower case. Click the register button when finished.



You're ready to play!

Windows 3.1 Install

1. Start Windows and insert the Loony Labyrinth CD-ROM into your drive. From the Windows Program Manager, choose “Run” from the File menu and type **d:\setup** (where **d:** represents your CD-ROM drive).
2. The Loony Labyrinth Master Setup dialog box will appear (page 10). To install the Loony Labyrinth application files into a Program Group, click on the first button labeled Loony Labyrinth for Windows (32 bit).
3. When Setup starts, follow the instructions on the screen. You’ll be prompted to supply the path to the directory where you want to install Loony Labyrinth files. Choose Continue to accept the default path of C:\WIN32APP\LLW or enter a new drive and/or path name. It will take a few minutes as Setup decompresses and copies your files to the hard disk. (If reinstalling, you will not lose your previous high score file!)
4. If the installation is successful, you’ll see a dialog box indicating so. Click OK and you will return to the Loony Labyrinth Master Setup dialog box.
5. Windows 3.1 users must install Microsoft Win32s to play Loony Labyrinth. If you do not already have Win32s on your system, click the “Microsoft Win32s” button on the Loony Labyrinth Master Setup dialog box to install Win32s on your system. You’ll be prompted with a target directory to install Win32s files. Choose Continue to accept the default path of C:\Windows\System.
6. If the installation is successful, you’ll see a dialog box indicating so. Click OK and you will again return to the Loony Labyrinth Master Setup dialog box.



7. The final active button, “Microsoft WinG”, installs WinG on your system. This is optional, but might improve display performance. If you choose to install WinG, click the button and follow the instructions on the screen.
8. You should now be ready to play Loony Labyrinth. Press Exit to close the Loony Labyrinth Master Setup dialog box.
9. To start the game, double-click the “Loony Labyrinth™ 1.01” icon in the Loony Labyrinth Program Group. The first time, you must register by entering your name and serial number found on the back of this Player Guide. Enter all characters of the serial number including the dash. You may use upper or lower case. Click the Register button when finished.

You’re ready to play!



Windows NT Install

1. Start Windows and insert the Loony Labyrinth disk in your CD-ROM drive. From the Windows Program Manager, choose “Run” from the File menu and type **d:\setup** (where **d:** represents your CD-ROM drive).
2. The Loony Labyrinth Master Setup dialog box (page 10) will appear with only the “Loony Labyrinth for Windows (32 bit)” button active. Click the button and follow the instructions on the screen.
3. You’ll be prompted to supply the path to the directory where you want to install Loony Labyrinth. Choose Continue to accept the default path of C:\WIN32APP\LLW or enter a new drive and/or path name. It will take a few minutes as Setup decompresses and copies your files to the hard disk. (If reinstalling, you will not lose your previous high score file!)
4. If the installation is successful, you’ll see a dialog box indicating so. Click OK.
5. To start the game, double-click the “Loony Labyrinth™ 1.01” icon in the Loony Labyrinth Program Group. The first time, you must register by entering your name and serial number found on the back of this Player Guide. Enter all characters of the serial number including the dash. You may use upper or lower case. Click the Register button when finished.

You’re ready to play!

Uninstall Procedure

Windows 3.1

Double-click the Uninstaller in the Loony Labyrinth Pinball Program group and follow the instructions on the screen to uninstall. After uninstalling Loony Labyrinth, you will need to restart Windows.

Windows 95

Choose Add/Remove Programs from the Control Panel located in “My Computer”. Click on Loony Labyrinth, then click Remove and follow the instructions on the screen. After uninstalling Loony Labyrinth, you will need to restart Windows.

Windows NT

Double-click the Uninstaller in the Loony Labyrinth Pinball Program group and follow the instructions on the screen to uninstall. After uninstalling Loony Labyrinth, you will need to restart Windows.





Operation

Basic Playing Instructions

Loony Labyrinth recreates the experience of arcade pinball as fully as possible. Just like in the arcade, to play you must first insert coins and start a new game. Then use the plunger to launch the ball and the flippers to keep it in play. Also, like in the arcade you can nudge the table to affect the ball, but be careful—too much nudging and you'll Tilt!

Insert Coin: <Ctrl> + I

Start New Game: <Ctrl> + N

Left Flipper: Z

Right Flipper: /

Nudging: <Space bar>

Plunger: <Shift> *The longer you hold down the key, the stronger the shot*

Enter High Score: If your score is one of the top four, you're prompted to enter your name for the high score roster. Use either of the flipper keys to scroll through the alphabet, one advances, the other descends. Use the <Space bar> to advance to the next letter, <Backspace> to back up. Click the ESC key or space to the end of the line to finish.

Menus



(Note: Online HELP is available by pressing F1.)

Exit: exits the application.

Operation	
I nsert Coin	Ctrl+I
N ew Game	Ctrl+N
R esume Game	Ctrl+R
R eset Game	
A uto D emo Mode	

Insert Coin: adds a credit each time chosen. One credit is required per player per game.

New Game: starts the game.

Resume Game: resumes paused game. There is a three second countdown before action begins.

Reset Game: aborts a game in play and clears all counters. First press the ESC key to pause the game and then choose Reset Game.

Auto Demo Mode: begins an automatic demonstration of Loony Labyrinth. When you are in the Auto Demo Mode, pause with the ESC key. Choose Reset Game to exit the demo mode.



Option
<ul style="list-style-type: none"> ✓ Effect Sounds ✓ BGM Sounds ✓ Full Screen Record Score in Log File
<ul style="list-style-type: none"> ✓ Single Player Two Player Three Player Four Player
<ul style="list-style-type: none"> Assign Extra Keys... Sound Control... Select BGM...
Create HighScore Report...

Effect Sounds: turns game sound effects on and off.

BGM Sounds: turns the background music on and off.

Full Screen: when chosen, a check mark appears next to the command. At the 640x480 display resolution this command is automatically on and grayed out in the menu. At 800x600 or higher resolutions, the Loony Labyrinth window will be maximized on play (i.e. all areas outside the playfield will be blacked out).

Record Score in Log File: when this option is chosen, all scores will be recorded in a text file. Use this file to review your progress. You can open and print this file using Notepad or a word processor.

Single Player, Two Player, Three Player or Four Player: choose one to determine the number of players in the game. Each player alternates turns playing. Remember, you must have at least one credit per player.

Assign Extra Keys: allows the assignment of new keys to operate the flipper, plunger and nudging keys. See the section *Assigning Extra Keys* in this chapter.

Sound Control: allows you to change the way to output effect sounds. Can improve game speed and increase the quality of the sounds. *For additional information, click the HELP button in the dialog box and choose Select Best Sound Control Setting.*

Select BGM: selects the best data for the MIDI synthesizer installed on the System. *For additional information, click the HELP button in the dialog box and choose Select Best BGM for Game.*

Create HighScore Report: creates a file that records the four current high scores (on Windows 95, the high score file is put in the default directory C:\Program Files\Loony Labyrinth, on Windows 3.1 and Windows NT, the high score file is put in the default directory C:\WIN32APP\LLW). Use the Notepad text editor to print this report.



Other Controls

Pausing - During a game, use the ESC key or click the mouse to pause the action. You may go to other applications while the game is paused, and resume where you left off by choosing Resume Game from the Operation menu.

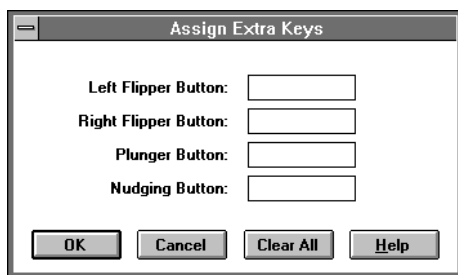
Nudging - Pressing the space bar will “nudge” the table. Arcade players actually push the table and use their body weight to influence the path of the ball. If you nudge for too long or too often, you will get a warning before the game “tilts”. If you tilt, you will lose one ball, but not the whole game.

Status report - You can get a status report by holding one of the flippers for eight seconds. It's best to do this while cradling the ball with one of the flippers. The status report will tell you how many balls are locked, how many extra balls you have, and the status of your Bonus, Bonus Multiplier, and Energy Level. Current high scores will also be listed.

Assigning Extra Keys

This feature allows you to customize the Loony Labyrinth operation keys to your playing style. The original keys will remain active after you assign new keys.

After choosing Assign Extra Keys from the Option menu, you will be asked to designate new keys for the Left flipper, Right flipper, plunger and nudging. Enter the key for each field of the dialog box you want to change, then choose OK. Use the Clear All button to clear all but the original keys.

A screenshot of a Windows-style dialog box titled "Assign Extra Keys". It contains four rows of labels and text input fields: "Left Flipper Button:", "Right Flipper Button:", "Plunger Button:", and "Nudging Button:". At the bottom, there are four buttons: "OK", "Cancel", "Clear All", and "Help".

Assign Extra Keys	
Left Flipper Button:	<input type="text"/>
Right Flipper Button:	<input type="text"/>
Plunger Button:	<input type="text"/>
Nudging Button:	<input type="text"/>
<input type="button" value="OK"/> <input type="button" value="Cancel"/> <input type="button" value="Clear All"/> <input type="button" value="Help"/>	

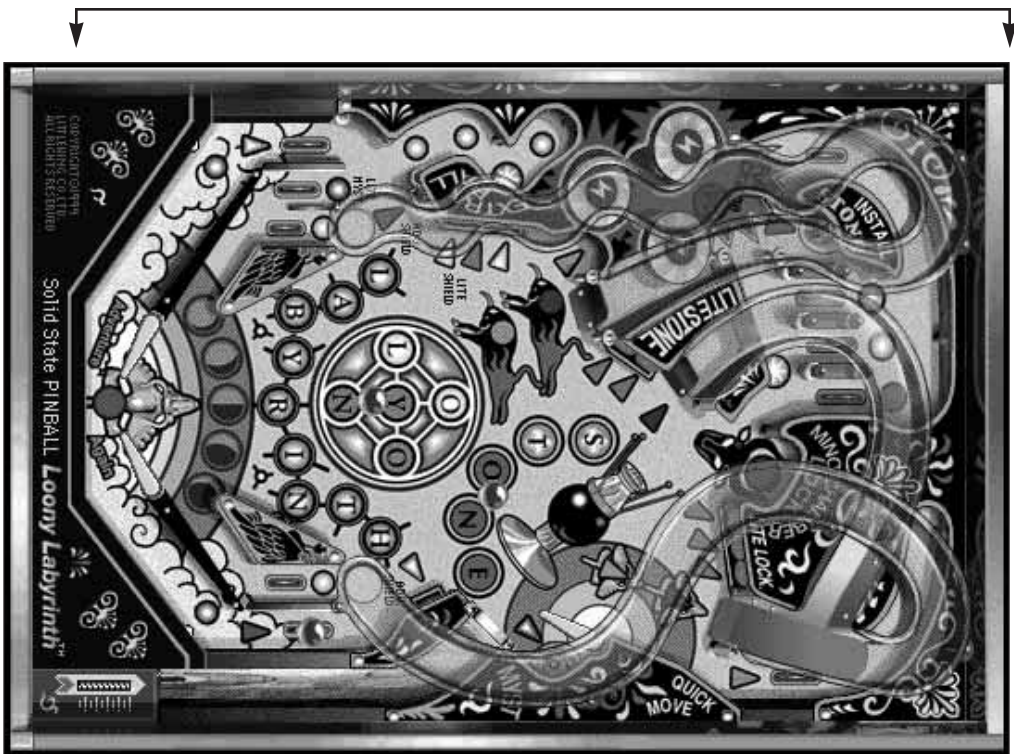
If you want to change only one or two keys, just enter those keys. You can even play the game with one finger! Use the Assign Extra Keys function to assign the right flipper, left flipper, and plunger all to the same key.

On keyboards which have the Shift, Ctrl and Alt keys on both sides of the keyboard, the left and right keys do not work independently. For example, if you assign the left Shift key to the left flipper, both Shift keys will activate the left flipper. This is a Windows limitation, so assign your keys carefully.





Note: At 640x480 resolution this is the portion of the screen you view during game play. The screen will scroll down when you use the plunger.



Loony Labyrinth™
Screen Playfield



Game Strategy, Tips, and Rules

The Myth of the Minotaur

According to Greek Mythology, Daedalus built a labyrinth for King Minos of Crete to imprison the Minotaur, a creature with the head of a bull and the body of a man. Each year, nine Athenian youths and maidens were sacrificed to the Minotaur. Theseus, son of the king of Athens, finally killed Minotaur and escaped the Labyrinth by following a thread given him by Ariadne, daughter of King Minos.

Loony Labyrinth takes the mythical maze of Minos and transforms it into an exciting and challenging pinball adventure. Although the myth in Loony Labyrinth is not identical to the actual Myth of Minotaur, the goal is still the same—to defeat the Minotaur and save its victims.

Game Construction

Loony Labyrinth is a three-ball pinball game. You can also be awarded extra balls during a game when the extra ball light is on. Loony Labyrinth has two different modes of game play, each with their own distinctive background music. One mode is “Modern Times” and the other is “2000 B.C.” The game starts with Modern Times and can only retreat to 2000 B.C. if certain challenges are met.



Modern Times

During this stage of the game, you can enjoy three kinds of multi-ball play, Loony Multi, Labyrinth Multi and Minotaur Multi. These multi-ball challenges symbolize an exploration of the Labyrinth with the purpose of getting to the time machine (Loony Machine) and activating it to travel back to 2000 B.C.

Loony Labyrinth makes you the modern day Theseus trying to go back in time to 2000 B.C. to heroically defeat the Minotaur and save its victims. Your key to time travel is the ancient Loony Machine discovered by Sir Evans, a British archeologist, at the Knossos Palace on Crete.

To activate the Loony Machine, five engraved (Galopetra) stones must be placed on its pedestal. Gather five stones (1) and charge the Loony Machine power to 100% (2). When the Loony Machine is fully charged, place the stones in the pedestal (3).

- (1) Complete five Stone Ramps when STONE Indicators are flashing;
- (2) Hit the Bumpers until Energy level is 100%;
- (3) Install the ball into the "Install Stone" Hole.



2000 B.C.

Back Ground Music will change as you travel in the Loony Machine back to 2000 B.C. to save the sacrifices and defeat Minotaur.

When you complete the challenges of Modern Times, you have proven yourself as the predestined warrior Theseus. Now the Loony Machine will take you back in time to 2000 B.C. for a whole new challenging mode of play. Your goal is to save nine human sacrifices (A) and defeat the Minotaur (B). Failure to complete these tasks in the correct sequence automatically sends you back to Modern Times to start your adventure again.

- (A) Shoot the Labyrinth Ramp nine times;
- (B) Shoot the ball into the Minotaur Chamber three times before Moon Phase Indicators go out.

With these goals complete, you must find your way back to Modern Times by following Ariadne's thread (shooting ramps, spot targets and bumpers).



Tips

Concurrent multi-ball

Loony Labyrinth has three kinds of multi-ball play, Loony Multi, Labyrinth Multi and Minotaur Multi. Each multi-ball is started by completing different challenges and each has its own features and ways to score points. Concurrent multi-ball means two or three multi-balls can be played at the same time. You still play with three balls, but the scoring possibilities are vastly increased as you accumulate every point, bonus and jackpot for the two or three kinds of multi-ball.

Multi Level Shield Kickback

This feature helps save the ball from dropping through the out lane by kicking it back up into the playfield. With the ability to store up to four spare shields for **Shield Kickback** (N1,N2), you can increase your defense dramatically. This means Shield Kickback will automatically be restored when you have a spare shield stored.

Extra Ball

Each time the ball rolls down the winding **Pit Fall Lane** (10) under the bumpers, one of the blue **Pit Fall Indicators** (K1-K3) will light up. When all three Indicators are lit up and the ball rolls down the Pit Fall Lane again, the red rollover **Extra Ball** (L) light will light up. One more time through the Pit Fall Lane awards an Extra Ball. The number of Extra Balls is limited to two for each regular ball (*maximum number of Extra Balls per game is 6*).

Note: *Labyrinth Multi automatically lights the Extra Ball light so you only need to go down the Pit Fall Lane once to get an Extra Ball.*

MYST Hole and Rescue The Ball

In single ball play, shooting the ball into the **MYST Hole** (16) when the **MYST** (J) light is lit awards a variety of Mystery Features such as Instant Multi-Ball, Shield Restored, Extra Ball or Maximize Energy Level. The “Rescue The Ball” feature can be obtained when you only have two balls left after dropping a ball during multi-ball play (two ball play). Shooting a ball into the MYST Hole (16) during two ball play gives you “Rescue The Ball” and restores three multi-ball play.

Quick Move

Quick Move scores are awarded for completing a combination shot within a limited time. **Quick Move Indicators** (F1-F4) will flash when the first requirement of any Quick Move is obtained. Although the first Quick Move scores are not very high (200K, 400K), each time you get Quick Move, the scores increase up to a maximum of 5 Million.

*The sections that follow describe the above features and rules in detail, along with many other features that require timing and accurate shooting. **Note:** When using diagrams, remember that letter designations are unique for each playfield overview.*





Playfield Overview

Lights

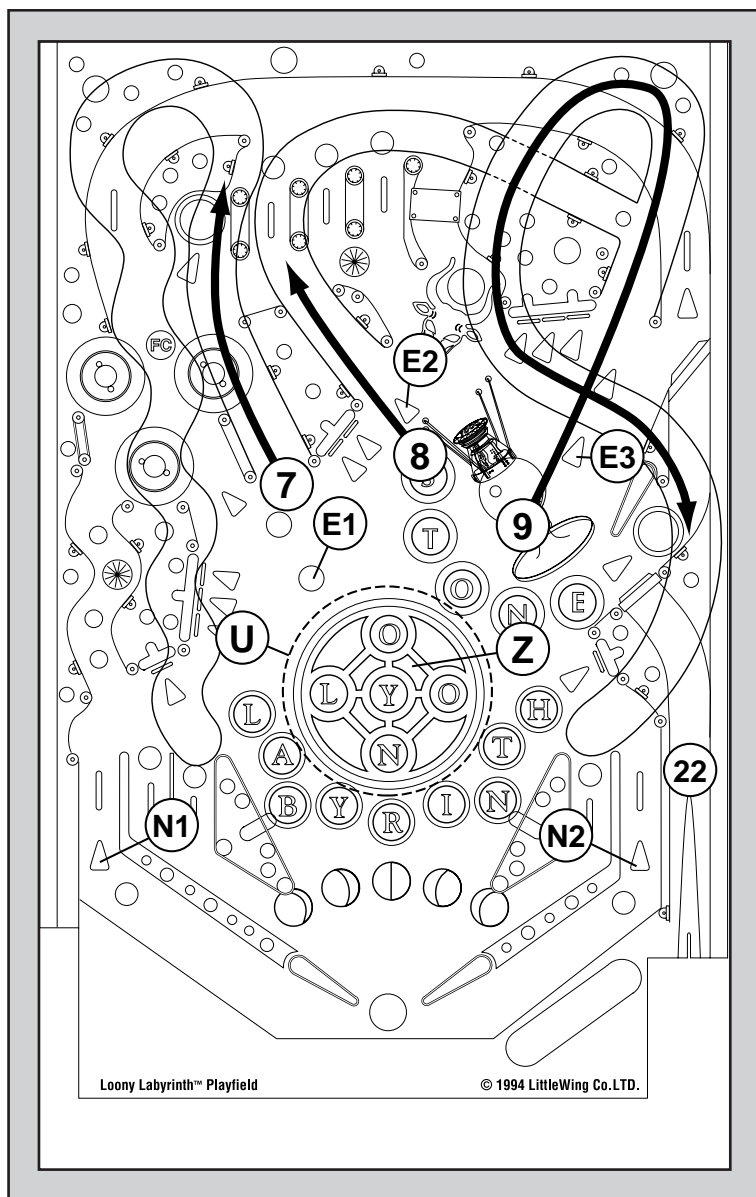
A: Top Lane
B: Install Stone
C: Minotaur
D: Full Charge
E1-E3: Explore
F1-F4: Quick Move Indicator
G: Minotaur Spot Target Indicator
H: Stone Spot Target Indicator
I: Shield Spot Target Indicator
J: MYST
K1-K3: Pit Fall Indicator
L: Extra Ball
M1-M2: Advance Shield
N1-N2: Shield Kickback
O1-O2: Extra Shield Indicator
P: Lite MYST
Q1-Q2: Lite Quick Move
R: Loony Machine
S: Minotaur Eyes
T: STONE Indicator
U: LOONY Indicator
V: LABYRINTH Indicator
W: Moon Phase Indicator
X: Same Player Shoot Again
Y: Shield Level Indicator
Z: Safety Catch Indicator

Ramps, Lanes, Banks, etc.

1: Left Lane
2: Install Stone Hole
3: Top Lane
4: Minotaur Chamber
5: Right Lane
6: Bumper
7: Labyrinth Ramp
8: Stone Ramp
9: Loony Ramp
10: Pit Fall Lane
11: Minotaur Spot Target Bank
12: Stone Spot Target Bank
13: Shield Spot Target Bank
14: Left Adv. Shield Spot Target
15: Right Adv. Shield Spot Target
16: MYST Hole
17: Left Out Lane
18: MYST Return Lane
19: Left Return Lane
20: Right Return Lane
21: Right Out Lane
22: Plunger Lane
23: Flipper



Loony Ramp and Loony Multi



Loony Ramp

The right-most ramp on the playfield is the **Loony Ramp** (9). Shooting the ball through the Loony Ramp successfully lights one **LOONY Indicator** (U). Completing all 5 Loony Indicators starts “Loony Multi” multi-ball.

Loony Multi

Loony Multi is a very powerful multi-ball. You can get five million points simply by shooting the ball into any of the three ramps. Loony Multi is a well-balanced multi-ball meaning it can help you get high scores, but is not the ultimate massive scorer.

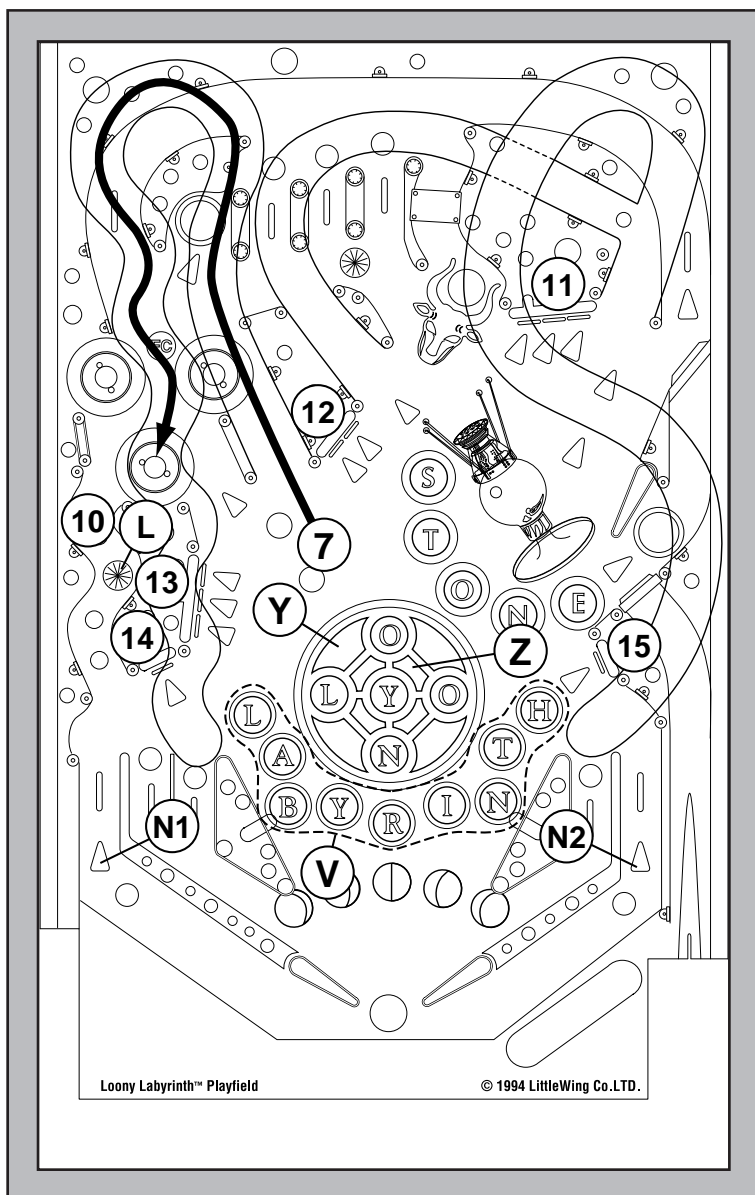
Once Loony Multi starts, both of the **Shield Kickbacks** (N1,N2) are restored. At the same time, the **Safety Catch Indicator** (Z) is lit which activates Safety Catch. The first four times you get Loony Multi, Safety Catch replays lost balls automatically for 20 seconds. The fifth and subsequent Loony Multis activate Safety Catch for only 10 seconds.

Also, during Loony Multi, all **Explore** (E1-E3) lights are lit. Shoot the **Loony Ramp** (9), the **Labyrinth Ramp** (7) or the **Stone Ramp** (8) and score 5 million points for each.

Note: The **Explore** (E2) light for the **Stone Ramp** (8) goes out temporarily when shooting the ball from **Plunger lane** (22).



Labyrinth Ramp and Labyrinth Multi



Labyrinth Ramp

The left-most, curvy ramp is the **Labyrinth Ramp** (7). Shooting the ball through the Labyrinth Ramp successfully lights one **LABYRINTH Indicator** (V). Completing all 9 Labyrinth Indicators starts “Labyrinth Multi” multi-ball.

Labyrinth Multi

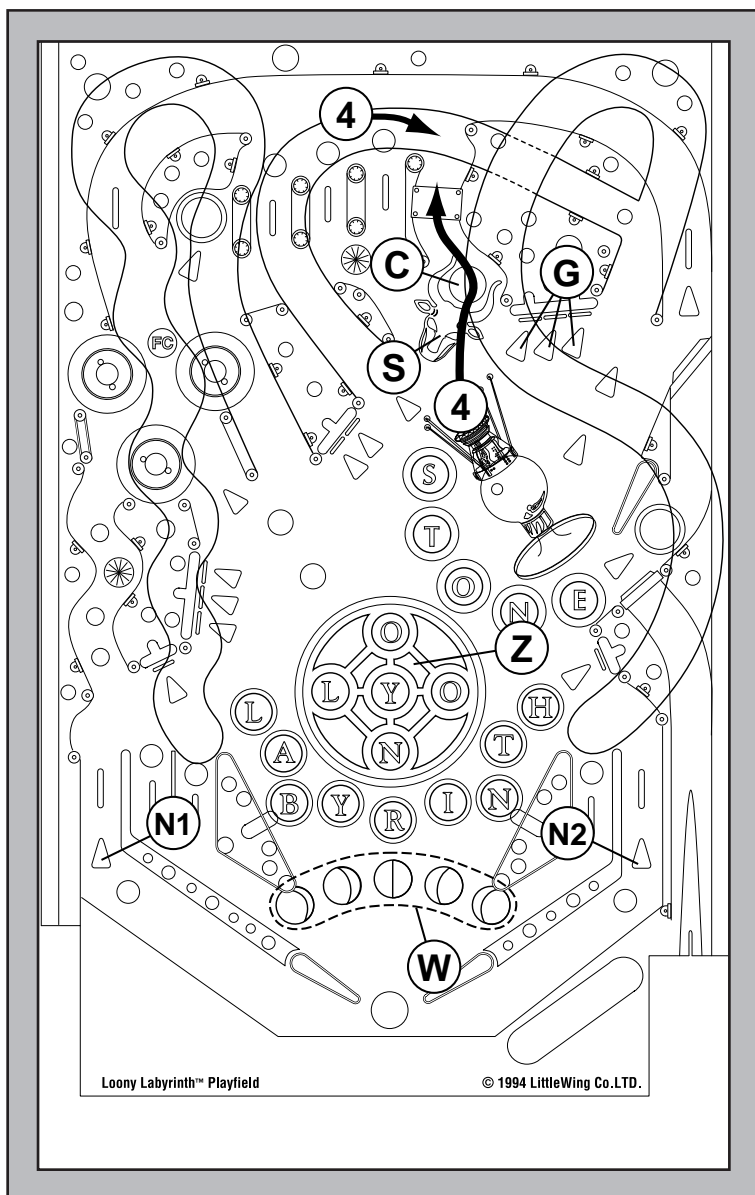
Compared to the other multi-balls, Labyrinth Multi does not have the most powerful scoring possibilities. The real value of Labyrinth Multi is its great defense.

Once Labyrinth Multi starts, both **Shield Kickbacks** (N1,N2) are restored and all **Shield Level Indicators** (Y) are lit to maximize Shield Level to four. At the same time, the **Safety Catch Indicator** (Z) is lit which activates Safety Catch. The first two times you get Labyrinth Multi, Safety Catch replays lost balls automatically for 40 seconds, the third and fourth Labyrinth Multi, Safety Catch is active for 20 seconds and Shield Level will no longer be advanced. The fifth and subsequent Labyrinth Multis activate Safety Catch for only 10 seconds.

Hitting any **Spot Target** (11-15) earns you 1 million points for each time hit. Also, the **Extra ball** (L) light in the **Pit Fall Lane** (10) is always lit when Labyrinth Multi starts.



Minotaur Chamber and Minotaur Multi



Minotaur Chamber

Completing the **Minotaur Spot Target** (G) lights the **Minotaur Light** (C) under the **Minotaur Chamber** (4). Shooting the ball into the Minotaur Chamber while the Minotaur Light is lit, locks the ball inside the Chamber and makes **Minotaur's Eyes** (S) flash. Locking three balls into the Minotaur Chamber starts "Minotaur Multi" multi-ball.

Minotaur Multi

Once Minotaur Multi starts, both of the **Shield Kickbacks** (N1,N2) are restored. At the same time, the **Safety Catch Indicator** (Z) is lit which activates Safety Catch. During Minotaur Multi, Safety Catch replays lost balls automatically for 20 seconds.

Jackpot

Shooting into the **Minotaur Chamber** (4) during Minotaur Multi lights the **Minotaur Light** (C) to score Jackpot. The starting value of Jackpot is set to 1 Million. After starting Minotaur Multi, hitting any target raises the Jackpot value by 3,000 points.

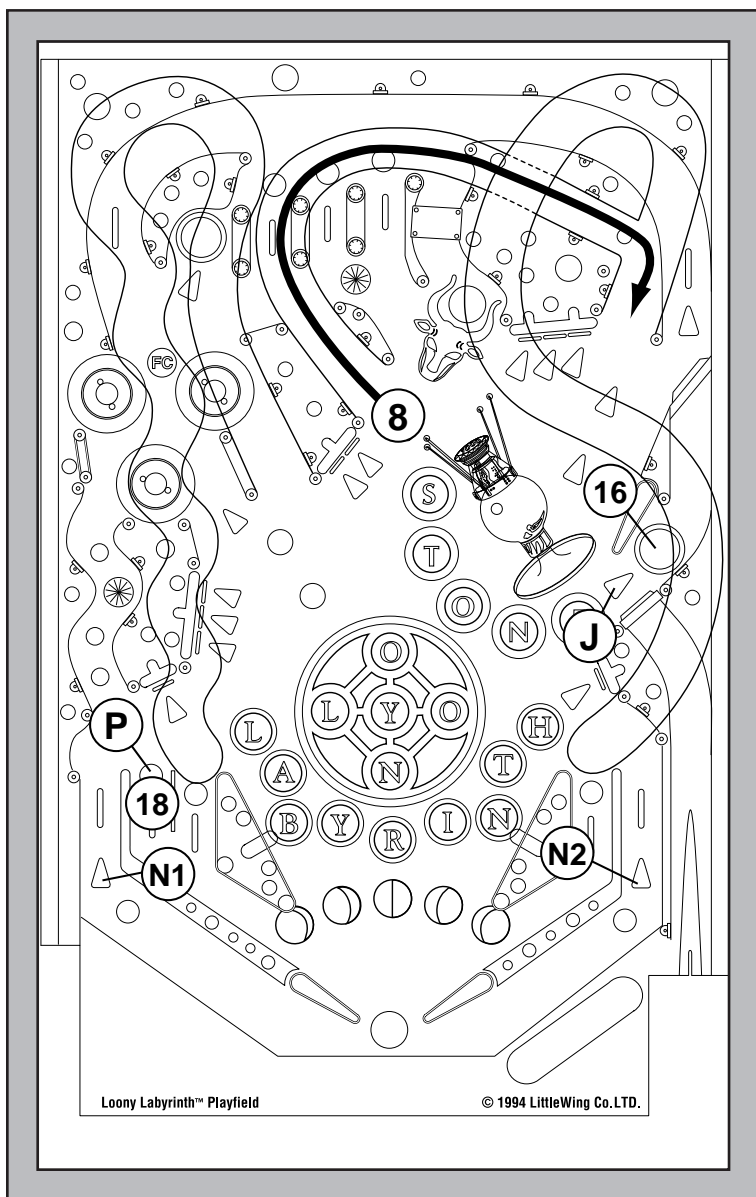
Jackpot Multi

After getting Jackpot, Minotaur Multi gives you the chance to get Jackpot Multi. After getting Jackpot, **Minotaur Light** (C) begins to flash and all **Moon Phase Indicators** (W) are lit. The Moon Phase indicators will go out one by one every 3 seconds. Shooting **Minotaur Chamber** (4) before all Moons go out rewards you with Jackpot Multi. The value of the Jackpot Multi depends on how many Moons are left. If all Moons are lit, Jackpot will multiply by seven times (7X). As each Moon goes out the multiplier decreases by one to 6X, 5X, 4X and so on.

Getting Jackpot Multi again restores all Moons which makes it possible to get Jackpot Multi endlessly. However, once all Moons go off, **Minotaur Light** (C) also goes off and the chance for Jackpot is lost temporarily. In this case, completing **Minotaur Spot Target** (G) lights **Minotaur Light** (C) and you can start over once again.



MYST Hole



MYST Hole

The middle circular ramp is the **Stone Ramp** (8). Shooting this ramp lights the **Lite MYST** (P) light in the **MYST Return Lane** (18). As the ball goes down the MYST Return Lane when the Lite MYST light is on, the blue **MYST** (J) light near the **MYST Hole** (16) is lit. Shooting the ball into MYST Hole when the light is lit awards a variety of Mystery Features.

The variety of Mystery Features changes according to the number of balls on the playfield.

One Ball play

When only one ball is on the playfield, you will be awarded one of the following Mystery Features selected randomly from the list below:

- | | |
|------------------------|---------------------------|
| 1. 100K Awarded | 9. Advance Loony |
| 2. 200K Awarded | 10. Advance Labyrinth |
| 3. 300K Awarded | 11. Advance Shield Level |
| 4. 400K Awarded | 12. Maximize Energy Level |
| 5. 500K Awarded | 13. Maximize Shield Level |
| 6. 1 Million Awarded | 14. Shield Restored |
| 7. Instant Multi-Ball | 15. Extra Ball Awarded |
| 8. Instant Lock Enable | |

Two Ball play-Rescue The Ball

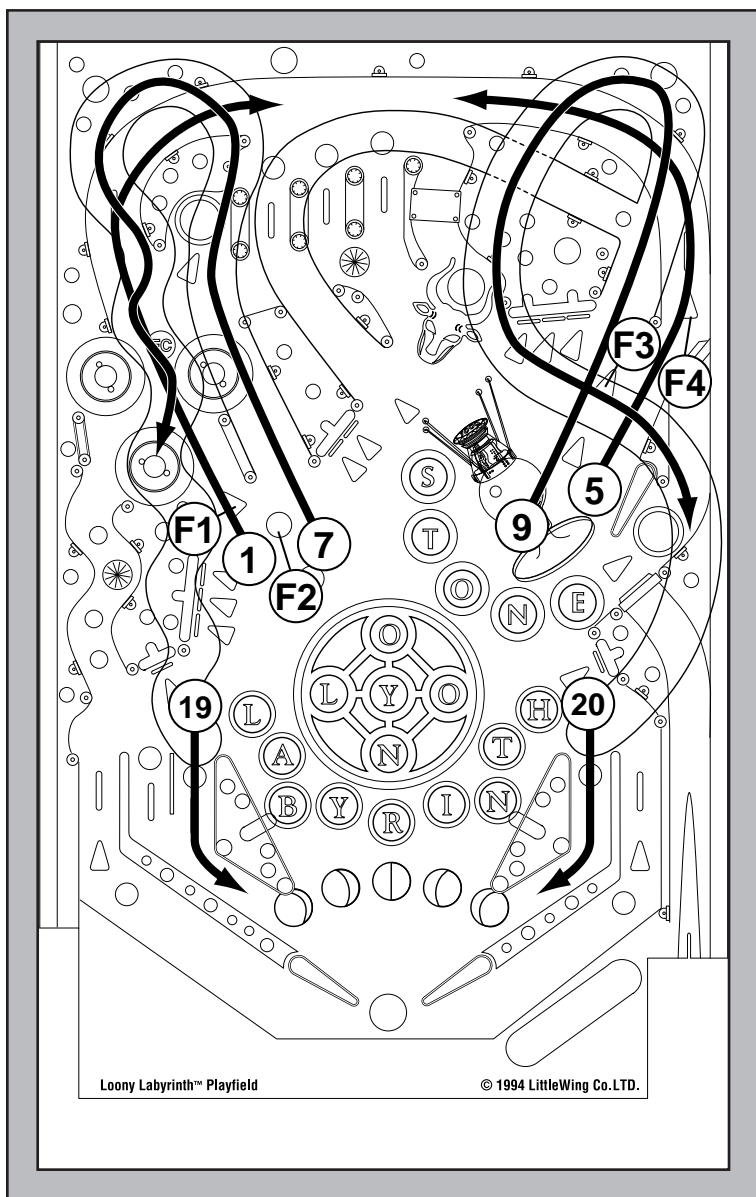
Two ball play refers to the situation when you have two balls left after one has dropped during multi-ball play. Shooting the **MYST Hole** (16) when the **MYST** (J) light is on activates the "Rescue The Ball" feature which restores one ball to restart full multi-ball play. The MYST light will always stay lit during multi-ball play unless you have activated Rescue The Ball twice. After this, the MYST light will stay lit for 15 seconds (after two), 10 seconds (after three) and 5 seconds (after four or more). The **Shield Kickbacks** (N1,N2) will also be restored.

Three Ball play

When you have three balls in play, shooting the **MYST Hole** (16) awards 1 Million points and restores both **Shield Kickbacks** (N1,N2).



Quick Move



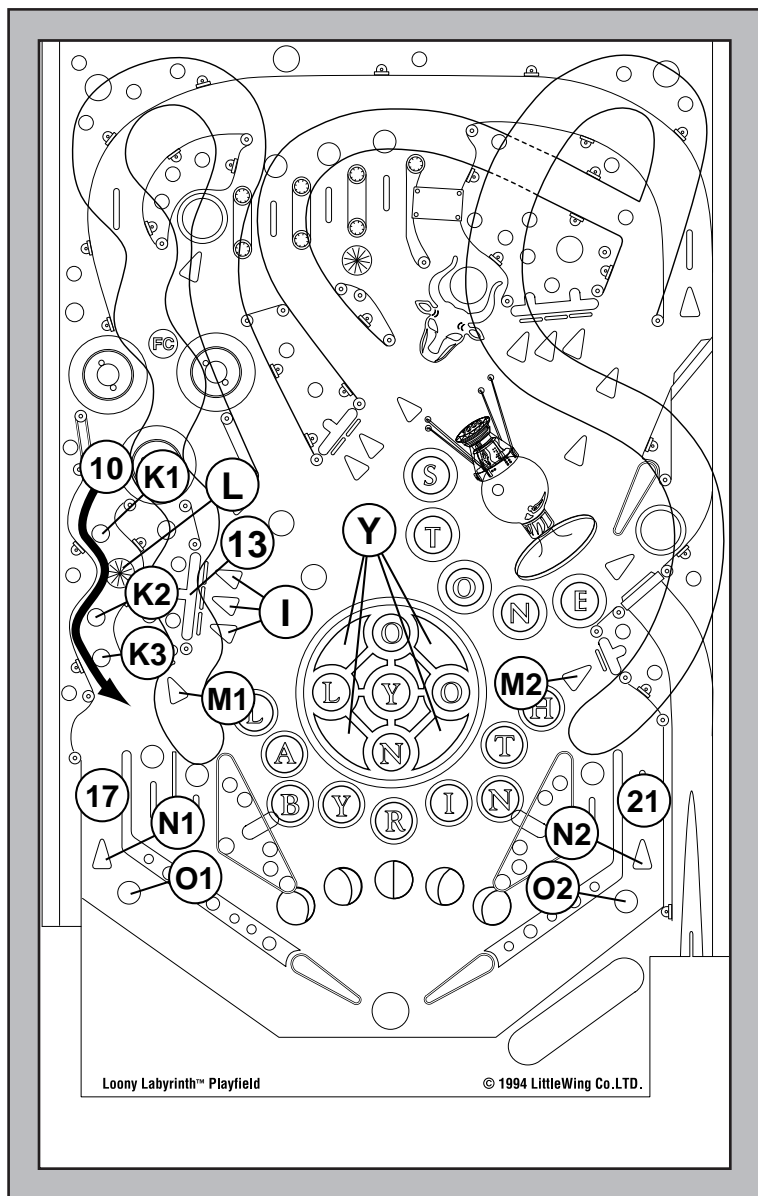
Quick Move

Quick Move scores are awarded for completing a combination shot within a limited time. Quick Move Indicators (F1-F4) will flash when the first requirement of any Quick Move is obtained. The value of each Quick Move starts at 200K and increases to 400K, 600K, 800K, 1 Million, 2 Million, all the way up to 5 Million. The following shots earn Quick Move points:

1. Shooting **Loony Ramp** (9) within 4 seconds after passing through **Left Return Lane** (19).
2. Passing through **Right Lane** (5) within 4 seconds after passing through **Left Return Lane** (19).
3. Passing **Labyrinth Ramp** (7) within 4 seconds after passing through **Right Return Lane** (20)
4. Passing through **Left Lane** (1) within 4 seconds after passing through **Right Return Lane** (20).
5. Passing through **Left Lane** (1) within 4 seconds after passing through **Right Lane** (5).
6. Passing through **Right Lane** (5) within 4 seconds after passing through **Left Lane** (1).



Shield, Extra Ball



Shield Kickback

If the **Left or Right Shield Kickback** (N1,N2) is lit, the ball will automatically be kicked back out of the **Left or Right Out Lane** (17,21) and the Shield Kickback light will go out. Either shield can be restored by completing the **Shield Spot Target** (13). However, if both the Left and Right Shield Kickbacks are not active, completing the Shield Spot Target will restore only one Shield Kickback.

Shield Level

Shield Level is a feature that allows you to collect up to four spare shields. When a shield is used up and the **Shield Kickback** (N1,N2) goes out, the shield will automatically be restored if you have a spare shield available. The **Shield Level Indicator** (Y) at the center of the playfield indicates the number of spare shields you have available. One Shield Level Indicator will go out for every spare shield used.

If both the Left and Right Shields Kickbacks are active and the **Shield Spot Target** (13) has been completed, either of the **Advance Shields** (M1,M2) will be lit. Hitting the lit Advance Shield advances Shield Level and lights the **Extra Shield** (O1,O2). However, if either Shield is not active, that Shield would be restored and the Shield Level would not be advanced.

Note: *Hitting sling shots (slanted kicking rubber band above the flippers) moves Advance Shield (M1,M2) light from one side to the other.*

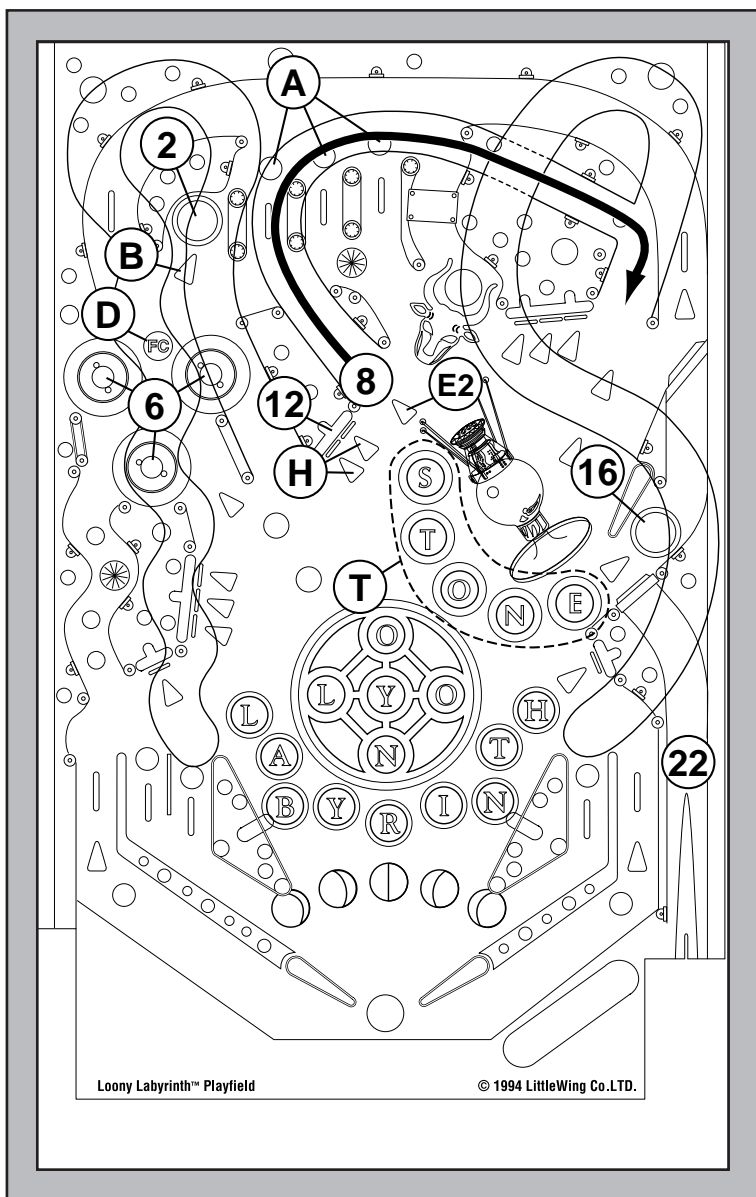
Extra Ball

Each time the ball rolls down the winding **Pit Fall Lane** (10) under the bumpers, one of the blue **Pit Fall Indicators** (K1-K3) will light up. When all three Indicators are lit up and the ball rolls down the Pit Fall Lane again, the red rollover **Extra Ball** (L) light will light up. One more time through the Pit Fall Lane awards an Extra ball (*The ball needs to go down the Pit Fall Lane a total of five times*). If you lose your ball before the Extra Ball light is lit, all lights in the Pit Fall Lane will go out and you'll have to start over with the next ball. However, if you light the Extra Ball light and then lose the ball, rolling down the Pit Fall Lane one time with the next ball will award you an Extra Ball. **The number of Extra Balls is limited to two for each regular ball (maximum number of Extra Balls per game is 6).**

Note: *Labyrinth Multi automatically lights the Extra Ball light so you only need to go down the Pit Fall Lane once to get an Extra Ball.*



Top Lane, Stone Ramp, Bumpers, Install Stone



Top Lane and Bonus Multiplier

Completing **Top Lane** (A) raises bonus multiplier 2X, 3X up to 5X. Completing the Top Lane when the multiplier is 5X awards 1 Million.

Stone Loop Million

The purple **Explore** (E2) light will be lit up for 2 seconds after the ball passes through the **Stone Ramp** (8) or 4 seconds after the ball has been ejected from the **MYST Hole** (16). Shooting the Stone Ramp when the Explore light is on awards 1 Million points.

Note: The **Explore** (E2) light goes out temporarily when shooting a ball from the **Plunger Lane** (22).

Collect Stone

Completing the **Stone Spot Target** (12) makes one of the **STONE Indicators** (T) begin flashing. You can collect one stone by shooting the **Stone Ramp** (8) when the Indicator is flashing. After completing the Ramp, the Indicator will stop flashing and stay lit. 250K will be awarded for each stone. Collecting all 5 stones awards 5 Million and gets you one step closer to activating the Loony Machine.

Energy Charger Bumpers

3000 points are awarded each time the ball hits the **Bumpers** (6). At the same time, "Energy Level" is increased by 1%. and displayed in the score window. When Energy Level reaches 100 % the **Full Charge** (D) light begins to flash. Hitting the Bumpers while the Full Charge light is flashing awards 250K (Quarter Million) for each Bumper hit.

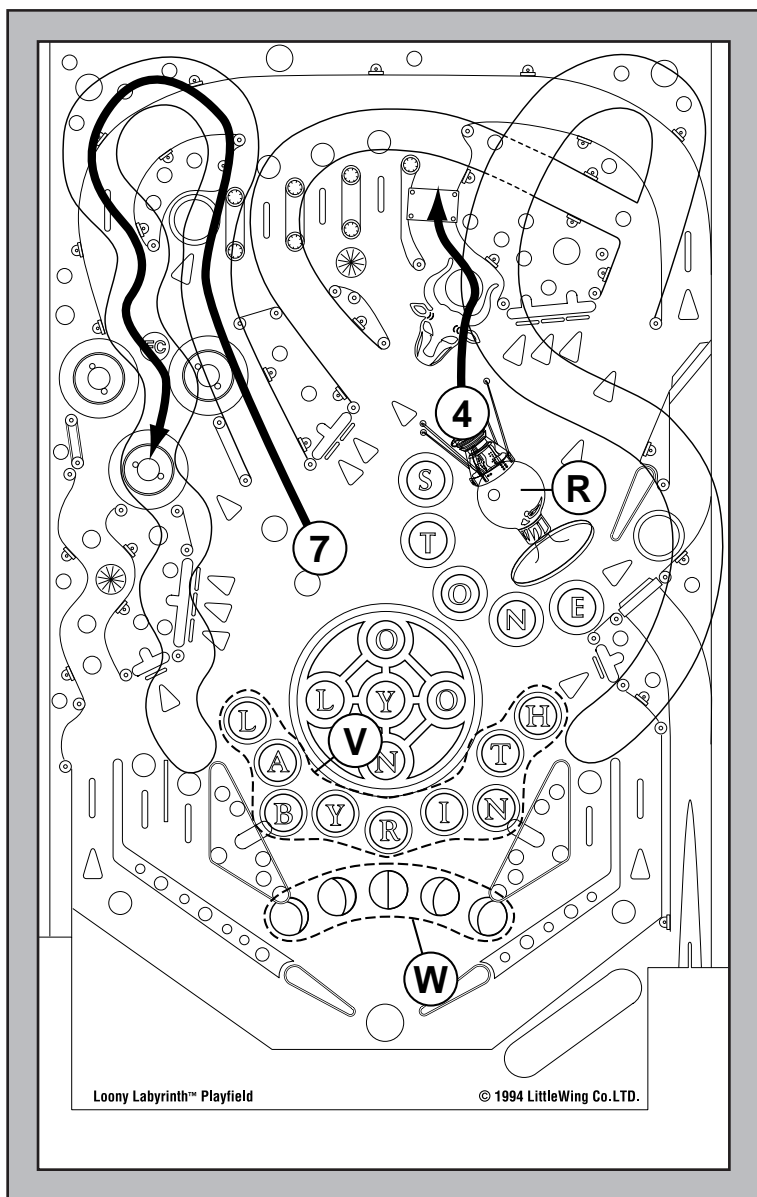
If you lose the ball, Energy Level will be cut in half for the next ball. However, if Energy Level has been charged to 100%, it will drop to 0% for the next ball. Watch out!

Install Stone and Activate Loony Machine

After you have collected all 5 stones and charged Energy Level to 100%, the blue **Install Stone** (B) light begins flashing. Shooting the ball into the **Install Stone Hole** (2) during single ball play activates the Loony Machine. If you are in multi-ball play you will be awarded 5 Million, but the Loony Machine will not be activated.



Battle in 2000 B.C.



Loony Machine back to 2000 B.C.

When the **Loony Machine** (R) is activated, the game changes its mode to the 2000 B.C. stage. In this stage, your goal is to rescue the 9 human sacrifices and defeat Minotaur.

Note: *Back Ground Music is switched to Greek Music in this stage.*

Battle in 2000 B.C.

The battle in 2000 B.C. is tough. You will immediately be sent back to Modern Times to start all over again by failing to complete the sequence described below:

1. Multi-ball starts after arriving in 2000 B.C. All of the **LABYRINTH Indicators** (V) are lit when multi-ball starts. The 9 lights represent the 9 human sacrifices caught by Minotaur. Shooting **Labyrinth Ramp** (7) rescues the sacrifices one at a time. One Labyrinth Indicator goes out from the right each time a sacrifice is rescued. It's possible to get Minotaur Multi and Loony Multi during the rescue, but you cannot get Labyrinth Multi.
2. When all sacrifices are rescued, all **Moon Phase Indicators** (W) turn on and multi-ball starts again. To defeat Minotaur, you must shoot all three balls into the **Minotaur Chamber** (4) before all the Moon Phase Indicators go out. You will fail to defeat Minotaur if the ball is lost or if all Moon Phase Indicators go out before shooting the Minotaur Chamber. If this happens, Minotaur will recapture the sacrifices and you will need to start rescuing them again from the beginning.

Defeating Minotaur awards 20 Million bonus.

Return to Modern Times

If you succeed in defeating Minotaur, the last mission is to get back to Modern Times by operating the Loony Machine manually. Immediately after defeating Minotaur, another multi-ball starts for your last journey. You can sail up the time stream by shooting any ramp for 50 years, hitting any target for 10 years, hitting any bumper for 5 years and awarding any score for 1 year.

The years earned, multiplied by 10K, are awarded as a bonus. Time earned is recorded in the high score file and score log file.





Pinball Fundamentals

Pinball is not a test of one's luck, but a game of techniques. The ball rolls down the playfield according to the laws of physics. A player has three ways to affect the ball: the Plunger shot, Flippers, and Nudging. When you master these basic techniques completely, you can beat the high scores on Loony Labyrinth.

Double Flip

This is a typical problem for novices. Double flip means flipping both flippers at the same time when shooting the ball (Fig.1). This seems like an easy way to hit the ball, but in fact it leaves a big gap between the flippers. Compare the gap with using one flipper (Fig.2).

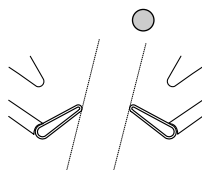


Fig.1 Bad Defense

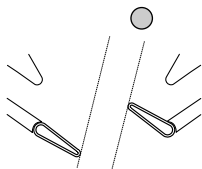


Fig. 2 Good Defense

Deflect Pass

When the course of the ball is very close to going down the Out Hole, you can touch the ball with either flipper kept up and shoot the bounced ball with the other flipper. If you can't touch the ball strong enough, flip up the right (In Fig. 3 case) flipper at the moment of impact to get more power (It's called a pass flip). The important thing is to flip down quickly after touching the ball with the first flipper. Otherwise, you risk knocking the ball down the Out Hole with your flippers (Fig. 4).

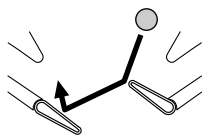


Fig. 3 Deflect Pass

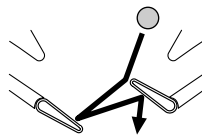


Fig. 4 Beat Down



Reverse Pass Flip

If the ball is rolling down from the right side and the course is not close enough to the right flipper, you can flip the left flipper to pass the ball to the right flipper (Fig. 5). This requires an accurate decision based on experience.

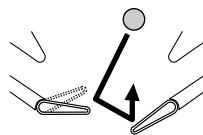


Fig. 5 Reverse Pass Flip

Holding

To trap the ball with a flipper (Fig. 6) is called holding. Holding is the basis of good attack strategy. Practice aiming at targets and ramps from the holding position. Also, try a holding lift (Fig. 7).

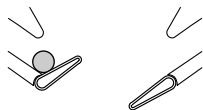


Fig. 6 Holding

Dead Flipper Bounce

This is a technique to pass to the opposite flipper by keeping a flipper down and letting the ball bounce off (Fig. 8). Though it requires courage to sit still while the ball is coming down, it's quite an effective technique so please give it a try. Also, it's important to adjust the flipper motion for different situations, for example, to flip up the right flipper after the ball bounces on the left flipper.

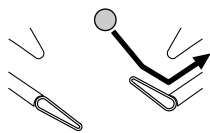


Fig. 7 Holding Lift

Special Tip

If your target is on the left side of the playfield and the ball is coming from the left return lane, you can't shoot the target with a normal shot. In this case, you can aim for the target by hitting the target right sling shot hard to bounce the ball off to the left (Fig. 9).

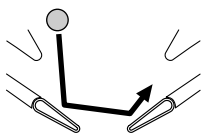


Fig. 8 Dead Flipper Pass

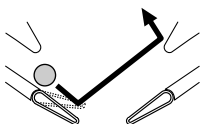


Fig. 9 Special Technique





A Word from the Crystal Caliburn World Champ

Mark Sargent won the 1994 Crystal Caliburn World Championship with the amazing score of 1,274,432,790. Crystal Caliburn, the predecessor of Loony Labyrinth, was developed by LittleWing in late 1993.

To all pinball fanatics, young and old—Welcome to Loony Labyrinth!

What a year it was! I won't sit here and tell you that the Crystal Caliburn title came easy. There were a lot of long hours put in over many months, but through it all, I have come up with some ideas to get you into the high score!

For pinball beginners

Learn to hit the flippers one at a time, not together, and try to nudge the machine whenever you see that the ball is in trouble. Concentrate on becoming proficient in one of the three simple multi balls, waiting later to attempt the time travel mode. One different aspect of Labyrinth is that you should listen to the voices as they tell you what target to hit next. Most of all, try to have fun, it's a game after all, and you can play as long you want, no more quarters!

For advanced players

To get those super high scores will require extra effort. Learn the patterns of the ball and where it likes to go, try every flipper trick in the book, and most important, get your ramp shots down. Practice from a cradle position over and over until you can hit the ramp 8 out of 10 times. The advanced player whose goal is a top score should spend extra time getting to "Stage B" and the time travel machine. Once in the Greek era, follow the new voices as they guide you to your goal.

Scores from past contests are listed on StarPlay's web site at <http://www.starplay.com>. Check these scores out and see how you stand with some of the top players in the world!

If you still have questions regarding game tips, please don't hesitate to e-mail me at mark@starplay.com. I began working this last year on the staff at StarPlay so I'm no longer eligible to compete in contests. I hope you enjoy Loony Labyrinth™ and strive to be your best at the most entertaining game in the world...pinball! Best of Luck -Mark Sargent





Optimizing Performance, Error Messages & Troubleshooting

Optimizing Performance

Display

Use 256 color mode.

Use 800x600 resolution if possible (640x480 is also OK).

Update display driver software for your video board.

Choose 'Full Screen' from Option Menu.

Loony Labyrinth is optimized for 256 colors. The program is compatible with other color modes, but performance may be affected.

Sound

Update sound driver. Well-designed sound hardware and driver software will improve the quality and performance of your applications. In Loony Labyrinth, the performance of the sound system can affect the smoothness of ball movement.

Multi-Task

Windows is a multi-task operating system and it may run two or more applications at once. However, performance of each application may be affected. To get maximum speed out of your PC, exit all applications except Loony Labyrinth. This will also help with memory usage.

Memory

If you experience disk accesses during the game, try to reduce the size of the RAM Disk or Disk cache program. This might improve the performance of Loony Labyrinth.

It's very important to have a large block of physical memory installed for Windows. Generally, the RAM Disk program and the Disk cache program take memory away from Windows.

For more detailed information about memory, please refer to the section "Optimizing Windows" in the Microsoft Windows User's Guide.



Error Messages

Loony Labyrinth has not been installed properly.

Please reinstall from the CD-ROM. This error may occur if you have copied Loony Labyrinth to a new computer. If Loony Labyrinth has been copied or moved to a new computer via an external hard disk, it will not run. If you have made a hardware upgrade, you may also need to reinstall from the CD-ROM.

Invalid serial number.

Please check the serial number on the back of the Player Guide and try again.

You do not have enough disk space to install all of the files you have selected.

Please indicate a new hard drive and path name, or free up disk space and try again.

Could not complete operation.

There is insufficient memory left in the heap zone.

-or-

A resource was not found.

-or-

Too many timers installed. Demonstration during idle time cannot be performed.

Application file is damaged.

Error in reading resource from file. Application file may be damaged. Please reinstall from the master CD-ROM and try again.

Please fill in both your name and serial number.

You must fill in both fields.

Loony Labyrinth cannot play Effect Sounds.

No WAVE sound driver/card is installed on your system. Effect Sound setting is turned off automatically. Please turn it on after installing WAVE sound driver/card.

Loony Labyrinth cannot play Music.

No MIDI sound driver/card is installed on your system. BGM Sound setting is turned off automatically. Please turn it on after installing MIDI sound driver/card.

Loony Labyrinth could not play Effect Sounds.

There is no driver installed on your system

-or-

The specified device is already in use. Wait until it's free, and try again.

Loony Labyrinth could not play Music.

There is no driver installed on your system.

-or-

Cannot find the specified file. Make sure the path and file name are correct.

-or-

The specified device is already in use. Wait until it's free, and then try again.



Troubleshooting

Q: Loony Labyrinth worked fine yesterday, but today I get an “Application file is damaged ...” error message. What happened?

A: A couple of things could have happened. First and most serious is the possibility of a virus infection. Disinfect your hard drive using a good virus checking program. If you were infected, reinstall Loony Labyrinth after you have cleaned your hard drive.

Another possibility is if you changed or updated your computer hardware from the last time you played. If this is the case, reinstall from the CD-ROM. (Loony Labyrinth configures itself to your exact environment and will be affected by a hardware change.)

Q: Loony Labyrinth is installed on my external hard disk. I attached the disk to a new computer and Loony Labyrinth won't run. What happened?

A: Reinstall from the CD-ROM onto the new computer. (Loony Labyrinth configures itself to your exact environment and will not run on a different CPU until you reinstall.)

Q: I've entered the serial number exactly as it is on the back of the manual, but why won't it work?

A: Serial numbers are 16 characters long. Make sure you enter ones as “1” and not “L”. The full serial number is made up of numbers, letters, and a dash. Also, there should be no blanks between characters or blanks at the end of the serial number.





Technical Support

StarPlay provides Technical Support free of charge to registered users of Loony Labyrinth™. If you just purchased the product and are having trouble installing, we are happy to help you. In order to provide the best possible service, we ask that you do the following before you call.

- Please review the chapters *Installation* and *Operation*
- Check the chapter *Optimizing Performance, Error Messages and Troubleshooting*. This gives quick answers to some of the most common problems.

When you call, if possible, be at your computer with Loony Labyrinth loaded. Also, please have the following information at hand:

- **Your serial number.** (located on the back cover of this manual)
- **Model of computer and processor type.** (386 DX33, 486 SX25, etc.)
- **Type of sound card.**
- **Display resolution and number of colors being used.**
- **Amount of RAM in your computer.**

Windows 3.1-Exit Windows and run the MEM command from the DOS prompt.

Windows 95-Choose System from the Control Panel in My Computer and choose Performance.

Windows NT-Choose Version from the Help menu of the Program Manager
Jot down the total amount memory available and the free memory available.

StarPlay Technical Support can be reached Monday through Friday, 9 AM to 5 PM Mountain time, by calling **1-303-447-9562** or send e-mail to support@starplay.com. Also, check out the technical support area of our web site at <http://www.starplay.com> for answers to frequently asked technical questions.

A note from the Publisher—

Thank you for purchasing Loony Labyrinth. We hope it will bring you many hours of fun and challenge. StarPlay is proud to be the publisher of the exceptional products developed by LittleWing. If you have comments or suggestions, please contact us at:

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