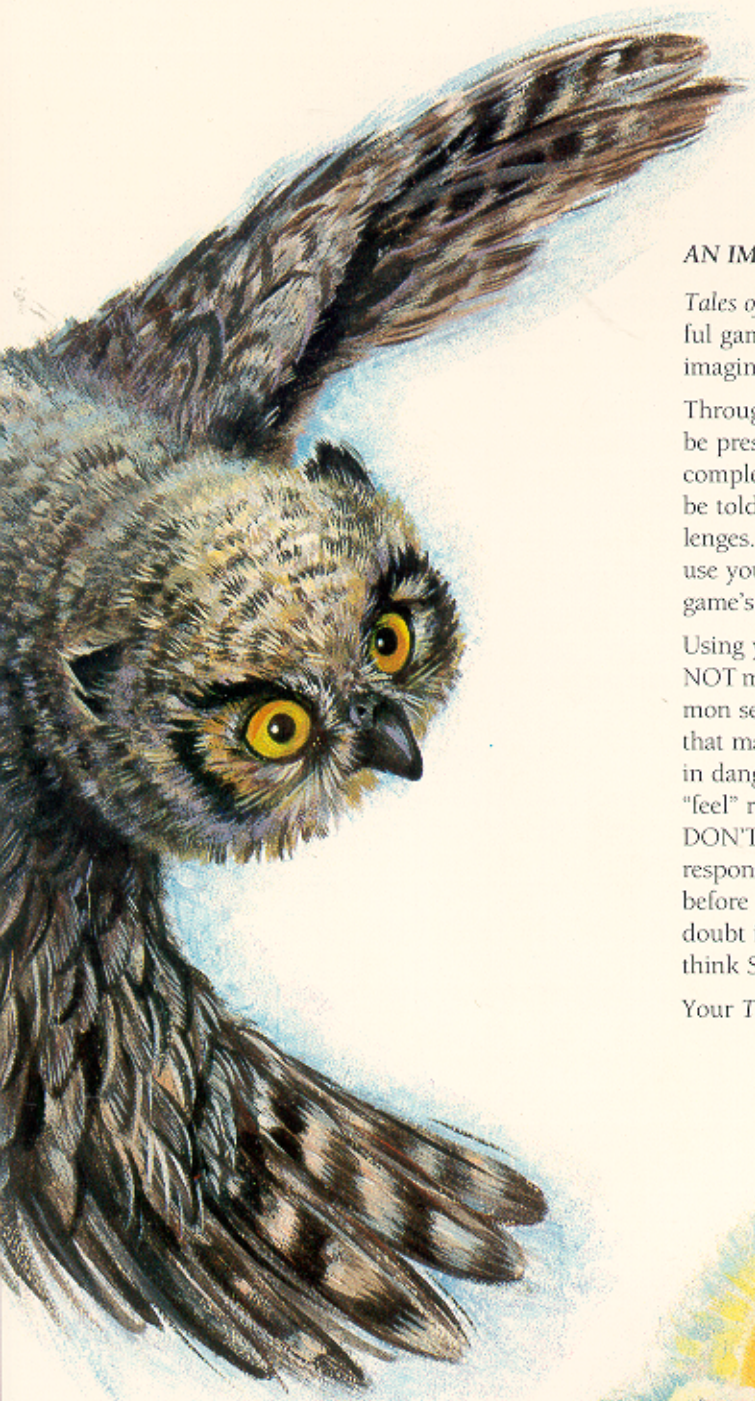


Instructions



Tales
OF THE
Crystals™



AN IMPORTANT NOTE...

Tales of the Crystals is a wonderful game that challenges your imagination.

Throughout the game, you will be presented with many tasks to complete. You will not, however, be told *how* to meet these challenges. You and your friends must use your *imagination* and the game's playing pieces to do so.

Using your imagination does NOT mean forgetting good common sense. NEVER do anything that may put you or your friends in danger. If something doesn't "feel" right or "seem" right to do, DON'T DO IT. Ask a parent or responsible adult for their opinion before you do anything that you doubt is safe. Have FUN, but think SMART!

Your *Tales of the Crystals* Friends



Introduction

Tales of the Crystals is a unique imagination game for up to four players. It features an exciting audio cassette to guide you and your friends through four amazing adventures. The game is best played with four players.

There are five basic steps that you will do when playing an adventure. They are:

1. Listen to the audio cassette and turn it off as directed.
2. Complete the challenge the audio cassette has asked of you.
3. Complete the task on a card.
4. Write down the highlights of the adventure in the Journal.
5. Return to the audio cassette and listen to its next segment.

IMPORTANT! You must read this entire Instruction Booklet before you begin play.

Contents


60-Minute Audio Cassette, 4 "Crystal" Pendants, 4 "Jewel Crystals," 1 "Spider Crystal," 1 Plastic Heart Box, 1 Plastic Magic Mirror, 5 Location Flags, 1 Wheel of Choices, 2 "Magic Crystal" Powder Packets, 54 Fantasy Cards, 6 Secret Message Cards, 1 Secret Envelope, 3 Label Sheets, 9 Pieces of String

Assembly

Before you play your first exciting adventure of *Tales of the Crystals*, assemble the playing pieces. Detailed instructions can be found on the inside of the box cover.

The Audio Cassette

There are four different adventures on the audio cassette. Each adventure asks you to complete several different challenges. You must play the adventures in the order that they appear on the cassette. Make sure, however, that you have completed the six SETUP steps explained on pages 6-13 before playing the cassette.



IMPORTANT! The audio cassette must be heard by all players at the same time. Therefore, do not use a personal cassette player that can only be heard by one person wearing headphones. Use a boom box or stereo system with speakers so that the cassette can be heard by all players.



The Legend

Welcome to *Tales of the Crystals*...

Deep in your mind stands the doorway to a mythical, magical place — the Land of Collingwood. Your imagination is the key that unlocks that door...

The Land of Collingwood

In a faraway place exists an enchanted land full of fascinating people and creatures. This magical place is known as Collingwood. Orianna, the beloved Oracle of the Whispering Forest, watches over all that happens here. Standing tall at her side, his branches reaching outward, is Old Man Oak — the oldest and wisest of all the trees in the Whispering Forest.

Ruling the Forest Fairies is tiny Queen Llanor with her fluttering wings. Banach, the Village Elder, speaks on behalf of all the Villagers. When joined with Orianna and Old Man Oak, they make up the Forest Council, the group that protects the wellbeing of all of Collingwood's inhabitants.

Together, they struggle to keep Collingwood free from the evil works of the wicked Lady Morphia. Deep within her Castle of Dread on the edge of the Village, she uses her sinister spells and powers to control the Swamp Goblins, Ogres and Giants.

My friends, the Forest Council now needs your help in battling Lady Morphia and her evil horde — for you are the Keepers of the Crystals. The powers of your Crystal Pendants will keep Collingwood and all who live there safe. Keepers, beware — and be ready for anything!

NOTE: All of Collingwood's characters are explained in detail on page 14.



Setup

Before You Begin Playing

You must read the entire *Instructions* section of this Journal and complete the following six steps before playing an adventure:

STEP 1

Set Up the Five Location Flags

STEP 2

Choose Your Roles

STEP 3

Put On Your Crystal Pendants

STEP 4

Prepare the Other Playing Pieces

STEP 5

Set Up Your Fort

STEP 6

Prepare the Audio Cassette for Play

All six steps are explained in detail below.

STEP 1

Set Up the Five Location Flags

To set up the Land of Collingwood, hang the five Location Flags in your house, outside in your yard, or both indoors and outdoors. If you need a hint on where to place the flags, refer to the Ancient Map shown to the right. The five locations are:

Secret Garden — This is a hidden place full of flower beds and tall hedges that grow in the shape of a maze. It is here that you must set up your secret Fort.



Whispering Forest — This is a beautiful wooded area where Queen Llanoor, the Forest Fairies, Sprites and many of the woodland animals live.

Orianna's Glen — This is a special place where you will set up the audio cassette player and listen to the cassette. The glen is located on the edge of the Whispering Forest. It is here that you will meet with Orianna and Old Man Oak. This is also where the members of the Forest Council hold their meetings.

The Village — This is where the human inhabitants of Collingwood live. It is a simple medieval-like village with homes, shops and a school.

Castle of Dread — This is a dark fortress on the edge of the Village where the wicked Lady Morphia lives and makes her evil plans.



OTHER LOCATIONS...

Other locations are mentioned on both the audio cassette and the Fantasy cards. These locations do NOT have a Location Flag. They are, however, important and are described in detail below:

The Fort — This is your secret place within the Secret Garden where you keep your supplies and equipment hidden. You must have your Fort set up and stocked before you begin the game.

The Meadow — This is a magical place where the unicorns live. It is located somewhere between the Whispering Forest and the Village.

Long ago, an ancient map of the Land of Collingwood was discovered by a Forest Sprite. The map was saved and is now printed here for you to see.



Shady Brook — This is a winding brook that runs through the Whispering Forest to the Waterfall.

The Waterfall — This beautiful work of nature is located in the Whispering Forest. It is the favorite playground of the Forest Fairies and Sprites.

The Swamp — This murky body of water surrounds the Castle of Dread. It is home to Lady Morphia's nasty Swamp Goblins.

STEP 2

Choose Your Roles

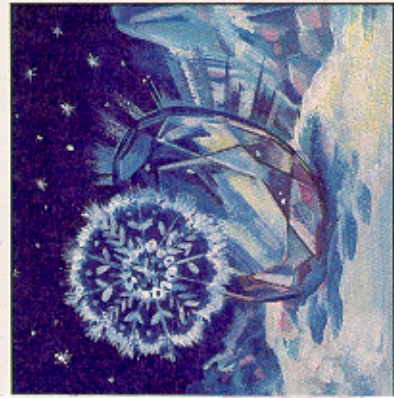
There are four different roles that you can play in *Tales of the Crystals* — the Leader, the Protector, the Healer and the Scribe. Together, you and your friends will be called the "Keepers of the Crystals," for each of you will wear a different color Crystal Pendant to identify yourself during the adventures.

Each role requires the use of different playing pieces. The playing pieces are described in detail later in this book.

IMPORTANT! *Tales of the Crystals* is best played with four players. If less than four people are playing, players must play more than one role!

Leader — The role of the Leader is an extremely important one. The Leader is, therefore, elected to this role by all of the other players. She must:

- ◆ Wear and protect the clear Crystal of Shimmering Ice.
- ◆ Turn the audio cassette player on and off.
- ◆ Choose the Fantasy card to be played and give it to the Protector.
- ◆ Lead the other players to different locations throughout the adventures.



- ◆ Make the final decision when special situations arise.
- ◆ Carry any miscellaneous objects needed during an adventure.



Protector — The Protector has the power to keep the other players safe from harm throughout the adventures. She must:

- ◆ Wear and protect the red Crystal of True Sight.
- ◆ Carry and protect the Heart Box — which holds the Jewel Crystals, Magic Mirror, chosen Fantasy card and Magic Crystal Powder.
- ◆ Read the Fantasy cards with the Magic Mirror.

Healer — The Healer has the power to cure any person or creature suffering from an illness or injury. She must:

- ◆ Wear and protect the green Crystal of Healing.
- ◆ Carry and protect the Wheel of Choices.
- ◆ Settle arguments and determine the answer to difficult questions raised throughout the adventures by using the powers of the Jewel Crystals and Wheel of Choices together.

Scribe — The Scribe is second in command to the Leader. She must:

- ◆ Wear and protect the purple Crystal of Invisibility.
- ◆ Keep the Journal in her possession and protect it at all times.
- ◆ Write down all of the important and memorable details of an adventure in the Journal.
- ◆ Look up answers to game questions by reading the *Instructions* section of this Journal.
- ◆ Code and decode secret messages using the Secret Codes found in this Journal.

CHOOSE YOUR ROLES NOW!

STEP 3

Put On Your Crystal Pendants

Each of the four Crystal Pendants has its own unique "powers" which a player assumes by wearing the pendant. The Crystal Pendants are described below.

Crystal of Shimmering Ice — This clear-colored crystal is worn by the Leader.

As the Leader, when aiming the Crystal of Shimmering Ice at an enemy, you will freeze the enemy like ice for one minute.

Crystal of True Sight — This red-colored crystal is worn by the Protector.



As the Protector, when holding this crystal up to your eye and looking through it, you have

the power to see the trickery behind all of Lady Morphia's magic spells. While wearing this crystal, you will also be able to detect a lie when you hear one. When pointed at an enemy, the crystal will turn the enemy into a friend for one minute.

Crystal of Healing — This green-colored crystal is worn by the Healer.

As the Healer, when wearing this crystal, you have the power to heal any person or animal in need of help. The crystal also gives you the ability to read and understand the small Jewel Crystals and how they work with the Wheel of Choices.

Crystal of Invisibility — This purple-colored crystal is worn by the Scribe.

As the Scribe, when holding this crystal in your hand, you and anyone or anything that you touch will become invisible for one minute.

PUT YOUR CRYSTAL PENDANTS ON NOW!

STEP 4

Prepare the Other Playing Pieces

Tales of the Crystals features many other interesting playing pieces. Each playing piece is carried and/or used by a specific player. The different playing pieces, and how you should use them, are described in detail below.



BEGIN WITH THE FANTASY CARDS

There are a total of 54 Fantasy cards. Separate the cards into two decks according to color (red and blue). The red deck is to be used when playing Adventure 1 or Adventure 3. The blue deck is to be used when playing Adventure 2 or Adventure 4. The deck you are going to play with must be hidden in a safe place in Orianna's Glen.

HIDE THE CARD DECK NOW!

Place whichever deck is NOT to be used out of play. You will soon discover how the Fantasy cards change each and every gameplay experience!

More about the Fantasy cards...

Several times during each adventure, the audio cassette will tell the Leader to randomly select one Fantasy card from the deck. The Leader will then give the chosen card to the Protector to put in the Heart Box for safekeeping. After the players have completed a challenge on the audio cassette, they

must then immediately complete the task on the chosen Fantasy card. Only the Protector has the power to read a Fantasy card. Its message is made clear to her with the help of the Magic Mirror. Once a Fantasy card has been played, it must be put out of play.

FILL THE HEART BOX

The plastic heart-shaped box is used by the Protector to carry several other playing pieces — the Magic Crystal Powder, the Magic Mirror and the Jewel Crystals. Read about these items below.

FILL THE HEART BOX AND GIVE IT TO THE PROTECTOR NOW!

THE MAGIC CRYSTAL POWDER

Two packets of Magic Crystal Powder are included. At different times during an adventure, you and your friends will be called on to use some of the Magic Crystal Powder. There may be other times when you choose to use the powder. Let your imagination guide you!

Only the Protector may actually sprinkle the Magic Crystal Powder. She does so by putting a little of it onto or around an object. The powder has the power to do many things, including break certain spells; make things safe, and bring things to life.

If you should run out of Magic Crystal Powder, please have your parents replace it.



Examples

QUESTION: "Should we go see if our Fort is still safe?"

ANSWER: "YES"

Three jewels have landed in the "YES" quadrant and only one jewel has landed in a "NO" quadrant. The majority of jewels determines the "YES" answer.

QUESTION: "Who should spy on Lady Morphia?"

ANSWER: "Protector"

Two jewels have landed in the "Protector" quadrant; one jewel has landed in the "Scribe" quadrant, and one jewel has landed in the "Healer" quadrant. The majority of jewels determines that the answer is the "Protector."

QUESTION:

"Where is Pip?"

ANSWER: ROLL AGAIN

Two jewels have landed in the "Secret Garden" quadrant and two jewels have landed in the "Village" quadrant. No clear answer. You must roll again.



A NOTE TO PARENTS: The Magic Crystal Powder is ordinary table sugar. When the packets provided run out, please replace the contents with your regular household table sugar.

THE MAGIC MIRROR

The Protector is responsible for the Magic Mirror's safekeeping. After a challenge on the audio cassette is completed, the Protector will use the Magic Mirror to read the message on the chosen Fantasy card. She will do this by holding the message up to the mirror.

THE JEWEL CRYSTALS AND THE WHEEL OF CHOICES

The four Jewel Crystals are used by the Healer with the Wheel of Choices to answer questions and to make decisions. The jewels are kept by the Protector in the Heart Box for safekeeping.

From time to time, the Healer will ask a question, roll the Jewel Crystals onto the center of the Wheel of Choices and then answer the question based on where the majority of jewels land. See the examples to the right.

IMPORTANT! If the Jewel Crystals land in different quadrants and are evenly divided, the Healer must roll the Jewel Crystals again to determine the answer.

GIVE THE HEALER THE WHEEL OF CHOICES NOW!



GIVE THE SECRET ENVELOPE TO A PARENT

The Secret Envelope contains the six Secret Message cards. No player should open this envelope! A parent or older sibling can be given the envelope (before players begin an adventure) to hide the messages throughout the play area. Because you do not know what the cards say, they will prompt you to use your imagination and will enhance your *Tales of the Crystals* experience.

OPTIONAL—GIVE THE ENVELOPE TO A PARENT NOW!

IMPORTANT! Although the Secret Envelope makes the game more fun, it does not have to be used.

WHAT TO DO WITH THE SPIDER CRYSTAL

The Spider Crystal belongs to Lady Morphia. Keep it out of play until the audio cassette tells you what to do with it.

PUT THE SPIDER CRYSTAL OUT OF PLAY NOW!

More about the Spider Crystal...

The Spider Crystal is a dark and dangerous crystal. If it is ever in your possession, the Protector can make it safe by sprinkling a little of the Magic Crystal Powder on it and putting it in the Heart Box.



GIVE THE JOURNAL TO THE SCRIBE

Scribe, you are the guardian of the Journal. You, therefore, have the following responsibilities:

- ◆ You must carry and protect the Journal at all times during play.
- ◆ You must write down all of the highlights of an adventure on the blank pages found in the back of this Journal. Do your writing after you all have completed a challenge on the audio cassette, and again after you all have completed a task on a Fantasy card.

IMPORTANT! It's easy to use the blank Journal pages — just flip this booklet over so that the Journal cover is facing you. The blank pages are then right up front!

- ◆ During an adventure, you will be asked to code or decode messages. You must do so by using the Secret Codes found on page 16 in these *Instructions*. (The Secret Codes can also be found on the inside back cover.)

- ◆ You must refer back to the *Instructions* whenever a gameplay question arises.

WHEN YOU HAVE FINISHED READING ALL OF THE INSTRUCTIONS, GIVE THIS JOURNAL TO THE SCRIBE!

Instructions

STEP 5 Set Up Your Fort

Your Fort is your own private place within the Secret Garden.

Things you may want to consider putting in your Fort include food, paper, pens, colored pencils, ribbons, pillows, blankets, flowers and maybe a flashlight. Make sure you have permission to put the things you want inside your Fort. Remember, the idea is to make this area comfy and cozy. After all, this is your special place!

SET UP YOUR FORT AND STOCK IT NOW!

STEP 6 Prepare the Audio Cassette for Play

The audio cassette is the heart of your *Tales of the Crystals* experience and features these four exciting adventures:

1. Save Collingwood
2. The Tournament of Games
3. Orianna Disappears
4. The Midsummer Forest Festival

SET UP YOUR AUDIO CASSETTE PLAYER IN ORIANNA'S GLEN NOW!

Playing the audio cassette...

Leader, carefully insert the audio cassette into the cassette player. When you are ready to start your adventure, press **PLAY**. Whenever you are told to turn the tape off, press **STOP**. Once you have completed what the cassette and the Fantasy card ask of you, return to Orianna's Glen and listen to the next

IMPORTANT! Make sure you play the adventures in the order that they appear on the audio cassette.

Let Your Adventure Begin!

Whenever you play an adventure, you will always do these five basic steps in order:

1. Listen to the audio cassette and turn it off as directed.
2. Complete the challenge that the cassette has asked of you.
3. Read the message on the chosen Fantasy card with the Magic Mirror and complete its task.
4. Write down the highlights of the adventure in the Journal.
5. Return to Orianna's Glen to hear the next segment on the cassette.

Other Things You Should Know

HOLDING A CRYSTAL COUNCIL MEETING

There may be times throughout the adventures when you are asked to hold a Crystal Council Meeting. There may also be times when you *choose* to hold one. These meetings are held in secret and may only be attended by the Leader, Protector, Healer and Scribe. The meetings are usually held at your Fort in the Secret Garden. The audio cassette or the Fantasy cards will give you more information when the time comes.

The Main Characters You Will Meet...

Orianna is the beloved Oracle of the Whispering Forest and serves as the advisor to Queen Llanoor. Her Wand of Wisdom is her most prized possession, for it is the source of her great knowledge. She is the one who will safely guide you, the Keepers of the Crystals, throughout the adventures. She is an important member of Collingwood's Forest Council.

Old Man Oak is the oldest of all the trees in the Whispering Forest. Standing tall in Orianna's Glen on the edge of the Whispering Forest, he possesses great wisdom. Like Orianna, he is a member of the Forest Council.

Queen Llanoor is the ruler of the Forest Fairies and Sprites. Standing less than two inches tall, she uses her tiny wings to move quickly from place to place. She serves on the Forest Council with Orianna and Old Man Oak.

Lady Morphia lives in the Castle of Dread on the edge of the Village in Collingwood. She is an evil, old witch who uses magical potions and spells to make her appear young and beautiful. Her book of magic spells is her most prized possession. She uses the book's spells to transform herself and others into different shapes. She controls the Swamp Goblins, Ogres and Giants and is feared by many.

Banach is the Village Elder and serves as spokesman for the rest of the Villagers. He, too, is a member of the Forest Council.

Pip is a child-Sprite who lives in the Whispering Forest and loves to drive Old Man Oak crazy. His mischievous nature is always getting him into trouble.

Elanil is a Forest Fairy who serves as a scout for Queen Llanoor. Though tiny in size, Elanil is tall in spirit.

Slobbo is Lady Morphia's loyal Ogre. Though not very bright, he does his best to carry out her wishes.

Mira is a young village girl who wishes to be like Orianna. Unfortunately, Lady Morphia has cast an evil spell on Mira and has left her unable to speak.

Pattia is Queen Llanoor's Fairy niece. She is 12 years old and lives in the Whispering Forest.

Other characters...

Swamp Goblins stand as an army ready to perform the evil tasks of Lady Morphia. They live in the Swamp which forms the moat around the Castle of Dread. Standing two feet tall, they have dark hairy bodies and big feet. They leave footprints wherever they go.

Ogres are the guards and personal servants of Lady Morphia. They stand about four feet tall and are slow and stupid. Their very bad smell gives them away every time.

Giants live in a land somewhere beyond Collingwood. Although they hold no allegiance to Lady Morphia, they are paid by her to do many of her nasty deeds. They are easy to bribe, but should always be considered untrustworthy.



The Secret Codes

There are three Secret Codes that the Scribe can use to write and read secret messages — the Letter Code, the Number Code and the Picture Code. Each code is described in detail below and all codes are repeated in the inside back cover for quick reference.

The Letter Code

This code shifts each letter of the alphabet one letter position. To read or write a message, see which letter of the alphabet the code letter represents. See below for the entire code and an example of its use.

The Number Code





















This code substitutes a number for a letter.

To read or write a message, see which letter of the alphabet the code number represents. See below for the entire code and an example of its use.

The Picture Code

















This code substitutes a picture for a letter. The name of each picture begins with the letter of the alphabet that it represents. To read or write a message, see which letter of the alphabet the code picture represents. See below for the entire code and an example of its use.

NOTE: This code is the most difficult of the three codes to use in terms of writing a message. It is, however, the most difficult code for your enemies to “crack.” Use this code when you need to be super secretive.

The Letter Code		The Number Code		The Picture Code	
letter	code	letter	code	letter	code
A	= B	A	= 1	A	= 
B	= C	B	= 2	B	= 
C	= D	C	= 3	C	= 
D	= E	D	= 4	D	= 
E	= F	E	= 5	E	= 
F	= G	F	= 6	F	= 
G	= H	G	= 7	G	= 
H	= I	H	= 8	H	= 
I	= J	I	= 9	I	= 
J	= K	J	= 10	J	= 
K	= L	K	= 11	K	= 
L	= M	L	= 12	L	= 
M	= N	M	= 13	M	= 
N	= O	N	= 14	N	= 
O	= P	O	= 15	O	= 
P	= Q	P	= 16	P	= 
Q	= R	Q	= 17	Q	= 
R	= S	R	= 18	R	= 
S	= T	S	= 19	S	= 
T	= U	T	= 20	T	= 
U	= V	U	= 21	U	=
V	= W	V	= 22	V	=
W	= X	W	= 23	W	=
X	= Y	X	= 24	X	=
Y	= Z	Y	= 25	Y	=
Z	= A	Z	= 26	Z	=

The Letter Code Example: **HP UP UIF XBUFGBMM**

The Number Code Example: **7 • 15 — 20 • 8 • 5 — 20 • 8 • 5 — 23 • 1 • 20 • 5 • 18 • 6 • 1 • 12 • 12**

The Picture Code Example:  1 -               

Decoded: **GO TO THE WATERFALL**

Finished Playing?

When you are all finished playing an adventure, why not go back to your Fort for a snack and a little relaxation. While you are all resting, the Scribe can read her Journal entries aloud to the rest of you. It will be so much fun to hear about all that you have done! You will soon discover why this Journal will become a treasured keepsake for all of you.

Putting the Game Away

When you are done playing, always do the following:

- ◆ Remove the audio cassette from the cassette player and put it back in its protective case. Do NOT rewind the cassette. Leave it advanced at the start of the next adventure.
- ◆ Remove the five Location Flags from their locations.
- ◆ Put the Secret Message cards back in the Secret Envelope.
- ◆ Store the Crystal Pendants and both decks of Fantasy cards in the Heart Box with the Magic Mirror, Jewel Crystals and Magic Crystal Powder.
- ◆ Place everything, including the Wheel of Choices, Spider Crystal and this Journal, back in your game box.



The Secret Codes

The Letter Code

letter code

A = B
B = C
C = D
D = E
E = F
F = G
G = H
H = I
I = J
J = K
K = L
L = M
M = N
N = O
O = P
P = Q
Q = R
R = S
S = T
T = U
U = V
V = W
W = X
X = Y
Y = Z
Z = A
























The Number Code

letter code

A = 1
B = 2
C = 3
D = 4
E = 5
F = 6
G = 7
H = 8
I = 9
J = 10
K = 11
L = 12
M = 13
N = 14
O = 15
P = 16
Q = 17
R = 18
S = 19
T = 20
U = 21
V = 22
W = 23
X = 24
Y = 25
Z = 26

The Picture Code

letter code

A = 
B = 
C = 
D = 
E = 
F = 
G = 
H = 
I = 
J = 
K = 
L = 
M = 
N = 
O = 1
P = 
Q = 
R = 
S = 
T = 
U = 
V = 
W = 
X = X
Y = 
Z = 