

# THE LABYRINTH OF TIME™

## ADVENTURERS GUIDE

Walkthrough by  
Andrew Modro



The Wurmkeep  
Entertainment Co.™

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The Labyrinth of Time Adventurers Guide  
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## **0. THE BEGINNING**

Your drab, black-and-white world is about to be turned upside-down in ways you never could have dreamed possible as you enter the world of The Labyrinth of Time.

Your meeting with Daedalus is unfortunately brief, but he leaves you with a clear mission. You must destroy his masterwork in order to save the world from Minos. Armed with only a map and two quarters, you begin your quest...

## **1. SUBWAY CAR**

The subway car you stepped into before your meeting with Daedalus is still there. You have four possible exits, one to each cardinal direction. Taking the North and East exits lead you to dead-ends in a strange purple-bricked chamber. You can get a good look at the car -- somehow, it's been detached from the rest of its train.

Going South leads you to a heavy sealed door. You can't get through here right now.

Your only way out seems to be to the West. Stepping through the doorway leads you into...

## **2. HOTEL, ROOM 14 AND ELEVATOR LOBBY**

You will see quite a bit of this area throughout your quest. The decor is charmingly quaint, like something from the turn of the century or even a little before; that should be your first clue that you're not where (or when) you started.

When you arrive from the Subway Car you're standing in a small foyer-like hallway with doors on all sides. Going East will take you back to the Subway Car. The door to the South does not open right now; it will open later, but you will need the proper key.

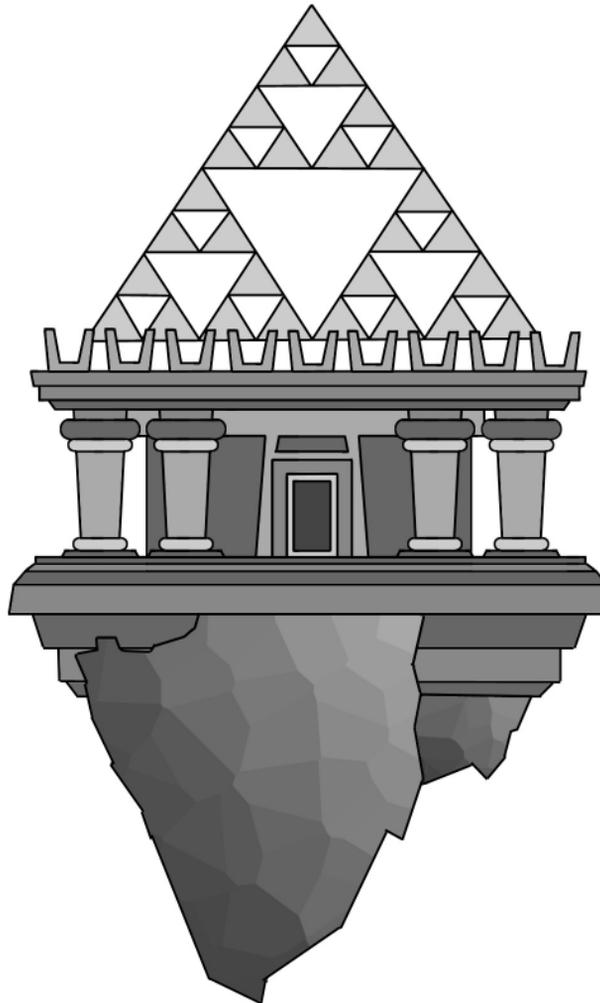
The door to the North leads you into a bathroom. Nice of Daedalus to include some amenities in his Labyrinth, isn't it? The pull-chain on the toilet can be Moved.

The door to the West leads you into a long dog-legged hallway. There are several doors on each side here. The only one that happens to open, however, is the second door on the North side. This is Room 14. Take your time looking around. Note the locked wardrobe on the East side of the room. As usual, you will need the proper key to open it. The pictures on the South and West walls can be examined more closely, as can the phonograph on the endtable by the bed. There's nothing more to do here at the moment. Return to the hallway and continue West.

Turn to your left at the bend in the hall. Going one step South leads you to the Elevator Lobby. This is still part of the hotel hallway, but has a different marked name. Here you will see two doors, one on the left (East) and one on the right (West). You will pass through each of these doors soon enough. For now, continue South through the doorway at the end of the hall.

The astonishing sight that greets your eyes is your final destination, the Center of the Labyrinth. Once you get over your surprise, turn to your left to note the laundry chute for later.

Return now to the Elevator Lobby. Turn to face the elevator, the door on the East wall. Take a closer Look at the panel on the wall beside it marked with the numbers "1" and "2". Move the panel to call the Elevator. Once it arrives, step in and turn around. Press the "2" button on this panel, and the doors will close. You will be taken to the next floor. Step out into the Reception Area.



## **MAZE CENTER**

### **3. RECEPTION AREA**

The change in decor is quite drastic. There are exits from this room on all sides. On the North is a door leading to what seems to be the office of two detectives ("SLADE and BARCHER, PRIVATE DETECTIVES", says the sign on the glass). It is, of course, locked, and you will need a key.

To the West is a Movie Theater. If you want to poke around here now, go ahead. You won't be able to go far. In the Theater's back hallway is a slide puzzle on a brick wall. The solution to this puzzle is located elsewhere. If you really want to, you can page through this guide to find it, allowing you to pass through the wall, but that will ruin much of the magic of the Labyrinth for you.

To the South of the Reception Area is a short hallway. Head down it now. You will see a sign marked "LOUNGE". Maybe in the normal world, this sign would be telling the truth.

### **4. CRYSTAL CLIFF AND DIM TUNNEL**

Vertigo would be easy to get here. You are presented with another astounding view of the Center. The only way to proceed here is to turn West and walk forward into the mouth of a cave. This is the Dim Tunnel.

One step West leads you to what appears to be some kind of path. On the wall in front of you are moving arrows, accompanied by an annoying sound designed to get your attention. Follow the arrows by turning South. A glowing door filled with a fractal pattern greets your eyes. Step forward without fear, entering the door.

### **5. TRAIN CAR, TRAIN DEPOT, AN OLD WEST TOWN AND OLD MINE**

You have materialized at the front of an old-fashioned train car. To your West is a door that stubbornly refuses to open. You will have to use your imagination about what could be on the other side, because this door will not budge. There is no key to it.

Turn East and walk to the back of the car. There are two more doors here, one at the very back and one on the South, leading out of the car. Going through the East door leads you to the platform on the back end of the car itself, allowing you to look around. You can see the Center from here again. Taking the South door leads you to the Train Depot.

After taking in the scenery, pass into the Depot building itself. Continue South through

the building and into the street beyond. Welcome to Revolver Springs, a town straight out of the Old West. Apparently the town, like everywhere else in the Labyrinth, has been deserted. On your left, to the East, is the Saloon. If you like, pass through the swinging doors and have a look around. All you will find is a Whiskey Bottle. Using the Bottle will give you a humorous message, but it has no other purpose.

Directly across from the Saloon is the Cemetery. There isn't much to see in such a place.

Two steps South bring you to two more buildings. On the East is the Daily Bullet, the local newspaper office. On the West is the Sheriff's office. Head into the Bullet for a moment and look around. Take note of the printing press. Head back into the street and go across to the Sheriff's office.

Directly across from the door is the door of the jail cell. To the left, on the South wall, is a desk. Look at the desk to move in closer. Open the drawer in the top of the desk and take a closer look inside. Grab the Brass Key. Finally, you're getting somewhere! Leave the Sheriff's office.

On the South end of town is a cave entrance that leads to the Old Mine. Sitting on the tracks is a mine car. Moving East down the tracks leads you to a blocked passage. Something has fallen across the tracks. Whatever the object may be, it has curious ornaments sticking up off of it. There is nothing else to do here.

Return to the Elevator Lobby in the Hotel. Note how the interior of the Elevator has changed, since you're entering it from the Reception Area instead of the Lobby. Once

## **6. ROOM 14 AGAIN AND MIRROR MAZE**

The Brass Key you picked up belongs to the wardrobe in this room. Use the Key to unlock the wardrobe, then open the wardrobe to get a look inside. You will see two objects. Take them both. They are a Journal and a Card Key.

Immediately open (Use) the Journal and read carefully. Some of the back-story is revealed here.

Once you are done reading, leave Room 14 and return to the Lobby. Go through the door on the West side. You will encounter the laughing face of a giant clown. Stepping through this portal will bring you into the first of three large mazes found inside the Labyrinth of Time: the Mirror Maze.

It's not really possible to get lost inside the Mirror Maze, because your Map will automatically record every room and every exit, and this guide also provides a full map of the maze. If you still do not feel confident, make use of the Bread Crumbs. If you are very

impatient, the solution to this maze is included at the end of this walkthrough.

Once you solve the Mirror Maze, you will be in a Control Room with a strange piece of machinery. Look at the center of the machine, where the buttons and strange characters are. You will see an open slot. The Card Key you picked up in Room 14 will fit in this slot. Press the blue button. The screen dissolves, accompanied by a strange sound, then reappears. The room looks different now.

What has happened is that you have been teleported. Your Card Key is still in your inventory, but you are now in the Museum.

*Special Note:* In your wanderings through the Mirror Maze, you will encounter an old-style carnival machine called Morgan the Magician. Morgan is something of a hint-giver, though his advice is quite cryptic. At a cost of only twenty-five cents, he will reveal arcane secrets to assist you in your quest. The problem is that your pocket change is quite limited.

In the original release of *The Labyrinth of Time*, you had only one quarter. Giving in to the temptation to use Morgan was instantly fatal to your quest, because there are other places further down the road where that quarter is more useful. In this release, you have two quarters, so you could see what Morgan has to say right now. But it is recommended that you avoid doing this until you can find more change further along your path...

## 7. MUSEUM

The control room to which you have been teleported contains a video monitor with an image of Earth. Click on it to obtain more information about your current location.

Heading East through the door brings you to a display area, with six glass tubes. One of these tubes has been shattered, and is empty. The other five contain various objects. Clicking on the monitor on each tube will give you information about the object inside (in some cases, rather funny information at that). To the East of this room is another. On the East wall is another monitor, and above that is a window. Apparently this museum is on the Moon, and is that a Monolith outside? Better hope HAL-9000 isn't watching...

On a pedestal to the North is an Alien Belt. This Belt looks quite interesting, but serves no actual purpose except to clutter up your Inventory. On the South wall are three levers. Pulling the Purple Lever will trigger some kind of loud catastrophe, somewhere in the Labyrinth. Pulling the Red and Yellow Levers apparently does nothing, but pull them anyway. All will become clear later.

# 8. LIBRARY

There is a monitor on the West wall of this particular Control Room. Click on it and read what little it has to tell you. Then head South into the corridor. Turn West and check this monitor as well.

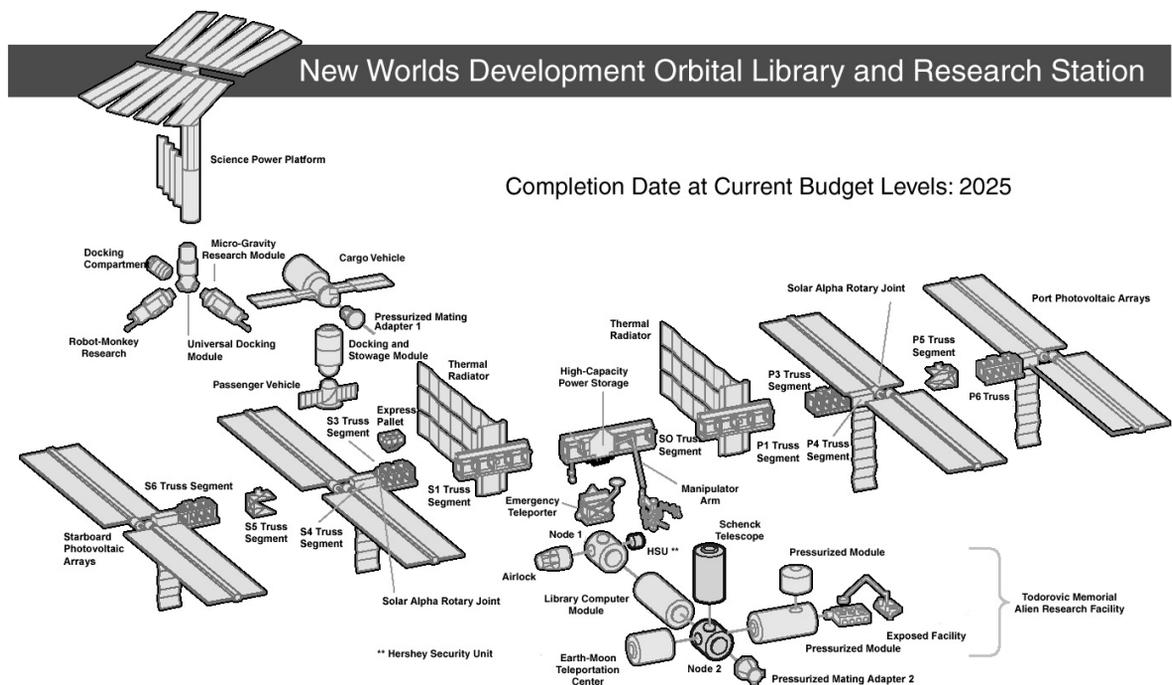
The information you have gathered paints a very unhappy picture. Minos is using the power of the Labyrinth to appear at multiple points throughout history and take over the entire world. If you don't do something fast, there won't be anything left in any era for you to save!

The corridor leading to the East offers yet another view of the Center. To the South, you encounter a ladder. Click Forward to ascend the ladder. Once you do this, you will be facing North, so don't get confused. There's another device here. This one looks like it should have bubblegum balls inside of it. Press the single button, and you will be teleported once more into a Cave.

# 9. CAVE AND MOUNTAIN ROAD

There is nothing of note inside the cave except the teleporter. Turn around and exit to the East.

Your first reaction would be natural. That's a lot of falling rocks coming down. How do you get through? There's only one way -- make a run for it!



You will be able to pass this way only once unless you find some kind of protection. Hopefully the path ahead will have something you can use. Now that you've run through the avalanche, you will find yourself in a Cretan Hall.

## **10. CRETAN HALL AND CRETAN PALACE**

The design of this area is among the most beautiful in the entire Labyrinth. You should take a moment to look around, just for artistic appreciation.

After running past the avalanche, you will be in a long corridor leading East. At the end is a door. Pass through it into another corridor. There is a door leading South. Ignore it for the moment and go North, through the door at that end of the corridor.

This brings you face to face with the Center one more time, except from here you seem to be much closer than before. In fact, if you had a bridge, you could cross over. This seems to be your ultimate goal. But you can't fly, and unfortunately the Alien Belt doesn't actually do anything to help with that (more's the pity). Mark this place in your memory and return to the corridor. Head South through the remaining door.

This area is arranged in a three-by-three grid of sections. You enter on the North side of the Northeast-most section. Immediately to your left, on the East wall, is another door. Wander around here, and take note of the strange lock on the door on the West side.

In the center is what appears to be a small stone pool or fountain. Take a closer Look -- inside is a double-headed axe. This weapon is called a labrys, and the word "labyrinth" is derived from that name. Take the labrys. Now make your way back to the door leading East in the Northeast corner.

## **11. COURTYARD AND MEDIEVAL MAZE**

You are now in a rather Gothic-looking courtyard. The only other exit from here is through the archway to the East. Step through.

This leads you to the beginning of the second maze within the Labyrinth, the Medieval Maze. As before, your Map will automatically record anything you pass through, and this guide provides a full layout as well as a fast text solution. If you do not wish to consult the map or the text solution, be aware that there is an important object in the Southeast corner of the maze -- a Helmet. It could be the answer to your problem with the falling rocks...

The exit of the Medieval Maze leads you into a Weird Cave.

## **12. WEIRD CAVE, CLOSET AND 1950'S DINER**

There isn't much to see here. To the North you will see a flight of stairs. Walk up them. Be aware that you will actually ascend two flights of stairs, which will turn you around. At the top, you will be facing South.

At the top of the stairs, you will find a can of paint conveniently sitting on a closet shelf. Take it -- this is one of the most important objects in the entire Labyrinth.

Turn to your right and step West into a 1950's diner. The quaint feel of this place is somewhat marred by the total absence of people, food or drink. It's a good thing you don't get hungry in this game. Again, take a moment to look around. A lot of hard work went into the modeling.

Two steps North along the bar brings you to a Jukebox. This is another one of those places where you can use one of your quarters. If you have both quarters still, go ahead and use one. Look at the change return at the bottom of the machine -- something has dropped down. Take it; it's a Silver Key. If you used a quarter on Morgan the Magician, *do not attempt to operate the jukebox yet*. Turn to your left and head West down the corridor.

Another view of the Center greets you, along with two important things: a telephone and a door that apparently leads to the "TOILET". Turn and Look at the phone. Now your pocket change becomes important. Drop a quarter into the slot (Use the quarter), and watch as the phone rewards your patience with a pile of change! If you haven't gotten the Silver Key yet, do so now. When you are done, turn to face the restroom door and use a quarter on it to open it. Step through.

## **13. HEDGE MAZE AND CONSTRUCTION SITE**

This is the beginning of the largest of the three mazes, the Hedge Maze. By now you should be familiar with the navigation required for these mazes. There are no special objects here. If you find the Sundial, admire it for a moment, then move on. It has no purpose other than decoration.

The exit of the Hedge Maze leads to a Construction Site. Your goals here are to obtain the Screwdriver and a vital clue. Once you've got the Screwdriver, head North and turn to face the West wall. On a piece of paper is the solution for the slide puzzle in the back corridor of the Movie Theater. (In fact, if you consult your map you will see that you are very close to that location -- but you can't go back the short way.) The solution is pro-

vided in this guide, but if you wish, write it down yourself.

Now you must begin a long walk. Return through the Hedge Maze, Diner, Medieval Maze and Cretan Palace to the spot with the avalanche. Use the Helmet to wear it, then walk through the falling rocks. Continue through the Library and teleport back to the Mirror Maze control room with the orange button. Head back to the Elevator Lobby, then take the Elevator back up to the second floor and pass into the Theater. Continue around to the back corridor and you will be at the slide puzzle once more.

Enter the solution and a hole will open in the wall. This gives you admittance to the other portion of the Construction Site, a Cellar.

## **14. CELLAR**

Don't get nervous about the cask sitting on the sawhorses unless your name happens to be Fortunato.

Head East. You're now back on the Construction Site, according to your message bar. There is a box here containing two items you will need: the Gold Key and the Bicycle Pump.

The wall has opened here as well, allowing you to pass back into the Hedge Maze if you so choose. It won't be necessary, however. Return to the Reception Area and use the Silver Key to open the door into the office of Slade and Barcher, Private Detectives.

## **15. OFFICE**

Leave the falcon statue on the desk behind. It's probably Maltese, and that never was good for anybody. It has no purpose anyway.

The vital objects here are the Notes and the Iron Key. Be sure to get both. According to the notes, Revolver Springs was destroyed on May 1, 1882. No graves were ever found. This probably explains the Professor's difficulties. (If you have not yet read the Journal, you really should do so now.) Since you seem to be able to pass through time and space there might be a way to help him find those graves, but how?

It's time to find out. Return to the Hotel on the middle floor. Walk all the way back to the entrance foyer area and use the Gold Key on the door on the South, opposite the bathroom.

## 16. HOTEL AGAIN

One wall of this room has been replaced with a lot of rock, into which has been set some kind of vault door. The combination will become apparent soon enough. On the West is the door to a closet. Inside is a sign that reads, "Drop off laundry and a newspaper for room 14." Room 14 was the Professor's room. Combine that knowledge with the laundry chute at the end of the hallway and it certainly appears that you should keep your eyes open for something to wash, doesn't it? The only trouble becomes how to get a newspaper that will be of use to the Professor.

Remember the Daily Bullet. On the South side of this closet, on one of the shelves, there just so happens to be a blank sheet of paper. It's the right size to use with the Bullet's printing press! It should be fairly obvious what to do with it now. Don't worry about the bucket, the broom or the teapot. Armed with the paper, return to Revolver Springs.

## 17. AN OLD WEST TOWN AND OLD MINE AGAIN

Head immediately to the Daily Bullet. Use your paper on the printing press, then Move the lever to activate. Take the paper from the press. You now have a newspaper that will help the professor.

*Special Note: You MUST follow the next step now or you will become stuck and unable to continue!*

Head back into the Mine. The object blocking the tracks has disappeared. Move the mine cart to push it, and it will roll down the tracks and crash into something. Head down that way to inspect. The cart has knocked open a door. Step through this door.

*Immediately* turn around and *close the door*. Behind it is a Lantern. You *must* have this object, or you will have to restart your game.

The sword in the stone will prove that you are rightborn king of all England, but it has no actual purpose. Take it if you need an ego boost.

Return to the closet in the Hotel and drop off the newspaper (Use it). Now head back to the Subway Car.

## **18. SUBWAY CAR AGAIN AND CITY STREET**

Uh-oh.

The source of the racket when you pulled the purple lever is now apparent. The Subway Car has been flattened!

You have the solution in your inventory, however. It seems this Subway Car is inflatable -- Use the Bicycle Pump on it. Check all around for a pair of legs. Examine them and look out for Munchkins! Now through the Car to the South, where that intimidating door still waits for you.

Use the Screwdriver on the visible Screw. Take the Screw to remove it and the door will now open for you. Pass through onto a city street.

On your left, to the East side of the street, is a newspaper vending machine. You can pop a quarter in and Take a paper if you want. What you cannot do is use this paper to help the Professor, since it's got nothing to do with Revolver Springs and is well past his time. Now step South one pace, and pause. There are two things to remember here.

*One:* make sure you have the Lantern. If you don't, you won't be able to get back from where you're about to go.

*Two:* Turn the volume on your sound down. The next sound effect is a doozy.

Once you have checked these things, step South again. Lightning flashes and thunder booms.

"Didn't your mother ever teach you not to cross the street against the light?"

A surreal image scrolls past as you fall down a hole. You bounce, then settle gently at the Bottom of a Well...

## **19. BOTTOM OF WELL AND SURREAL MAZE**

There is only one path heading away from your current location. When you are ready, step South.

This is the only place in the Labyrinth where your Map is useless. When you try, you are told, "This maze appears to be too surreal to map." Indeed, this Surreal Maze lives up to its name many-fold.

The game provides few clues as to what you are supposed to do here. The solution is incredibly simple, yet almost impossible to figure out without hints. The Surreal Maze is constructed of only nine rooms in a three-by-three grid. However, each side of the grid "wraps around", creating effectively infinite loops. Brief descriptions of the "rooms" as well as the solution to the maze are provided with the other maze solutions.

Once you have found your way out of the Surreal Maze, you find yourself near a large Mesoamerican pyramid-type structure. This is the Ziggurat.

## **20. THE ZIGGURAT**

Turn West and approach the Ziggurat. Ascend the stairs by moving forward. Halfway up you will see a door on each side, but both are shut. Continue moving West to reach the top. Here you will find an intricate pillar. In order to open the doors, you must Move the pillar to turn it. Once you do this, the doors will open. Descend the staircase.

Here you must turn on your Lantern by Using it. Without it you cannot see inside the Ziggurat and will not be able to move around. Because of this, if you do not have the Lantern, you will be forever trapped in this area, unable to return to the rest of Labyrinth. Once your Lantern is on, enter the South door.



**DRAWING OF A MINOTAUR FOUND ON  
A CRETAN URN FROM THE 5TH-CENTURY BC.**

The interior of the Ziggurat is vaguely maze-like, but not hard to navigate. You will encounter three levers, red, yellow and purple, matching the levers in the Museum. Three steps West of the South entrance is a dirty shirt that you can take. Remember the "lucky shirt"? You now have it. Once you throw any of the levers, you will be teleported to the exterior ledge of the Cretan Hall, facing the Center. Take note of the bridge section that has appeared! This must be how you build the bridge. Now go back to the hotel.

## **21. HOTEL ONCE MORE AND TOMB**

Take the shirt to the laundry chute in the hotel and throw it inside. Once you do this, check the Professor's journal. The information in the journal provides you with clues to the combination of the vault door across from the Closet. If you're having trouble figuring out where to start, the combination is Lyon's birthdate in six digit dd-mm-yy format:

04-08-1872, or 040872

Enter the code into the lock and enter the Tomb of Minos. Moving South brings you to the Sarcophagus of King Minos himself. You know he's not inside, so feel free to open it up. What *is* inside is a Cretan Ornament. Remember the strange lock in the Cretan Palace? This should fit.

If you like, you can take the Pith Helmet. It will serve the same function as the Helmet you're already wearing.

Return to the Ziggurat by way of the City Street and Surreal Maze. Throw another lever and be teleported back to the Cretan Hall. Go South to the Palace and approach the lock. Use the Cretan Ornament to place it in the lock. The door will open into the Throne Room of King Minos.

## **22. THRONE ROOM AND CENTER OF THE LABYRINTH**

After looking around, Move the throne aside. You will find a can of Acme Fresco Paint. Take the can, and don't worry about Wile E. Coyote wanting it. Now return to the Ziggurat and throw the final lever. Once you have done this, cross the complete bridge to reach your goal.

The dreaded Minotaur is revealed as an animatronic wall display. Two mirrors inside the chamber throw light on it. When you turn to look from side to side, the Minotaur turns to face you, as if you are stepping around the room for a better view.

You have two cans of paint in your inventory. Use them on the mirrors to reveal that

they were in fact creating the image of the Minotaur. Place your labrys into the slot you see. The Keystone of the Labyrinth is now before you!

But how do you destroy it?

Think back to everything you've read and seen. The professor spoke of a talisman of great power. Now that you've helped him, perhaps it has been located?

Return to the Museum. The display that was empty is now quite full.

## **23. MUSEUM AGAIN AND JAIL CELL**

Before you do anything, check to make sure you have the Iron Key from the Office of Slade and Barcher. If you do not, go grab it and return.

Once you are certain you have the Iron Key, take the Talisman from the broken display. An alarm will go off. Return to the control room and teleport out.

You teleport successfully, but straight into the Jail in the Sheriff's Office in Revolver Springs. If you don't have the Iron Key, you have lost, and Minos will conquer the world. If you do have the key, use it to open the cell door. There is a pistol under the covers on the bed, but it has no use. Let yourself out and hurry back to the Center of the Labyrinth with the Talisman.

## **24. CENTER OF THE LABYRINTH AGAIN AND ENDGAME**

Quickly Use the Talisman to destroy the Keystone. The Labyrinth's bindings are undone and it falls apart around you.

Daedalus appears and briefly thanks you, then flies away with his artificial wings, leaving you...

...trapped outside time and space?

Some thanks for completing your quest!

# AND THANKS FOR PLAYING THE LABYRINTH OF TIME

Look for *The Labyrinth of Lost Dreams, the Sequel to The Labyrinth of Time* in an alternate reality near you!

Joe Pearce, President  
The Wyrnkeep Entertainment Co.

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For more information visit the game's website at <http://www.wyrnkeep.com/labyrinth>.

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## MORGAN'S HINTS

Once you get your quarters from the Telephone, you can get some cryptic hints from Morgan the Fortune Teller in the Mirror Maze. Those hints are listed below.

"Whatever will be will be - Doris Day"  
"It's all done with mirrors."  
"If one could speak to the past, how would it answer?"  
"Some doors were never meant to be opened."  
"Sometimes a closed door is greater than an open one."  
"You will meet a tall dark stranger."  
"The future is what the past has made it."  
"If you cannot reach your goal, you must learn to build bridges."  
"A blank piece of paper is full of potential."  
"Beep Beep - Harpo Marx"  
"Great power hides behind the thrones of Kings."  
"Morgan the Magician says you should figure it out yourself."

# MAZE TEXT SOLUTIONS

## Mirror Maze:

W, W, N, W, W, S, E (to Morgan's room), S, E, E, S, W, W, S

## Medieval Maze (starting from the Courtyard):

E, S, E, S, S, E, E, E, N, E, S (take Helmet), N, N, W, W, N, E, E, N, N

## Hedge Maze (starting from the telephone room in the Diner):

N, N, E, E, N, E, N, N, W, N, N, E, E, S, E, N

## Surreal Maze (starting from bottom of Well):

S, E, E, E (back to living room), N (morphing bricks room), S (east of ziggurat)

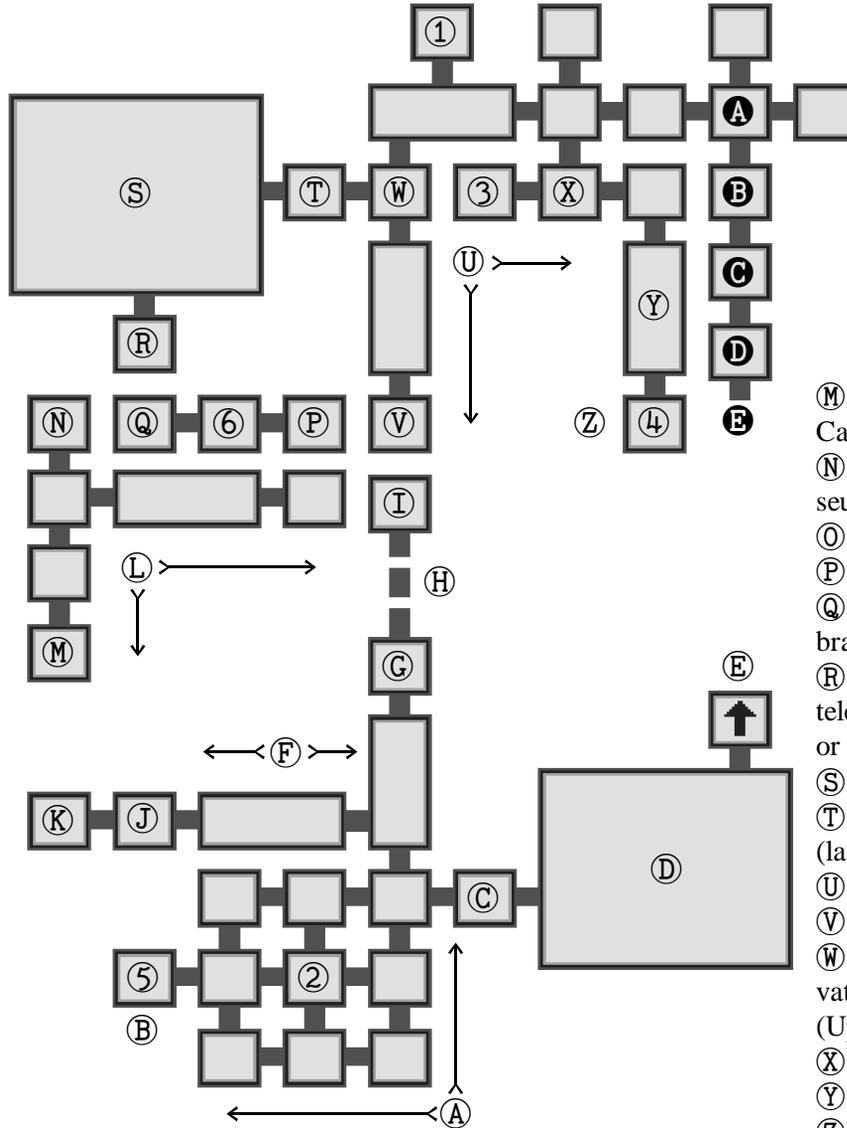
# SLIDE PUZZLE SOLUTION

This is the correct solution for the Slide Puzzle in the Movie Theater:





# MIDDLE FLOOR



## PLACES

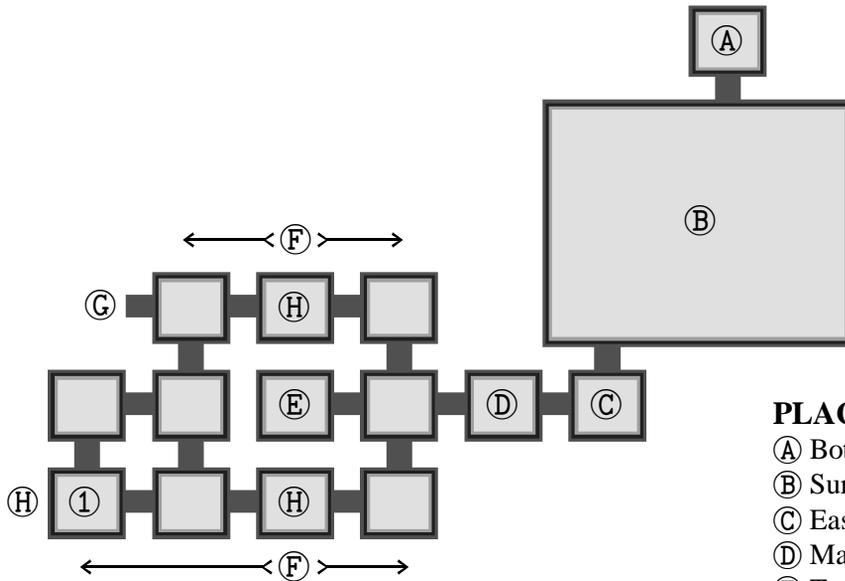
- Ⓐ Cretan Palace
- Ⓑ Throne Room of King Minos
- Ⓒ Courtyard
- Ⓓ Medieval Maze (page 22)
- Ⓔ Weird Cave and stairs to Closet (Upper Floor)
- Ⓕ Cretan Hall
- Ⓖ Bridge Platform
- Ⓗ Bridge Segments
- Ⓙ Maze Center
- ⓵ Mountain Road
- ⓶ Cave and emergency teleporter to Library
- ⓷ Orbital Library

- Ⓜ Emergency teleporter to Cave
- Ⓝ Teleporter to either Museum or Control Room
- Ⓞ Lunar Museum
- Ⓟ Alien Temporal Device
- Ⓠ Teleporter to either Library or Control Room
- Ⓡ Control Room and teleporter to either Museum or Library
- Ⓢ Mirror Maze (page 21)
- Ⓣ Entrance to Mirror Maze (laughing clown head)
- Ⓤ Hotel
- Ⓥ Laundry Chute
- Ⓦ Elevator Lobby and elevator to Reception Area (Upper Floor)
- Ⓧ Date Puzzle
- Ⓨ Tomb
- Ⓩ Tomb of King Minos
- Ⓐ Subway Car
- Ⓑ Bolted Door
- Ⓒ City Street
- Ⓓ Hole to Well (Lower Level)
- Ⓔ Can't get here

## THINGS

- ① Journal and Card Key
- ② Labrys
- ③ Blank Paper
- ④ Cretan Ornament
- ⑤ Acme Fresco Paint

# LOWER FLOOR



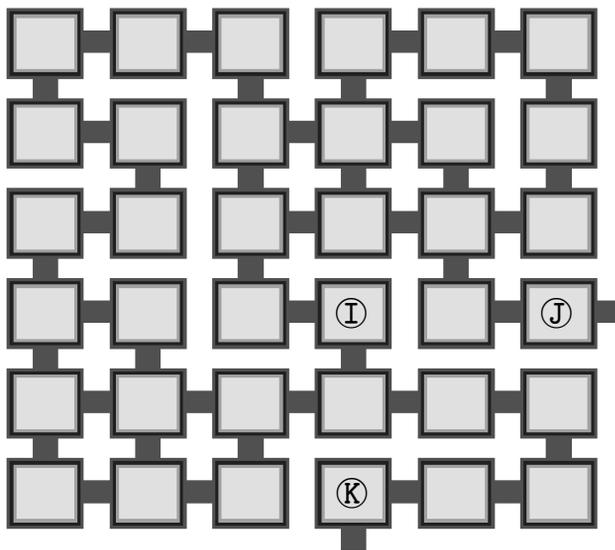
## PLACES

- Ⓐ Bottom of Well
- Ⓑ Surreal Maze
- Ⓒ East of Ziggurat
- Ⓓ Mayan Causeway
- Ⓔ Top of Ziggurat and pillar
- Ⓕ Inside Mayan Ziggurat
- Ⓖ Locked door (impassable)
- Ⓗ Lever

## THINGS

- ① Dirty Shirt

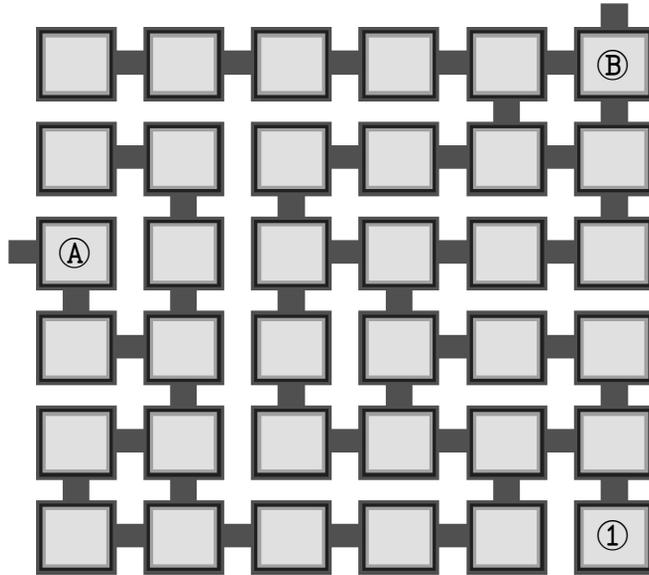
# MIRROR MAZE



## PLACES

- Ⓘ Morgan
- Ⓙ Exit to Entrance of Mirror Maze (laughing clown head)
- Ⓚ Exit to Control Room

# MEDIEVAL MAZE



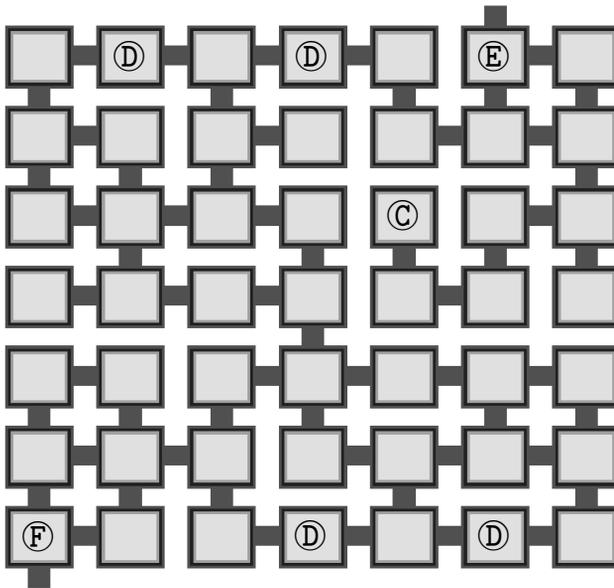
## PLACES

- Ⓐ Exit to Weird Cave
- Ⓑ Exit to Courtyard

## THINGS

- ① Helmet

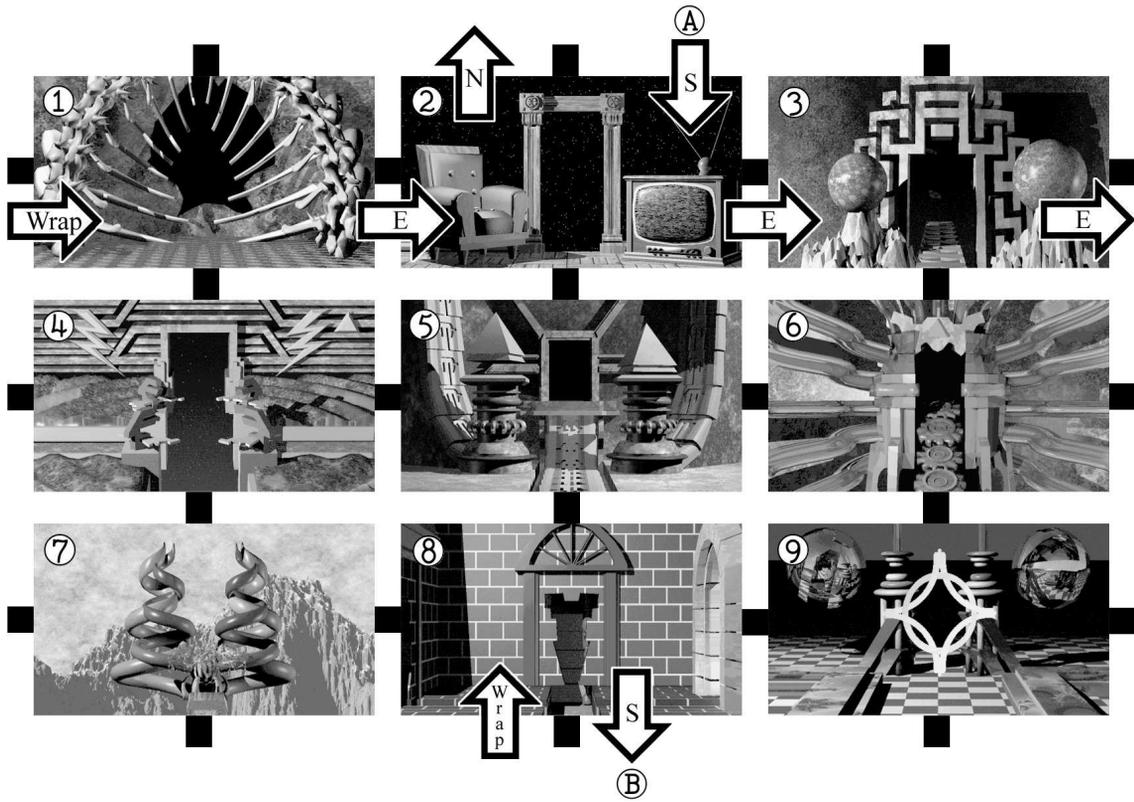
# HEDGE MAZE



## PLACES

- Ⓒ Sundial
- Ⓓ Bench
- Ⓔ Exit to Construction Site
- Ⓕ Exit to 1950's Diner

# SURREAL MAZE



- ① Bones and Water
- ② Living Room
- ③ Orbs and Conveyor Belt
- ④ Ripples and Space
- ⑤ Pyramid Pedestals
- ⑥ Gears

- ⑦ Spiral Ribbon Fountain
- ⑧ Morphing Bricks
- ⑨ Glowing Glyph
- Ⓐ Enter from Bottom of Well
- Ⓑ Exit to East of Ziggurat





III  
F05

**DAEDALUS IS FREE  
FROM MINOS' CONTROL**

DIGITAL ARTS BY BRADLEY W. SCHENCK - DESIGNER OF "THE LABYRINTH OF TIME"

## CELTIC ART & RETRO-FUTURISTIC DESIGN

NO, REALLY, I MEAN IT. THE WEB'S STRANGEST COMBINATION OF DECORATED GEAR

