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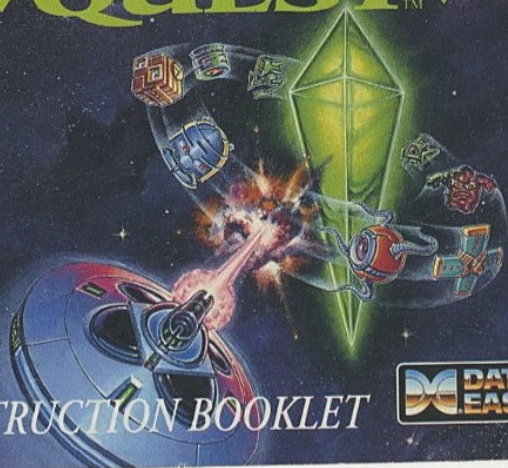
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Nintendo

GAME BOY[®]

DMG-CQ-USA

CRYSTAL QUEST[™]



INSTRUCTION BOOKLET





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Please read this instruction booklet to ensure proper handling of your new game and then save the booklet for future reference.

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Cautions During Use

- 1) If you play for a long period of time, take a 10 or 15 minute break every hour or so.
- 2) This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
- 3) Do not touch the connectors or let them come into contact with water, as this can cause malfunction.
- 4) Do not wipe this equipment with volatile solvents such as thinner, benzene or alcohol.
- 5) Store the Game Pak in its protective case when not in use.

Take the Controls

With your Game Boy turned off, insert the *Crystal Quest* cartridge into your Game Boy label-side down. Then turn your Game Boy on and wait until you see the title screen.

Press the *START BUTTON* to begin the game.

Pushing *SELECT*, *START*, and both the *A* and *B* buttons simultaneously will reset the game.

This game is two-player, alternating.

These are your basic controls throughout the game:

Control Pad:

Moves your ship Up, Down, Left, Right or Diagonal.

A Button:

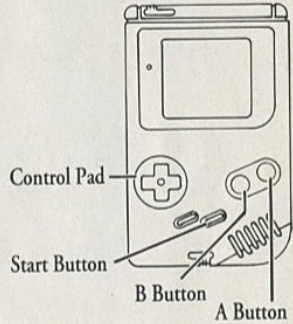
Fires your lasers in the direction your ship is facing.

B Button:

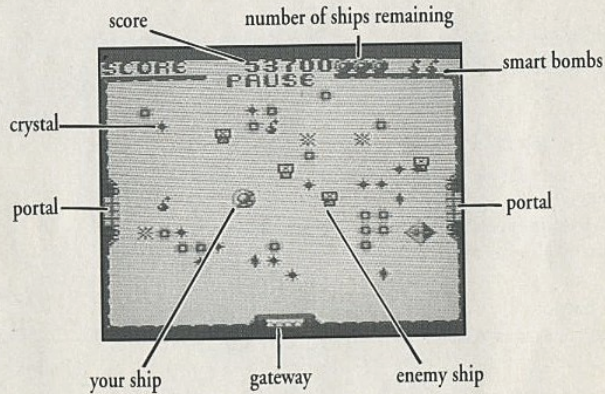
Explodes a smart bomb that wipes out every enemy on the screen (except mines).

Start Button:

Pauses game during play.



Blastin' Off



The Quest Begins

Move your ship around the screen, collecting all of the crystals. Bonus lives are given every 15,000 points up to wave 11, every 40,000 points up to wave 26, and every 75,000 points thereafter.

When you have collected all the crystals, the gateway will open. Pass through it to get to the next wave. If you complete the wave quickly enough, you will get a time bonus.

Avoid the mines and grab any special bonuses (especially the Bonus Crystal which can earn you 10,000 to 50,000 points) or smart bombs that you come across. Kill or avoid any of the nasties that come out of the portals on each side of the screen.

Inertia affects your ship's response, when changing directions your ship will not respond instantaneously but will slide, "feel oily." In addition, inertia also affects your firing ability – the faster your ship is going the further your bullets will travel.

Since Crystal Quest is endless, as you improve, so does the game!

The Repertoire of Nasties

	Trimpet	Shooting one of these only makes it freeze for a few seconds before it springs back to life.	(No pts.)
	Annoyer	They're harmless as long as you keep your distance.	(25 pts.)
	Worrier	They'll buzz around, occasionally taking shots at you.	(50 pts.)
	Pest	They wander around, dropping mines where you really don't want them.	(100 pts.)
	Zarklephaser	These little nasties emit bullets like a hail storm.	(150 pts.)
	Husket	Far from harmless, they buzz around shooting high-speed bullets at you.	(200 pts.)

	Tentawarble	These are quite OK as long as you keep moving.	(200 pts.)
	Menace	He fires a laser beam at you.	(250 pts.)
	Bane	These guys drop bouncing bombs that can't be destroyed.	(300 pts.)
	Parasite	Once attached, you can't shake these things off.	(1,000 pts.)
	Dumple	Big blobs of gunk that wobble about generally getting in the way. They take a few shots to be destroyed.	(2,000 pts.)
	Shrapwarden	These are harmless unless you shoot them.	(10,000 pts.)

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Limited Warranty

Data East USA warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment for a period of 90 days from the date of purchase. If the program is found defective within 90 days from the date of purchase, it will be replaced. Simply return the cartridge to Data East USA or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

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