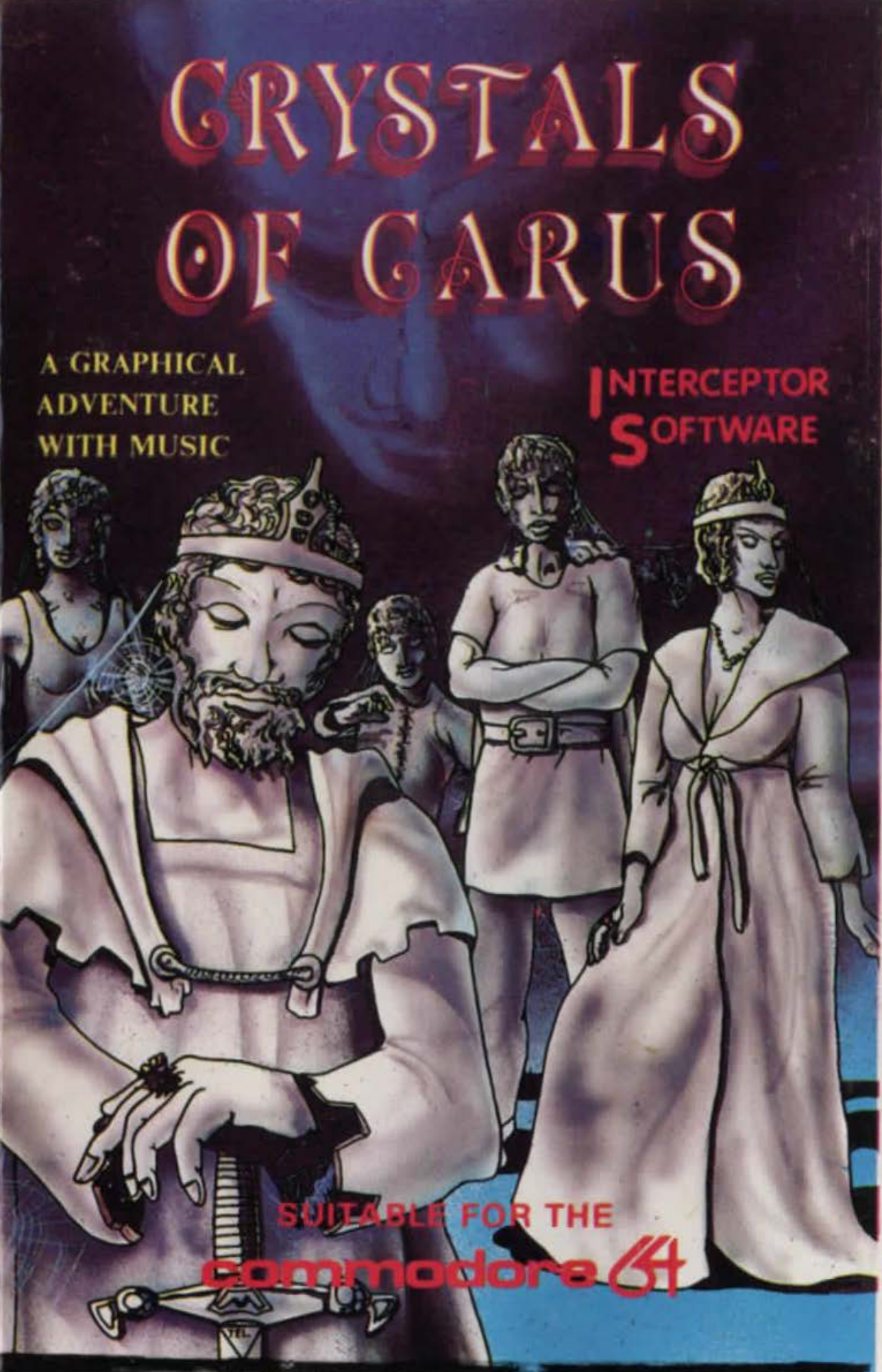
CRYSTALS OF CARUS

A GRAPHICAL ADVENTURE WITH MUSIC

INTERCEPTOR SOFTWARE



SUITABLE FOR THE commodore 64

CRYSTALS OF CARUS

LOADING

Hold down SHIFT and press RUN/STOP. The program will automatically load and run.

OBJECTIVE

You must find the five sacred crystals of Carus and return them to the rings on the fingers of the imprisoned royal family. The coloured crystals must be placed on the correct ring or the statues will crumble to dust. Only once all five crystals are in place will the statues return to life and your quest will be over.

PLOT

The hubbub of laughter and merriment died down as the old woman sat down beside the fire. A circle formed around her and everything became silent and still except for the shadows of the flames on the walls. She began her tale of intrigue and mystery:

"Long ago there lived the royal family of Carus. There were five of them, The King, The Queen, The princess and the two princes. They lived in great prosperity and fortune and were highly popular with the people. Everyone was content, except one, Ereth, Lord of Death, the great and all powerful magician. He was filled with jealousy of the family and vowed to deal them a great blow. He emerged from his secret laboratory and cast a spell over the family, turning them into stone. But he revealed that the family could be saved, only by finding the five sacred crystals of Carus. However the five were scattered all over the land, and finding them would be extremely difficult, and death was probable. The people of Carus heard of the families plight and searched for volunteers. No one came forward and the statues rested for many years. Then, five years afterwards, a traveller passed through the land and heard of the story. He then announced he would try to find the crystals and free the family from their bondage. He encountered many perils, there were rumours of dragons and wraiths and of ancient kings. He overcame all of these and saved the family. No one knows how he did it, he only knew the answer to the mystery of the Crystals of Carus ."

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INTERCEPTOR MICRO'S Lindon House, The Green, Tadley, Hants.

CRYSTALS OF CARUS

COMMANDS

You enter commands using simple English sentences, such as
TAKE ROD or
DROP CROSS

OTHER COMMANDS ARE:
TAKE - pick up an object
DROP - drop an object
N, S, E, W, U, D - move in that direction (North, south, east, west, up , down)
GIVE (object) TO (character)
BREAK (object) WITH (object)
ATTACK (character) WITH (object)
PLACE (object) ON (object)
I - display all the items you are carrying
SCORE - display your score as a percentage of adventure completed.
SAVE - save your game for later use.
Remember - attacking a creature can provoke a retalliatory attack;
There are clues everywhere within the adventure so examine pictures and descriptions.
(Abbreviations can be used in place of most words e.g. TAKE WOODEN ROD can be TA WO)

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