CRYPTS OF TERROR

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I Loading Requirements - minimum 16K memory, BASIC cartridge, and joystick (Port 1).

II Loading & Running - rewind cassette, press PLAY, enter 'CLOAD (Return)'
- when 'READY' enter 'RUN (Return)'
- LEAVE PLAY BUTTON DOWN AT ALL TIMES WHILE PLAYING. (program uses tape)

III i) CHOOSE YOUR GRADE:
Using the joystick, point man at grade then press 'FIRE' button and enter KEYWORD for grade. The KEYWORD for 1st grade (Neophite) is 'MAGIC'. Once into the game, there are no restarts.

ii) DISPLAY VARIABLES:
HIM - monsters strength, lowered by you with sword or gun.
YOU - your strength, lowered by monsters, increased with food, or by Tree of Life.
COINS - from chests, exchanged for strength from Tree of Life.
SHOTS - from inside chests, used in gun (bullets)

iii) WINNING:
To win, simply get the Magic Ring of Power back to crypt No. 1. It is hidden in one of the chests.
You will then learn the keyword for the next grade. If you were playing at the highest grade, (Ipsissimus) then you learn the ultimate secret. Press 'FIRE' for a new game.

iv) LOSING:
If you fail to find the ring with 3 men, you are rated the # of beasts slain, # of chests opened, % effectiveness, and finally your degree within the grade. Press 'FIRE' for a new game.

v) PAUSING & QUITTING:
To pause while playing, press '(Control) 1'. To quit, press System Reset button.

MISCELLANEOUS

MAP The map shows the position & contents of 50 Crypts. The exits from a crypt lead to crypts shown on the map. The map can only be consulted in a crypt in which you have slain the beast and opened the chest - press 'FIRE' button. To get back into the crypt, press 'FIRE' button again.

BEASTS (Dwellers of the Thresholds) are slain with sword or gun before you can open the chests. Once slain, DO NOT DISTURB THE CORPSE.

CHESTS Cannot be opened until you have slain the beast, and are holding the key.

TREE Tree of Life (The Quabala) will give you the strength in exchange for 5 gold coins. Do not allow anything to fall into the tree, or it will be lost!

GRADE Your progress is marked in magical grades of the Occult with degrees within these grades. Each grade is kept from the unworthly by keywords. Once a keyword is in your possession, it should not be communicated to anyone. The keywords are placed within the reach of all those who are prepared to work unselfishly for its possession.

SECRET The ultimate secret is only entrusted to those that are worthy of it, and those that can complete the quest at the highest grade (Ipissimus). It explains the first step towards unlimited power.