

GENESIS

INSTRUCTION MANUAL



EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

WARNING TO OWNERS OF PROJECTION TVS

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR SEGA CARTRIDGE

- The Sega Genesis cartridge is intended for use exclusively on the Sega Genesis System.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the Sega cartridge.

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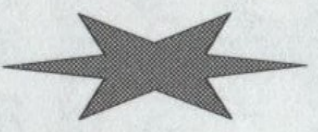
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For help playing this game, CALL

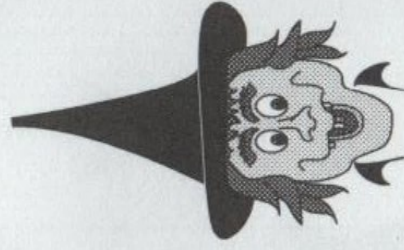
prettiest pony in Ponyland. She had a silky coat, a beautiful, curly mane, a long, flowing tail and the daintiest hooves you ever saw. So it was strange that Crystal was also the shyest pony in the land!



When the other ponies galloped across the meadow, Crystal always ran at the tail end of the herd. When they played hide and seek in the forest or splashed in the cool waters of the fountain, Crystal would hang back. She was always almost — but not quite — ready to join in the fun.

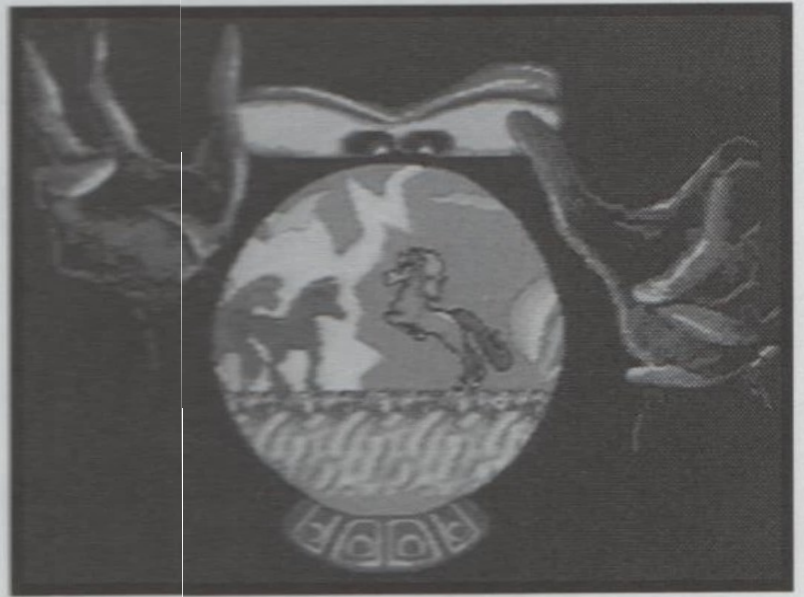


That's how Crystal managed to escape the terrible fate that befell her friends! The evil Storm Witch wanted to rule Ponyland. She became furious whenever the ponies frolicked in the pastures, ate hay in the fields, or drank water



her crystal ball, she just couldn't
take it any more. She flew into a

rage and cast a
powerful bolt of
lightning that
blasted all the
ponies at once.
Under her evil
spell, they were
frozen in place!

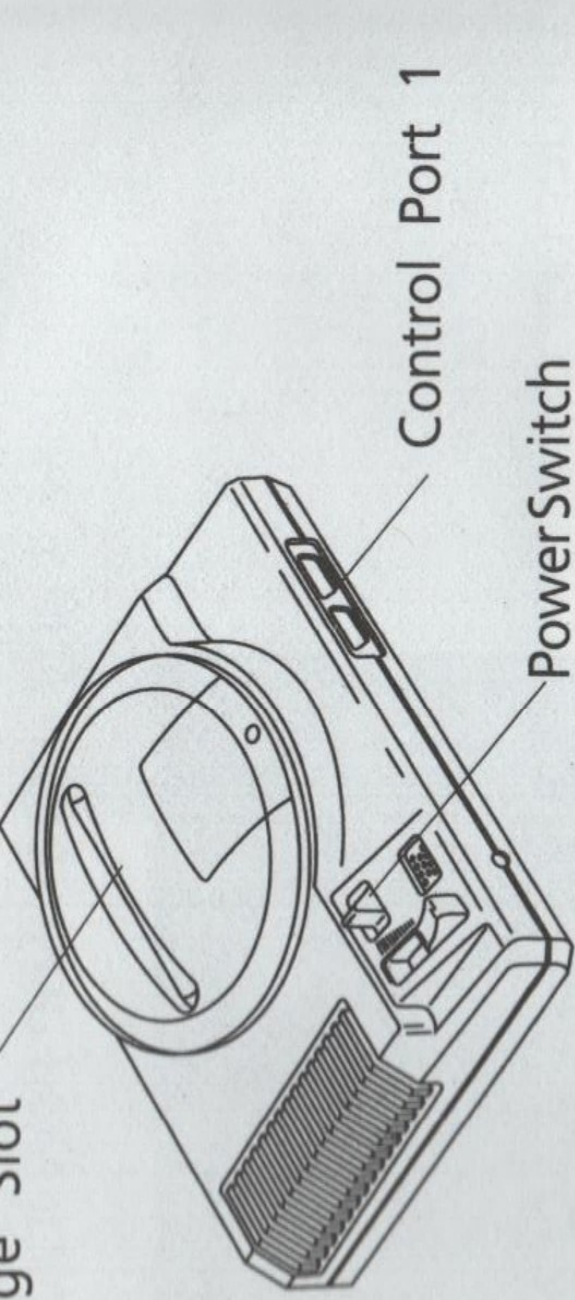


They became as
thin as paper and their colors turned dull and
drab. They couldn't move, or even whinny
for help. Then they were carried off and
imprisoned in secret places all over Ponyland!

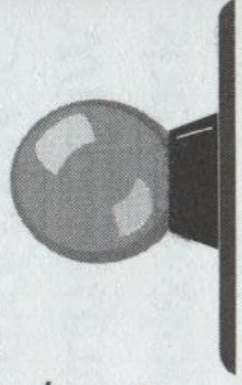
Only Crystal escaped, because the Storm
Witch's lightning bolt missed her. But now that
she was alone, Crystal knew she couldn't be
timid any longer. Her friends needed her!

Help Crystal search across Ponyland. Gallop
with her through flowery fields, dark
forests and spooky caves. Collect
lucky horseshoes and golden keys,
use horse sense to solve puzzles and find
the seven magic crystals. Only you and
Crystal can free her pony pals!



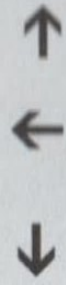


1. Set up your Genesis and plug a Sega control pad into control port 1.
2. Make sure the power switch is OFF.
3. Fit the game cartridge into the cartridge slot and press it down **FIRMLY**.
4. Turn the power switch ON. Oh no! The Storm Witch has just cast her wicked spell. Crystal's friends are trapped! It's time for action!
5. Press **START** to begin **Crystal's Pony Tale**.



Important

- If the screen stays blank when you turn on the Genesis, turn the power switch OFF. Check your Genesis setup, make sure the game cartridge is **FIRMLY** inserted in the cartridge slot, and turn the power ON.



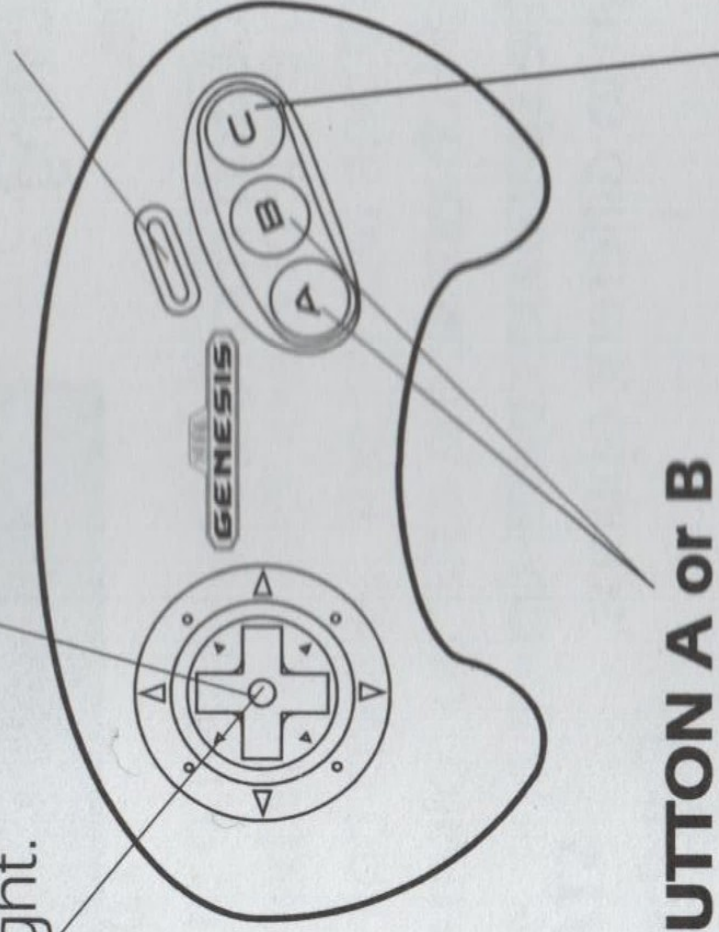
Choose the Storm Witch's Cave,
Dark Forest or Farm level.



Gallop left
and right.

START

Pause/resume.



**BUTTON A or B
(ACTION)**

Start the level.

Rear up.

Perform an action.

Fight the Storm Witch.

Go through a Picture

Gate to another part

of Ponyland.

**BUTTON C
(JUMP)**

Start the level.

Jump.

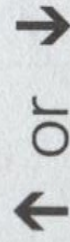
Important

- You can also use the button controls to choose a difficulty level before starting a play, and change the

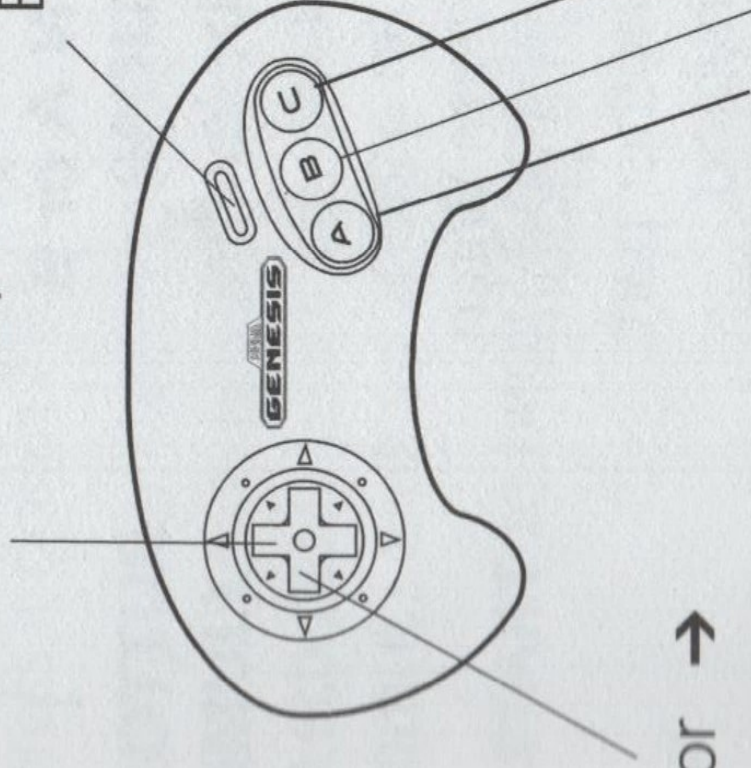
menu to choose your difficulty level, change Crystal's colors and listen to Crystal's music before starting the game.



Use the button controls, like this:

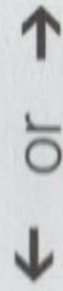


Move the sparkling crystal up or down to different options.



START

Exit the screen and start the game.



Change the setting.

BUTTON A, B or C

Change the setting.

Go to the Color Crystal screen.

This type of game gives you plenty of help finding crystals, solving puzzles and completing the levels.

MEDIUM

You'll get help from Crystal's animal friends, but the levels are harder to complete.

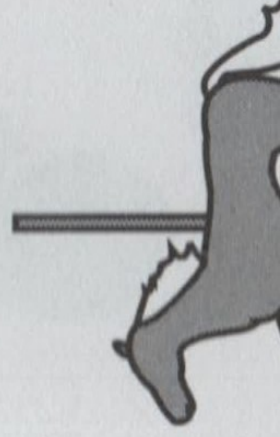
HARD

You're on your own! Use what you've learned in the easier levels to solve puzzles and find crystals. The crystals and the ponies they match up with are scattered here, there, and everywhere around Ponyland.

CONTROL

Use this option to switch the controls for **BUTTONS A, B and C**. There are 3 settings:

Button	Set 1	Set 2	Set 3
A	ACTION	JUMP	ACTION
B	ACTION	ACTION	JUMP
C	JUMP	ACTION	ACTION



Crystal screen.

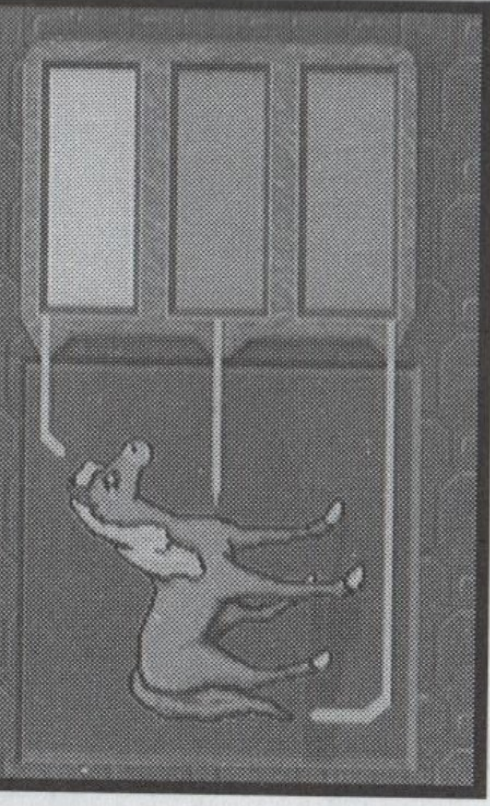
1. Press **↓** or **↑** to choose Crystal's mane, body or tail.
2. Press **←** or **→** or **BUTTON A, B** or **C** to choose a color.
3. Press **START** when you're finished.

MUSIC

1. Press **←** or **→** to choose the music you'd like to hear.
2. Press **BUTTON A, B** or **C** to hear it.

PRESS START

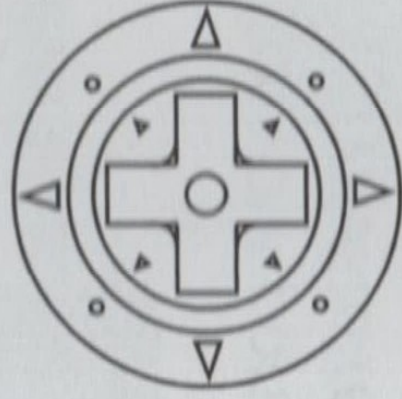
Press **START** at any time to begin Crystal's adventure.



You can start her off in any direction. Press the **D-PAD** to choose a level.



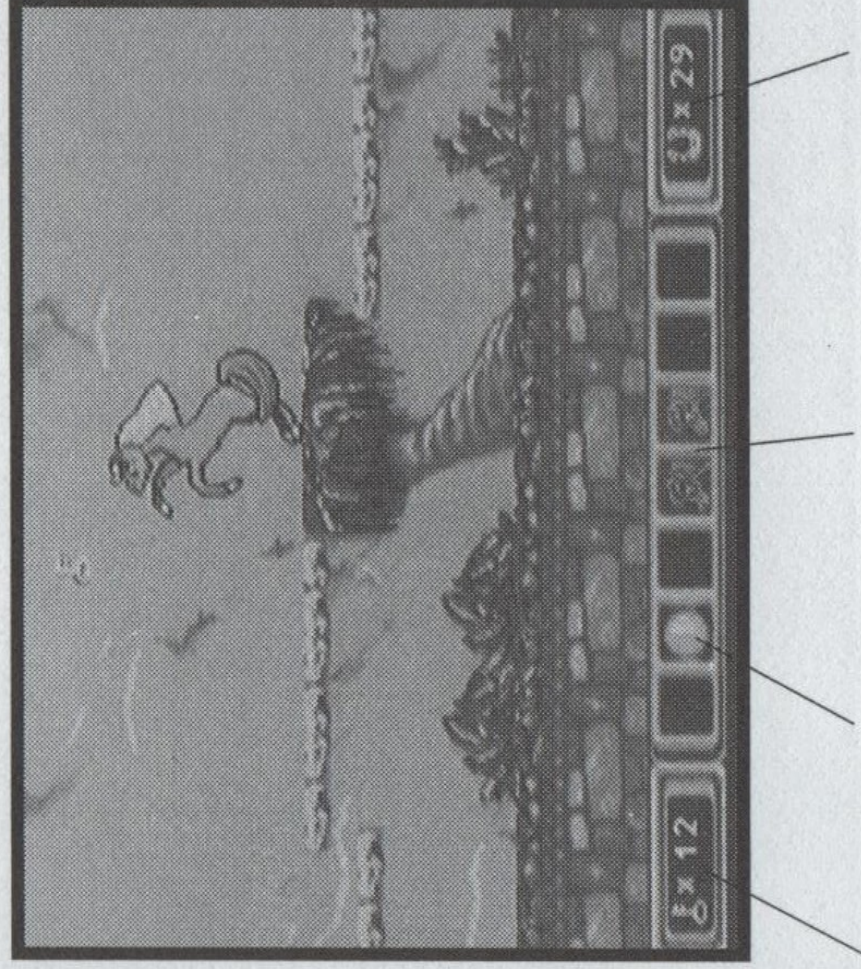
↑ **DARK
FOREST**



**STORM
WITCH'S
CAVE** ←

→ **FARM**

Crystal the Pony must search for **horseshoes**, **keys** and magic **crystals**. She can never have too many! The items you collect are stored at the bottom of the screen.



Keys Magic Pony Horseshoes
Crystals Friends

KEYS

Open treasure chests if you have enough keys.

CRYSTALS

Sparkling crystals free your pony pals. You must have the right crystal to rescue each friend. The friend's picture replaces the crystal at the bottom of the screen.

HORSESHOES



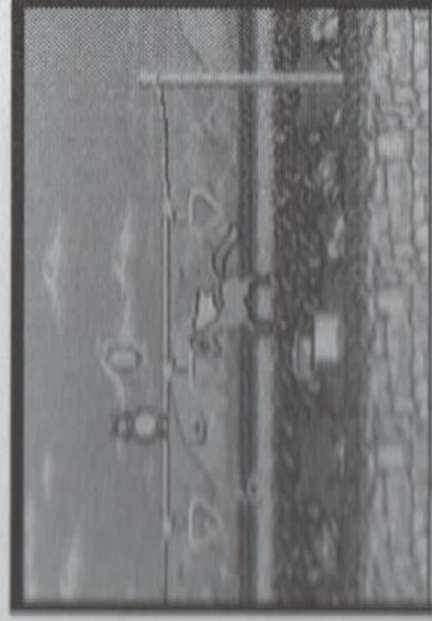
Gallop over them.




Rear up to reach them
by pressing an **ACTION**
BUTTON.



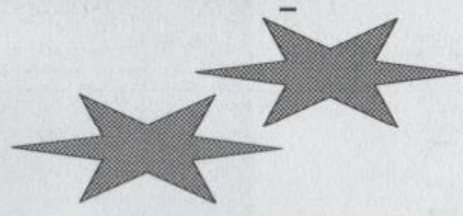
Jump by pressing the
JUMP BUTTON to
collect items floating
high up in the air.



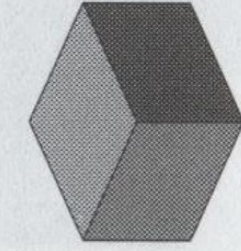
Crystal freezes for a
colorful moment in
mid-air when she
collects a magic
crystal



The number on a treasure chest shows how many keys you need to open it. If you have enough keys, stand Crystal in front of the treasure chest and press an **ACTION BUTTON**. Treasure chests hold many horseshoes, extra keys and, sometimes, crystals!



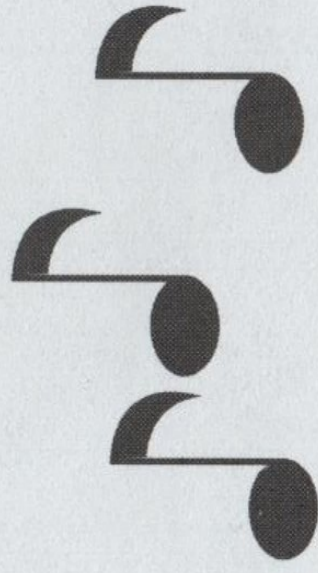
SURPRISE BOXES



Open colorful boxes floating in the air, and out pops a surprise. You never know what's inside!

MUSICAL NOTES

These can change into horseshoes, so don't pass them by.



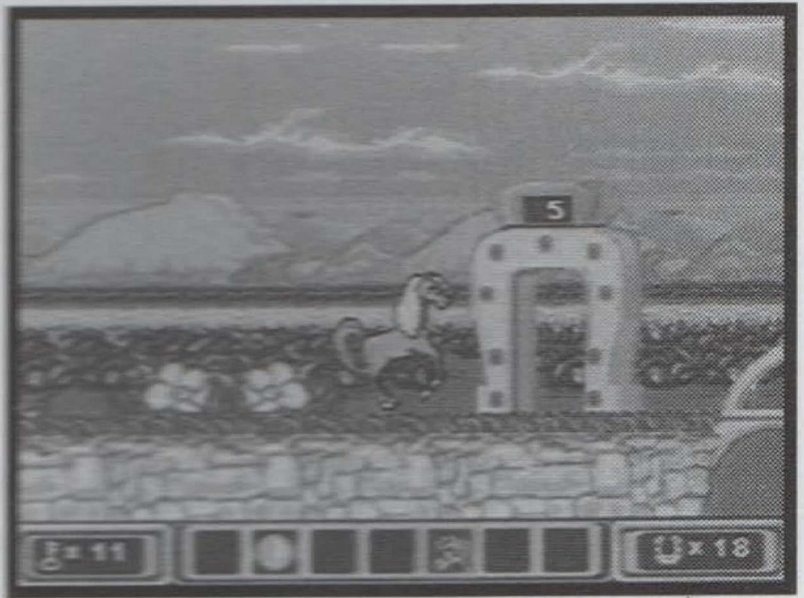
HAY AND APPLES

Crystal loves to eat hay and apples. Sometimes she even finds a surprise inside.



HORSESHOE GATES

These lead you further into a level, and to the Musical Bridge at the end of a level. You must have the right number of horseshoes to pass. If you don't, trying to pass through the gate will take you back to the earlier part of the level, where you can collect more horseshoes.



PICTURE GATES

These entry ways are very helpful for traveling quickly from the middle of one level to another. To pass through a Picture Gate, stand in front of it





Don't forget to ask your instructor for help.

Stand Crystal near them and press an

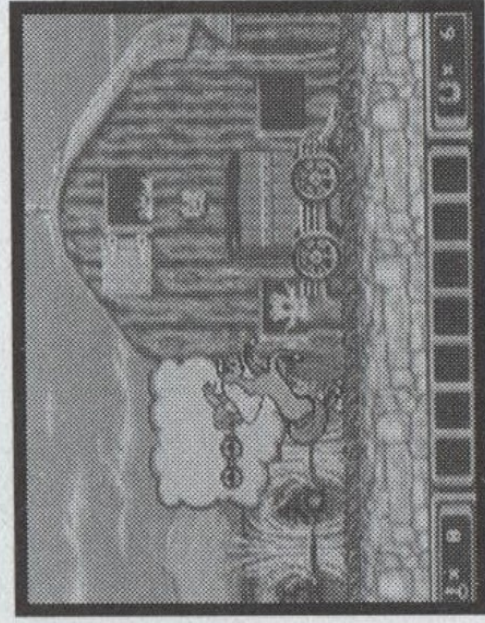
ACTION BUTTON. (Some friends

need to be nudged a few times.) Many

of the Ponyland creatures will give you

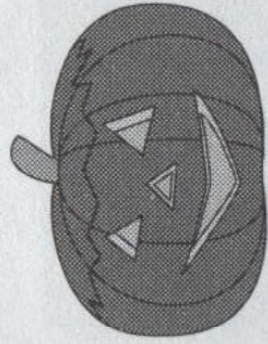
picture hints about what to do next, or where

to look for spellbound pony pals.



Mrs. Cow reminds you to move the wagon so you can get into the barn.

TRICKY ENEMIES



The Storm Witch also has plenty of help. Her mischievous creatures can make Crystal drop horseshoes and keys!

Tumbleweeds shake Crystal's horseshoes loose. To pass them safely, wait for them to bounce out of the way



together, you and Crystal must figure out the
Ponyland puzzles. When you do, gather up
your rewards of horseshoes, keys and crystals!

Here are some hints:

- Move Crystal near an item, such as a water faucet and press an **ACTION BUTTON**.
- In Easy games, watch for the sparkles that show where to move Crystal next.
- In Easy and Medium games, get picture hints from friendly creatures. The pictures tell you what items to use.



Play the wind chimes and you'll get help

from the admiring squirrels!

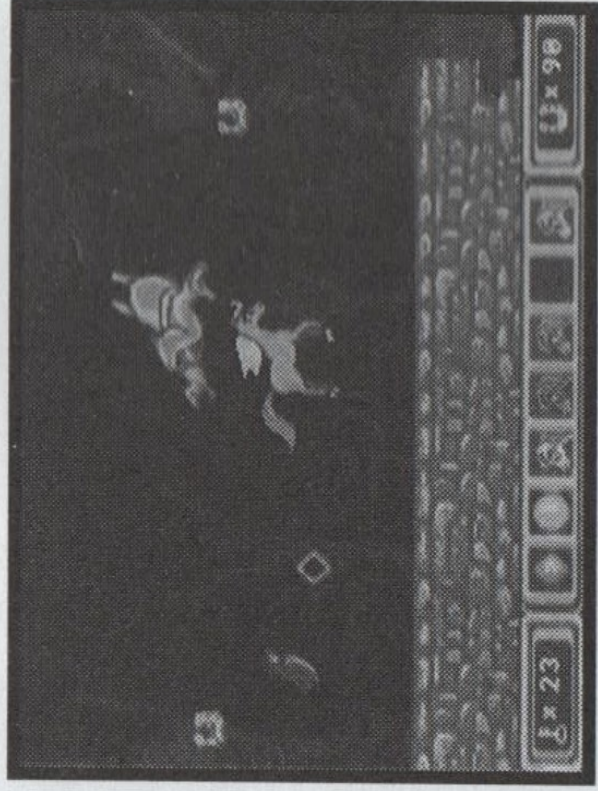
one is a different shape. The crystals you find are stored at the bottom of the screen.

When you find an imprisoned pony, look for the crystal shape nearby. If you have already found the crystal that matches that shape, you can free your pal. Stand in front of the pony and press an **ACTION BUTTON**.

Watch out! The evil Storm Witch could attack just as Crystal is about to rescue the pony. Use the **D-PAD** to move Crystal, and keep pressing the

ACTION BUTTON to fight back. Crystal may drop horseshoes and keys during the battle, but she'll never lose any of her crystals.

As soon as the Storm Witch is defeated, you can release the captured pony by pressing an **ACTION BUTTON**. Your grateful friend may give you a hint about what to do next before trotting off to the Rainbow Palace.





FARM

Search a barn, a vegetable patch and a wishing well for keys, horseshoes and crystals.

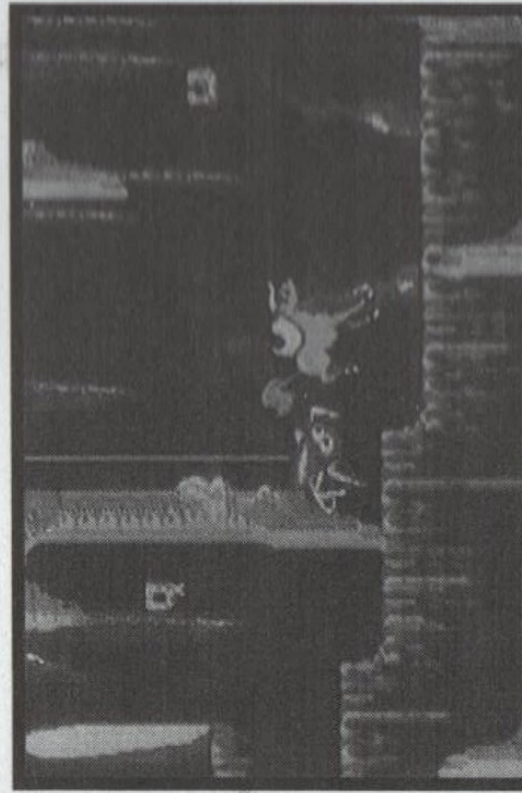
DARK FOREST

Elf Mountain and a beautiful waterfall lead Crystal deep into a forest of talking trees. Find the gingerbread cottage!



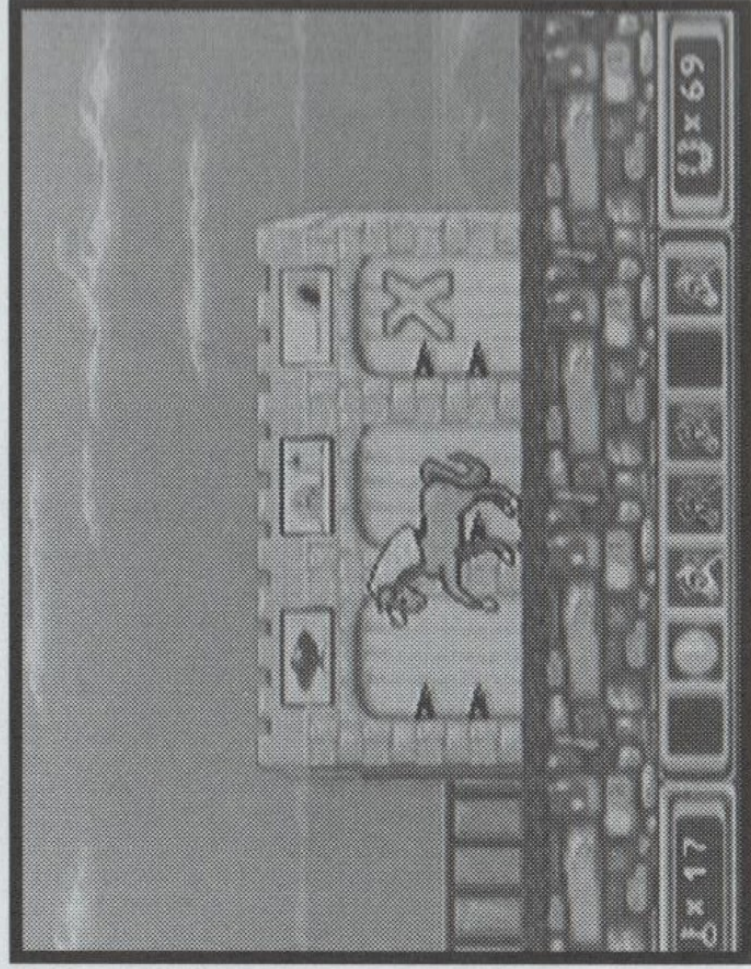
STORM WITCH'S CAVE

Explore the spooky rooms of an underground cave. Look out! The Storm Witch



Every level leads to the Musical Bridge. Cross the bridge (be sure to pick up the horseshoes and keys on your way) to find the doorways back into Ponyland.

Move Crystal in front of any door and press an **ACTION BUTTON** to return to a level. (If you've found all the crystals and rescued all the ponies in a level, its door will be marked with an X and you won't be able to pass through it.)



THE RAINBOW BRIDGE

Finish all three levels and defeat the Storm Witch at the Musical Bridge to make a Rainbow Bridge home to Crystal's Castle.

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Manual

Carol Ann Hanshaw

Package Design

Lisa Grzesiek

Sutton Trout

The MacPhee Group

Special Thanks

Diane Fornasier

Emily Fowler

Mike Latham

Marilyn Churchill

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