
Krystals of Zong

1. To load:

Ensure the tape is fully rewound.

Plug your joystick into Port 2.

Press SHIFT and RUN STOP together.

The message on the screen will say:-
PRESS PLAY on your cassette player.

The screen will go blank for 15 seconds and then display the message:-
"Searching/Found".

After a few seconds the screen will go blank again and the tape will restart.

Loading takes approximately 6 minutes, after which a message on screen will read:-

"Welcome to Krystals of Zong".

It will show the level you are entering and asks you to press the fire button on your joystick to begin.

2. To play:

The object of this game is to gather treasures while avoiding the snakes, bats, spiders and mummies that pursue you. The mummies are equipped with fire balls.

There are 8 levels of play:

Level 1 and 5 - Snakes

Level 2 and 6 - Bats

Level 3 and 7 - Spiders

Level 4 and 8 - Mummies

On each level the pursuers move more quickly than before making your challenge progressively more difficult.

Your environment on each level consists of a series of 9 rooms arranged in a 3 by 3 square and numbered as shown:

1 2 3

4 5 6

7 8 9

You always start in room 5.

The rooms are distinguished by their different border colours.

Room 1 = Purple

Room 4 = Lt Blue

Room 7 = Yellow

Room 2 = Red

Room 5 = Green

Room 8 = Orange

Room 3 = Dark Blue

Room 6 = Grey

Room 9 = Cyan

Each room consists of a maze with a treasure compartment in the centre. There are 2 entrances to the treasure compartment signified by the white keyholes at either end. Each room also contains a coloured key and a white sword. The treasure compartment can only be opened by the key corresponding to the

colour of the maze. (ie. the green key (5) will open the green room only (room 5))

NOTE: The keys are randomly placed within the 9 rooms and therefore you will not always find the same coloured key in the same room. Once you have the right key for the room you're in, the keyholes will flash to let you know that it is safe to enter. You must press the fire button while in front of the keyhole to enter the treasure department.

Inside each treasure compartment is a unique treasure.

There are 9 different treasures, each with a different quality.

The treasure chest, gold crown, and diamond are worth 1000 bonus points.

The orange flask is a teleport potion which allows you to teleport from one room to another by pressing the F1 key to change rooms, and the F7 key to continue play.

The green flask is an invisibility potion which allows you to pass through your pursuers while in that room.

The blue boots are Elven-boots and they allow you to run faster for one level.

The orange lantern gives you unlimited light for one level by halting the Torch time counter.

The white power sword gives you an extended amount of time in which to kill your pursuers. The ladder takes you down to the next level and increases the difficulty.

Swords outside the treasure room allow you to kill your pursuers for a limited amount of time, signified by their pink colour.

On the lower part of the screen a small bar graph counts down your Torch time. If you allow the Torch time to reach 0 your Torch will be extinguished and your pursuers will turn dark grey. The Torch time can be replenished by picking up a Torch.

At the bottom of the screen is a small status board which keeps a record of which keys you have and which treasures you have as well as the room you're currently in.

At the top of the screen, your score and high score are displayed along with your number of men remaining and the current level.

SCORING

Torch = **50** points.

The key = **100** points.

The sword = **100** points.

Each pursuer killed = **200** points.

Each treasure = **500** points.

Each completed level = **2000** points.

The treasure chest, diamond and gold crown
= **1000** bonus points.

You may freeze play at any time by pressing the space bar. Pressing the space bar again will resume play. Pressing the control key (CTRL) and the back arrow key simultaneously will restart the game.

KRYSTALS OF ZONG

**Arcade Action
for the
COMMODORE 64**

(c) P.S.S. 1983

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