

KOTEK™

Software

CROWN OF GOLD

instructions

for use with Atari® 400/800™ computers

#54009-2-2

CROWN OF GOLD

A K-TEK™ product for Atari™ computers

Good King Richard stands before the ten doors of Nottingham Castle. Behind nine of those doors are black mazes full of explosives left there by Prince John. Behind the other door lies the fabled Crown Hall, row upon row of deadly arrows, and the CROWN OF GOLD! Pick a maze door and you'll have only 1000 micro-seconds to snatch the dynamite and get out before that section of the castle explodes. The more dynamite you pick up, the more points you score. In each maze, you'll have one opportunity to use your joystick and firebutton to blast away a wall and move closer to the dynamite. Luckily, even if your maze blows up, you'll return to the row of doors for another try. When you find the Crown Hall, you must run past walls of shooting arrows to reach the crown at the top of the screen. Reach the crown and you become KING! But the danger doesn't stop. You must still clear the other mazes of dynamite—a more difficult task because once you secure the crown, the amount of dynamite in the remaining mazes increases! The Crown Hall door changes with each game. You score 25 points for each pile of dynamite you retrieve. Game ends when knight/king is shot by an arrow in the Crown Hall.

TO LOAD:

1. Turn off computer and diskette drive.
2. Insert the BASIC language cartridge into the left cartridge slot in the computer.
3. Turn on the diskette drive, insert the game diskette and close the drive door.
4. Turn on computer and game will load into computer memory.
5. Connect joystick to Controller Jack No. 1 at front of computer.

TO PLAY:

All the instructions you'll need are included in the panel in this booklet.

REMEMBER:

1. You score 25 points for each pile of dynamite you retrieve.
2. In a maze, you have ONE opportunity to blast through a wall to get closer to the dynamite. Use joystick to move knight/king next to wall. Then use firebutton to set off explosion.
3. Watch the screen for amount of time left as you hunt through the mazes for dynamite. When time runs out, maze explodes.
4. The Crown Hall will be randomly located behind a different door each time you play. Avoid flying arrows while attempting to retrieve the crown. You lose the game if you are hit by an arrow.
5. The game does not end if your maze explodes. You simply return to the row of doors to pick out another one and begin again.

REQUIREMENTS: Atari® 400/800™ Computer, 32K, Disk Drive, Basic Cartridge & Joystick.

WARNING:

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