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CRYSTAL MOUNTAIN

instructions

for use with Commodore 64™ computers

#56023-3-1

CRYSTAL MOUNTAIN

A K-TEK™ product for Commodore 64™ computers

For months you've been dreaming of that special day when you make it to the frozen summit of Crystal Mountain. Precision movements and sure footing keep you from certain death. Duck! Falling rocks smash around your head and feet as you trek dangerous mountain passages on the way to safety and fame. Ahead you spy the faithful St. Bernard making his way toward you. Touch him for bonus points then strive to score the coveted 500 points by reaching the top.

- TURN ON computer. Insert game cassette into cassette drive and close door. Insure cassette is fully rewound.
- INSERT joystick in Port 2.
- TYPE the following: LOAD "CRYSTAL", press RETURN.
- PRESS "PLAY" on cassette unit and the computer will search for the game and respond with "FOUND CRYSTAL". The computer will then finish loading and respond with "READY" when loading is complete. Do not remove cassette at this point. Leave "PLAY" switch down. Type "RUN" and the computer will finish loading the game.
- PLAY by moving the climber with the Joystick. Avoid all obstacles and falling rocks. Catch the St. Bernard before going to the top (by touching him).
- SCORE 500 points by getting to the top.

REQUIREMENTS: Commodore 64™ Computer, Cassette Drive, Joystick in Port 2 & Hi-Resolution Screen.