

T H E
K R I S T A L



CINEMAWARE
P R E S E N T S

T H E
KRISTAL

Programmed by



Giulio Zicchi & Justin Garvanovic

Graphics

Michael Haigh, David Hardy, & Chris Petts

Narrator

Patrick Moore

Original Storyline

Michael Sutin & Rodney Wyatt

Manual

Jerry Albright

© 1989 Prism Leisure Corporation PLC.
The Kristal is a trademark of Prism Leisure.
The Kristal is licensed from Prism Leisure for North America.
Software, package design, and documentation © 1989 Cinemaware Corp.
All rights reserved. Printed in USA.

THE LEGEND OF THE KRISTAL

By Rodney Wyatt & Michael Sutin

In the days before Kree and Ma made their appearance in the heavens, in the time of no time, when the Lord of Light ruled the seven planes, there existed at the source of the causeless cause, at the heart of all being, sealed in the Halls of Love, the symbol of unity, manifest in the form of a shimmering aura:

THE KRISTAL OF KONOS.

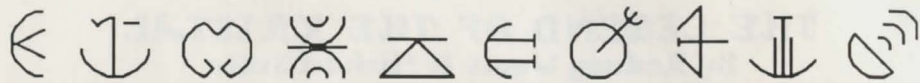
The Kristal held together the force of harmony. Thus it was for many eons; until Malagar, the unworthy servant of Ono, the nameless one, transgressed the essence. Assisted by the Sisters of the Black Void, he gained entry to the Halls of Love and spirited the Kristal away. And so it was that the servant of Chaos could enter the seven planes, and discord disrupted harmony, and conflict entered into the lives of Man.

But Malagar, the unworthy, never reached his evil master. His ship was caught in a magnetic storm and lost in the Sea of Emotion. Malagar and his crew perished and, for a time, nothing was heard of the Kristal of Konos.

Until the second dek of the nem of Ma, when, legend has it that Malvalla, the Gru of Grus, found the Kristal on the edge of time and, guided by the Lord of Light, did hide the Kristal in a secret chamber. And, it is written that there it shall lie until the one who is worthy shall discover its whereabouts and restore it to its rightful resting place.

He who shall find the Kristal must be courageous and bold, of a good heart and a noble spirit, motivated by the power of Love, which will be his shield against the powers of Chaos.

Thus it is written — thus it will be.



THE GAME

The Kristal is an interactive adventure game in which you take on the role of Dancis Frake, a swashbuckling space pirate from the planet Zapminola. You have just emerged from a timeless dream on a strange planet with no memory of how you arrived. As your adventure unfolds, you will uncover the secrets of your past, view a revelation of the future, and most important, go on a magnificent quest through the most sinister corners of the galaxy — a quest that may lead to the discovery of the long lost Kristal of Konos.

GETTING STARTED

You need a blank, formatted disk in order to save games. Please refer to your computer's reference manual for formatting instructions.

AMIGA LOADING INSTRUCTIONS

If you are using one disk drive: Connect a joystick to the computer. Turn on your computer and monitor (load Kickstart™ if required). Insert *The Kristal* disk 1, and follow the screen prompts to load the required disks. Press the fire button after inserting each disk into the drive.

If you are using two disk drives: Connect a joystick to the computer. Turn on your computer and monitor (load Kickstart™ if required). Insert *The Kristal* disk 1 into drive 0 and insert *The Kristal* disk 2 into the second drive. Once disk 1 has loaded, you may replace it with either disk 3 or 4.

ATARI ST LOADING INSTRUCTIONS

If you are using one disk drive: Connect a joystick to the computer. Turn on your monitor. Insert *The Kristal* disk 1 and turn on your computer. Follow the screen prompts to insert the required disks. Press the fire button after inserting each disk into the drive.

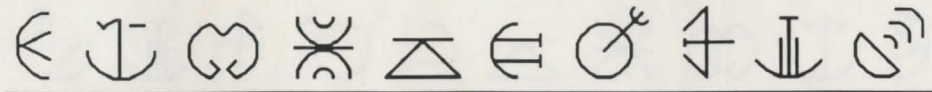
If you are using two disk drives: Connect a joystick to the computer. Turn on your monitor. Insert *The Kristal* disk 1 into drive A and insert *The Kristal* disk 2 into drive B. Turn on your computer. Once disk 1 has loaded, you may replace it with disk 3.

GAMEPLAY AND CONTROLS

A joystick is used to move your character on the screen. Your character is capable of moving in four directions (N, S, E, and W).

STATUS WINDOW

A status window appears at the bottom of the screen. Your financial status (listed in Skringles, the monetary system of this galaxy), strength, and psychic levels are displayed in this window.



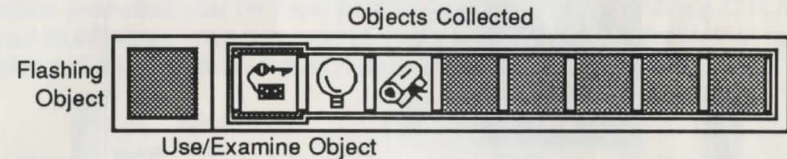
At the far left of the status window is a box which flashes if a hidden object is in the vicinity. You may pick up the items you see flashing in this box by pressing the F2 key.

Flashing Object	Status	Disk Prompt
	SKRINGLES 025	STRENGTH 000
	PSYCHIC 000	

At the far right of the status window is a disk prompt box. If a disk swap is required, the disk you need to insert will flash in this box.

INVENTORY

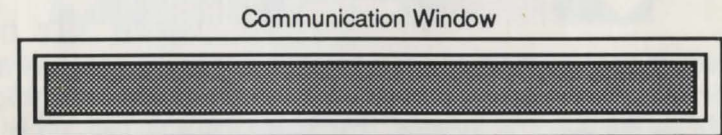
You can toggle between the status window and the scrolling inventory display by pressing the F1 key.



If you wish to see a description of an item you are carrying, move the object to the use/examine box in the inventory display by pressing the F6 or F7 keys. Press the F5 key to read the description.

INTERACTING WITH OTHERS

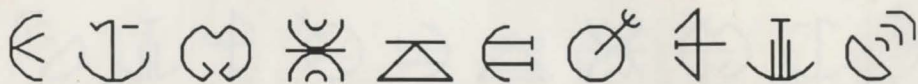
Most of the characters you encounter speak to you. To make a reply, press the F1 key (you can only talk to characters when they speak to you first). A communication window now appears at the bottom of the screen.



You talk by typing in commands of several words or even complete sentences. End each command by pressing the RETURN key. When you finish talking to a character, press the ESC key or type GOODBYE and the inventory window appears.

COMMON COMMANDS

The characters you encounter understand most of the things you say to them. A few important questions you might ask include WHAT IS YOUR NAME?, WHAT DO YOU DO?, and WHAT IS HAPPENING?. Listen to what the characters say for clues to your responses.



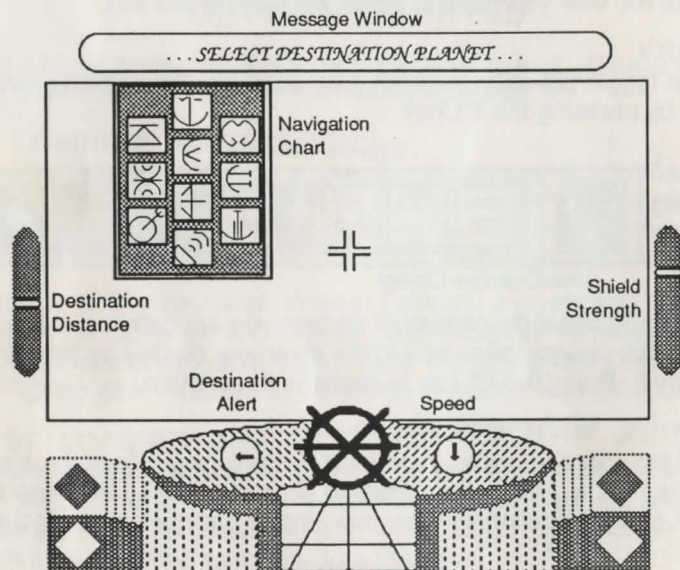
USING OBJECTS

Most of the objects you collect serve useful purposes. To prepare an object for use, move the object to the use/examine window by pressing the F6 or F7 keys. To use the object, press the F10 key.

Note: Some objects can be used only once; others will provide results which may not be immediately visible.

SPACE FLIGHT

Space travel is a necessary part of every space pirate's job, and expert navigation skills are essential if you hope to locate The Kristal of Konos.



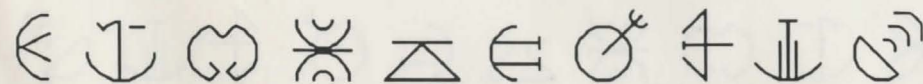
Select A Destination: Use the joystick to choose between destinations on the navigation chart. When the desired planet is highlighted, press the fire button to select it. The spaceship automatically launches and builds up to light speed as your journey to the selected destination begins.

Once the ship has returned to real space, you may press the following keys to control your ship.

Accelerate: Push the joystick forward, then hold down the fire button.

Decelerate: Pull the joystick back, then hold down the fire button.

Fire cannons: Press the fire button (when not accelerating or decelerating).



SPACESHIP CONTROL PANEL

Several columns and dials display your status during flight.

Destination Distance Indicator: Displays the relative distance to your destination planet.

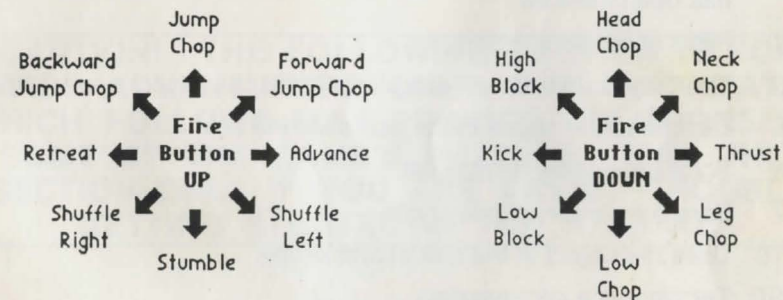
Shield Strength Indicator: Displays the condition of your shields.

Destination Alert dial: Displays your destination (with a brown sphere) when the planet is in view. To lock onto direct course, adjust your flight pattern until the brown sphere pulses.

Speed dial: Displays your current speed of travel.

SWORDFIGHTING

Duelling is the sport of choice for the space pirates of this century. Known to be one of the finest swordfighters in this galaxy, your reputation precedes you on most planets you visit. Unfortunately, that means you must prove your prowess to every would-be swordsman that comes along. To compete in a duel, follow the joystick instructions below.

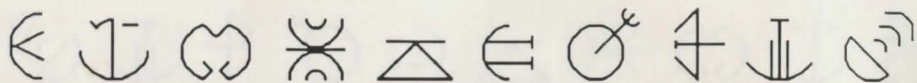


PAUSING THE GAME

You may pause the game during any non-action sequence by stopping your character (leaving the joystick in center position). If a game character approaches your player character while the game is paused, the game will freeze so you may carry on your conversation with that character when you resume play.

SAVING THE GAME

1. Place a formatted disk in drive 0 (Amiga) or drive A (Atari ST).
2. Press 8 on the numeric keypad (to the right of the keyboard).
3. Follow the onscreen prompts.
4. When the game has been saved, place the game disk that was in drive 0/drive A back into that drive and continue play.



RESTORING A SAVED GAME

1. Once a game is in progress, you can load a saved game at any time except during a space battle, sword fight, or when the program indicates a change of disk.
2. Place your saved game disk into drive 0/drive A.
3. Press 2 on the numeric keypad (to the right of the keyboard).
4. After the saved game loads, the computer drive light goes off. Remove the save game disk and reinsert the game disk into that drive.
5. Press the fire button.

QUITTING THE GAME

You can quit the game at any time when the disk drive is not activated. Simply remove the game disk from the drive and reboot your computer.

SUMMARY OF KEYBOARD CONTROLS

- F1 Toggles between the status window and the inventory display. Also accesses the communication window when a conversation has been initiated.
- F2 Picks up a flashing object.
- F3 Beams you up from various planet locations to your spaceship.
- F5 Describes the object in the use/examine box.
- F6 Scrolls inventory display left.
- F7 Scrolls inventory display right.
- F10 Uses the object in the use/examine box.
- ESC Terminates a conversation.

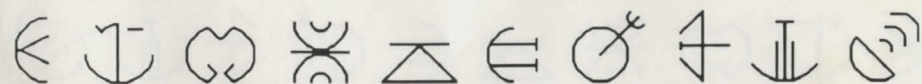
TIPS FOR NOVICE SPACE PIRATES

GET TO KNOW YOUR GALAXY

There are many places, people, and things to discover in *The Kristal*. Basic instructions on how to interact with the game are included in this manual. For those of you who are having difficulty getting started with the adventure, there is a WALKTHRU included at the end of the manual.

MAKE A NAVIGATION MAP

Map out the locations you visit as you travel throughout the galaxy, taking note of important discoveries. Keep a journal of where you've been, what you've seen, and those with whom you've spoken. As you progress, the information you collect will help you solve the various puzzles in the game.



DON'T GIVE UP THE SHIP

A clever space pirate will prosper by saving his game often. Save your game whenever you make an important discovery or whenever you encounter potentially hazardous situations.

Note: You may save only one game on each saved game disk.

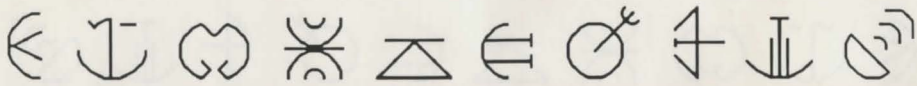
BE COURAGEOUS AND BOLD

Much more than meets the eye awaits the eager space pirate. Explore every corner of the universe and examine each location carefully. Leave no stone unturned. Try every trick in the book — even those not in the book. If you do run into disaster, you can always restore a previously saved game using the *restore game* feature.

GO WITH THE FLOW

The Kristal takes place in a large universe, so don't get frustrated if you run into roadblocks from time to time. Build up your strength and psychic points, and try using the items you collect in different situations; soon you will find ways to overcome each obstacle.

CAUTION! THE FOLLOWING SECTION IS FOR NOVICE ADVENTURERS ONLY. THE INFORMATION WHICH FOLLOWS MAY PROVIDE SOLUTIONS TO SOME OF THE GAME'S PUZZLES. READ THIS SECTION ONLY IF YOU ARE HAVING TROUBLE GETTING STARTED IN *THE KRISTAL*.



AN INTRODUCTORY WALKTHRU TO THE KRISTAL

The Kristal begins with title screens and an introductory scene which sets the mood for the story. If you choose to bypass these screens, press the fire button.

NOVALA PARK

Your adventure begins in Novala Park on the planet Meltoca. You rise from a timeless dream, with little memory of your past. To regain your memory you must look for familiar places or encounter someone who may have known you in the past.

Read the thought bubbles which appear above your character. After you have finished reading a message, you can read more by pressing the fire button on your joystick.

The status window at the bottom of the screen shows you are carrying 25 Skringles (the monetary unit of this galaxy) with zero strength and psychic points. Strength and psychic points are necessary to survive encounters you will face on your journeys. Gain the maximum strength and psychic points to increase your chance for success. Strength points are gained by eating or drinking certain substances (be careful of those you choose!). Psychic points are gained by a good heart and noble spirit.

Using the joystick to move your character, walk east. Almost immediately you encounter one of the strangest plants you've ever seen!

Strange Plant: MMMMMMM...HI THERE HANDSOME!

Press F1 to use the communication window. Now you may type in short commands or complete sentences to communicate with the plant. Press the return key after you finish typing in a message.

Type: WHAT IS YOUR NAME?

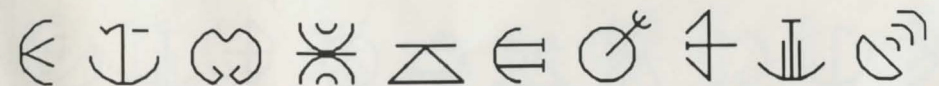
Strange Plant: I'M CALLED LUSCIOUSLIPIA.

Type: WHAT DO YOU DO?

Strange Plant: I BLOSSOM OF COURSE!

After you are finished talking to a character, press the ESC key. Your inventory window now replaces the communication window, signalling you are ready to move on.

Go east until you approach a brick wall. Go north. Check for objects on the ground by looking for a flashing object in the left end of your status window. Go west and continue searching (a hidden key is sometimes located along this path). If nothing is there, go east to enter the arched doorway. The screen fades to black and the next scene begins.



COURTYARD

You are in the courtyard near the city square. From time to time, wandering characters roam by. To talk to a character, follow the communication instructions above.

Go east, then south. Go east again and proceed to the center of town.

CITY SQUARE

There is a fruit stand in the center of the square. When the fruit stand is open, a beautiful young lady works there. You may wish to talk to her and maybe even buy something from her. After you have examined the city square, continue moving east until you are standing in front of a green door. Walk north to the door. Dancis mysteriously teleports right through the door!

TELEPORTATION ROOM

This is a mysterious room with two teleportation devices on the floor. Walk into the middle of the room and walk north through the hallway. Walk to the west to proceed to the next room.

SPACEPORT

Walk to the center of the room and then north to enter your spaceship.

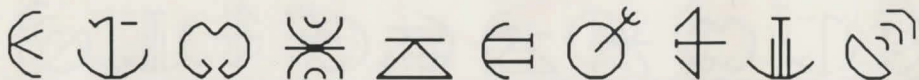
Amiga version (other versions may vary): As the screen fades to black, a flashing disk with the number 3 appears in the lower right corner. This is the computer's way of prompting you to insert disk 3. Insert the disk and press the fire button.

INSIDE SPACESHIP

A navigation chart lowers, and you are prompted to select a destination. Use the joystick to select your choice. Press the fire button once you have highlighted the desired location.

Your spaceship automatically launches and approaches lightspeed. Once lightspeed has been achieved and you return to real space, you take control of navigation. Use the joystick to maneuver your ship and locate the planet. When the planet is on direct course, a brown sphere will flash on your destination alert dial. Push the joystick forward and hold the fire button down to accelerate. Pull the joystick back and hold the fire button down to decelerate. Shoot approaching enemies by pressing the fire button (when not accelerating/decelerating), using the sights to center your targets.

Accelerate toward the planet between waves of attack. Decelerate when you see the enemy approach and attack from a distance. You will be able to fire more shots without much retaliation if you attack in this manner.



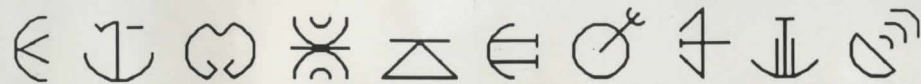
Keep an eye on your gauges as you fly towards the destination planet. You are directly on course for the planet when a brown sphere flashes on your *destination alert* gauge (see page 5). The distance to your destination is registered in a column on the left side of your control panel, and shield strength remaining is registered in a column on the right side of the control panel.

When you have successfully defeated the last wave of enemy attackers, the destination planet comes into full view and your docking computer safely lands you on the surface.

Note: If you travel to certain planets without proper preparation, you die and the game is over. If your ship takes excessive damage, your ship's self-preservation computer instantly transports you back to the spaceport you launched from.

Good luck on your travels, and may you defeat the powers of Chaos!

P.S. Go with the flow!



HINTS

- Make sure you have enough strength and psychic points to survive encounters.
- Watch your language — insults can cost you!
- Try establishing a credit line with characters you encounter.

CAST OF CHARACTERS

Akes (aliens)	Malagar
Aunt Polly	Mervin
Bendoon the Beggar	Nedrod
Boris the Butler	Pirates
Cyril the Sage	Sereena
Dancis Frake (you)	Sir Cumference
Feydle Beydle	Sir Danak
Gloop	Sir Real
Hoota	Sir Tain
Kring	Strell
Larn	Venkor
Lusciouslipia	Vikker the Glob

THINGS TO COLLECT

Bank Note	Invitation
Black Book	Key
Chocolate Skringles	Mind Juice
Credit Card	Multipep
Fissionchips	Pommel
Flow	Psychic Points
Frاندanas	Psychosorber
Froodle	Ring of Belz
Gold Triangle	Scroll
Grelge	Skringles
Heatpro Tabs	Sword of Spheres
Interceptor	Talisman

THE UNIVERSITY OF MICHIGAN LIBRARY
ANN ARBOR, MICHIGAN
48106-1000
TEL: 734 763-1000
FAX: 734 763-1000
WWW: WWW.LIBRARY.MICHIGAN.EDU

UNIVERSITY OF MICHIGAN

UNIVERSITY OF MICHIGAN
ANN ARBOR, MICHIGAN
48106-1000
TEL: 734 763-1000
FAX: 734 763-1000
WWW: WWW.LIBRARY.MICHIGAN.EDU