

CRYSTAL CAVERNS

for the

COMMODORE 64

by

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CRYSTAL CAVERNS is an adventure game for the sleuth with an appetite for mystery, danger and buried treasure. Somewhere buried in a deserted old mansion lie treasures of priceless value. But to find them you must embark on a perilous journey riddled with pitfalls, dead ends, and deadly surprises.

In order to complete the adventure you must seek out the treasures hidden throughout the mansion and caverns below and stash them in just the right spot in the mansion. But 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.

HARDWARE REQUIREMENTS

To play CRYSTAL CAVERNS, you will need a Commodore 64 computer, VIC 1541 disk drive and TV (or monitor and 5-Pin Din audio cable).

LOADING INSTRUCTIONS

1. Make sure your computer and disk drive are turned OFF.
2. Turn ON the disk drive.
3. Turn ON the TV or monitor; then turn ON the computer.
4. When the red error light on the disk drive goes out, open the drive door. Insert the CRYSTAL CAVERNS disk, label side up. Close the drive door. (Note: It is important to turn the disk drive off and on again before loading a new program.)
5. When READY appears on the screen, type **LOAD "START",8** and press **RETURN**. The screen will display the message SEARCHING FOR START followed by the word LOADING.
6. When READY appears on the screen, type **RUN** and press **RETURN**. The screen will display the message PLEASE WAIT, NOW LOADING, and then the title screen will appear.
7. Press any key and the following Color Option Menu will appear:
 - F1** - Change Response Color
 - F3** - Change Text Color
 - F5** - Change Background Color
 - F7** - Begin Game
8. Press **F7** to begin the game.

BASIC MOVES

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

- N, S, E, W** - 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 objects you find (like a key) which 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. (A perfect score is 500 points.)
- 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. (Note: If your disk is write-protected, be sure to remove the write-protect tab from the disk before saving a game.)
- RESTORE** - To recall the contents of a game file and restart the game from the point at which you left it.

*The system will accept many full sentences and commands. Sentences must begin with a verb (such as "**OPEN THE GATE**," "**PICK UP DISK**," "**KNOCK ON DOOR**"). Simple directional commands may be entered with or without a verb (such as "**GO NORTH**," "**NORTH**" or simply "**N**"). You may also enter strings of sequential commands (such as "**E, E, PICK UP KEY, S, DOWN**"), separated by commas.

HINTS AND WARNINGS

CRYSTAL CAVERNS is subtle, complex, and devious. 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.

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

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

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

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