

BLACK CRYSTAL



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Two to breach the barriers of Evil,
Four to hold them well,
Five together call the sixth,
Six the force of fire to quell.
Sings he now the hero brave.
Seven found,
Fought and won,
Seven shall vanquish,
Seven as one.

A brilliant apparition appears before you, it is one of the seven great Lords of Light. He speaks:

"Before creation there existed a single sphere of energy afloat in a vast timeless void. Within this sphere developed an intelligence that was alone and without purpose. It set itself a task to forge the ring of creation but in so doing it created an imbalance. The sphere split asunder and the intelligence was parted into two egos, good and evil. Evil corrupted the ring and used it to give birth to seven angels of darkness, the Lords of Chaos. To lessen the corruption of the great ring the power of light separated into seven rings. To wield the power of the rings seven Lords of Light were born. They took the rings and with them created worlds and on those worlds were sown the seeds of life. Evil followed creating its own bizarre life forms. On the planet of the first born, the planer Earth, the Lords of Chaos built a fortress named NyUgal. To men it was known as the towers of dread. Within its dark walls evil took upon a form. It fed on hatred and fear, its shadow growing until it filled the fortress. None could withstand its power and both men and elves were enslaved.

Their task of creation completed, the Lords of Light returned to Earth and there met in battle with the Lords of Chaos. The dark Lords and their evil force were driven back into NyUgal. Together, the Lords of Light removed their rings and hurled them at the fortress. An explosion followed that threw mountains asunder and created a valley that concealed the rings. The Lords of Chaos were banished beyond our universe and for a thousand years peace prevailed upon the Earth. The valley was named Beroth by the elves. The land was gifted with the most fertile soil on Earth but the memory of Evil was etched into

Elfin people's hearts and none would settle there. Man was less sensitive and Beroth became the richest of his Kingdoms. It was famous as a place of learning and the council of the wise met regularly in the great hall of Monmouth, within the royal castle. In their keeping the council held five of the rings of creation. The sixth ring, the ring of time, was wedged in solid rock deep within an underground labyrinth. It was found by the leader of the Shaggoths, creatures brought to earth by the Lords of Chaos to fight in the battle of the Angels. He promptly claimed it as his and declared himself King Shaggoth and holds the labyrinth as his Kingdom to this day.

The seventh ring, the Ring of Fire, was worn by Mendas eighth King of Beroth.

Gora was twelve years of age when the Shadow returned to Beroth. He was apprentice to the Wizard Nemor, supreme councillor of the wise. Gora befriended Prince Tobias, son of Mendas and heir to the throne of Beroth. Tobias desired the knowledge that Gora had been taught.

He approached the council and requested entrance to the Brotherhood of Wizards but Nemor looked into his heart and saw that it was filled with a lust for power. Rejected, Tobias turned to Gora for help. Gora borrowed for him ancient books and manuscripts that held dark secrets which he knew nothing of. But soon Tobias tired of the weak magic that Gora could teach him and he experimented with ancient spells. One evening, as all creation slept an unnatural sleep, he conjured to himself the Fire Demon. It taught him a formula that promised power and knowledge even the wise did not understand. Tobias, blinded against the dangers of meddling in the black arts, used the formula. It created for him a small crystal of concentrated evil. Tobias made sacrifices of small animals to it and the crystal began to grow. Little time passed before the crystal was large enough to influence the Prince's thoughts and movements. Like a puppet, under the cover of darkness, Tobias crept up to his father's bedside and thrust his dagger deep into the old King's heart. The crystal grew.

With the crowning of Tobias evil had indirectly gained control over Beroth and the ring of fire. Soon the crystal's influence was so widespread that it controlled most of the population of the castle. Foreseeing the danger Nemor summoned Gora to a meeting of the council and presented him with one of the rings of creation. To each of four riders awaiting in the courtyard, Nemor gave also a ring and the instructions to ride in different directions and take the rings from this

land. To Gora he bade farewell and departed with the rest of his order. Tearfully Gora mounted his horse and fled the castle. It was a day's ride to the mountains in the south and once there Gora thought he would be safe but Nemor had not known the rings of creation call to each other and can only be separated by a small distance, in the hands of men. None of the rings could leave Beroth without the others. Gora turned and headed home but the roads to the castle had already become dangerous. Armies of Trolls patrolled the roads killing and eating unwary travellers. Gora was forced to turn east to dispose of his ring in the swamp. The fate of the other riders was never known but one thing was sure, none of the rings ever left the valley. The ring of fire was presented to the Fire Demon by Tobias and a temple built in his honour. A great tower was built to house the Black Crystal and through the centuries it grew in strength. Prince Tobias and his followers lost their mortal bodies but their shadows still inhabit the castle and haunt the cursed land.

After leaving Beroth, Gora moved North to the palace of the Wizard of the ice mountain. There he completed his training and set upon a quest to find a weakness in the Black Crystal of evil. For five centuries he shrugged off age and wandered dark pathways seldom trod by mortal men.

Finally his travels took him to the Citadels of Mars where, engraved in runes on a diamond wall he found the tale of Creation and the War of Angels. He also found that which I tell you now and I bid you pay heed to what I say.

The rings of creation when placed in precise location around the force of evil will banish it from our universe. Gora awaits you, go now."

LOADING: Black Crystal is a Multi Program Adventure To begin your quest LOAD either "MAP 1", 8 for disc or LOAD "MAP 1" for tape. This program is your doorway into the other map sections, when your screen display asks "Do you want to start a new adventure" press key Y, to answer 'YES'. When you are successful in entering Shaggoth's Lair, Castle, Temple or Tower you will be given a reference number. To continue your adventure load the program with the file name that matches the location you have entered (see below).

When the next program has loaded the computer will ask you to enter your map reference number. Now enter the reference number given to you by the previous program. Black Crystal is a delicately balanced game and interfering with the reference number could

spoil your adventure. When you have a reference number for each map section you will be able to play favourite parts of your adventure without starting from Map 1.

At various times during the adventure you will be returning to Map 1. Each time it will ask you if you want to start a new adventure. Unlike the first time you will type N for no. The computer will ask you for a map reference and you must repeat the procedure outlined above.

MAP REFERENCES.

Castle MAP 2

Shaggoth's Lair MAP 3

Shaggoth's Lair Part 2 (Treasure Chamber) MAP 4

Temple of Fire Demon MAP 5

Tower of Beroth MAP 6

PURITY: This is an important value. When you are killed the Wizard Gora can resurrect you by bringing you back to sanctuary, but only if your purity reading is greater than zero. You lose purity points by using spells that you might find on your quest or by using the help of the Oracle Zenobie.

PHYSICAL STRENGTH: You need this to use your physical weapons (Sword, Shield).

SPIRITUAL STRENGTH: You need this to Cast Spells (Lightning, Power drain etc.). Using "Lightning" and "Power drain" will not affect your purity level.

SAVING AND QUITTING

Each program contains a save routine. This allows you to save the game data onto blank tape or disc. (Depending on if you have the tape or disc version.) To use the save routine with single-key sections of the program (ie: Real-Time Sequences) you only have to press key S on your computer keyboard. To use the save routine on two word command sequences of the program you must type in "SAVE" then press ENTER. The save routine will ask you if you want to quit or return to game play after saving data.

NB Disc users please note that the data disc must be formatted before use.

DETAILS OF EACH PROGRAM

MAP 1

This shows you a Map of the Kingdom of Beroth. Pressing arrow Keys 5 to 8 will allow you to move around the screen (Diagram 2). There are two reasons why your token may not respond to your key commands.

- 1 You are trying to enter an area in which you are not allowed.
- 2 You are being challenged by a monster. If your token stops, look to the bottom of the screen display to see if you are under attack. The monster battles are in real-time so you must be quick. The computer does not wait for you to respond. You can respond by hitting Keys Q, R, U, P, A, L, Z, B (see Diagram 4).

For example: Key P allows you to swerve. Keep your fingers off the keys until you have decided which key to press. The computer reacts almost immediately to your input. Keep the key pressed until the computer reacts to it.

Spectrum owners have the added feature of an audible warning when a monster challenges them. They also have an ever changing difficulty level from Misfit to Demi-God.

MAP 2

this holds the three floors of the Castle of Shadows. The style of play is similar to Map 1 but this time you have the added difficulty of finding your way through secret passages and an Invisible Maze.

MAP 3 / MAP 4

"THE SHAGGOTHS' LAIR". This section of the quest introduces a more traditional style of adventure playing. By using one word or two word commands or numbers when asked for numbers you can manipulate your environment.

For example: "Move North" or "N" will allow you to travel North. You must find your way through the maze of caves and raid the Shaggoths' treasure chamber. There are, however, a few sequences which are real-time strategy-based graphic games included in the lair that use single-key input.

MAP 5

"THE TEMPLE OF THE FIRE DEMON". The fire demon holds the great ring of fire. To reach it you must cross a bridge and an Invisible Maze, both guarded by magical fire breathing Dragons. Most of Map 5 is real-time graphic single-key input.

MAP 6

"THE TOWER OF BEROth". In the top room of the dark tower rests the evil Black Crystal. This section is all single-key input.

INSTRUCTIONS FOR SPECIFIC LOCATIONS

SEA OF SAND

Use keys 1 to 8 to move (Diagram 3).

UNDERGROUND SWAMP

Use keys 1 to 8 to move (Diagram 3).

GOLD MINE

Use keys 1, 3, 5 or 7 to move (Diagram 2).
Beware of fools' gold and the terrible flesh-eating rock snakes.

"BRIDGE OVER ABYSS" and "TEMPLE MAZE"

Use keys 1, 3, 5 or 7 to move (Diagram 2).
Use key 0 (zero) to use your Sword. Use key Z to fire lightning bolts. Fire breathing dragons hunt you down across the bridge through the Maze. Your strength and spiritual power will not be replaced until you make it through the Maze.

ROOM OF PITS

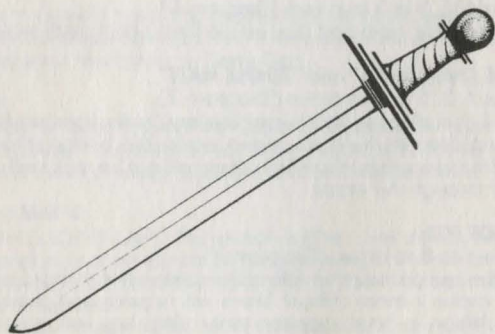
Use keys 1 to 8 to move (Diagram 3).
Reach the exit on the other side of the room while trying to avoid the pits. To make it more difficult Sirens will appear and draw you off course. When a Siren appears only ONE key will control your movements and that key will be between 5 and 8. It's up to you to find which one before the Sirens claim another victim.

LORDS OF CHAOS

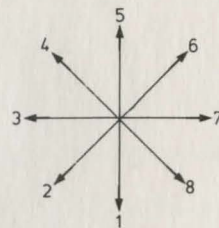
Use keys 1 to 8 to move (Diagram 3).

You must lead the Lords of Chaos over the fire ring to banish them. If they see the ring they will throw it across the room. You can pick up the ring by passing it or using power search which will pick it up from anywhere on the boards. Beware of Death do not move directly towards him or you might gaze on his face and no mortal will live after it.

The Black Crystal is surrounded by pedestals. To destroy the crystal you must place a ring on each pedestal. The Black Crystal is not defenceless and can knock the rings off or kill you.



KEY Q	SWORD UP -
KEY R	SWORD FORWARD
KEY U	SWORD DOWN -
KEY A	SHIELD UP -
KEY L	SHIELD FORWARD -
KEY Z	LIGHTNING -
KEY B	POWER DRAIN -
KEY P	SWERVE -



WHEN USED IN BATTLE IT PUTS YOUR PHYSICAL AND SPIRITUAL STRENGTH UP ONE POINT. BUT BEWARE THE MONSTER MAY STILL KILL YOU.

DIAGRAM 4

Map 4 — The Treasure Chamber

It is possible to cross the swamp without guidance but you would have to be very lucky. It is probably best to have a search around the sea of sand for diamonds and pay the dwarf. Beware of the sand sharks, you are safe on the islands but the diamonds may be anywhere, so you can't stay there forever.

Across the swamp you will come to the mummies' tomb. If you are attacked by a mummy your only escape will be retreat, the path across the swamp is still there, but can you find it?

Next comes a demon who will gladly find work for willing hands. In the gold mine you are attacked by rock snakes, you must keep moving as they won't stop to let you think. You need three pieces of gold to leave the mine.

To the south we meet another demon who guards the bridge, when he gets 'the number of the beast' he will allow you to cross. Beyond the mirror you will find a series of chambers leading to the treasure chamber where you will find the fifth ring.

'Five Together Call The Sixth'.

The sixth ring is hidden on Map 1, but until you have the other five you will be unable to find it.

Map 5 — The Temple Of The Fire Demon.

To enter the Temple of the Fire Demon you need 6 rings. Cross the bridge over the Abyss of Fear and travel along the far edge to the maze.

The dragons burn a path through the maze towards you. Note also that each time you kill a dragon a small part of the surrounding maze is revealed to you. You can use your visibility spell here as well.

At the other side of the maze you will meet the FIRE DEMON ... Defend yourself using the weapons you had in Map 1.

You must defeat him to get the seventh ring. Use the Ring of Time to return to Map 1.

Map 6 — The Tower Of Beroth.

Although you can enter the Tower of Beroth with less than 7 rings, you do need them all to finish the game, so there is little point in entering with less.

First you must avoid the trapdoors using the keys 1-8. You will be attracted towards the sirens when they appear, and one of the direction keys will make them vanish.

Next come the 7 Lords of Chaos defending the Crystal. You must banish all these and Death himself before you can reach the Crystal.

Sometimes one of the Lords will throw the Ring of Fire away. In this case you must use the Power Search to retrieve it. But beware, Power Search depletes your physical and spiritual strength and you will be unable to use it again until they are once again built up to maximum.

So finally to the Crystal itself, now at last you can destroy its evil power!
SEVEN SHALL VANQUISH
SEVEN AS ONE.

**Two To Break The Barriers Of Evil,
Four To Hold Them Well,
Five Together Call The Sixth,
Six The Force Of Fire To Quell,
Sings He Now The Hero Brave,
Seven Found,
Fought And Won,
Seven Shall Vanquish,
Seven As One.**

The game is summed up in the above poem, but if you are having some difficulty perhaps we should look at it in more detail.

'Two To Break The Barriers Of Evil'

There are two rings which may be easily found in the Kingdom of Heroth, the Forest Rings.

With these first two rings you will be able to go into maps 2 & 3.

The rings are found as you move about the landscape using keys 1-8 "but beware of the monsters who will attack you.

Map 2 — The Castle Of Shadows

To enter the Castle of Shadows you must have rings from map 1.

The Castle has no visible exits (except the gate) but there are hidden passages which allow you to pass through the walls and hidden stairways to change levels. See if you can find the visibility spell.

The top floor is filled by an invisible maze, you will see the wall of it for a moment whenever you touch it, remember the visibility spell, but be careful as it will reduce your level of purity and only the good survive!

'Four To Hold Them Well'.

With four rings you are safe from the shadows within the Castle but you will find the passes have sealed up and you must find new ones to make your escape.

Map 3 — The Shaggoths' Lair.

The entrance to the Shaggoths' Lair is a tiny crevice on Map 1 which is not visible until you get close to it.

Around the caves you will find various objects which may be of use to you. Beware of the Shaggoths and the treasure serpents, both are really after your treasure but may kill you in their quest.

You cross the drawbridge and find yourself hanging on a rope above a bottomless pit, beyond is Map 4, don't forget Zenobi.

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ESCAPE KIT

BLACK CRYSTAL



OPEN ONLY IN EXTREME EMERGENCY