

THE CURSE OF CRAWLEY MANOR

Please refer to **USER MANUAL** for Loading and Saving Instructions.

Playing Hints:

Draw a map as you go, there are a lot more places than you think and without a map you will end up going round in circles or missing areas which you haven't tried. It does need to be perfect as long as you have some record of where you have been and what you've found (as well as where you found it). Examine things you find and try to remember that most problems have solutions that require no more than some careful thought and a little common sense. If you get stuck try typing **HELP**—you may not get assistance but you won't know until you ask and be careful about assuming things, it can be fatal.

To speed things up you may use the following abbreviations: N, S, E, W, U, D, for Go North, South, East West, Up or Down. I is short for Inventory and will list what you're carrying.

Some (but not all) of the words available that you may find useful are:-

Get, Take, Drop, Go, Climb, Jump, Enter, Examine, Go, Leave, Move, Quit, Say, Wear, Read, Save, Light, Pull Push and Look...There are others!!!

Instructions are entered by you in the form of two word commands with the first word being a verb. If the computer doesn't understand, it will tell you so and you must try rewording what you wish to do e.g. instead of **GO FLYING** try **FLY**. You will find that objects which can be picked up usually require only the last part of their name as in the Blue Ox where typing **GET OX** is all that is needed.

Good luck, happy adventuring and try not to die often.

Read the questions until you get where you are stuck. The numbers underneath refer to the dictionary listed at the end. Match each number with its associated word and you'll find an Adventure clue! Also remember to look back up at the top of the screen after each command as things may change in your current location!

Having trouble with the growth?

33 47 29 28 12 59 8

Can't you get past the demon in the numeral lock room?

13 38 3 52 34 4 46 35 25 13 48 40

Can't get further than the red brick room?

Having trouble going north from the crystal room?

32 33 7 18 43

Is the demon transporting you from the crypt?

46 14 12 21 51 58

Wondering about the ghostly piano player?

13 16 42 6 19 57 33 44

In a deserted room with nothing in view?

9 27 22

Can't figure out something in the silver room?

6 2 49 57 33 44 56 30

Can't kill the demon?

23 40 33 54 1 39 40 55 46 15 5 46 50 33 26 17 41 33 29

DICTIONARY

- | | | | |
|---------------|--------------|----------------|-------------|
| 1 - raving | 16 - have | 31 - policeman | 46 - a |
| 2 - from | 17 - room | 32 - solve | 47 - growth |
| 3 - missing | 18 - path | 33 - the | 48 - need |
| 4 - take | 19 - earlier | 34 - item | 49 - early |
| 5 - gives | 20 - survey | 35 - ride | 50 - clue |
| 6 - something | 21 - gathers | 36 - look | 51 - no |
| 7 - south | 22 - senses | 37 - can | 52 - an |
| 8 - not | 23 - listen | 38 - are | 53 - for |
| 9 - use | 24 - handle | 39 - talk | 54 - demon |
| 10 - famous | 25 - if | 40 - to | 55 - Gafala |
| 11 - help | 26 - green | 41 - seals | 56 - will |
| 12 - stone | 27 - your | 42 - missed | 57 - in |
| 13 - you | 28 - feed | 43 - first | 58 - moss |
| 14 - rolling | 29 - magic | 44 - game | 59 - must |
| 15 - voice | 30 - fit | 45 - rodent | |