

VHS

# CRYSTAL LAKE

## 1. WELCOME TO CRYSTAL LAKE

A misty, peaceful lake, in the middle of the woods.

A Witness of Death.  
A Cauldron of Blood.  
A Source of Evil.

Jason Voorhees and his beloved mother have watched and stayed by this lake for centuries.  
They are one with the lake, and the lake is one with them.

Someone is jealous.  
Someone wants to control the evil force contained within the lake.

Unspeakable creatures have now risen from the depths of Hell aiming to take over Crystal Lake.

Jason will not allow that.  
And his mother is watching...

## 2. GAME OBJECTIVE

Take the role of Jason Voorhees!  
Survive and repel 6 waves of incoming attacks from the Unspeakable creatures from Hell.

Prevent these Creatures from reaching Crystal Lake.  
If too many Creatures manage to reach the lake, they will gain control, and both Jason and his mother will be banished!

Use different weapons and abilities to succeed!

### 3. GAME CONTROLS

#### 1. Directional Pad

During **Game Play**, press any direction to make Player Character move towards that direction.

When in **Game Start** screen, press **UP** or **DOWN** to select a specific stage to start the game in. This might enable **Trainer Mode**, depending on different game conditions.

#### 2. B Button

During **Game Play**, press to activate **Sweater** ability (when available).

#### 3. A Button

During **Game Play**, press to make your Player Character perform an attack using the currently assigned weapon.

When in any other screen, press to continue to the next screen or to proceed to the next stage.

When **Game is Paused**, press to resume Game Play.

#### 4. SELECT Button

During **Game Play**, press to activate **Lightning** ability (when available).

When in **Game Complete** screen, press to switch between **Ending** screen and **Credits** screen.

#### 5. START Button

During **Game Play**, and in the right conditions, press to **Pause** Game. Details about the current Game Mode and stage will be displayed. **Press A to resume Game Play**.

When in **Game Start** screen, press to start a new game.

When in any other screen, press to continue to the next screen or to proceed to the next stage.



## 4. GAME START SCREEN / TRAINER MODE

After a few introductory screens, the **Game Start** screen appears.

Press **START** button to start a new game.

You can also press **UP** and/or **DOWN** in the directional pad, to select a specific **stage** as your starting point.

Usually, by selecting any **stage** number other than 1, **Trainer Mode will be enabled**.

*When Trainer Mode is enabled, the Ending screen will NOT be displayed upon Game completion.*

In order to reveal the **Ending screen** upon game completion, you must play the game having **Trainer Mode disabled**.

By default, starting a new game from **stage 1** will always disable **Trainer Mode**.

Also, anytime you start a new game from stage 1, and manage to reach **stage 4 - or beyond** -, you will be allowed to start from stages 1 to 4, having Trainer Mode disabled.

When this condition is met, Game Start screen will show stage 4 as the default starting stage.

This allows you to skip a few of the early Stages and still be able to reveal the Ending screen.

This mode will remain for as long as your Game console remains turned on.

You can confirm that **Trainer Mode is enabled**, by inspecting the image in the **Game Start** screen:



**Trainer Mode disabled.**

*Normal game - Ending scene will be available!*

**Trainer Mode enabled, having Stage 2 (II) selected.**

*NO ending scene upon game completion.*

## 5. GAME PLAY SCREEN / GAME RULES

### Player's Energy

1 bar = 1 point.  
Maximum value is 3 points.

**Whenever Player's Energy points are reduced to 0, the game is lost.**

### Player Character

Jason Voorhees himself,  
performing a classic slashing Knife attack technique.



### Crystal Lake

Prevent Creatures from reaching this area.

### Unspeakable Creatures from Hell

The marching Legions will appear and advance from the bottom of the screen.  
They will destroy everything in their path in order to reach Crystal Lake.

The game is played in **fast, real-time turns**: one turn for the Player, one for the Creatures.  
**Turns are played until either the current stage is completed, or you lose the game.**

During each **Creatures' Turn** – each one of the Creatures will move towards Crystal Lake.  
*Your Player Character is not allowed to move during this turn.*

If any single Creature's move **finishes up either landing upon, or, in having close contact to** your Player Character,  
the Player's Energy will be reduced by 1.

That is, if 2 creatures finish up their move and meet the above condition, Player's Energy would then be reduced by 2.  
Once all creatures have finished moving, their turn ends.

If any single Creature manages to reach Crystal Lake, it will disappear into the Lake.  
Another similar Creature will be summoned to continue the attacks.

For any Stage being played, **if at least 3 Creatures manage to reach Crystal Lake, you lose the game.**

**Mom is watching.**

## 5. GAME PLAY SCREEN / GAME RULES

During the **Player's Turn** – You are allowed to move your Player Character freely across the terrain, and perform a variety of actions.

*Creatures are not allowed to move during this turn.*

During this turn, you can **perform attacks on any of the Creatures** at reach.

**Your basic weapon attack will reduce any Creature's Energy by 1 point, and will usually repel that enemy back.**

Your Player Character can only perform attacks in a single direction.

You don't need to be extremely close to an enemy to deliver a successful hit.

Experiment to understand the range of your weapon.

Any creature barely touched by your weapon is considered a hit.

You can either focus your attacks on a single Creature or distribute attacks among any number of the Creatures.

A single attack can effectively damage a group of Creatures.

Some Creatures are weaker, others are stronger.

**Think fast - Act fast.**

*If all Creatures have finished moving, then your turn has just started! – What will you do?*

**But beware, the Creature's turn might be about to start!**

**Timing is critical.**

*Fortunately, turns always have the same duration.*

The effects and damage of your attacks can vary, depending on the **Power-Ups** collected so far.

**Special Abilities** such as **Sweater** or **Lightning**, can also be activated during this turn.

## 5. GAME PLAY SCREEN / GAME RULES

Any destroyed Creature will banish.

Another similar Creature will be summoned shortly to replace the loss.

A single **stage** will be completed once a specific number of Creatures have been destroyed.

Watch the remaining ones run in despair.

Press **START** button during your turn to pause the game – a small status window will be displayed.

*The game can be paused only during the Player's turn.*

This status window shows some useful information such as the amount of “kills” needed to complete the current stage, or to tell if the current game has either **Trainer Mode** enabled or not.

*The number of Creatures to kill to complete a stage, varies in every single game.*

Once a stage is completed, you will be granted with one of the following bonuses:

**A Special Ability**, a **Power-Up** or a new **Weapon**.

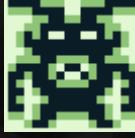
Upon starting any stage, Player's Energy will be replenished and any Special Ability spent, will be available again.

Any game conditions are basically reset in every new stage played.

**Good Boy!**

## 6. THE UNSPEAKABLE CREATURES FROM HELL

They come in all types, sizes and power.  
The longer you can stand the incoming waves of Creatures, the more powerful and vicious they will become.

Creature's Name	Aspect	Energy
Banshee		2
Eye		3
Giant Worm		4
The Hand of the Devil		5
Lesser Demon		4

## 6. THE UNSPEAKABLE CREATURES FROM HELL

Some Creatures have vicious moving patterns.  
Be on your guard!

Creature's Name	Aspect	Energy
Skeleton		4
Specter		3
Zombie		2

## 7. SPECIAL ABILITIES / POWER-UPS / WEAPONS

This is a reference for all **bonuses** available in the game.

Some are activated at your will, others are automatically effective.

*Any Power Up effect will add up to the normal effect of your basic weapon attack.*

Name	Aspect	Type	Usage	Effect
Lightning		Special Ability	<p>Once this ability has been granted, press <b>SELECT</b> button to activate.</p> <p>This ability can be activated only once during any stage. This ability cannot be used if the Player's Energy bar is at its maximum value (3 points).</p> <p><i>It is said that if Jason and the Lake become one for several turns, Lightning will rejoice, and strike.</i></p>	<p>Jason can summon a Lightning strike and <b>recover Energy points</b>. The strength of this effect can vary.</p>
Machete		Power Up	Always Active.	<p>Chance to <b>paralyze</b> a Creature. That Creature will hold its position – it will not be able to move for the next Creatures' turn. A successfully paralyzed Creature will tremble and shake in despair.</p>

## 7. SPECIAL ABILITIES / POWER-UPS / WEAPONS

Name	Aspect	Type	Usage	Effect
Meat Cleaver		Power Up	Always active.	Chance to deliver a critical blow that will cause <b>triple damage</b> . Whenever a critical blow is dealt, the Earth will shake!
Pitchfork		Weapon	By default, Jason starts the game armed with a Knife.  Jason will switch to this weapon the moment it is granted.	Chance of a stronger repel effect on any Creature struck.
Sackhead		?	?	?
Sweater		Special Ability	Once this ability has been granted, press <b>B</b> button to activate.  This ability can be activated only once per stage.  <i>...however, there is still another way to trigger this ability.</i>	One of Jason's most precious relics. A memento from his Mother. This powerful item will repel back all attacking Creatures. The strength of this effect can vary.

## 8. CREDITS / SPECIAL THANKS

**VHVS** presented

**“Crystal Lake”**

A Game by Victor Valdez.

Based on characters and story from the Friday the 13<sup>th</sup> films.

Game developed in **GB Studio**.

<https://www.gbstudio.dev/>

Special thanks to **Chris Maltby** for making this possible.

Thanks to everyone, and everything involved during this amazing process.

Thanks to you, Gamer, for taking the time to read this and play my Game.

**Long Live the Game Boy!**



Contact: v at becomingthebeast dot com  
April, 2020