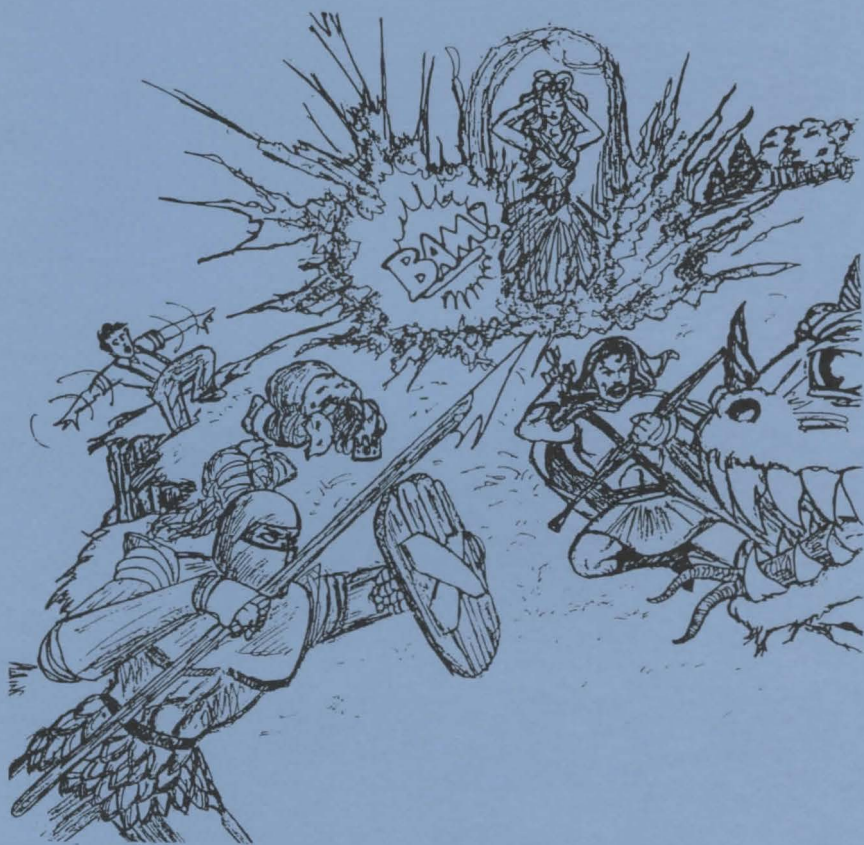


THE CRUSADE



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Once upon a time...

FINALLY! THERE IT IS!
MY ROYAL PALACE!



WHO GOES
THERE!?

'TIS I, YOUR
KING! LOWER
THE DRAWBRIDGE
TO MY CASTLE!

BY ORDER OF
THE KING, NO
ONE MAY ENTER
WITHOUT THE
ROYAL KEY!

OH YES MY
NEW POLICY!
BRING FORTH THE
ROYAL KEY-HOLDER!



Yeah, Yeah Yeah! What do you want now kinax!? Oh, yes, The royal key! Of course! What would you do without me!? I feel so put out!! The Royal Key is in the Royal Key carrying pouch! I shall now retrieve it!



I AM SO WONDERFUL!



oh no. it's gone!

SIR KNIGHT, WILT THOU PLEASE EXECUTE THE ROYAL KEY HOLDER!



POMPOUS POWDERHEAD! YOU DO NOT BELONG IN THIS GAME!

WHAM!



SURELY, MR. GUARD, YOU CAN LET ME IN! (charm) (hint!) (smooch!)

JERK.



ABSOLUTELY NO ONE MAY ENTER WITHOUT THE ROYAL KEY!



BACK!? BUT I'M THE KING. I'M NOT GOING TO LEAD THE WAY THROUGH ALL THAT MESS! YOU ALL WILL LEAD THE WAY!

SIRE, I FEAR WE ARE FORCED TO GO BACK AND FIND A KEY!

YOU TOO MY DEAR QUEEN!

THAT'S MY LOVING HUSBAND!



and so our adventure begins...

GAME PLAY

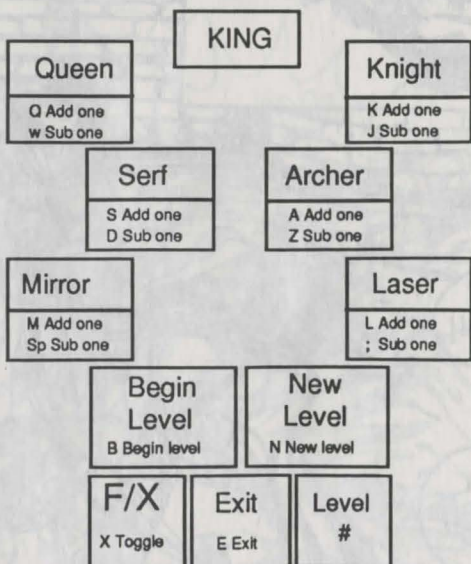
INSTALL AND STARTUP:

See the Quick Reference card included in the package.

Selecting levels and characters:

When The Crusade first loads, it automatically brings up level number 1. If you desire a different level, select the NEW LEVEL gadget with the mouse, or press 'N'. If you do this, you will be asked to enter the code for the level you want. If you enter it correctly, the level will be loaded, and you may then select which characters you want, if the level allows you to.

You will always get one king. There will be two numbers located under each of the other characters. The top number is the maximum number of that character you will be allowed to have, and the bottom is the minimum that you are allowed to have. As you increase the number of characters you want, the bottom number becomes the current number of characters, but you will not be allowed to drop below the original number shown. You will only be allowed a certain number of characters total. If you can't increase the number of a character, and you haven't yet reached that character's maximum, you have reached the maximum number of characters allowed.



Mouse: With the pointer over the character desired, press the left mouse button to increase, and right mouse button to decrease.

F/X
X Toggle

F/X (sound effects):

This is an on/off gadget. It will either turn the sound on or off.

Level
#

This is not a gadget. It simply shows the current level.

Exit
E Exit

The Exit gadget:

This exits the game. (hard one)

Begin
Level
B Begin level

The Begin Play gadget:

This begins play! (almost as hard)

BEGIN PLAY!



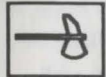
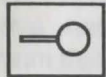
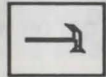
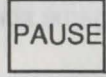
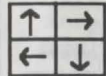


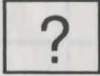
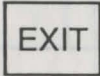
When the level first comes up, you will see a few lines of hints or comments concerning the level. Pressing any key or a mouse button will skip the delay, and get on with the game.

Once in the game, you will see the basic game screen. Here are some features from it.

PLAY AREA	Satellite View	0	0	0	0
	Mouse: LButton: Jump to. RButton: Scan as you move. Arrow keys: If no character is selected, it scans as you move.	0	0	0	0
	Current Character				Total Inventory
					TIME REMAINING

Your goal is to get your king to a key, and then to a door!

GAME CONTROLS

KEY	GADGET	DESCRIPTION
		The movement gadget: This indicates that you may proceed as you choose.
R		The rotate gadget: This will rotate the current character clockwise.
A		The attack gadget: This will cause the current character to attack, if it is applicable.
D		The detect gadget: This will ask you to select a piece of terrain, and tell you if a trap or teleporter hides there.
B		The build bridge gadget: If the current character is a serf, has at least one hammer, and is facing water, he will build a bridge.
P		The pause gadget: This pauses or unpauses the game.
Arrow Keys		The arrow gadgets: These will move the screen or the current character in the direction of the arrow selected.
>		The character gadgets: These will jump to the next or previous character according to the gadget selected.
<		
S		The statistic gadget: This shows how many of each character remains.
E		The exit gadget: Throughout The Crusade, you will see the exit gadget. It simply exits the current mode.

CHARACTER DESCRIPTIONS



The King

Incapable of any type of heroism, the king must be protected at all costs! His only goal is to get the key and head for the door.



The Queen

Addressed as "Her Royal Majesty", it is detrimental to one's health to cross this woman! When she finds her choice of weapons (bombs), there is slim chance of stopping her.



The Archer

This Robin Hood wanna-be, found the only way he could hit his target is with atomic arrows.



The Knight

Although most knights have class and charm, this one seems to have neglected all notions of chivalry. His range is quite limited, as is his IQ.



The Serf

This guy has three purposes in life: building bridges, finding traps (often by accident), and loyally serving as monster bait.

The mirror and the laser are most often used in harmony, but there are times when they are handy on their own.

A few hints...

The first thing to remember, is that things are never as easy as they appear.

Second, the monster is very stupid, concentrating more on his prey than where his path may lead him.

Third, there is no third.

Fourth, if you find you are walking a long way, you are probably missing something!

Fifth, all of the traps are invisible, and will generally be right where you don't want them!

Sixth, just because a character is on a level, doesn't mean it has any use.

Seventh, only the king needs to survive!

Eighth, if a serf picks up a hammer, only that serf can use it. Likewise with the other characters and their tools.

Finally, if you can't get to the key, maybe it's not the only key!

TRAPS!

All traps can be detected using the detect gadget.

MINES - You will never see one, but if you step on one...

MONSTER - This will create a monster that **only** has eyes for you. There are a lot of tricks to get rid of monsters.

BLACKOUT - Causes the screen and satellite view to go black for a period of time. Sometimes you will get a glimpse of the satellite view.

PITS - Both visible and invisible. When an invisible pit is detected, it becomes a visible pit.

ENEMY

LASER - These are never invisible, but if you ever step in front of one, you will look like you are invisible.

TELEPORTERS:

When an invisible teleporter is detected, it becomes visible. Teleporters are generally nice to find, unless its destination is 2 or 3 feet above a pit! A good thing to know is that if a character is on the receiving end of a teleporter, the two characters swap places.

SATELLITE VIEW:

Keys, bombs, hammers, and arrows all show up as yellow on the satellite view. Unfortunately, there is a yellow flower that can confuse you.

The doors show up as white. (The only white object)

Characters do not show up on the satellite view.

Red items are pits or teleporters.

All other colors are associated with the terrain they represent.

FINISHING A LEVEL:

When you finish a level, you will be shown the code for the next level. We suggest you write down the codes.

FINAL WORDS

We have developed the first six levels to give you a chance to get used to how each character works. These levels are also filled with every trap, and enemy lasers. If you want to skip them, we have listed the codes for the 1st, 7th, 25th, 50th, and 75th levels. Good luck, you will probably play each level more than once!

CODES

LEVEL	CODE
1	DQWSUBMLC
7	FTRSYGNMD
25	XOWHAFKLQ
50	KJOVCQYGD
75	LJDVOUCNB

If you finish all 100 levels, don't panic, there will be another 100 levels waiting for you that are just a tad harder!

For more information about additional levels, contact:

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1	DQWSUBMLC	26
2		27
3		28
4		29
5		30
6		31
7	FTRSYGNMD	32
8		33
9		34
10		35
11		36
12		37
13		38
14		39
15		40
16		41
17		42
18		43
19		44
20		45
21		46
22		47
23		48
24		49
25	XOWHAFKLQ	50
		KJOVCQYGD

51	76
52	77
53	78
54	79
55	80
56	81
57	82
58	83
59	84
60	85
61	86
62	87
63	88
64	89
65	90
66	91
67	92
68	93
69	94
70	95
71	96
72	97
73	98
74	99
75 LJDVOUCNB	100

