KRULL
FROM THE MAJOR MOTION PICTURE!
GAME SUMMARY
(Note: Be sure to read both the GAME SUMMARY and the GAME PLAY sections before you begin the game.)

Your mission is to find and enter the Beast's Black Fortress, rescue Princess Lyssa, and destroy the Beast. The task is not an easy one, for the location of the Black Fortress changes with each sunrise on Krull.

To discover the location of the Black Fortress, you must travel to the lair of the Widow of the Web. Inside the cavern is a gigantic web, a poisonous Crystal Spider that guards the web, and the Widow's Cocoon. When you stand on the cocoon, a blinking light points to one of eight pathways leading to the Black Fortress. If you go down the correct pathway before the next sunrise, you'll find the Black Fortress and the Beast.

If you cannot find the Fortress before sunrise, however, you must return to the cocoon to find the new location of the Fortress.

Inside the Black Fortress you must rescue Lyssa as you dodge fireballs thrown by the Beast. Once Lyssa is free, she will give you the power to destroy the Beast.

You begin the game with three lives. Extra lives and special weapons called Gaives can be picked up when you travel across the Iron Desert during the course of the game.

Sunrise and Sunset: At the top of your screen is a strip showing the passage of the sun. The color of the strip shows the time of day: red indicates sunrise and sunset, blue indicates daytime, and black indicates nighttime.

A PROPHECY FULFILLED

... And the Beast sailed his Black Fortress through the darkness of space, past a thousand planets, until he landed on the planet of Krull. And from the depths of the Fortress came an army of inhuman soldiers—called Slayers—who raged the planet in the name of their hideous master. And Krull was plunged into darkness.

But the Prophecy foretold the arrival of the Beast, and predicted one slim ray of hope for the people of Krull... Then shall a girl of ancient name become queen, and the king she chooses shall rule the planet. And their son shall rule the galaxy.

The future queen of whom the Prophecy spoke is Princess Lyssa, and the young king she chose is Prince Colwyn. Together they can destroy the Beast and save Krull.

But will they be able to make an alliance and save the planet?

A hasty marriage ceremony was arranged for Lyssa and Colwyn. The Beast was alerted by his spies, however, and the ceremony interrupted at the last minute by Slayers, who stormed the castle walls and carried Lyssa off to the Black Fortress. The future of Krull lies in Colwyn's ability to find his bride, and in their ability together to conquer the Beast. The road to the Black Fortress is a dangerous one—the Slayers, the Beast, and a deadly Crystal Spider all lie in wait.

You are Colwyn's only guide through the journey ahead. You'll need both strength and wisdom to destroy the Beast. But remember—the Prophecy is on your side. Good luck and safe journey!
**GAME PLAY**

You begin the game with the marriage of Colwyn and Lyssa, travel through the Iron Desert to the Widow's Cavern, and end the game in the Black Fortress.

Colwyn's Marriage to Lyssa: Slayers interrupt the marriage of Colwyn and Lyssa by storming over the castle walls. To protect Lyssa, you must use your sword to eliminate Slayers. The faster the Slayers march, the more points you'll earn by stabbing them. But watch out for their keen swords—one touch means death.

Eventually, the Slayers will capture Lyssa and take her to the Black Fortress.

You have a limited amount of time to reach the cocoon; the hourglass at the top right of the screen counts down the time. If it runs out before you reach the cocoon, the spider will rush toward you and take one of your lives.

When you reach the cocoon a flashing white light indicates the correct passage entrance to the Black Fortress. This passage leads to the Black Fortress—but only until the next sunrise. You must reach the Black Fortress before the sunrise, or you will have to return to the web to find its new location. (Note: The blinking indicator light will disappear when you move off the cocoon.)

If you travel down a pathway, and the Black Fortress doesn't appear, your Fire Mares will automatically turn around and take you back to the Widow of the Web. Each time this happens, however, you'll lose an extra life, or if no lives remain, you'll lose a Gaive.

The Iron Desert—Riding the Fire Mares: In the Iron Desert you must pick up Gaives to fight the Beast, as well as extra lives. You'll cross the Iron Desert on the back of a Fire Mane. To pick up Gaives and extra lives, press your red controller button as the object passes beneath your lead Mane. When your lead Mane is directly above the object to be picked up, the object will flash momentarily.

Extra lives and Gaives that are picked up will appear in a strip at the bottom of your screen (see diagram).

The Black Fortress: Lyssa is locked away in a prison behind the pacing Beast. Throw your Gaive to break away chunks of the prison. To activate the Gaive, press the fire button; to throw the Gaive, simply release the button. Make sure to catch the Gaive when it rebounds from Lyssa's prison. You caneteor the Gaive with your Joystick during its flight towards the prison, but the Gaive will rebound straight down after it hits the prison wall.

You can lose Gaives two ways: when your Gaive hits the Beast, or when you fail to catch a Gaive after it rebounds from the prison wall. If you have no Gaives left, you can leave the Black Fortress through exits at the lower right and left of your screen. You may not leave the Black Fortress while you have any Gaives remaining.

When you've broken a hole into Lyssa's prison that is large enough to admit a Gaive, throw the Gaive into the prison. Lyssa will travel down to Colwyn, giving him a fireball with which to kill the Beast. Throw the fireball directly at the Beast, and he will be destroyed.

After the Beast has been killed, the game starts over at a more difficult level of game play. You can continue playing until all extra lives have been lost.

**CONSOLE CONTROLS**

GAME SELECT/GAME VARIATIONS: Press GAME SELECT to choose the game variation you want.

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Game play becomes progressively more difficult as you move from the Beginner level to the Regular, Intermediate, and Advanced levels. The Spider web becomes more difficult to climb, the sun rises at a faster rate, and you have less time to reach the Widow's Cocoon before the Crystal Spider descends upon you, and the Beast's attacks are more frequent.

GAME RESET: Press GAME RESET or the red button on your controller to start the game.

DIFFICULTY SWITCHES/TV TYPE Switch: The DIFFICULTY switches and TV TYPE switch have no function in this game.

**HELPFUL HINTS**

- **Start playing on Game level 2—the Beginner version—to become familiar with game play. Then move on to harder levels.**

- Make sure you have one Gaive before entering the Black Fortress, since you'll need a weapon to rescue Princess Lyssa and fight the Beast.

- **If you think you may not have enough time to reach the Black Fortress before sunrise, simply wait on the Widow's Cocoon until the next sunrise.** Then go down the new path to the Black Fortress.

- **Try to reach the Widow's Cocoon from the upper left side of the web. Move yourself to the web center—the movement of the web will pull you up to the cocoon.**
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