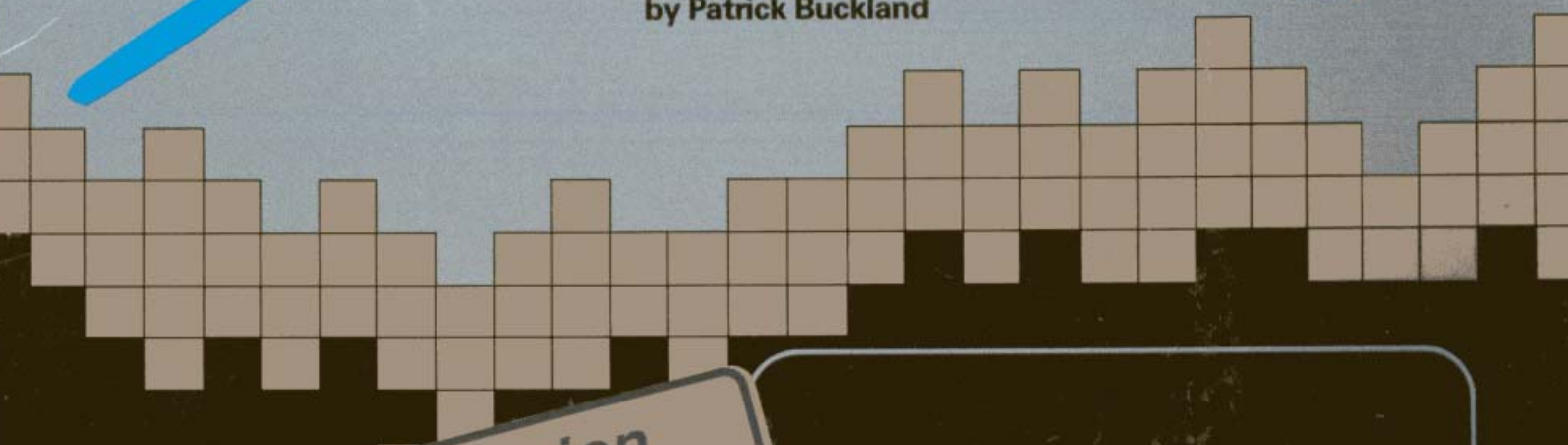


CRYSTAL

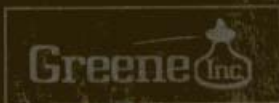
Quest™

by Patrick Buckland



Apple IIGS Version

- Faster than Color Mac II version
- Great Digitized Sounds
- Best Action Game Of 1988 - Macworld
- "Hottest Game in Town." - John Dvorak
- "It's Addicting" - MacUser Magazine



CRYSTAL













Quest

by Patrick Buckland
© GREENE, INC.

Crystal Quest is the fast moving, adrenalin boiling sequel to the smash hit, Crystal Raider. Crystal Quest™ has 300K of incredible digitized sound. Your job is to collect all the crystals and avoid all the mines, bullets, and 12 different sort of nasties that will be out to get you in 40 different waves! There are nasties that will hide in the corner and gush bullets like a hail storm, nasties that bob around quite harmlessly—unless you stay still—then come at you like a cruise missile, & nasties which can't be killed, but just hibernate for awhile when shot— It is a very nasty game!



The Crystal Quest Repertoire of Nasties:

- | | | | | | |
|--|-------------------------------------|--|---|--------------------------------------|--|
|  | Annoyer
(25 Points) | Buzz around quite harmlessly. (If you believe that, you'll believe anything.) |  | Husket
(200 Points) | Buzz around far from harmlessly, shooting high-speed bullets * at you. |
|  | Worrier
(50 Points) | Buzz around slightly less harmlessly, occasionally shooting • at you. |  | Bane
(300 Points) | Drop bouncing bombs ♦ that can't be destroyed. |
|  | Pest
(100 Points) | Wander about quite happily, dropping special mines ☒ just where you really DON'T want them. |  | Menace
(250 Points) | Fire laser beams at you. What do you mean that isn't very fair? It's extremely fair. For them. |
|  | Dumple
(2000 Points) | Great blobs of gunk that wobble about generally getting in your way. These take quite a few shots before they die. |  | Tentawarble
(200 Points) | These are quite OK unless you are ever unwise enough to stay still . . . |
|  | Zarklephaser
(150 Points) | These little #!£\$%s emit bullets x like a hail storm. |  | Shrapwarden
(10000 Points) | Quite sweet little things these. Unless you shoot them . . . |
|  | Trimpet
(No Points) | Shooting one of these only makes it hibernate x for a few seconds before springing back to life. |  | Parasite
(1000 Points) | Once attached you can't shake them off. A bit like someone nailing your shoes to your feet really. |
| | | |  | Bonus Crystal
(??? Points) | These are not in the slightest bit nasty. Catch them to get a bonus, shoot them to lose it. |

Requirements: Apple IIGS

- 512K memory or more.
- One or two players
- 3 1/2" disk drive

IIGS version by
Bill Heineman

Casady & Greene Inc.

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0 40199 57321 3
ISBN 0-943573-21-1

CRYSTAL

Quest™

by Patrick Buckland

Playing Crystal Quest

To play Crystal Quest, insert the disk in the disk drive and turn on your computer. Crystal Quest will start.

The full instructions for playing Crystal Quest are in the game. To see the manual, start the game, press Return and follow the instructions. There is no other manual.

You may copy the game for backup purposes or to play the game from a hard disk. Please do not give anybody a copy of the game. Remember, honesty begins with you.

You may give away the demo. The demo runs to wave 5 and may be freely distributed. If you make a disk to disk copy, **please be sure to remove Crystal.SYS16 before you hand over the disk.**

• "How
• "It's Addicting"

