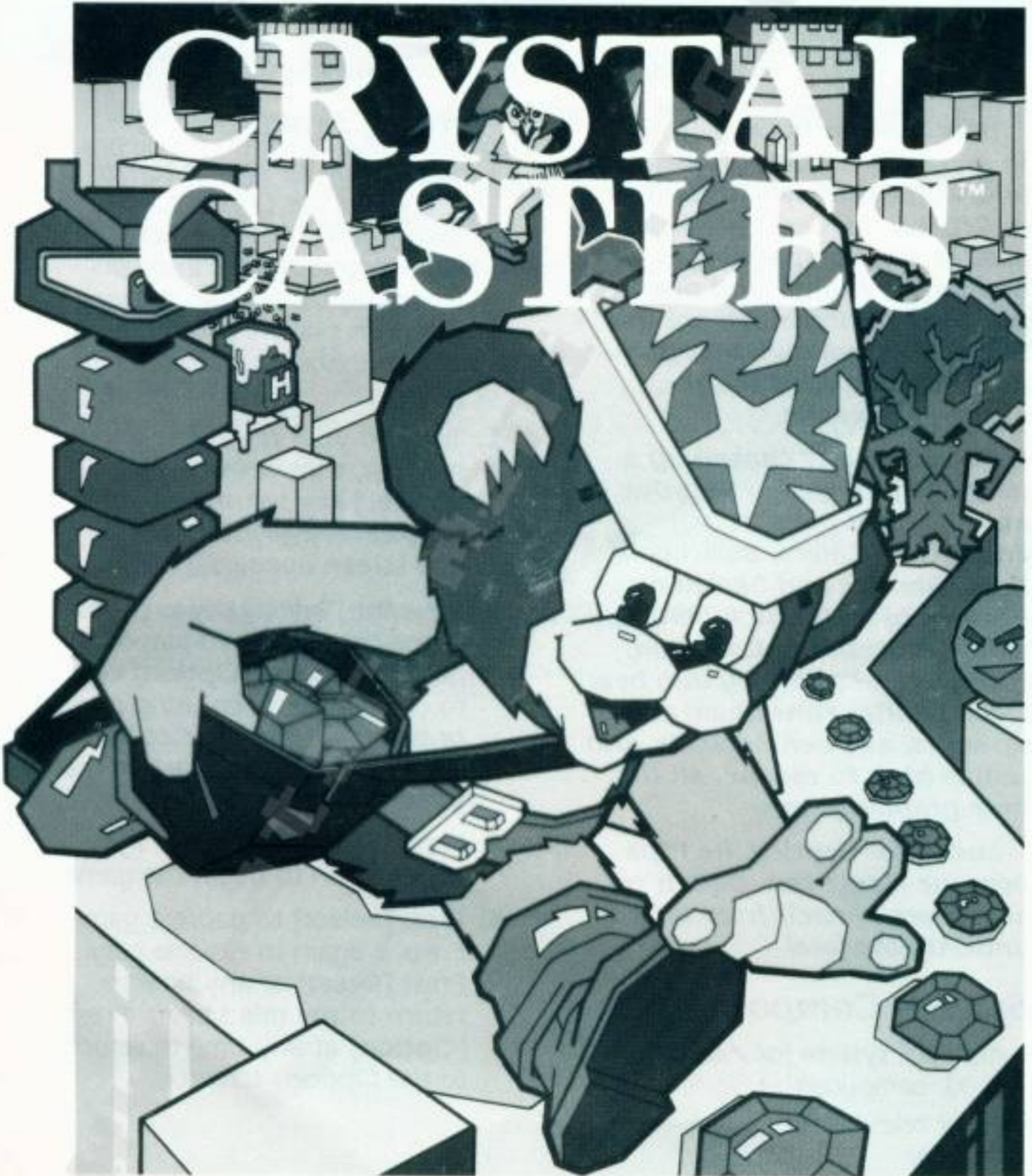


ATARI<sup>®</sup> XE<sup>™</sup> VIDEO  
GAME  
CARTRIDGE

Game Manual

# CRYSTAL CASTLES



*Bentley Bear is caught! — in an endless maze of alleys, stairways, and elevators. He's in Crystal Castles, enchanted castles full of sparkling diamonds, rubies, and pearls. But the best treasures are the big pots of honey Bentley finds as he runs through castle after castle.*

*But Bentley is chased by a mob of hungry gem guardians — Crystal Balls, Nasty Trees, Gem Eaters, Swarms of Bees, Ghosts, and Skeletons. Scariest of all is Witch Berthilda with her steaming Cauldron, ready to make Bentley into bear stew! Bentley runs down alleys, up stairs, and behind walls, and jumps high to escape, all the time grabbing gems.*

*Lucky for Bentley, he trips over the Magic Hat, puts it on, and saves himself from an unBEARable fate!*

## System Components

- Atari XE system (or Atari XE or XL computer)
- Color television or color monitor
- One or two Atari joysticks

## Getting Started

1. With your XE system turned off, insert the Crystal Castles cartridge into the cartridge slot. Plug a joystick into controller port 2 for two players. (Or both players can use a single joystick in controller port 1.)
2. Turn on your television or monitor, then press the **[Power]** key to turn on your console. The Crystal Castles title screen appears.
3. Press the **[Select]** key to choose a one-player or two-player game. Press the **[Option]** key to choose between using one or two joysticks. A selection is chosen when it appears on the screen.
4. Press **[Start]** or Player 1's joystick button to begin the game.
5. Press **[Select]** to pause a game. Press it again to resume play. Press **[Reset]** at any time to return to the title screen. Press **[Option]** at any time to return to the Options screen.

# Grab Those Gems!

## Playing the Game

Move Bentley through the mazes with your joystick. Push the handle forward, back, left, or right to make Bentley run in that direction. Press the fire button and move the joystick handle to make Bentley jump over or away from an enemy.

## The Castles

You begin the game in the first castle of level 1. Make Bentley run to pick up jewels and earn points. Keep him away from enemies by making him run up and down stairs, behind walls, and through tunnels. When a creature gets too close, make Bentley jump to avoid it. If a creature catches Bentley, it eats him.

Bentley has three lives when the game begins. At every 70,000 points, he wins an extra life. As long as he has lives left, Bentley can run through castle after castle, each more difficult than the one before.

Levels 1 through 9 have four castles each. Level 10 has one castle. Bentley dodges up to seven different gem guardians, depending on the castle.

Eventually, you and Bentley will discover the secret warps, which help him escape from the castle he's in to a higher level. Bentley must jump to enter a warp, and sometimes he must be wearing the Magic Hat. When Bentley warps, he earns extra lives and bonus points.

A game ends when Bentley loses all his lives, picks up the last gem in the last castle, or you press **[Start]** or the joystick button to begin a new game.

## The Creatures of Crystal Castles



The **Magic Hat** makes Bentley safe when he runs or jumps over it and puts it on. Enemies can't catch Bentley when he's wearing the hat, and he can run past them safely until the hat disappears. Starting with level 2, the Magic Hat bounces up and down and moves around the maze. Starting with level 9, the hat turns into a Crystal Ball if Bentley doesn't put it on immediately.



A **Pot of Honey** earns Bentley 1000 points whenever he runs over it.



**Crystal Balls** roll after Bentley, trying to catch him as they scoop up gems.



**Gem Eaters** compete with Bentley for gems. As long as Bentley isn't wearing the Magic Hat, he can turn Gem Eaters into dust by running over them just as they munch their lunch.



**Nasty Trees** chase Bentley as they gobble up jewels. Bentley can stop them by trapping them in a corner or behind a wall.



A **Swarm of Bees** buzzes down to protect pots of honey. If Bentley doesn't get the honey, the swarm returns again and again to track him down. If Bentley takes too long gathering gems, the bees find him whether or not the castle has a honey pot!



**Ghosts and Skeletons** lurk in their haunts, waiting to snatch Bentley.



**Berthilda's Cauldron** turns Bentley into bear stew if he touches it. He can avoid this deadly pot by jumping over it.



**Witch Berthilda** has a fatal touch. But Bentley can smash her when he's wearing the Magic Hat.

## Strategy

Bentley earns extra points when he grabs the last gem in a castle.

Elevators help Bentley escape or reach another part of the maze.

Bentley is safe while jumping through the air, but not if he lands on an evil creature!

Bentley can stun Nasty Trees and Gem Eaters for a short time by jumping over them.

A good time for Bentley to "dust" Gem Eaters is when they drop on top of a gem at the beginning of a maze.

If Bentley completes the first maze in a higher level, he can use the warp tunnel in the first castle of level 1 to go directly to that higher level when a new game starts.

# Scoring

You earn points whenever Bentley picks up gems.

Single Gems—1 point for the first gem, 2 points for the second gem, and so on up to 99 points per gem.

Last Gem in a Castle—1000 points for the first castle, increasing 100 points for each castle after that.

You also earn points when Bentley does these things:

Smashes Witch Berthilda . . . . .	3000 points
Eats the Honey . . . . .	1000 points
Puts on the Magic Hat . . . . .	500 points
Crushes a Gem Eater . . . . .	500 points
Completes Level 10 . . . . .	10,000 points per life remaining plus a time bonus

You win bonus points and extra lives whenever Bentley warps to another level.

You win an extra life for every 70,000 points Bentley scores.



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