



# HOUSE of USHER

\$100 Prize To The First To Solve The Mystery!

# House of Usher

Our endearing thanks to the genius of Edgar Allan Poe. We would also like to recognize the gifted tales of horror by H.P. Lovecraft which have been such an inspiration to our work.

. . . Despite all we see or seem,  
life is but a dream within a dream . . .

By John and Patty Bell  
Copyright 1980  
Crystal Computer

## Prologue

“During the whole of a dull and soundless day in the autumn of the year, when the clouds hung oppressively low in the heavens, I had been passing alone, on horseback, through a singularly dreary tract of country, and at length found myself, as the shades of the evening drew on, within view of the melancholy House of Usher . . .”

The Fall of the House of Usher  
Edgar Allan Poe

You stand before the edifice of crumbling stone, hesitating, as you are scrutinized by the cold staring window eyes of the waiting house. Passing by the crouching alabaster lions, you pause . . . with an ominous creak the door swings open at the top of the stone stairway . . . the house wants YOU!

## Basic Movements

All actions in the game may be executed by pressing keys 1-9. Below is a brief description of their function:

- 1 — moves player up
- 2 — moves player right
- 3 — moves player down
- 4 — moves player left
- 5 — fires an arrow in the last direction that you moved
- 6 — Uses something carried
- 7 — Drops an item of baggage

For quick movement in a single direction, hold down (1-4) and the 'REPT' key.

## Status Report

**STAMINA** — Physical strength, ability to go on

**COURAGE** — This quantity increases as you demonstrate it in the game

**OFFENSE** — Your striking strength when battling monster

**DEFENSE** — Armor against attack and perils

**WEIGHT** — Your own weight plus what you are carrying

**WEALTH** — Value of treasure you are carrying

**LOCATION** — Name of room or area you are in

**TIME** — You have until dawn to solve the mystery, find 1000 in treasure or get 1000 in courage

**SHOOT** — Number of bullets left to fire

# The Mystery

## Part 1

Son coeur est un luth suspendu;  
Sitot qu'on le touche il résonne.

## Part 2

While, like a rapid ghastly river,

Through the pale door

A hideous throng rush out forever

And laugh — but smile no more.

Ververt et Chartreuse Belphegor

Directorium Inquisitorium

## Part 3

. . . there did stand the lofty and enshrouded figure of Lady Madeline of Asher. There was blood upon her white robes and the evidence of some bitter struggle on every portion of her emaciated frame . . .

## \* CRYSTALWARE \* CATALOG

### JANUARY 1982

#### System Requirements

APPLE: 48K/Applesoft ROM/Disk

ATARI: 40K/Basic Cartridge/Disk

Software Item	Disks	Price	Pg.
1 - Labyrinth	2	\$ 49.95	16
2 - Wizards	2	\$ 49.95	16
3 - Beneath the Pyramids	1	\$ 29.95	16
4 - Treasure Island	1	\$ 39.95	16
5 - Fantasyland 2041 A.D.	6	\$ 59.95	17
6 - Quest for Power	4	\$ 39.95	19
7 - Oregon Trail	1	\$ 39.95	19
8 - Forgotten Island	1	\$ 39.95	19
9 - Bermuda Triangle	1	\$ 39.95	19
10 - Galactic Quest	1	\$ 29.95	20
11 - Sands of Mars	2	\$ 39.95	20
12 - Galactic Expedition	7	\$149.95	21
13 - Crystaloids	1	\$ 29.95	23
14 - Clonus II	1	\$ 39.95	23
15 - Imperial Walker	1	\$ 29.95	23
16 - The Crypt	2	\$ 49.95	24
17 - House of Usher	1	\$ 29.95	24
18 - Glamis Castle	2	\$ 49.95	25
19 - World War III	1	\$ 29.95	26
20 - Waterloo II	2	\$ 49.95	26
21 - The Crusades	2	\$ 49.95	27
22 - D-Day 1944	2	\$ 49.95	27
23 - Crystal Diet Disk	2	\$ 59.95	28
24 - Herman's Yoga Seminar	2	\$ 39.95	28
25 - Cataphylia	1	\$ 29.95	29
26 - Poor Herman's Almanac	2	\$ 49.95	29
27 - CTAE-Education Modules		\$499.95	30

## ADVENTURE GAMES

**Labyrinth of the Minotaur** — The ultimate maze game. You find yourself in the middle of a *gigantic* labyrinth. You have no food, armor, or weapons to speak of and you must fight and overpower the Minotaur or escape the maze. We include a mystery for you to solve and some excellent 3-D graphics. For you history buffs, the time period is pre-Grecian early Minoan civilization. The Minoans had quite a thing about bulls and so they developed the concept of the Minotaur — half-bull, half-man. **\$49.95 2 disks**

**Wizards and Orcs** — Inspired by *Lord of the Rings*, this adventure game takes you to a Middle earth-type setting with Bilbo the Hobbit. It follows his quest to Mordor in search of the rings of power. This is one of the most fun games of our series and it certainly was a blast to write. We have tried to preserve the essence of Tolkien's mythology and produce a most extraordinary and graphic adventure game. Beware of Shelob's Lair and the Orcs. **\$49.95 2 disks**

**Beneath the Pyramids** — Your character in this adventure is that of an archaeologist in the year 1932. You have been commissioned by the Egyptian government to recover a golden statue of the cat goddess Bast. It has been rumored that somewhere beneath the Great Pyramid on the plains of Giza are hidden secret passages, once used by the priests in their ancient initiations. After a brief stop at the Bazaar and purchasing the necessary supplies, you find yourself ready for a super adventure as you discover a secret entrance to the Great Pyramid in the breast plate of the Sphinx. In the Atari version we have superior screen scrolling and in the Apple version, hundreds of hires screens. The Apple version has been improved to speed up the little character and add a few more perils. We have been informed by some of our "Red Eye players (those playing continuously for more than 24 hours without sleep), that, by using the pick axe and traveling through 5 levels of the pyramid, one can secure the cat and solve the mystery. By the way, there is now a new mystery included. There are several animated peril scenarios and numerous real-time creature encounters. Look for the Apple Star Editions for a new mystery! There is a \$100 prize for the solution of the mystery! **\$29.95 1 disk**

**Treasure Island** — In the tradition of Robert Louis Stevenson a swashbuckling tale of pirates and buried treasure. It very much follows the storyline of the original *Treasure Island*. Excellent graphics on both the Apple and Atari as well as a true challenge for the veteran adventurer. **\$39.95 1 disk**

## FANTASYLAND 2041 A.D.

Step with us through the Crystal door into the world of tomorrow's fantasy. In the great Outback of Australia in the year of 2041, will be built the greatest Adventureland of all time. Through the computer, you can experience six separate worlds of fantasy. These programs will take up more than 500,000 bytes of memory and fill 6 disks.

Imagine a future where Technology and Fantasy combine to create the ultimate excitement. Imagine a challenge: a mystery with a tempting reward for a warrior brave and resourceful enough to solve it. Imagine . . .

Your quest begins in the vast Hall of Heroes: a memorial to those who have gone before, and a testament to the eccentric genius of John and Patty Bell, 20th century game producers, cat fanciers, hamster keepers. The visionaries who created the Crystalline Robot Revolution that shook the world, ushered in the Silicon age, and gave birth to . . . . .

### FANTASYLAND 2041

Six worlds — where anything is possible!

You choose your weapons carefully for your life will be in constant danger from now on. For you ride in search of adventure, mystery . . . and a thousand dollar treasure!

The first leg of your journey takes you into a primal, untamed jungle world where nature makes the rules, and you find yourself pitted against the awesome might of the elephant, the regal fury of the lion, and the savage cunning of man. The jungle gives way to a vast desert, where hot shifting sands hide life-giving oases, ancient ruins and danger. Then, without warning, time shifts, and you gaze in awe at the gleaming towers of Camelot. A land of Wizards, Dragons, Kings and Quests!

Beyond Camelot, a sparkling sea, a timeless Grecian city to rival Olympus, and . . . a ship. An Argos, a brave crew, and the search for Atlantis begins. Your search leads you beneath the sea, to a beautiful and alien world where nothing is as it seems, and danger comes swiftly with the silent and deadly shark.

The climax of your quest, the supreme test of courage and wits awaits you in the sixth and final world of Fantasyland. Here, struggling against the sulphur pits and undying demons of the Inferno, you confront the gravest danger, the final mystery. Are you cunning enough to solve it? Are you brave enough to complete your quest? Imagine . . . .

The challenge is *real*. The reward is *real*. Will you be the first to solve the \$1000.00 mystery of Fantasyland 2041?

## "IMAGINE"

**CONGOLAND** — In the deep dark heart of Africa at the turn of the 19th century; supply yourself at the village and lead a group of explorers into the treacherous jungle to find the lost mines of King Solomon.

**ARABIAN ADVENTURE** — Embark for Cathay from ancient Baghdad. You are the leader of a caravan and must overcome the perils of the desert and . . . .

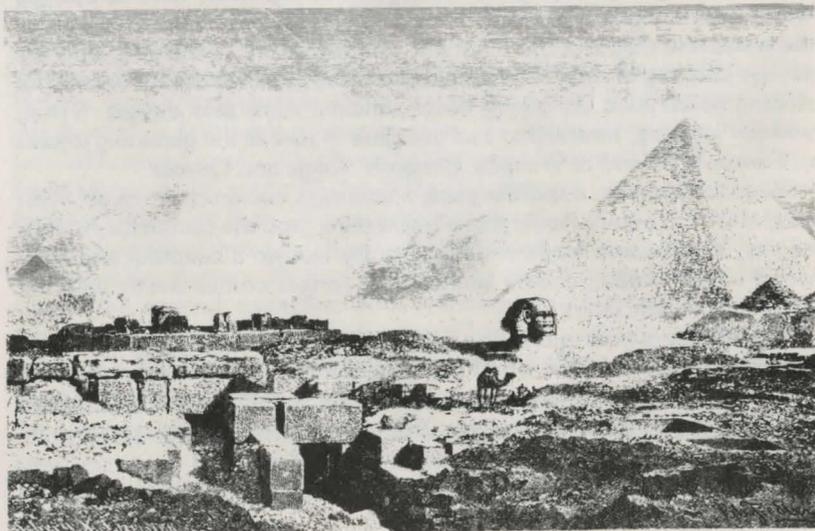
**KING ARTHUR** — You are Sir Lancelot in the days of King Arthur. You have been called to find and rescue Guinevere from an evil sorcerer who has stolen her away. You must buy armor and supplies and find the bottomless cave in the Emerald Mountain.

**OLYMPUS** — Prepare to embark on a great sea odyssey as the captain of the Argos. With a group of brave warriors you seek the golden fleece.

**CAPTAIN NEMO** — You lead an expedition to find the lost city of Atlantis. You are the captain of a new experimental diving apparatus . . . with a few bugs to be checked out.

**DANTE'S INFERNO** — You stand at the gates of Hades. A wise old Magus approaches you and offers magical help and advice. He spreads out 8 Tarot cards and warns of hideous demons and bottomless pits . . . Dante's Inferno awaits you!

**A total of six disks and a price of \$59.95.**



**Quest for Power** by Mark Benioff — An extraordinary game of adventure and the magic of Arthurian legend. Join Galahad as he embarks from Camelot in search of the Scroll of Truth. Explore the mysterious depths of the treacherous Caves of Somerset, visit the quaint city of medieval Essex. Along the way you will meet powerful wizards and great prophets. The villages of Sunderland and Leeds dot your path and somewhere in an evil castle called Skenfrith, lurks the devil himself. Crouched in the forest is the Evil Giant Gogmogo hungry for human prey. In the tradition of Fantasyland we include 64 full screens of hires scrolling and some sensational graphic and animation sequences. Well worth the **\$39.95 1 disk**; enjoyable to all ages.

**The Forgotten Island** — Journey to the Forgotten Island, discover the mystery of Alcemnon. Crawl deep into an active volcano, and explore the Tombs of Safron. Beyond lay the Satyr's Caverns and unspeakable horror. Also by Mark this game is unique unto itself and a truly challenging adventure. **\$39.95 1 disk**

**Bermuda Triangle** — The Bermuda Triangle lies off the coast of Florida and stretches into the sky blue waters of the Caribbean. More ships and planes have vanished within this area, without a trace, than any other location on earth. Some say these mysterious disappearances indicate UFO activity, while others find it more comforting to speak of tricky currents and typhoons which seem to arise from nowhere. Whatever the explanation, your ship soon will be leaving from Miami and it is your goal to avoid the fate of your predecessors. We are especially pleased with Mark Benioff's work on this game and are proud to include it in our line. I have played this game for several hours and found it challenging and am very impressed by the sound enhancements and special effects. (J.B.) It is also well worth the selling price of **\$39.95. 1 disk**

**Oregon Trail** — In looking at the software adventure market I saw a definite vacuum in the area of a quality pioneer type adventure. Our great-great-great-great-great grandfather (or maybe not so great) made this journey to seek his fortune in California, but was sidetracked into following the infamous Oregon trail. His journey was fraught with wolves, savage Indians, and the cruelty of biting winters and burning deserts. A truly awesome (thank you, Mark) adventure of epic proportions. It is a two disk game and utilizes 128 Hi-Res Screen. To remind everyone these are not static graphics but scroll across the screen as you move. Sells for **\$49.95** and includes **2 disks**.

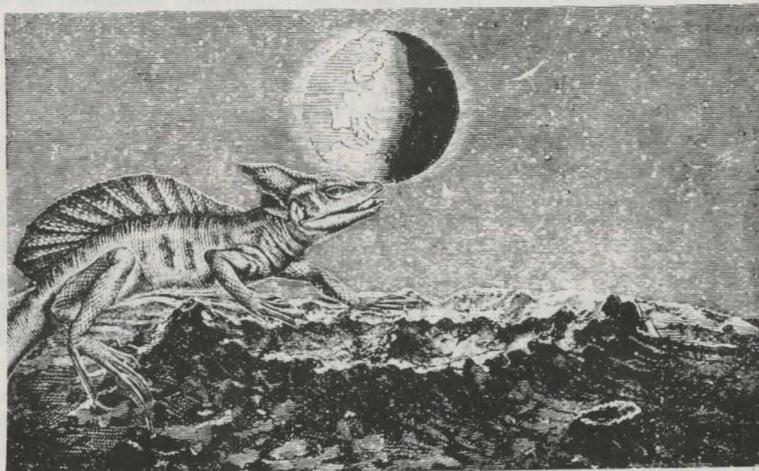
# SPACE GAMES

## GALACTIC QUEST

Warp through 64 solar systems in Hires graphics with Crystalsonics sound. Fire lasars and rifter pods as you battle the Vegans in real time simulation. In Galactic Quest we have attempted to combine the best elements of a Star Trek type game with one similar to Space Trader. What is Skishi and where is the Pleasure Planet? In some systems, lurking behind swarms of asteroids, are Space Pirates who will gut your ship and leave you a derelict in space. To win Galactic Quest you must be a shrewd business man as well as a top notch warrior.

## Sands of Mars

You embark on the Maiden Voyage of the Starship Herman. This game takes up almost 200K and uses 2 disks. It includes more than 300 Hires screens animated scenarios, and a Martian labyrinth drawn entirely with hexagons. The takeoff and landing sequences are paddle or joystick controlled for the Apples and Atari. Once you land on Mars, you will wander through fields of Sasquati and Degwat. Beware of the Vishu and the Lizardmen Meshim. Seek the wise Mudra and unlock the secrets hidden for centuries. Glyphs written on the Martian Sand hold the key to the mystery for which we offer \$100 to the first to solve it. To answer a question we have been asked many times — yes, Sands of Mars attempts to fully utilize the sound and graphics capabilities of the Apple and Atari to their max!



## Glamis Castle

“... castle and village in the county of Angus, Scotland. The present castle is a fine example of Scottish Baronial architecture, dates from the late 17th century, though the site is believed to have been occupied since the 11th century, when the Scottish monarch Macbeth was thane (ruler) of Glamis. In 1372 the castle became the seat of the feudal landowning family, the earl of Strathmore. The castle contains fine collections of paintings, tapestries, and weapons. 56 deg 36' N 3 deg 00' W” (Excerpt from *Encyclopedia Britannica*)

From ancient legend it is said that this castle is one of the most, if not the most, haunted site in Great Britain, and it became our focus in creating a true adventure based on real, documented experiences. I would like to share a little more information that I learned after some special research on my own.

One of the earliest inhabitants of the castle, Lady Glamis, was said to be in league with the devil and to send out a rather destructive demon to wreck havoc on the townspeople. Because of her sordid activities she finally was burnt at the stake on Castle Hill, cursing as she was dying all future generations of the Lyon family. The spot where she was executed is said still to be haunted by the demon who was once under her power and now murders the curious who stray up to Castle Hill after dusk.

Part of the curse was that each succeeding generation would bear at least one child, often female, who was a vampire. When each heir comes of age, there is a very special secret ceremony where the heir, his father, and a steward take crowbars and chip away the plaster that leads to a secret chamber known only to them. This chamber was originally used by the Earl Patie when he gambled with the devil. It is said that one can still hear them arguing and cussing at each other throughout the early morning hours as they gamble on for eternity.

To make matters worse for Patty and me, it is also quite commonly said by the townspeople that a half-man, half-beast creature stalks the many secret passages hidden in the 15 ft. walls of Glamis to protect the timeless secret of the succession of vampires and the curse. If we do not return from our real life adventure, which is quite possible, all things considered, I hope our programmers will still finish the game and maybe learn that it is a little more terrifying to experience an adventure in real life than on a computer screen!

Well, so much for introductions. The game itself will be in 3-D based on my Super-8 films and slides we take of the castle. We are doing everything in our power to produce an exact replica of the castle for the game. The mystery of course, for ourselves and you, is to determine the possible location of the secret chamber. The game will occupy 2 disks and will definitely be one of a kind! **\$49.95 2 disks**. A \$500 prize will be offered for a solution to the mystery if anyone can figure it out!

## WAR GAMES

**World War III** — Your Atari gamers will have to see this in the Atari version to believe it! If you're tired of war games which take 15 minutes a move and have a manual the size of a telephone book, but still want a complex, real-time action war game — this is it! It is designed for two arm-chair generals who may maneuver up to 128 separate types of units at a time. The game displays a map of Iran and Iraq in the first scenario and later on you will find yourself moving nuclear submarines and battleships through two world maps. This is not a boring copy of a board-based game, but an original war game, requiring a lot of skill and perhaps weeks to play. **\$29.95 1 disk**

**Waterloo II** — Yes it's off to Belgium to see the real site of the Battle of Waterloo. Pat and I have done as much as possible to make this game authentic. The graphics are similar to our World War III game. This in its final version came out as two player game with your opponent commanding the opposition and you taking the part of Napoleon. If you had been Napoleon would you have done a few things differently? Well, as you approach this final battle you are equipped with the same forces, face the same enemies, and survey, the same terrain which he did. We have done a great deal of research to make this an historically accurate, as well as, extremely complex war simulation. Even the angle of sight, fatigue of the individual soldier, and his psychological profile are included in the calculations. Oh, by the way, your opposition is no slouch. You may find it more difficult to change the course of history than you think. **\$49.95 1 disks**



## The Crusades

The term crusade is commonly used to refer to military expeditions, organized by Western Christians against Muslim powers in order to take possession of or maintain control over the Holy City of Jerusalem and places associated with the earthly life of Christ.

In this war game you will be on the First Crusade. Your goal will be to take the Latin States, Antioch, and finally to reclaim Jerusalem. Your opponent will assume the stance of the Moslem resistance and, of course, with the help of Sejug Turks and other groups will try to stop you. A high action and historically accurate war game in Hires graphics with scrolling on Atari. **\$49.95 2 disks**



## D-Day 1944

Postponed from May, the Western Allies Operation Overlord, the long debated invasion of northern France, took place on June 6, 1944 — the war's most celebrated D-Day, when 56,000 men were landed on the beaches of Normandy to deal a final blow to crush the advance of Hitler. You and your opponent (2 players) find yourselves at that point in history. One General plans the fortification of the Normandy Front, the other prepares his forces for a massive onslaught. A truly superlative War Game with Hires graphics, sound, and super strategy. **\$49.95 2 disks**

## The Crystal Diet Disk

Well, it seems everyone and his sister are coming up with ways to lose weight. If we were extreme I guess we could hook you up to one of the Outputs and give you a shock everytime you nibbled away while playing one of our games. Having quite a background in Nutrition I decided to develop a series of programs which could be useful to our overweight brothers and sisters. With a multitude of excuses from glandular to metabolic the simple truth is the older we become the easier it is to get fat.

As your over-all hormonal balances begin to go awry at whatever age your basic metabolism changes, you must either go for a quick fat burn or lower your intake. This program enables you to project calories, grams of CHO, and tell you exactly, according to age and height, how long you may expect it to take to accomplish your goal. There are listings of Vitamin and Mineral content of almost 1000 common foods and descriptions of various diet approaches. This disk is probably the most practical we make and consolidates 15 years of personal diet research. **\$59.95 2 disks**



## Herman's Yoga Seminar

Having been yoga freaks for years, we have developed a practical and amusing method of teaching you yoga postures and techniques. There are also sections which cover the basic philosophy behind yoga and a bit on acupuncture, holistic health, polarity therapy, and rolfing thrown in on the side. The demonstrations are cute animations using Herman (our cat) to demonstrate the postures. Watching your screen and going through graded postures you can actually use your Apple or Atari to get in shape. **\$39.95 2 disks**

## GALACTIC EXPEDITION

The year is 3021 and it has been almost 100 years since the expedition to the Sands of Mars has returned. The Starship Herman now rests quietly in the Zikon Museum in New Brisbane and it has been almost 80 years since World War III. Ames Research Center has celebrated its 150th year of service and you stand at the unveiling of a truly technological wonder. The first ion-propelled vessel in history, the saucer-shaped Lady Joanne, its viewport of pure diamond, its hull of synthetic emeralds.

The Martian glyphs of the Meshim and those of Lemuria have now been deciphered and it appears that a much greater mystery is about to unravel. Seven planes and seven doors — seven guardians and seven candles. Seven strange new worlds await the ultimate adventurer to unlock a timeless secret.

A lot has changed in 100 years. The ship may seem strange and unfamiliar to our veteran adventurers, who are faced by a row of lights; this craft must be flown by constant monitoring of ion stabilizers. You are surrounded by the 3-dimensional flickering heavens, beset by meteor showers and time-warps. Each world is a unique experience and holds one of the seven keys to unlock the Great Mystery.

The games all run off the Main Module which also is a game unto itself.

**From Earth to Moon** — Although the moon is thought to be desolate and devoid of life, strange secrets wait to be discovered on its dark side — that side we never see from earth. On the moon's surface lie entrances to vast subterranean caverns leading to the hollow center of the moon which contains a timeless secret. Far from the scorching heat of the days and the sub zero nights live a race of burrowing creatures, which, it is said, have built vast earthen cities containing storehouses full of precious stones. In each landing scenario the gravity is extremely critical and, to separate the good from the great adventurer, you must manually land your craft. This first disk is also the Master Disk and contains the dos needed to run additional scenarios. Its price is **\$39.95** and includes 64 screens of Hires graphics.

**Mists of Venus** — On the ever hot surface of tropical Venus are endless jungles and swamps. The air is unbreathable and spacesuits and oxygen must be carried. It might be well to note that the same is true for the previous scenario, except in the caves which produce their own atmosphere. This scenario is especially treacherous with all sorts of loathsome slimy creatures and it is difficult to find a place that is dry enough to land. Over 90% of the surface is ocean. Somewhere beneath the green seas our adventurer may find the second key, and so be that much closer to solving the Mystery. **\$29.95** (must have Master Disk to run)

## **GALACTIC EXPEDITION** (Continued)

**Rings of Saturn** — On Saturn it is hard to tell where the atmosphere ends and the surface begins. Much of this adventure will have the feeling of a starship submarine. One of the greatest challenges is to finally find a surface upon which you can stand. Navigating the rings of Saturn can be extremely treacherous. If you have had the foresight to rig the Starship Joanne with a computer your task may be possible. If not, your chances of making it are literally one in a thousand. I am sure there still will be a few who feel especially brave and you will receive extra points toward winning the contest (to be mentioned later). This scenario also costs **\$29.95** and needs the Master to run.

**The Asteroid Belt** — Every play something-oids. Well, I have attempted to combine the best machine language sub-routines of our new Crystaloids with a fast moving adventure game. In the Asteroid Belt are penal colonies, lurking pirates, and some very unusual forms of scavenger life. One of your main difficulties will be in navigating portions of the Asteroid Belt without getting blown up. There will be places you may trade; you may wish to indulge your sensual pleasures on the Pleasure Planet (portions of this disk are rated PG) or rescue from the penal colony some fine pilots who are unfortunately also murderers and cutthroats. **\$29.95** (needs Master Disk)

**Uranus-World of Ice** — The most freezing place you would ever want to go, with nights having temperatures of at least -200 F. Be sure to pick up some thermasuits at the space station, as well as some special weapons to battle the Grungik (a relative of Big Foot), who are 12 feet tall and are especially fond of human flesh. Although a world of ice may sound a bit dull, there are many surprises and a secret inner labyrinth where the temperature is tropical and some very unusual flora and fauna exist. The King of the Ice Planet, Norion may have his own idea about your trespassing on his domain. Without the proper Laars, Thermasuits, and food supplies, your stay may be very exciting and also very short. **\$29.95** (needs Master Disk to run)

**Jupiter-World of Dwarfs** — How would it feel to weigh 300 or so lbs.? Well a trip to Jupiter should fill you in fast. There is a particularly interesting red spot on Jupiter and a curious set of moons. Picking up some antigravs will certainly help matters. Landing is one of your greatest challenges. When you come into the Jupiterian atmosphere, you fall fast! It takes almost ten times the normal amount of fuel to successfully land as well as take off. Pure ion propulsion can help, but it may be tricky with the way Jupiterian atmosphere is filled with combustible gasses. If you finally locate the surface, it is a wise idea to find the key and leave, since most of your supplies will be quickly exhausted there. **\$29.95** (needs Master Disk)

**The Crystal Planet** — The final planet of the series, of course, holds the ultimate mystery. I can give you no hints as to the atmosphere, or life forms present. If you have played the other scenarios you will know that all of our games are of good quality and are well worth the price. You will have simply have to embark on this portion ignorant of what you may expect here, excepting that this planet holds the final key to winning the contest. **\$29.95** (needs Master Disk)

**The Contest** — To the Winner by November of 1982 will go \$5000.00 in cash. Good Luck!

### **Crystaloids**

You approach a swarm of asteroids in machine-language Hires graphics. We feel it is on one of the best games of this type on the market and have done our best to give it a true Arcadian flavor. **\$29.95 1 disk**

### **Clonus II**

You wander into a city of the future in the year 2086. You have no money or belongings, but have the task of somehow manufacturing a clone of yourself. You may sell any parts of your body except for your head and you may gamble in one of the weirdest casinos you'll ever encounter in this lifetime. Once again the object is to build a clone, but the city is more extensive. You'll meet some very odd people if you journey beneath the surface and even kinkier types if you venture into the pleasure palace. A challenging and extremely unique type adventure. A little on the weird side. **\$39.95 1 disk**

### **Imperial Walker**

A truly entertaining anthology of arcade type games for the Atari. This will run on a 16K Atari 400 or 800. It includes Imperial Walker, based on the walker in The Empire Strikes Back where you control the walker via a joystick and fire against Luke Skywalker. The game may also be played by two players, one assuming the role of Luke and the other that of the Empire. Other games in the anthology include Laser Nim (a game of how many robots), a one or two player gunfight game, and, what we consider the most enjoyable, Snake & Shake. **\$29.95 1 disk**

## MAGICAL GAMES

**The Crypt** — If any of you have ever seen the B movie classic *Night of the Living Dead*, you may be able to get some of the flavor (no pun intended) of this game. The basic concept is that you awake at 9:00 P.M. as the sun sets to find yourself in what appears to be an endless cemetery with no way out. The basic idea for this game was taken from a recurring dream I have had, which I found had been experienced by several of my friends in one form or another. You awake, defenseless, of course, and must somehow find your way out or eventually perish from the hideous assaults of flesh eating zombies, rats, vampires, werewolves, and other equally repulsive monstrosities. Since this is a 2 disk game it is extremely involving; you will find that to escape you may have to eventually descend into the catacombs beneath the cemetery. This game is a little different from the others of our series because we do use a lot of static graphics to set the mood. It is similar in some respects (without any copying intended) to those of our friends at On-Line who produce excellent static graphic adventures.

You must use extraordinary common sense and a great deal of courage to escape this perilous adventure alive. We have made it so nearly impossible to escape that the first player to successfully escape will receive a \$100.00 prize. Yes, friends, we love giving those prizes away. It's like gambling you know; it always makes for a better game of pool when there's money involved. **\$49.95 2 disks**

**House of Usher** Walk the dreaded corridors of the deadly House of Usher. Complete with 40 rooms and hundreds of aggressive monsters and unique treasures. This is not your typical static graphic text adventure game, but goes far beyond that with animated monsters and a visual display of each room. We believe this to be the first indoor-outdoor game with graphics ever written for a microcomputer. The game was first introduced in February of 1980.

You may choose to wander through Usher's scenic garden paths or brave the perils of the graveyard and descend into the crypt. Beneath the house there are labyrinths, shrinking rooms, and torture chambers without doors or windows. Your character may pick up, drop, or use objects, fire arrows, or run frantically for the door when pursued by some loathsome creature. As the old grandfather clock ticks away, you will have until dawn to solve the Usher Mystery and win a real live \$100.00 prize. **\$29.95 1 disk** (lo-res graphics with sound and animation)

## Cataphylia

At Crystal, most of our staff have become accustomed to and infected by our obsession with cats. Having had a sick cat on our hands many times or been puzzled on specifics concerning breed characteristics or feline idiosyncrasies, we have created this disk for all fellow cat lovers out there.

There are rather detailed sections with cat diagrams describing ailments and treatments for various disorders. There is a section on diet, exercise, and an especially detailed section concerning feline psychology.

The cat is a unique and expert, genetically-honed hunter, equipped with incredibly amplified senses. We hope this disk will provide you with an enormous volume of information, available within seconds to help you further enjoy our common ailment — Cataphylia (the love of cats) **\$29.95 1 disk**



## Poor Herman's Almanac

Living on a ranch in San Martin, Herman, Pat and I became true farming folk. With the coming of each spring we found ourselves surrounded by scores of planting guides, descriptions of the moon phases, and related paraphernalia. Planting a home garden on a 20 acre field is a total rush and also much more enjoyable when well planned. In this disk we have included a huge wealth of information on what to plant when, on organic gardening, and natural and chemical pest control. Also we have a home computerized garden synthesizer which will actually demonstrate the growth of various plants and enable you to feed into the computer parameters for your own garden and watch it grow before your eyes. Originally, we made this program for ourselves, and now feel it would be helpful to all our fellow earth-lovers out there. **\$49.95 2 disks**

# EDUCATIONAL SOFTWARE

## Development of the CTAE Concept Crystal Theory of Alternate Education

Working hard all over the country, we have a staff of devoted teachers and educators who are compiling basic outlines and data for a sensational new micro computer educational system. At present, I am publishing the barest of outlines for this grade 1-6 systems which will teach math, language, and reading skills. The new catalog for our education package which should be finished by January 1, 1982 is still being polished up.

We are attempting on both the Atari and Apple to provide programs which will: 1) truly utilize the capability of the new generation of micro's and 2) provide a package which is more than a novelty item — but a complete practical approach which may possibly be included in the state curriculum. Although not teachers ourselves, we have some of the finest and innovative educational minds in the industry working on this project.

We welcome all verbal and written inquiries and should have much more information for you shortly. Please address inquiries to Crystal Computer, Attn: David Clark - Head of Educational Dept.

## MATH

1. Sorting and classifying objects
2. Comparison - as many as, fewer than, one more than
3. Counting
4. Ordinal Numbers
5. Grouping
6. Place value from tens to hundred millions
7. Order - through 1000's
8. Greater than - Less than
9. Number lines
10. Counting by 2's, 3's, 4's, 5's, 10's
11. 10 greater - 10 less
12. Renaming as preparation for addition and subtraction
13. Even and Odd
14. Expanded Notation
15. Betweenness
16. Rounding
17. Roman Numerals
18. Prime Numbers
19. Square Numbers
20. Multiples
21. Factors
22. Exponents
23. Integers

$$\begin{array}{r} 99 \\ \times 100 \\ \hline ? \\ . \\ ? \\ \hline 28 \overline{) 589} \end{array}$$

Find the square root of 9586295

$$\begin{array}{r} 2 \\ + 3 \\ \hline ? \end{array} \quad \begin{array}{r} 66 \\ - 10 \\ \hline ? \end{array}$$

$$\frac{2}{3} \div \frac{1}{3} = ? \quad \frac{2}{3} \times 4 = ?$$

## EDUCATIONAL SUPPORT

Since we intend for the Educational system which we provide to be an ongoing thing, we plan to provide material and consultant support for this program. The initial investment of say \$7500, with the support of interface, should be capable of handling several hundred students. Each student will have his own disk and backup, grading and record keeping will be handled by the computer.

We do not intend for computers to replace teachers! Merely to provide a fantastic tool to increase efficiency and to produce alternate techniques for approaching slow learners. The individual modules may be offered at several stations thus freeing the instructor to give the students more personal attention and guidance than if he/she were chained to a lecture podium.

We have received requests for this program from hundreds of school districts. This is not a novelty item. It is and will be the changing face of education in the 1990's.

We have developed some exciting new techniques in graphics and sound and are currently carrying out research in several school systems. For more information call or write us. If you are interested in joining our staff we can use all the qualified and creative workers we can handle. We are attempting to do in 6 months what for most would take 10 years. We welcome and solicit your help.

**John Bell**

## LANGUAGE

1. Sentence Types
2. Sentence Parts
3. Parts of Speech
4. Mechanics
5. Understanding Words
6. Parts of a Letter
7. Verb Usage
8. Adjective, Adverb Usage

## READING

1. Letters and Sounds
2. Basic Vocabulary
3. Classification
4. Visual Perception
5. Visual Memory
6. Decoding Skills
7. Phonetics
8. Context Clues
9. Comprehension

chal·lenge

ap·ple

at·ar·i

com·put·er

learn·ing

elec·tron·ic

crystal  
VI·SION

## JANUARY 1982 PRICE LIST

GAME	I (1-5)	II (6-19)	III (20-49)	IV (50 & up)	Available
1 - Labyrinth	49.95	30.00	25.00	20.00	May '82
2 - Wizards	49.95	30.00	25.00	20.00	April '82
3 - Beneath the Pyramids	29.95	18.00	15.00	12.00	Now
4 - Treasure Island	39.95	24.00	20.00	16.00	June '82
5 - Fantasyland 2041 A.D.	59.95	36.00	30.00	24.00	Now
6 - Quest for Power	39.95	24.00	20.00	16.00	Now
7 - Oregon Trail	39.95	24.00	20.00	16.00	Now
8 - Forgotten Island	39.95	24.00	20.00	16.00	Now
9 - Bermuda Triangle	39.95	24.00	20.00	16.00	Sept '81
10 - Galactic Quest	29.95	18.00	15.00	12.00	Now
11 - Sands of Mars	39.95	24.00	20.00	16.00	Now
12 - Galactic Expedition	149.95	90.00	75.00	60.00	Dec '81
13 - Crystaloids	29.95	18.00	15.00	12.00	Nov '81
14 - Clonus II	39.95	24.00	20.00	16.00	Nov '81
15 - Imperial Walker	29.95	18.00	15.00	12.00	Now
16 - The Crypt	49.95	30.00	25.00	20.00	Jan '82
17 - House of Usher	29.95	18.00	15.00	12.00	Now
18 - Glamis Castle	49.95	30.00	25.00	20.00	Oct '81
19 - World War III	29.95	18.00	15.00	12.00	Now
20 - Waterloo II	49.95	30.00	25.00	20.00	Sept '81
21 - The Crusades	49.95	30.00	25.00	20.00	Nov '81
22 - D-Day 1944	49.95	30.00	25.00	20.00	Jan '82
23 - Crystal Diet Disk	59.95	36.00	30.00	24.00	Feb '82
24 - Herman's Yoga Seminar	39.95	24.00	20.00	16.00	Mar '82
25 - Cataphylac	29.95	18.00	15.00	12.00	Mar '82
26 - Poor Herman's Almanac	49.95	30.00	25.00	20.00	Feb '82
27 - CTAE-Education Modules	\$499.95 (no discount for quantity)				Jan '82
28 - Galactic Expedition Splitpack	/see pg. 21				Dec '81

## DEALERSHIPS

At Crystal we always welcome dealership and distribution requests for our products. In this catalog we have attempted to give a fair representation of our line and price breakdown. Price breaks are calculated on a preorder basis by the total number of games requested. It is basically 0-5: 0% off, 6-19: 40% off, 20-49: 50% off, 50-99: 60% off. At this time we find it impractical to offer any credit terms. We ask for prepayment, COD, or Credit Card (Visa or Mastercharge). We have found our product to be of sufficient quality that 1300 outlets so far have felt comfortable with these arrangements.

We do not give refunds, but will warranty the physical disk and replace games of any program with stopping errors.

We wish we could give out demo copies, but we are several months back logged in production and for the moment are not able to do so. If you are a U.S. Vendor and you wish 48 hr. service, you must pay an extra 8% in order to receive it. If your order is C.O.D. we also require a collection charge.

On the surrounding pages you will see a list of pricing and an order form. The regular price of this magazine is \$3.00 because of the 8% AD 92% TEXT ratio. If you wish to sell this magazine it is sold in lots of 10/ for \$10 plus shipping and handling.

Karen Courtney is in charge of marketing and is always available to discuss new dealerships.

# PURCHASE ORDER

	Quantity	Type Computer	Unit Price	Total
1 - Labyrinth	_____	_____	\$ _____	\$ _____
2 - Wizards	_____	_____	_____	_____
3 - Beneath the Pyramids	_____	_____	_____	_____
4 - Treasure Island	_____	_____	_____	_____
5 - Fantasyland 2041 A.D.	_____	_____	_____	_____
6 - Quest for Power	_____	_____	_____	_____
7 - Oregon Trail	_____	_____	_____	_____
8 - Forgotten Island	_____	_____	_____	_____
9 - Bermuda Triangle	_____	_____	_____	_____
10 - Galactic Quest	_____	_____	_____	_____
11 - Sands of Mars	_____	_____	_____	_____
12 - Galactic Expedition	_____	_____	_____	_____
13 - Crystaloids	_____	_____	_____	_____
14 - Clonus II	_____	_____	_____	_____
15 - Imperial Walker	_____	_____	_____	_____
16 - The Crypt	_____	_____	_____	_____
17 - House of Usher	_____	_____	_____	_____
18 - Glamis Castle	_____	_____	_____	_____
19 - World War III	_____	_____	_____	_____
20 - Waterloo II	_____	_____	_____	_____
21 - The Crusades	_____	_____	_____	_____
22 - D-Day 1944	_____	_____	_____	_____
23 - Crystal Diet Disk	_____	_____	_____	_____
24 - Herman's Yoga Seminar	_____	_____	_____	_____
25 - Cataphylac	_____	_____	_____	_____
26 - Poor Herman's Almanac	_____	_____	_____	_____
27 - CTAE-Education Modules	_____	_____	_____	_____
28 - From Earth to Moon	_____	_____	_____	_____
29 - Mists of Venus	_____	_____	_____	_____
30 - Rings of Saturn	_____	_____	_____	_____
31 - Uranus - World of Ice	_____	_____	_____	_____
32 - Jupiter - World of Dwarfs	_____	_____	_____	_____
33 - The Asteroid Belt	_____	_____	_____	_____
34 - The Crystal Planet	_____	_____	_____	_____

If C.O.D. add \$2.18 \_\_\_\_\_

Add 5% for U.P.S. \_\_\_\_\_

Add 8% for Blue Label \_\_\_\_\_

Total games ordered \_\_\_\_\_

Name \_\_\_\_\_ Total of invoice \_\_\_\_\_

Address \_\_\_\_\_ Date \_\_\_\_\_

City-St \_\_\_\_\_ **RATE BOX**

Credit Card # \_\_\_\_\_ Rate Code \_\_\_\_\_

Expiration Date \_\_\_\_\_ Quantity \_\_\_\_\_





## Crystal Computer

17429 Bluejay Dr.  
Morgan Hill, CA 95037  
(408) 778-2966