



TREASURES ABOUND BENEATH THE MANSION!

An Original Adventure Game
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SOFTWARE

FIND THE TREASURE

Insert the **CRYSTAL CAVERNS** disk in your disk drive, power up your Apple, and boot the game on your system.

You find yourself on a gravel road in front of an old Victorian mansion, gloomy and forbidding. Buried somewhere in the mansion are treasures of priceless value.

The object of **CRYSTAL CAVERNS** is simple: find the treasures, and stash them.

The problem is obvious: you have no map. You have to construct one, by tramping down overgrown paths, opening rusty gates, searching through dark and dusty rooms filled with clues — and danger.

BASIC MOVES

The following commands, entered on your Apple keyboard, direct your movements. After all command entries, press **RETURN**.

- N, E, W, S** — Enter any compass direction (or combination, such as NE) to indicate the direction of your desired movement.
- UP, DOWN** — These commands allow you to change level, such as up a ladder, or down a staircase.
- PICK UP** — To hold on to objectives you find (like a key) you may need later.
- I or INVENTORY** — To review a list of objects you have picked up.
- L or LOOK** — To repeat the description of your position.
- SCORE** — To find your score, and how many turns it took you.
- RESTART** — To start a new game from the gravel road in front of the Victorian mansion.

- QUIT** — To end the game.
- SAVE** — To store in game file 1, 2 or 3 the sequence of commands you have entered to that point, and the objects you have acquired. Storing commands in a file writes over and erases the previous file contents.
- RESTORE** — To recall the contents of a game file.

HINTS AND WARNINGS

CRYSTAL CAVERNS is subtle, complex, and devious. The system will accept many full sentences and commands as well as strings of sequential commands. (For example, you may enter: **E, E, PICK UP KEY, S, DOWN**)

But be careful! You may find yourself plunging over a cliff or locked in a dank cellar without a key, and no way out.

Imagination and persistence are your most valuable tools. Pick up anything that looks vaguely useful. Move, dig under or open anything that appears suspicious . . . or rattles.

Take notes. Make a map. Together with your **SAVE** commands, they will help you keep track of where you've been — and where you haven't.

And move you closer to the treasures — or a dungeon!

LOST BUT NOT FORGOTTEN!

Down the gloomy hallways, through the cobwebbed rooms, deep within the murky caverns far beneath the crumbling mansion someone left scattered treasures.

But there is no map. You have to build one as you hunt.

Locked gates, crumbling cliffs and trap doors rusted shut will stretch the limits of your resourcefulness and imagination.

There is a way. And you can find it . . .

Deep inside the **CRYSTAL CAVERNS**, one of a series of diabolically clever adventure games from **HAYDEN SOFTWARE**.

Once you've tracked the mazes of the caverns and come home a hero, go searching for other first-rate adventures by **HAYDEN**.

They're easy to find. At your favorite software dealer.

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