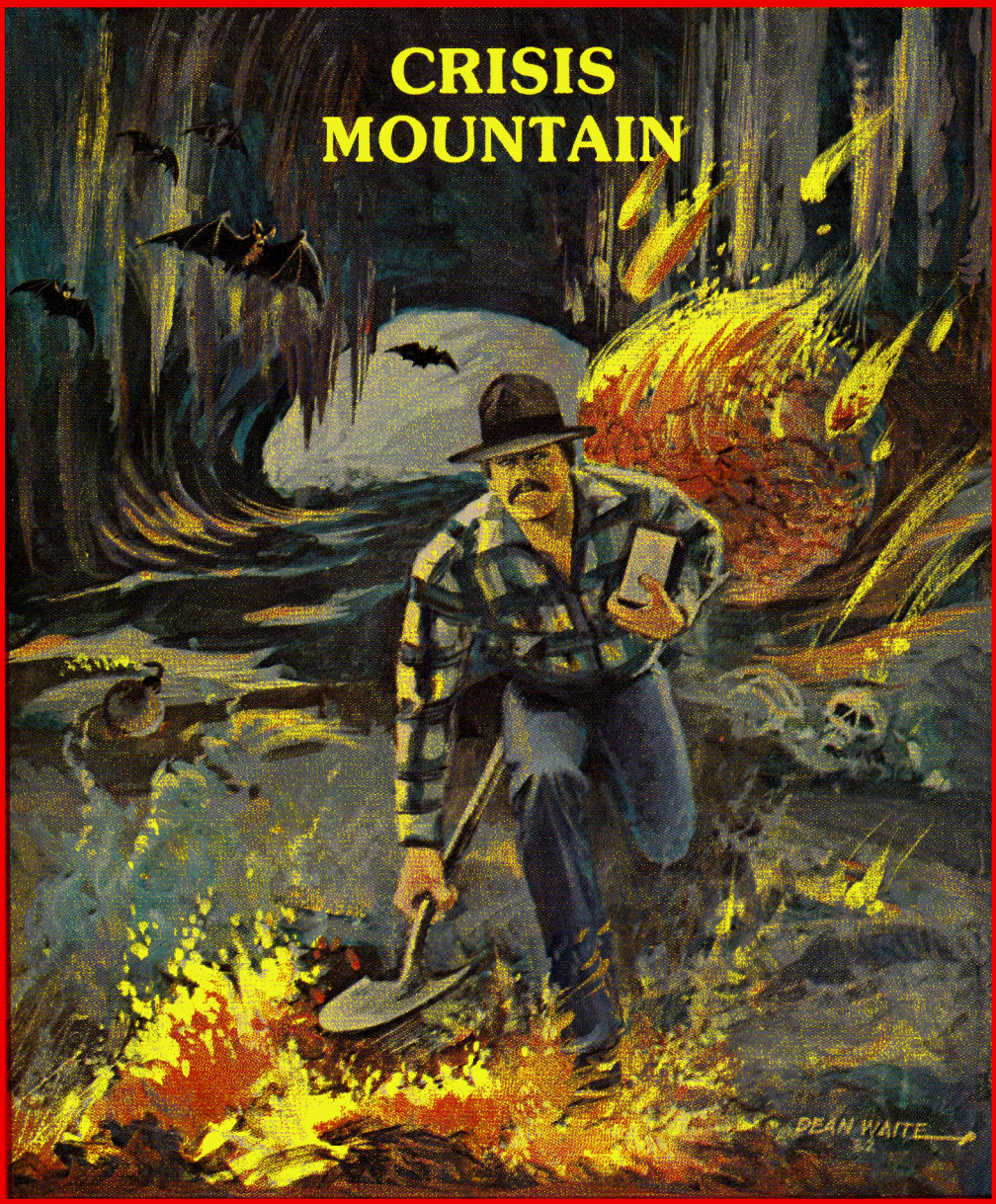
Synergistic Software

PRESENTS

DAVID SCHROEDER'S STRATEGIC / ARCADE GAME

CRISIS MOUNTAIN



CRISIS MOUNTAIN

By David Schroeder

Dedicated to my mother and father

INTRODUCTION

Crisis Mountain is a strategic, arcade action game. Every time you play, the game is different. There are two different cavern scenes and nine levels of play before you win. Each level is more difficult than the last one. To start playing insert your diskette into the disk drive, turn on your Apple, and grab your game paddles (or joystick).

SCENARIO

A terrorist organization has been hiding in the caverns of a supposedly extinct volcano in the Pacific Northwest. When the volcano became partially active the terrorists quickly moved out, leaving behind them a number of bombs and their supplies and loot. You have volunteered to risk your life by entering the dark caverns of the mountain and digging up and defusing the bombs. You must avoid the flying rocks, debris, and molten lava as you scurry through the caverns. While in the tunnels you should try to recover the loot, gun caches, boxes, etc. that the terrorists have left behind. The bombs are ticking away and you have nine levels to clear, so hurry before the entire West Coast is blown to bits!

CONTROL OF MOVEMENT

Crisis Mountain can be played with either a joystick or game paddles, although a joystick is preferable. Use paddle 0 or your joystick to control your horizontal movement.

Hit the space bar to change your position. While standing, hit the space bar to crawl; while crawling, hit the space bar to stand up.

While standing, button 0 on your game paddle will make you jump. While crawling, and when kneeling over an active bomb, button 0 will make you dig. If you are using a joystick, button 1 will make you jump when you are standing and dig when you are kneeling.

Press the ESC key to stop the game at any time. Hit ESC again to resume the game.

Press the CTRL key and the S key at the same time to toggle the sound effects from the Apple speaker to the Apple cassette port. Normally, this turns the sound on and off, but with a sound system connected to the cassette output port, CTRL-S will feed your external speakers.

SCORING

The object of the game is to advance from level 1 all the way to level 9 by de-activating the bombs in a scene before they explode. Bonus Runs are accumulated during play, and you must emerge from the Bonus Runs with at least one man alive to continue.

A scoreboard will appear in either the right or left hand corner of your screen, depending on the level you are on. The top row reveals your Total Score, the next row reveals the time accumulated for the Bonus Run, and the third row shows your strength and how many men remain alive. (You start with three.)

Strength is measured by 1, 2, or 3 points. You begin with a strength of 3 which is reduced by collisions with rocks. Hitting a white rock of any size reduces your strength by 1 point. Red hot lava rocks reduce it by 2 points. You will die instantly if you fall into the pits of boiling lava, or if you are bitten by BERTRUM, the crazed radio-active BAT.

At a strength of:

3 You are fully healthy

2 You can stand and move, but slowly

1 You can only stand briefly before collapsing

0 You leave this earth

With a strength of 1 or 2, you will gradually "heal" one point at a time (if you can avoid further injury) until you are back to the full strength of 3. When your strength "heals" from 1 point to 2 points, you must hit the space bar to stand.

If you die of any of the above causes, your next man (if one is left) will inherit the situation as you left it in your previous "life".

If any bomb clock reaches 00, the mountain will explode, and you will expire. The next man (if one is left) will begin play on the same level, but with a fresh set-up of supplies and bombs.

BONUS RUNS

As you dig up each bomb, the time remaining on the bomb clock at the moment you defused it is added to the BONUS TIME. When you clear all the bombs from the scene your BONUS RUN begins. You must emerge from the BONUS RUN with at least one man alive to advance to the next level of play. In the BONUS RUN you are free to collect supplies and loot until:

A) The BONUS TIME runs out

B) You are hit by a rock

C) You die in the lava or are bitten by BERTRUM the BAT

Unless your BONUS RUN has been cut off by death, the same man will then begin play in the next level. If he ended the BONUS RUN possessing the Shovel, he will bring it to the next Level with him.

EXTRA POINTS

Points are awarded for capturing supplies hidden by the terrorists in the mountain caverns.

SHOVEL		100 POINTS	BOX		300 POINTS
WAND		200 POINTS	STAR		400 POINTS
			NOVA		600-3,000 POINTS

If you clear the scene of all the secret supplies at any time (during the regular play or the BONUS RUN), you have entered the NOVA MODE, in which first one NOVA will appear worth 600 points. If you clear the first NOVA, two more will appear worth 800 points each. Clearing these two will result in three NOVAE worth 1,000 points each, then four NOVAE worth 2,000 points each, then five NOVAE worth 3,000 points each. Note that if you have dropped the Shovel, it must be recovered to clear the scene of supplies.

Any of the above supply point values are tripled if awarded while any active bomb is flashing (that is, if its clock reads between 0 and 10).

Points are also awarded:

For jumping rocks — small = 100 points
medium = 200 points
large = 400 points

For digging bombs — without Shovel = 10 points
with Shovel = 100 points

For defusing bombs — 1 point per second left on bomb clock

During BONUS RUN — 10 points per BONUS RUN second played successfully

HINTS

The Shovel digs the bombs four times faster than digging by hand. You will drop the Shovel if hit by a rock or bitten by BERTRUM.

To defuse some of the bombs you must crawl behind the molten lava or wrap-around the cavern scene (e.g. crawl off the left side of the scene to reappear on the right side).

The game begins with three lives. BONUS lives are awarded at 10,000, 30,000, and 50,000 points.

CRISIS MOUNTAIN by David Schroeder

Crisis Mountain is a fast action high-res arcade game requiring quick reflexes and strategic thinking to conquer all nine levels of play. Your mission is to defuse bombs planted by terrorists in the treacherous caverns of an active volcano. To reach them you must leap tumbling boulders, crawl through claustrophobic tunnels, bound over columns of bubbling lava, and dodge BERTRUM, the radioactive BAT. The bombs are ticking away so hurry, or a cataclysmic eruption will occur!

Can you scramble your way through CRISIS MOUNTAIN?

Requires Apple II or Apple II Plus with 48K, DOS 3.3, and game paddles or joystick.



Synergistic Software

830 N. Riverside Drive, Suite 201
Renton, WA 98055
(206) 226-3216

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