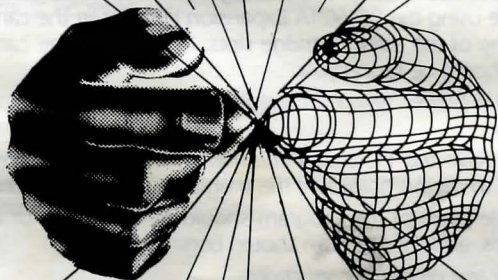# The Curse of
# Crowley Manor
## A TEXT ADVENTURE

# NEC TREK

Before attempting to run your Curse of Crowley Manor program, please take a few moments to familiarize yourself with the correct loading procedures for cassette tapes.

In order to power your system on, perform the following steps:

**IMPORTANT:** The PC-6021A Thermal Printer should be turned on last.

1. Turn on your monitor or TV set.
2. If you have the PC-6082A Data Recorder, turn this on next by pressing the power button. The red power indicator should light up.
3. Turn on any remaining peripherals, except the PC-6021A Thermal Printer.
4. Insert your program cartridge in the slot located on the right side of the PC-6001A body. The cartridge label should be face-up. If you are using the PC-6011A Expansion Unit, insert the cartridge into any of the three cartridge slots. In this case, the cartridge label should be facing you.
5. Turn the power switch of the PC-6001A Computer to the on position.
6. If you have the PC-6021A Thermal Printer, you may turn the switch to the on position if the program requires a printer.
7. The title page of the program should be displayed for a few seconds, and the program should begin.
8. Follow any program instructions.

## If a problem should occur:

1. Insure that the system components are properly connected to a power source.
2. Make sure that the components are properly cabled together. (Refer to the PC-6001A User's Guide). Also, if you are using the PC-60011A Expansion Unit, be sure that it fits snugly to the body of the PC-6001A Computer.
3. Be certain that the program cartridge is inserted firmly, with the label facing the correct direction.
4. Verify that the syntax for the CLOAD command was correct.
5. Perform the start-up procedures again.
6. Press the reset button and perform the start-up procedures.

# The Curse of
# **Crowley Manor**

## A TEXT ADVENTURE

**NOTE:** The Curse of Crowley Manor will only operate on a 16K computer. If you are using an expansion unit, the RAM/ROM cartridge must be removed.

## INSTRUCTIONS

Your assignment, if you choose to accept it, is to solve the murders of Crowley Manor. You are to use every means at your disposal to solve this mystery.

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# THE CURSE OF CROWLEY MANOR
# PRELIMINARY ACTION

In the "Curse of Crowley Manor" you assume the role of Inspector Alfred Black of Scotland Yard. Your assignment is to investigate a murder at the Crowley family estate in London. The year is 1913.

What begins as a simple homicide investigation, eventually turns into a dramatic struggle against occult powers as you try to survive and break a century old curse.

Crowley Manor is a classic text adventure in which you can input commands using simple sentences. With these commands, you manipulate your environment and move through the world of London at the turn of the century, and down the haunted hallways of the Crowley Manor.

Many unique twisted plots and difficult puzzles await you as you strive to defeat an evil power as old as time itself in "The Curse of Crowley Manor".

Before attempting to run your CURSE OF CROWLEY MANOR program, please take a moment to familiarize yourself with the correct loading procedures for software cartridges.

## Saving Your Game

If you would like to save your game, you need a blank cassette tape and a data recorder, such as the NEC PC-6082A Data Recorder. By following the procedures below, you can leave your game play and return to the place you left off.

Peform the following steps:

1) Connect your Data Recorder as instructed in your user's guide.

2) Insert a **blank** cassette into your Data Recorder (**not** your original game cassettel)

3) Turn on your Data Recorder and place it into the record mode, by pressing the play and record keys together.

4) To save your game, when a > appears, type SAVE GAME. A screen will appear asking you to ready the tape. Make sure that the power is on and that the record and the play keys are depressed.

5) Press any key, you should continue to see your present location, but when the storing of your game is complete all writing below the > will disappear.

6) You can now remove your game and stop playing.

## LOADING YOUR SAVED GAME

When reloading your game, using the cassette version, follow the procedures below.

1) Rewind both your saved game cassette, the one you used to save your game, and your original Crowley cassette.

2) Reload your original Crowley game tape as described in previous loading instructions.

3) Once you are inside the large office, **remove** your game cassette.

4) Insert the cassette tape in which you saved your game on.

5) Turn your Data Recorder ON, when a > appears type in LOAD GAME, and press return.

6) The screen will ask if you are ready? Make sure that the power is on and that the Data Recorder has the play key depressed.

7) Press any key. You will now return to the place where you left play.

8) Continue to play.

When reloading your game, using the cartridge version, follow the procedures below:

1) Rewind the cassette you used to save your game on.

2) Insert your game cartridge as previously described in your instructions.

3) Once you are inside the large office, insert the cassette you used to save your game on, into the Data Recorder.

4) Turn ON your Data Recorder and depress the play key.

5) When the > appears type in LOAD GAME and press the return key.

6) The screen will display are you ready? Make sure the power is on and the play key on the Data Recorder is depressed. Type any key to continue.

7) You will now be restored to the place you left off.

Well, you're on your own now. GOOD LUCK!!!!!!

# THE CURSE OF CROWLEY MANOR
## TACTICS —

The adventure will begin with a room description which will tell you your location. Just think of yourself as being there physically and try anything you would in real life, open doors and drawers, unlock locks, climb stairs, and move through windows and passages.

The player is not limited to two word verb-noun commands, although in many cases they will suffice. The player can input phrases, sentences, and complex multi-word commands. The vocabulary words include: LOOK, CLIMB, DRINK, MOVE, EAT, PUSH, PULL, JUMP, LISTEN, TALK, OPEN, UNLOCK and SMELL.

Talking to anyone that you meet is very important, because you will often induce them to tell you things. Try it repeatedly.

You can move in the game by entering the first letter of the direction in which you want to move — North (N), South (S), East (E), West (W).

When playing the game items will appear at the top of the screen in the VISIBLE ITEMS >> row. You can take these items with you by typing the command GET followed by the item name. Typing I or Inventory will display your six item inventory on the screen. Typing DROP followed by the item name in the inventory will leave the item in the current room. These commands can only be used for items which were in the VISIBLE ITEMS >> row.

Inventory items and many other items in the game can be examined by typing LOOK followed by the item name. When entering a room it is usually a good idea to just type LOOK. This gives you more information on what is in the room, and remember to LOOK at everything.

Sometimes you may have to CLIMB up stairs, through holes, and out of windows. If you are stumped, try to LISTEN for clues.

Visit your NEC TREK Dealer often. There will be many new and exciting adventures on his shelves. The variety will be endless; exciting entertainment, stimulating educational tools, business applications and programs to make your home run smoother.

Some of the many programs you may find there:

| | |
|---|---|
| Canyon Climber | Tennis |
| Tumble Bugs | Music Editor |
| Micro Painter | 3-D Maze |
| Electric Pencil | Touch Panel |
| Swashbuckler | Terminal Program |
| Thief | Extended BASIC |
| Killer Shark | A.I.M. |
| Video Calc | Personal Finance |
| Tic Tac Cube | Hangman |
| Shamus | Protector |
| Slime | Filemanager Plus |
| Chicken | Spelling |
| Sight Words | Context Clues |
| Crowley Manor | Sentence Structure |
| Rear Guard | Armored Patrol |
| Pillbox | Eliminator |
| Sea Bomber | Sea Dragon |
| Sky Warriors | Z Chess III+ |
| Meteor Evader | Old MacDonald |
| I Basic Compiler | Little Red Riding Hood |

## LIMITED WARRANTY

NEC Home Electronics (USA), INC., (the "Warrantor") hereby warrants to the original purchaser only, that the media provided with this product will be free from defects in materials and workmanship, under normal use, for a period of 90 days from the date of purchase.

The Warrantor in no way warrants the program and instructions as being free of error or that they will meet the requirements of the purchaser.

The Warrantor shall have no liability or responsibility to the purchaser or any other person or entity with respect to any liability, loss or damage caused or alleged to be caused directly or indirectly by this product, including but not limited to any interruption of service, loss of business, and anticipatory profits or consequential damages resulting from the use or operation of this product.

If during this 90-day period a defect in the program should occur, the product may be returned to an authorized NEC dealer, and NEC will replace this product without charge.

When requesting performance under the terms of this warranty, the original purchase date must be established by the customer by means of a bill of sale, invoice, or other acceptable documentation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

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