



round it up, the servants of Chaos will continue their rampage throughout the known universe. If you do manage to find the Kristal of Konos, you will also win the hand of Princess Narta, otherwise doomed to marry Lotarr, a villain who's seeking the Kristal with far less noble intentions. Lotarr, the Warlord of Grimm, is backed up by an army of Akes—shock troops who will attack you both on the surface of the planets you visit and in space. Though *The Kristal* relies too much on glitzy graphics, features a frustrating interface, and offers weak puzzles and clues, players who prefer high-calibre graphics over smooth gameplay will like it.

**Type:**  
Animated Adventure

**Difficulty:**  
Novice

**Systems:**  
MS-DOS (512K, joystick optional, CGA/VGA/EGA/Tandy); Amiga (512K); Atari ST (512K)

**Company:**  
Cinemaware/Electronic Arts

# THE KRISTAL

Perhaps the only graphic adventure to be adapted from an original stage musical, *The Kristal* is a graphically impressive game with a Sixties feel. (The phrase "what's happening" goes a long way in this adventure.) As Drancis Frake, a "swash-buckling space pirate," you command a space ship whose hull incongruously resembles an old wooden sailing vessel armed with a cannon, while you settle personal combat with your trusty sword. Your journey starts on the planet Meltoca, where you aspire to find the Kristal of Konos. Knowing what to say to whom is the key to finding the objects you will eventually need to get the Kristal.

The Kristal was stolen by an agent of the evil Ono long ago. Then the Lord of Light found the gem and hid it on one of nine other planets. Unless you

## The Solution

Locations of many objects and characters are randomized in this game, so they may not be at the places shown on the maps. You'll have to move back and forth between screens to meet many of the important characters. Sometimes new characters will show up if you return to your ship, then walk back to the area you were exploring (without taking off in the ship).

You may be able to avoid combat by remaining motionless when a pirate approaches or by beaming back up as soon as you find the object you're seeking on that planet. Save the game after each victory.

## **On Meltoca**

### **The Streets of Novala**

Don't buy any food. Talk to Sereena at the fruit stand and say "I don't know" when asked where you're from. Give one or two skringles to Boris the Butler to get five psychic points. Find Bendoon the Beggar. Give him a skringle, then another, and you'll get the Pommel. Look around for Gloop, the little alien, and ask "What do you do?" You'll get an invitation that enables you to enter the palace.

### **At the Palace**

Tell the guards you're there to see Nedrod. When they ask why, say "by invitation." Inside, find Nedrod and keep asking questions until he hands over the talisman. Then talk to the Kring, who'll give you 25 skringles. Head out through the triangular door. The Princess will ask what you're doing there. Say "Talking to Nedrod," and you'll get the Ring of Belz.

### **Somewhere in Novala: The Scroll and the Key**

The scroll needed to use the Ring of Belz is found at a random location, so keep looking until you find it. (Try behind the fence at the palace, or in an archway.) If the Key is not near the path beside the city wall, it will be on Zapminola in the second screen. (The spaceship's top middle icon will set your course for Zapminola.)

## **On Zapminola**

### **Strell, Mervin and your Apartment**

Don't buy Multi-pep tablets from Aunt Polly. In the town square, ask Strell "Can you lend me skringles?" and he'll give you 25. Find and talk to Mervin, who'll also give you 25 skringles. Talk to him again, and you'll get the Message Interceptor. Give skringles to Malagar and Vikker to boost psychic points. In the Kring's Head Tavern, use the key to get into your upstairs apartment (climb the stairs on the left) and get the Heatpro Tablets near the bed.

### **Obtaining Strength and Psychic Points**

In the Tavern, buy Grelge for Strength. You'll have to move away from the bar, so the bartender will leave the area, then eat your Grelge and go to the bar again. Other food items sold here are not as valuable as Grelge, so save your money. Then head for the ship and Feltina (the lower right icon will set the course). You need at least 100 Strength and 15 Psychic Points before proceeding.

## **On Feltina**

Use the Heatpro Tablets right away. Then find the Sword of Spheres (which boosts your fighting ability) and use the Pommel to pick it up. It is possible to avoid combat with the Ake on Feltina by simply not moving until he leaves. Now take off for Glysta (the lower left icon).

## **On Glysta**

Find the Psychoabsorber (rock). Go back to your ship and go to Meruvia (middle icon, second from top).

## **On Meruvia**

Look for the chests and use the Talisman to get the chocolate skringles. Before proceeding, make sure you've got over 100 Strength and more than 40 Psychic Points. (If necessary, seek out opponents and defeat four or five of them to boost your Strength.)

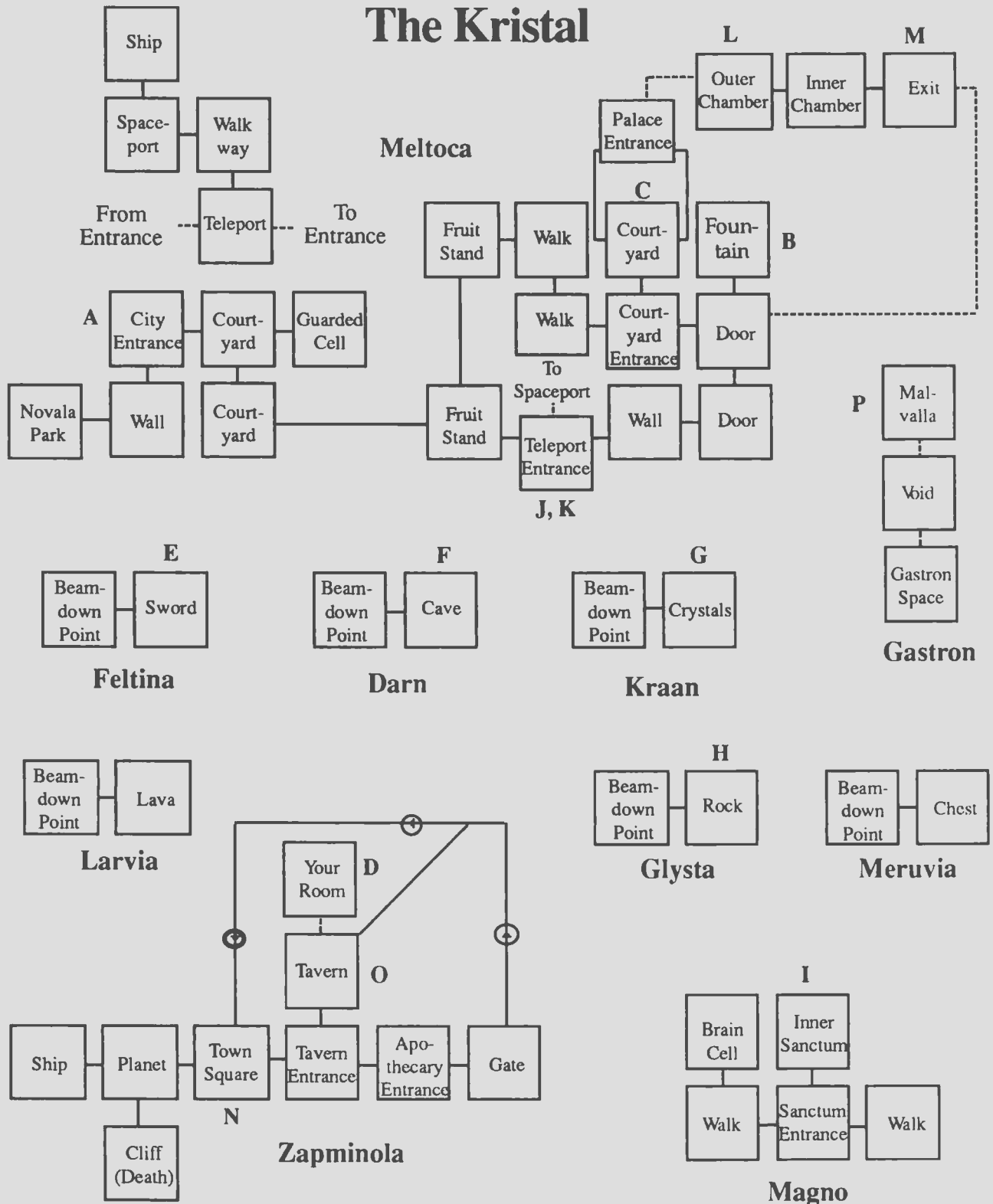
### **Into the Void: Meet Malvalla**

Redhead's space ship shows up after you've made eight trips in space. When it does, steer your ship through the ring and into the Void. Redhead and the Princess will move past (if they don't, leave and return later). Use the Ring of Belz to summon Malvalla. Ask Malvalla, "Where am I?" You'll be sent back to your ship. From here you'll automatically go to Magno and get the Belt of the Celestial Sisters. (Press Escape and move the joystick to leave Malvalla.)

## **On Magno**

You'll need at least 100 Strength and 40 Psychic Points to survive the Brain Cell. Save the game, then seek and slay Redhead and Ffin Shadok in separate encounters. Find the entrance to the inner chamber and enter.

# The Kristal



## Map Key: The Kristal

A: Key\*

B: Scroll\*

C: Ticket\*

D: Heatpro Tablets

E: Sword

F: Triangle

G: Scroll Note

H: Psychoabsorber

I: Chocolate Skringles

J: Pommel\* (Beggar)

K: Invitation\* (Gloop)

L: Talisman (Nedrod)

M: Ring (Princess)

N: Interceptor (Mervin)

O: Grelge (Bartender)

P: Belt (Malvalla)

\* = found in random locations

# The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a  
c = b  
d = c  
e = d  
f = e  
g = f  
h = g

i = h  
j = i  
k = j  
l = k  
m = l  
n = m  
o = n

p = o  
q = p  
r = q  
s = r  
t = s  
u = t  
v = u

w = v  
x = w  
y = x  
z = y  
a = z

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