CRYSTAL CAVES

Story, Hints and Cheat Mode!

Designed by Frank Maddin and the Apogee Crew

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A STORY IS A STORY IS A STORY!

You're Mylo Steamwitz and you're life's been one misadventure after another. Try as you can, nothing ever goes in your favor. For years now, you've been looking for that one scheme that'll make you rich. Well, you still haven't found it.

However, your luck may finally be on the up. A new fad is sweeping the cosmos...twibbles! Yes, a lovable, cute, furry ball of a creature that purrs like a cat when held. Twibbles have become a galactic fad, and you've decided to become a twibble farmer, and ride the wave to wealth beyond your dreams.

But first, you'll need to get a down-payment to start your twibble farm. And to do that quickly, you've decided to rocket to the Altarian star system, and enter the dangerous crystal caves. You hope to collect enough crystals to take to the trading post and get the cash you need to start your twibble farm. So starts episode one of *Crystal Caves*.

POINTING MYLO TOWARD SUCCESS

Just about everything you do in *Crystal Caves* will earn you points, except for dying! Here's a couple of big ways to earn points:

★ Shoot all the eggs, and grab the bonus letters inside. When you collect all the letters (B, O, N, U, S) you get an extra 10,000 points.

★ If you complete any level without being hurt (without losing a heart symbol at the bottom of the screen) you get the 50,000 point "Perfect Health" bonus.

★ Get the golden key and use it to open up all the treasure chests on the current level. You need to get a new key on each level that has chests.

★ Occasionally, bonus fruit will appear somewhere on the level (with a sound effect alerting you). These fruits are always worth big points.

★ The boss creatures, such as the caterpillar, can sometime be avoided. Killing any of the boss creatures will earn you 5000 bonus points.

★ The platforms that look like girders, colored either red,

blue or green, can contain hidden crystal clear gems. Find these secret gems to earn thousands of extra points. You don't need to find these gems to finish a level.

★ At the game's conclusion, you will be awarded extra points for every crystal you've collected.

WITHOUT A CLUE?

Here's a list of general hints that will help you solve all three episodes of the *Crystal Caves* trilogy.

★ If a level seems too hard or you get stuck you can always go back to the main level by hitting F1, Q, and M.
★ The Eye Monster's eye is vulnerable only when it is open.
★ Blue mushrooms are a bonus.
★ Green mushrooms are instant death.
★ Red mushrooms make Mylo invulnerable for a short amount of time (watch the timer at the bottom).
★ Get the "P" pill for power shots that can kill any creature.
★ Get the "G" pill for temporary reverse gravity.
★ Be careful where you kill a snake or a hopping eye monster. Shoot them out in the open so jumping over their deadly slime will be easy.
★ Up arrow signs generally mean that there are invisible blocks above Mylo. Jump around to make them appear.
★ Test hanging spikes to determine if they are the falling type by carefully running beneath them.
★ The rolling creature is only vulnerable when he is asleep.
★ Only the caterpillar's head is vulnerable.
★ The rock creature can only be killed by a power shot.
★ The coal cars can only be destroyed by a power shot.
★ Mylo can stand on top of signs.
★ Any creature's shot can be shot away by Mylo.

A CHEATER'S PARADISE?

★ To earn extra shots for Mylo's rocket pistol, press down the following four keys at the same time: X, T, R, A. You can only do this once per game.

★ To automatically go to any of the 16 levels, type in the following four keys simultaneously: N, E, X, T. Then type in a number 1 through 16.

Registered players may call Apogee's hints line for questions regarding *Crystal Caves*, at (214) 278-5655. Please be at your computer when calling for hints. Thanks for playing!