

DARK CRYSTAL

ATARI CONVERSION
BY
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LOADING INSTRUCTIONS

Disks (3)

1. Remove all cartridges from the computer.
2. You have received three Disks. Label side up with your thumb on the label, insert Disk #1, Side A into the drive. Turn on the power to the drive and close the door.
3. Turn on the power to the monitor and the computer.
4. You will then be asked to turn the disk over and insert Side B.

PRESS ◀RETURN▶

You are now ready to begin your journey.

Note: Disk #1, Side B, Disk #2, Sides A and B, and Disk #3, sides A and B can be duplicated. We strongly recommend that you do so. Disk #2, Side A has a built in copy routine. Insert Disk #2, Side A; turn on the drive and the computer, and follow the prompts to copy the five sides that can be duplicated.

COMMANDS FOR THE HERO

Throughout your journey, your computer will be your hands, eyes and ears. It is your steadfast friend, but it only understands one or two words at a time. In many cases they will consist of a verb and a noun, such as, "climb tree." Unless otherwise stated, follow all commands with the ◀RETURN▶ key.

Different directions use only a single letter.

North ◀N▶ Up ◀U▶
South ◀S▶ Down ◀D▶
East ◀E▶
West ◀W▶

Sometimes your friend desires more information. If you wish to enter a door, type:

◀GO DOOR▶

Acrobatic feats may be required at times when you are on unsure ground. Give your friend a single command. Type:

◀JUMP▶, ◀FLY▶ or ◀SWIM▶

You may meet others, such as guards, who may or may not have messages for you. Command them to speak. Type:

◀TALK GUARD▶

To survive, you may need mystical objects you see along the way, such as a key. Type:

◀GET KEY▶

If you choose to leave it, type:

◀DROP KEY▶

When you first enter an area, a detailed description will appear on the screen. Afterward, only a brief description will be given. Whenever you want to see the detailed description again, type:

◀LOOK▶

If there is more description than there is room for on the screen, the computer will print the first four lines and then beep. For the remaining text, press:

◀RETURN▶ (Once)

(The sound is generated through the television speaker. The beep sound only may be toggled on/off with):

◀SELECT▶

There may be pitfalls during your adventure. Therefore, pay close attention to details. To see an object closely, such as a tree, type:

◀LOOK TREE▶

Answer your friend's questions with direct answers. Your command to cut down a tree may prompt your friend to ask "With what." Answer him with:

◀CUT TREE▶
◀WITH AX▶

If you desire to look into the past, you can review the previous 24 lines of commands and descriptions. Press:

◀RETURN▶ (Once)

To go back to the scene again, press:

◀RETURN▶ (Once)

Any time during your journey, you can check to see what you are carrying. Just type:

◀INV▶

MAGIC OF YOUR OWN

Formatting or Preparing a "Saved Game Disk"

So that you might take a rest, or worse, should Jen die, save your game often. Games are saved on a separate disk. Use one that you do not need, because all will be lost when it is formatted.

You will need to format (prepare) your "saved game disk" only once. Any time during the game, take out The Dark Crystal disk and insert a blank disk. In the space for commands,

TYPE ◀INIT DISK▶

Replace the "saved game disk" with The Dark Crystal disk to return to the game.

Saving a Game

You can save your game during normal play at most any point in the game. To save a game,

TYPE ◀SAVE GAME▶
During game at any time.

You will be instructed to put your "saved game disk" in the drive and enter a letter to identify your game.

TYPE ◀A - O▶ Then,

the game will be saved, and you will be instructed to put The Dark Crystal disk back in the drive.

PRESS ◀RETURN▶ (Once)

Restoring Your Game

To regain your saved game at any time, use the loading instructions as before and

TYPE ◀RESTORE GAME▶

You will be asked to take out The Dark Crystal disk and insert your "saved game disk."

TYPE your chosen letter (A - O) for your game.

Now take out your "saved game disk," and reinsert The Dark Crystal disk into the drive, and

PRESS ◀RETURN▶ (Once)

You will be returned to the frame that you saved.