

# The Crypt

Operating Instructions

## LOADING INSTRUCTIONS

1. Connect the EAR socket on your Spectrum to the EAR socket on your cassette recorder, and ensure that the MIC lead is completely disconnected.
2. Type LOAD " " and press the ENTER key on your Spectrum.
3. Press play on the cassette recorder, checking that the volume and tone controls are set to approximately  $\frac{3}{4}$  maximum.
4. The Crypt will now load in **several parts**, taking approximately 6 minutes. **Do not stop the cassette until the cyan display appears.**

NOTE: If any loading problems occur, consult your Spectrum manual p.141.

## PLAYING THE GAME

The Crypt has six different levels of play. To enter each level, a keyword must be entered **EXACTLY** as it is shown. The first keyword is Carnell. (The capital 'C' must not be omitted).

You will then find yourself in Crypt No.1, containing a treasure chest, a sword, one hideous monster and of course, yourself. At the bottom of the screen, the score line will display your strength, and the amount of food that you have left, the monster's strength, and the amount of gold that you have amassed. These amounts shall vary during the game, and you might find it helpful to keep a watchful eye on your strength.

You have to open the treasure chests in each room, with the objective of eventually finding the Sacred Crucifix and returning safely to Crypt No.1. But, as normal, there is a snag. In order to open each chest, you must first dispose of the monster in the immediate vicinity, either by fighting with him unarmed (which is not very good for your health), or tackling him with your trusty sword, which can be picked up by 'bumping' into it. (May we take this opportunity to remind you that it is helpful to attack a monster with the sword in front of you). Each time that you lunge at the monster, his strength will decrease (and vice-versa) until it reaches zero, when he will turn

to dust, and his spirit shall enter your sword. At this point, your sword will become useless, and you must abandon it to look for another. The chest is then opened in the same manner as lifting your sword, and the contents shall then be revealed to you – but keep in mind that not all surprises are pleasant ones!!.

After having disposed of the monster in each room, Satan will send firebolts after you to avenge his servants' death. The moral of this is, do not stay in the room too long, as the longer you stay, the greater the chances are of you being hit.

If you are unfortunate enough to meet the dark cyclops at any time during a game, there is only one recommended course of action – disappear!! This is accomplished by pressing the 'P' button after the warning toll, signifying that 'old one eye' has seen you. As a bonus, after completing the 6th level of play (if you ever do), the secret of the crypt shall be revealed to you – a sure guide to financial success!!

When passing from room to room, you may enter the plasma cell stage. This occurs due to injuries sustained in previous battles, and when the monster's saliva penetrates your bloodstream, you must defend it. The saliva will appear at the top of the screen as a black bat-like shape and will descend to your bases at the bottom. To attack it, press the base number corresponding to the position of the bat – i.e. if it is above base no.3 then press 3. The bases will only fire if the bat is above them. When you have completed this stage, you will return to the main game.

### **Movement Keys**

A – up

Z – down

M – left

N – right

P – emergency disappear (only  
when cyclops is near)

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