

fate of the other riders was never known but one thing was sure, none of the rings ever left the valley. The ring of fire was presented to the Fire Demon by Tobias and a temple built in his honour. A great tower was built to honour the Black Crystal and through the centuries it grew in strength. Prince Tobias and his followers lost their mortal bodies but their shadows still inhabit the castle and haunt the cursed land.

After leaving Beroth, Gora moved North to the palace of the Wizard of the ice mountain. There he completed his training and set upon a quest to find a weakness in the Black Crystal of evil. For five centuries he shrugged off age and wandered dark pathways seldom trod by mortal men.

Finally his travels took him to the Citidals of Mars where, engraved in runes on a diamond wall he found the tale of Creation and the War of Angels. He also found that which I tell you now and I bid you pay heed to what I say:

The rings of creation when placed in precise location around the force of evil will banish it from our universe. Gora awaits you, go now."

The apparition has gone.

Black Crystal is a multi-program adventure. To begin your quest Load "Map 1". This program is your doorway into the other map sections. When your screen display asks "Do you want to start a new adventure?" Press Key Y to answer yes. When you are successful in entering the Shaggoths lair, Castle, Temple or Tower you will be given a reference number and a Map number. To continue your adventure find and load the program with the file name that matches the Map number (see diag 1). When the next program is loaded the computer will ask you to enter your Map reference number. Now enter the reference number given to you by the previous program. Black Crystal is a delicately balanced game and interfering with the reference number could spoil your adventure. When you have a reference number for each map section you will be able to play favourite parts of your adventure over again without starting from Map 1.

At various times during the adventure you will be returning to Map 1. Each time it will ask you if you want to start a new adventure. Unlike the first time, you will now type N for no. The computer will ask you for a map reference number and you must repeat the procedure outlined above.

WARNING: ZX81 owners do not use RUN. Using run will clear important variables held in Memory.

PURITY: This is an important value. When you are killed the Wizard Gora can resurrect you by bringing you back to sanctuary, but only if your purity reading is greater than zero. You lose purity points by using spells that you might find on your quest or by using the help of the Oracle Zenobie.

PHYSICAL STRENGTH: You need this to use your physical weapons (Sword, Shield)

SPIRITUAL STRENGTH: You need this to Cast Spells (Lightning, Power drain etc.). Using "Lightning" and "power drain" will not affect your purity level.