



**COLLECTOR
VISION
Games**

Guide No. 099251

CARTRIDGE
INSTRUCTIONS

The Curse

Every one hundred years, the forces of evil mysteriously start to weaken. Some of the evil creatures hide, others gather together to stand united. It doesn't help them much... Many are slaughtered... But now One, the most evil one, has found a way to break this curse, and to grow only stronger and stronger.

Thank you for selecting The Cure game cartridge for your ColecoVision game system or ADAM computer. Please store this instruction booklet for future reference, and be sure to read it thoroughly to ensure maximum enjoyment of your new game.

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A DEMON'S QUEST, A HERO'S FATE

As the son of a fierce paladin, our hero had already faced more than his fair share of monsters, despite his young age. On his 15th birthday, the family's greatest weapon, a mystical whip, was passed down to him. And so began his journey, each of his steps influenced by the whip's omniscient power. Some would call it a curse, but the boy did not, for he was always ready to help those besieged by creatures of darkness, and the whip had quickly bonded with the boy, forever controlling his fate.

This year brought solace to our hero, as this was a Year of Light, during which the forces of evil mysteriously weaken. During those fleeting months, villagers and warriors alike band together to hunt down the monsters and cast them into extinction. Some creatures hide while others stand their ground, but many are slaughtered regardless. This hunt was important, since the Year of Light occurred only once per century.

But one day, as he was walking down a forest trail, the boy felt an overwhelming disturbance, as if his whip was screaming for him to understand something was not right. He started running ahead instinctively and encountered a young girl being dragged away by a mysterious demon. The boy recognized the monster from his family's demon compendium: His name was One, and he was part of the most powerful demon cast. The boy noticed that One seemed unfazed by the effect of the Year of Light, which was strange, but then the boy remembered something his family mentor once told him: One was determined to find "The Cure", which was the name given by demonkind to a prophetic event that would forever lift the curse of the Year of Light.

Did One find The Cure? Our hero's whip lit up to tell him he had uncovered the truth: One had sensed The Cure within the captured girl's blood, and he was now on his way back to his castle to perform unholy rituals on her.

Our hero did not know the girl. It didn't matter. He was going to rescue her or die trying, to preserve the curse of the Year of Light. He now stands in front of One's demon castle, likely filled with untold dangers...

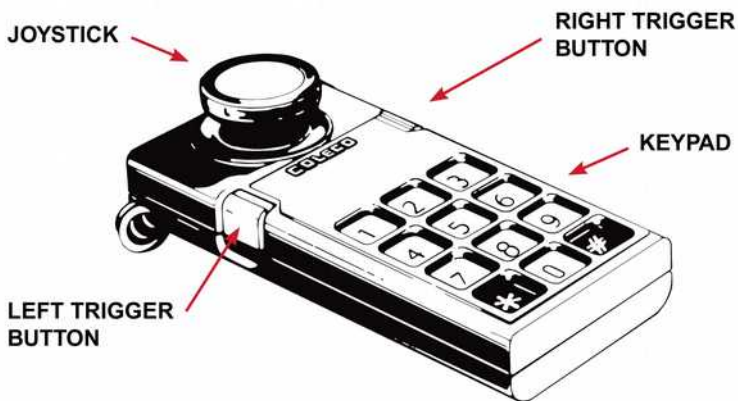
GAME SETUP

Hook up your ColecoVision console or ADAM computer to a TV set, as described in your owner's manual. Make sure the machine's power supply unit is plugged into a regular residential power outlet.

This is a game for one player only, so plug a compatible hand controller into joystick port #1. Any compatible controller should normally function with The Cure, but if you use a third-party controller without a numeric keypad, you will not be able to pause the game during play.

Insert The Cure game cartridge firmly into the cartridge port, with the label facing you. Push the ColecoVision's (or Adam's) power switch to the ON position to begin playing.

Remember to turn the machine off before removing the cartridge, or else you may damage the cartridge or the machine itself.



USING THE CONTROLLER

At the title screen, press the left trigger button to start the game.

During the game, you can move the hero left or right by pressing the joystick in either direction. When the hero is standing on solid ground, press the joystick down to crouch. You cannot move or jump while you are in a crouching position, but you can use your whip.

Press the right trigger button to jump straight up. Pressing the right trigger button while moving the joystick will make the hero leap forward in the direction he is facing. Press the left trigger button to use your mystical whip.

To use the Knife or Bottle sub-weapon, press the joystick up while pressing the left trigger button. To use the Hourglass sub-weapon, press the joystick down while pressing the right trigger button. You can perform these actions even in the middle of a jump.

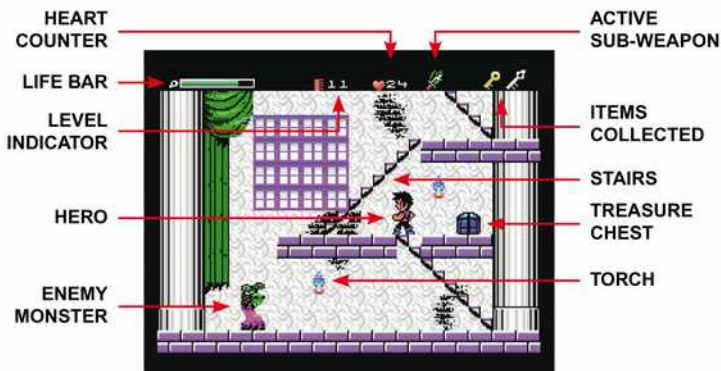
To climb a staircase, position the hero at the bottom of the staircase and press up on the joystick. To descend a staircase, position the hero at the top of the staircase and press down on the joystick. You cannot jump off a staircase, you must climb it all the way up or all the way down.

At any time during the game, you can press the [**★**] key on the keypad to pause the action. Press [**★**] again to resume play.

If the hero dies, you will be given the opportunity to continue if you collected a Bat Symbol during your play session: When "Continue?" is displayed on the screen, press the left trigger button to restart at the entrance point of the level where you died. Pressing the right trigger button will take you back to the game's title screen. If you did not collect a Bat Symbol, then you will not be given the opportunity to continue your game, and pressing either trigger button will make the game reset back to the title screen.

HOW TO PLAY

Your mission is to traverse the five levels of One's castle, and face off against One himself to save the captured girl. Each level is divided into three areas (except for the first level) and in each of the first two areas of a level, you must find the Master Key in order to open the exit door that leads to the next area. Master Keys are either cleverly hidden or located in hard-to-reach spots. The third area of each level is a boss fight. Defeat the boss creature to proceed to the next level.



You will encounter evil creatures of all shapes and sizes as you explore each level. Physical contact with these enemies (or their projectiles) will harm you and decrease your life meter at the top of the screen. If your life meter falls to zero, the game is over. The hero also instantly dies if he falls into a bottomless pit, so be extra careful in locations that feature such pits.

Defeat enemy creatures by slashing them with your trusty mystical whip. Most creatures require multiple slashes before they are defeated.

HOW TO PLAY (continued)

Aside from dealing damage to enemies, your whip can also be used to reveal items hidden in torches. Just slash a torch and the item inside will fall down to the floor below. Your whip can also break open sections of walls, and you may uncover an item this way.

Useful items can also be found inside treasure chests, but to open a chest, you must first pick up a Small Key elsewhere in the level. When you pick up a Small Key, it will appear in the status bar at the top of the screen. You can only carry one Small Key at a time.

Here are the items you can uncover, either from slashing torches, opening treasure chests, or cracking open a piece of wall. Some items can even be found simply lying on the ground, and waiting for you to pick them up.



Small Heart: Adds one heart to your heart counter. It can be left behind by defeated enemies.



Big Heart: Adds 5 hearts to your heart counter.



Ring: You blink in red for a short time, and you can damage enemies by touching them.



Light Pill: Partially restores your life meter.



Dark Pill: You blink in white for a short time, during which you are impervious to damage.



Whip upgrade: Extends the length of your whip the first time you pick it up. The second time, the full power of your whip is unleashed.



Bat symbol: Lets you restart the current level if the hero dies.



Small Key: Opens one chest and reveals its contents.

HOW TO PLAY (continued)



Staff: Lets you open four treasure chests without using Small Keys.



Shield: Increases the length of your life meter. There are 4 such power-ups to find in the game.



Master Key: Allows you to open the current area's exit door, which leads to the next area.



Red Orb: Restores your life meter to maximum. Received after a level boss is defeated.

THE SUB-WEAPONS

Hidden in torches and treasure chests like other items, sub-weapons can be used optionally, aside of your mystical whip. When you pick up a sub-weapon, it appears in the status bar at the top of the screen. There are three main sub-weapons in the game, and they are all powered by the hearts you collect. When your heart counter at the top of the screen falls to zero, you cannot use sub-weapons until you pick up more hearts. Refer to page 5 for instructions on how to use sub-weapons.



Knife: Travels horizontally and is useful as a long-range weapon. Each Knife you throw deducts one heart from your heart counter.



Bottle: Contains a powerful liquid that creates a wave of damaging energy when you throw it on the ground. Each bottle thrown uses 3 hearts.



Hourglass: Stops time for a few moments. Each time you use the Hourglass, 5 hearts are deducted from your heart counter.

ONE'S CASTLE

Here is an overview of One's castle.



LEVEL 0: The Bridge



LEVEL 1: The Entrance



LEVEL 2: The Keep



LEVEL 3: The Caverns



LEVEL 4: The Dungeon



LEVEL 5: The Tower

CREATURES OF DARKNESS

Here are some of the evil creatures you will encounter in One's castle.



FISHMAN



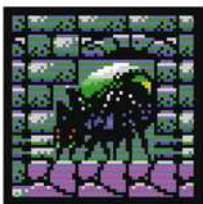
GHOUL



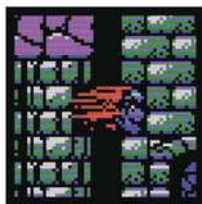
BAT



SKELETON



KING SPIDER



WITCH HEAD



BLOB



BLOOD SLIME



POLTERSKULL

TIPS AND HINTS

There is no Master Key to find in the opening area (level 0). You just need to make your way to the castle's entrance.

You cannot carry the Bottle and the Knife simultaneously. When you pick one up, the other gets discarded. The Hourglass can be carried alongside the Bottle or Knife.

You lose your collected items and sub-weapons when you defeat a level boss and move on to the next level.

Whenever you see a thick piece of wall, try slashing it with your whip. Some raised portions of platforms can also be vulnerable to your whip. Avoid waterfalls, as they damage you on contact.

Each torch (as well as each treasure chest) always contains the same hidden item, so plan your path across the areas to maximize the usefulness of each item you can collect.

TEAM PARTICIPANTS

- Peter Mastijn: Game design and programming, ColecoVision port
- Sjoerd Mastijn: Additional coding
- Michael Markowski: Software beta-testing
- Luc Miron: Game manual, software beta-testing
- Vincent Godefroy: Box and label
- Dale Crum / Doc4: Game manual layout (doc4design.com)
- Toby Saint-Aubin: Electronic sourcing and assemblies

SPECIAL THANKS: Eric Boez, Armando Pérez Abad, Albert Yarusso, Tobie St-Aubin and all AtariAge forum members.

Team
Pixelboy
COLLECTION

by

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