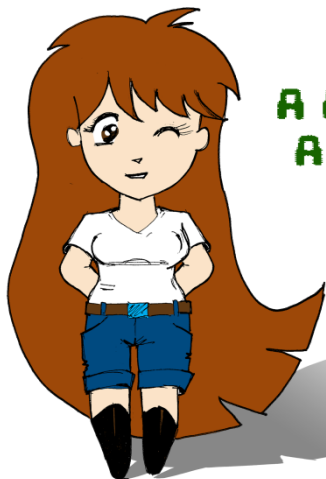


LABIRINTH



A GAME BOY
ADVENTURE
BY GODAI



Gniazdo Światów 2022



GNIAZDO
ŚWIATÓW

Enter the world of Labirinth

(and manage to exit)



Something happens during a visit to a museum with your friends and you wake up in a strange maze underground. You have to find your way through, not only back to the

sun but most importantly – back to your own place.

Visit new places, meet and befriend new people. Take your time to exchange favors and help them, if you want others to help you find your way. Being kind of heart is the only right way out. Sometimes this will be more puzzling than you think!



Game objective

Navigate through the (mostly) peaceful and rustical environment and find ways to help others. Look for things that may help you and help those in need.

The objective of the game is to gather as many good deeds as possible - you need at least seven to be able to return to your own time and place, But there are over 10 opportunities to do good if you are smart and careful.

Labirinth - A Game Boy Adventure

Labirinth was brought to you by Bartek “godai” Biedrzycki, a science-fiction writer from Poland. It was built entirely in GB and includes music, sprites, and various graphic assets by many creators, listed in the credits in-game.

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Controls

Game Boy / Game Boy Color / Emulation consoles

A - interact

D-pad - move around

Web browser (Itch.io version)

Alt - interact

cursors - move around

Enter - start