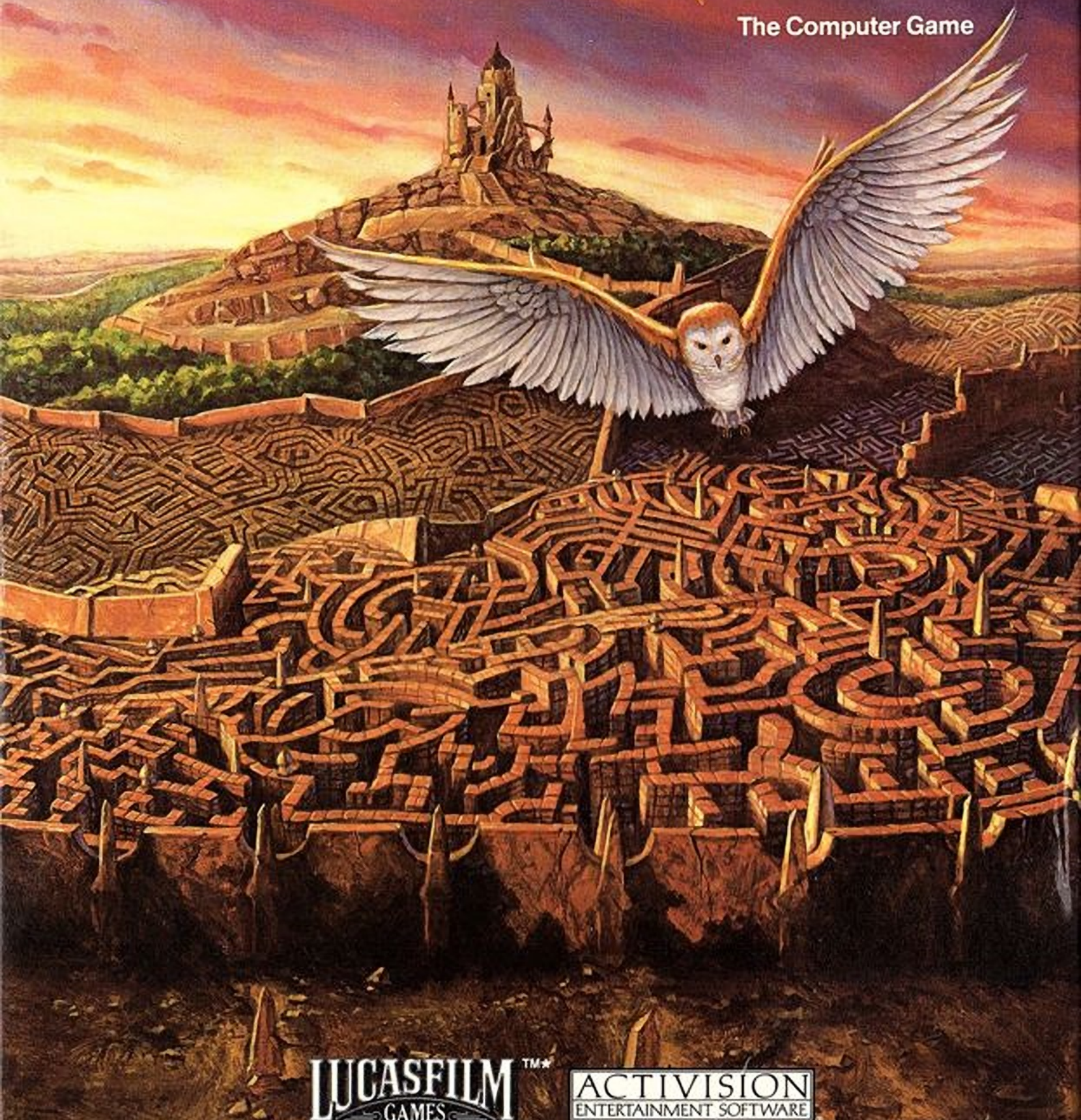


Based on the Jim Henson film.

LABYRINTH:™

The Computer Game



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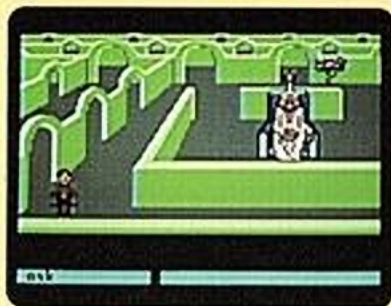


We've Been Watching You...



We know all about you. We even know your weaknesses. Weaknesses that have made you our thrall. To regain your freedom you must find the castle at the heart of the Labyrinth. If you are unable to break the spell within 13 hours, you will be lost forever. Which, for your information, is a very long time...

A key. Popcorn. A movie ticket. Everyday objects have a way of taking on a whole new meaning, once you enter the Labyrinth. Be prepared for anything. A wall of hands, talking door-knockers, or a friend in need. There will be goblins at every turn. Only one thing's for certain: we cannot be held responsible, if you get lost.



Labyrinth™: The Computer Game was created by the Lucasfilm Games Division and Activision, Inc. with the cooperation of Henson Associates, Inc. Design contributions by Douglas Adams and Christopher Cerf. Special thanks to George Lucas and Jim Henson.



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