

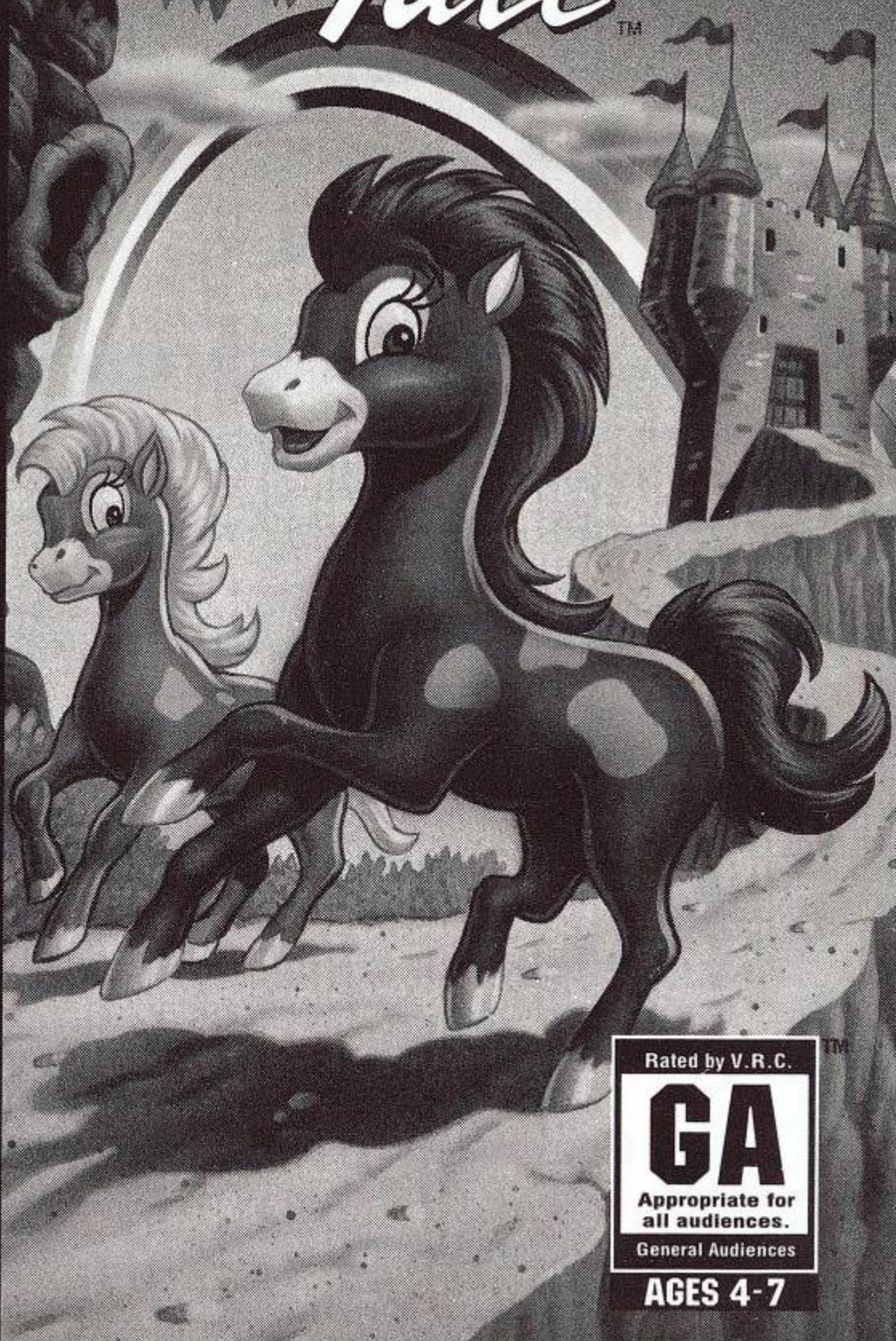
SEGA™

SEGA CLUB™

GENESIS™

INSTRUCTION MANUAL

Crystal's
PONY
Tale™



Rated by V.R.C.™

GA

Appropriate for
all audiences.

General Audiences

AGES 4-7

WARNINGS

Read Before Using Your Sega Video Game System

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.

**For French instructions, please call:
Instructions en français, téléphoner au:
1-800-872-7342**

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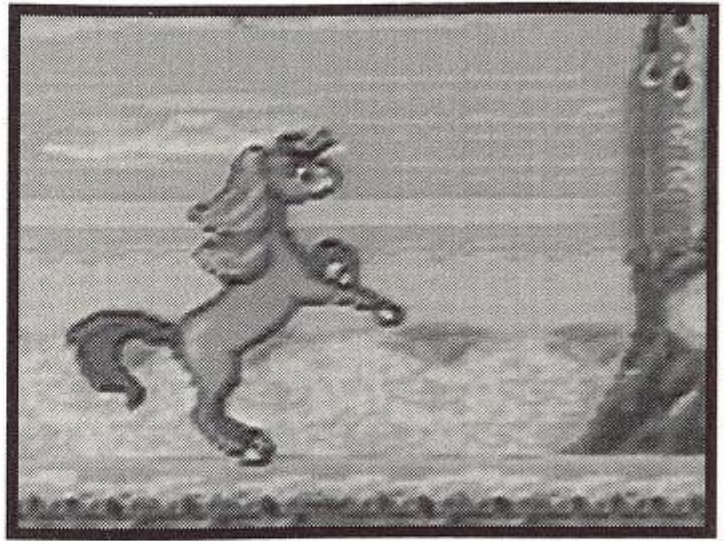
For help playing this game, CALL

☪ ☪ ☪ ☪ ☪ ☪ ☪ ☪ ☪ ☪ ☪ ☪ ☪ ☪ ☪ ☪ ☪

1-415-591-PLAY

PONYLAND RESCUE!

Crystal was the 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.



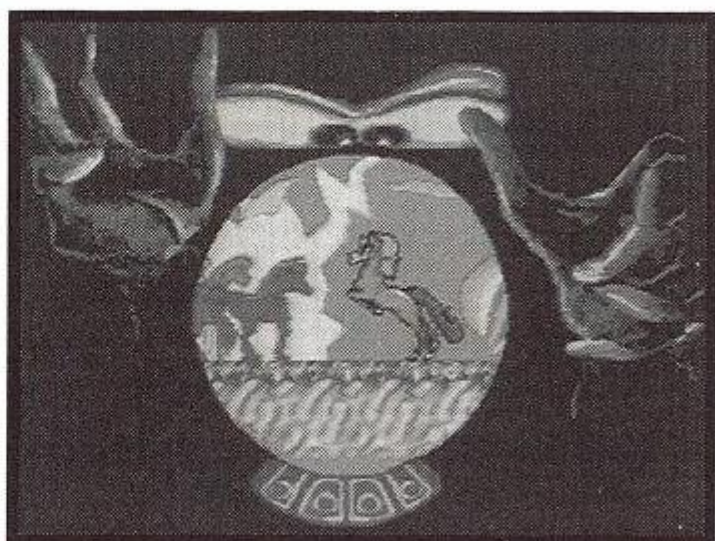
That's how Crystal managed to escape the terrible fate that befell her friends! The evil Storm Witch wanted to rule Ponyland. She became furious whenever the ponies frolicked in the pastures, ate hay in the fields, or drank water from the stream. She wanted to keep everything for herself and her own wicked pets. She was awful!





One day, while the Storm Witch was spying on the ponies with 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!

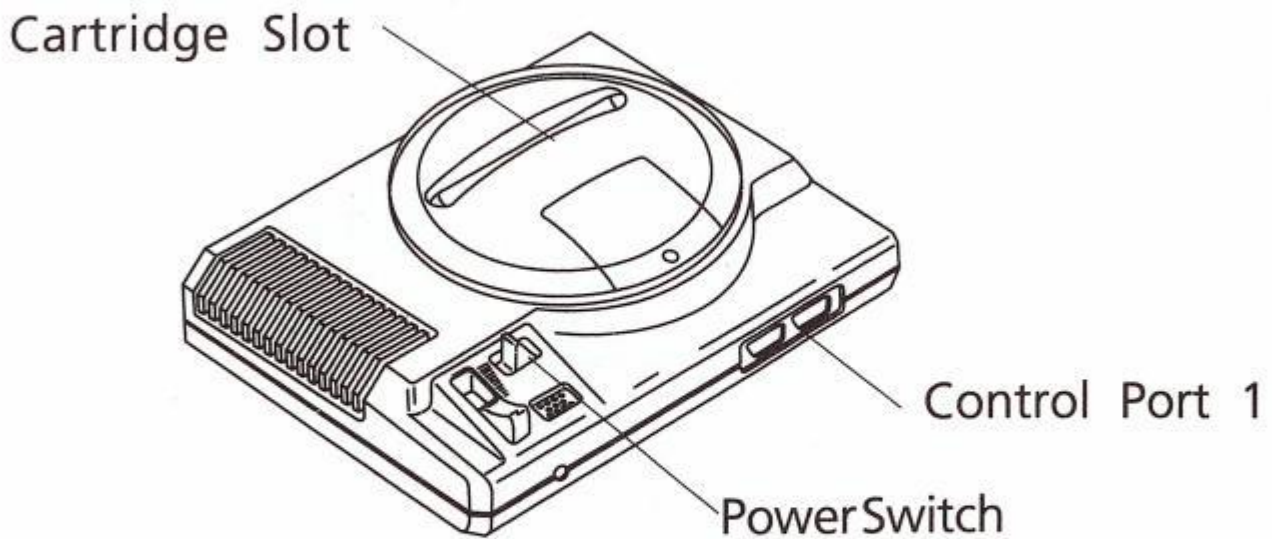
Only Crystal escaped, because the Storm Witch's lightning bolt missed her. But now that she was alone, Crystal knew she couldn't be timid any longer. Her friends needed her!

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!



But be careful. The Storm Witch is watching!

GETTING STARTED



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.
- Always turn the power OFF before inserting or removing the game cartridge.

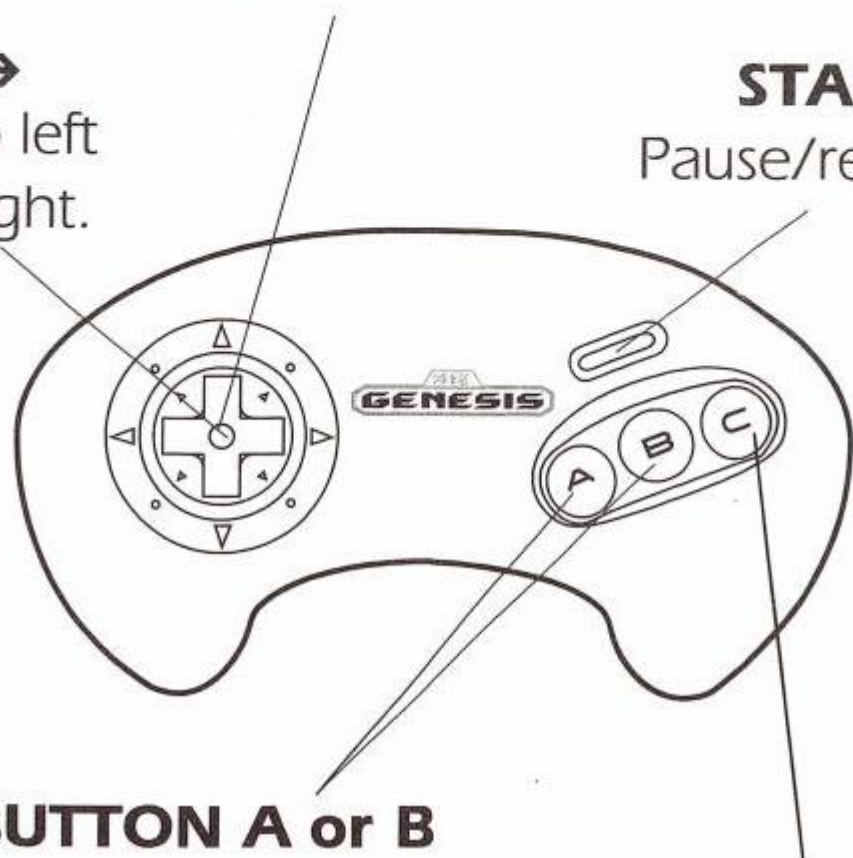
TAKE CONTROL



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)**

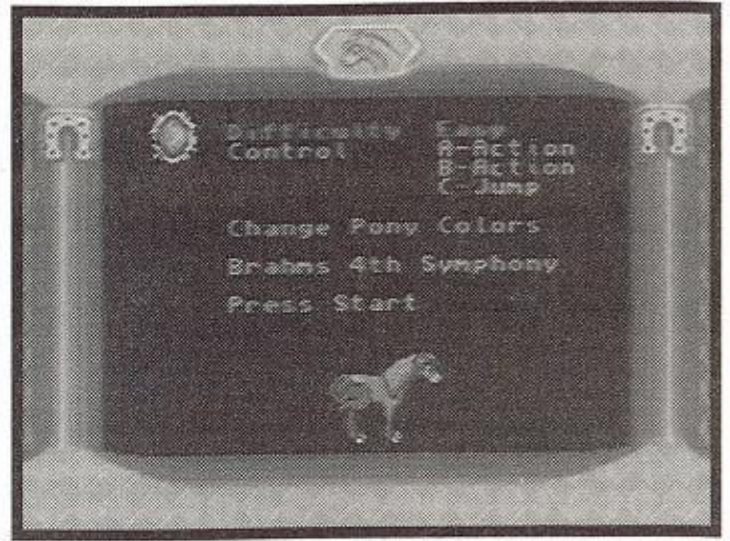
Start the level.
Jump.

Important

- You can also use the button controls to choose a difficulty level before starting play, and change the **Action** and **Jump Buttons**. See page 7.

CHOOSING OPTIONS

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



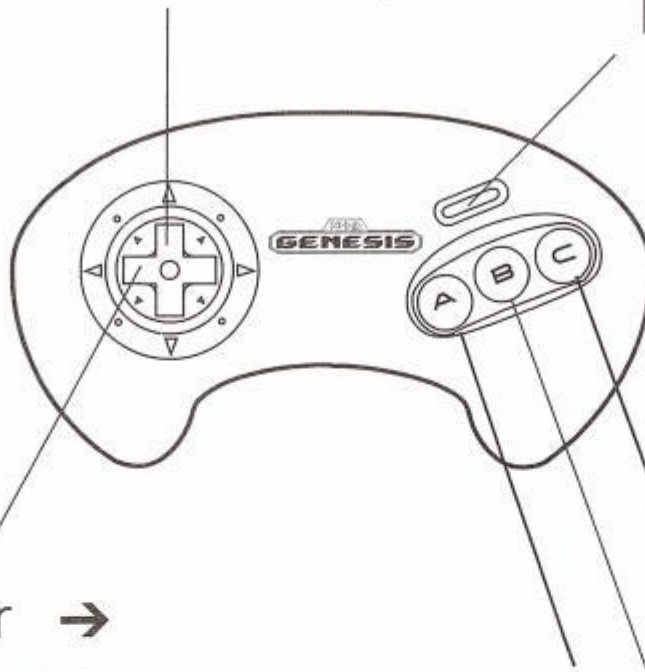
Use the button controls, like this:

↑ or ↓

Move the sparkling crystal up or down to different options.

START

Exit the screen and start the game.



← or →

Change the setting.

BUTTON A, B or C

Change the setting.
Go to the Color Crystal screen.

DIFFICULTY

EASY

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.

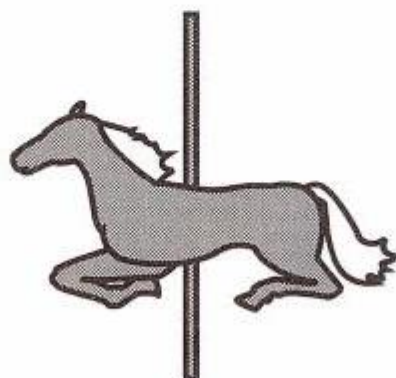
HARD

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



CHANGE PONY COLORS

This option takes you to the Color Crystal screen.



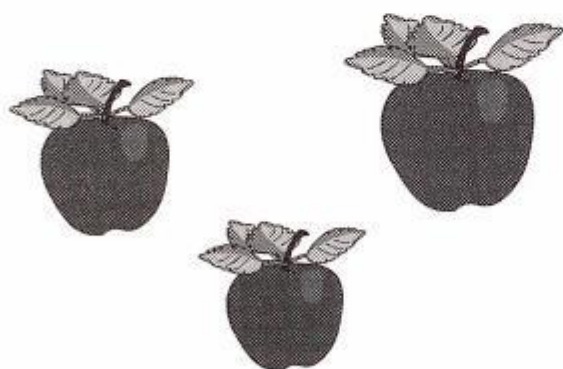
1. Press **↓** or **↑** to choose Crystal's mane, body or tail.
2. Press **←** or **→** or **BUTTON A, B** or **C** to choose a color.
3. Press **START** when you're finished.

MUSIC

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

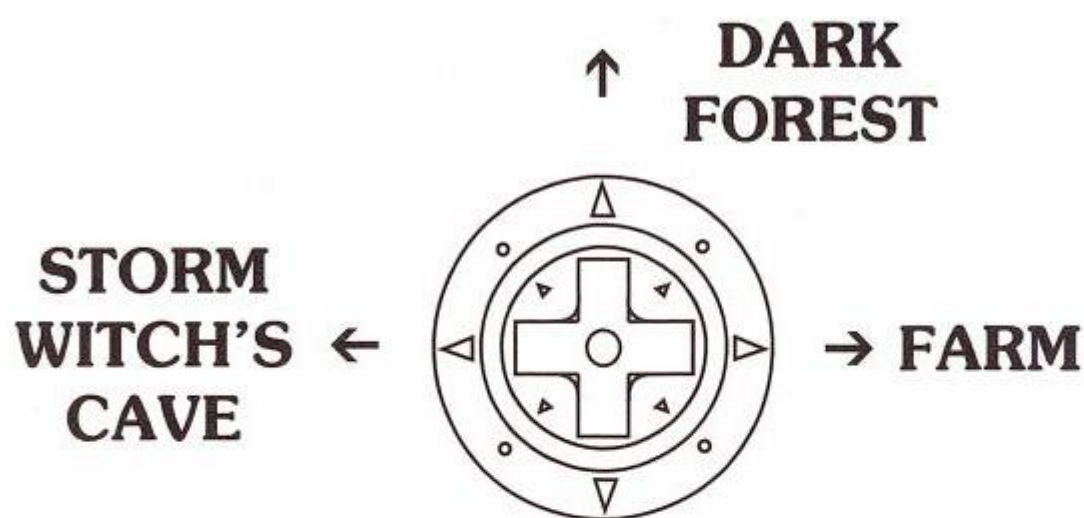
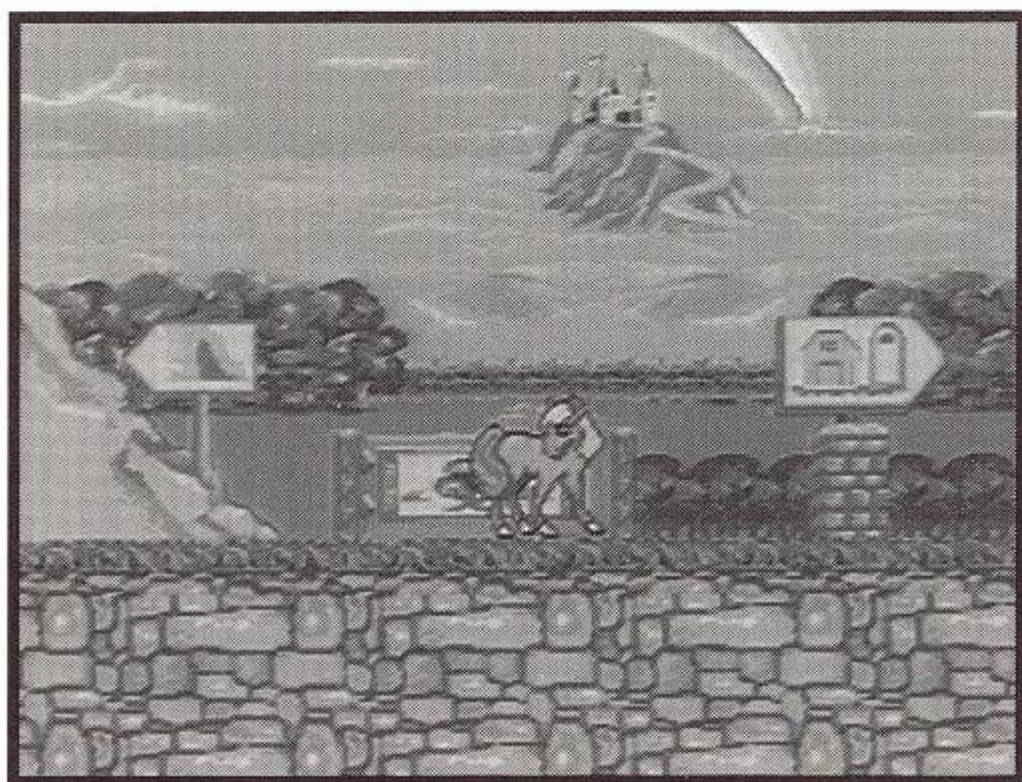
PRESS START

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



CHOOSING A LEVEL

Crystal is waiting at the entrance to Ponyland. You can start her off in any direction. Press the **D-PAD** to choose a level.



ON THE TRAIL

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
Crystals

Pony
Friends

Horseshoes

KEYS

Open treasure chests if you have enough keys.

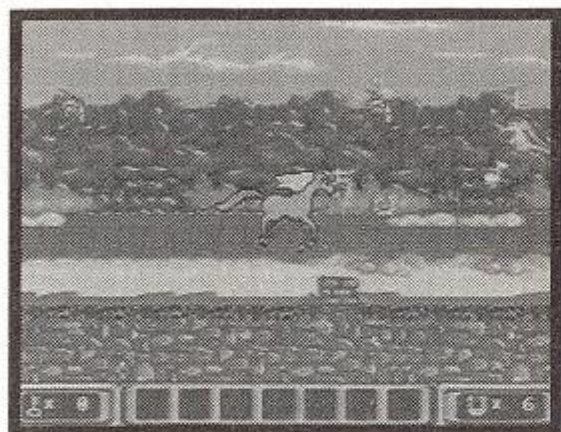
CRYSTALS

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

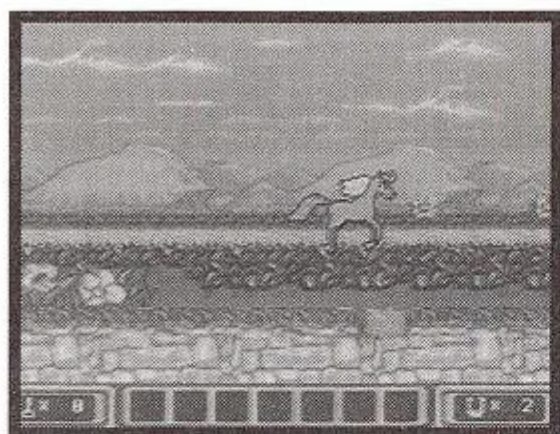
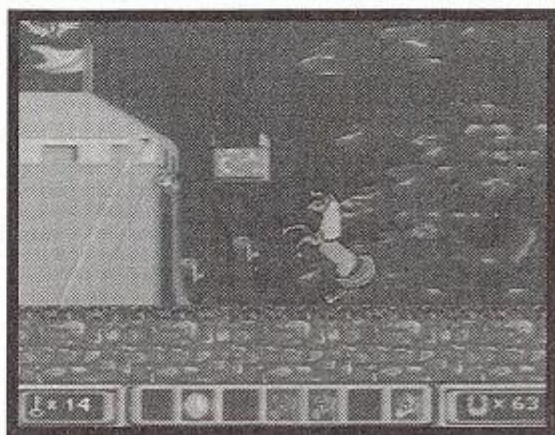
Lucky horseshoes let you pass through Horseshoe Gates.

COLLECTING ITEMS



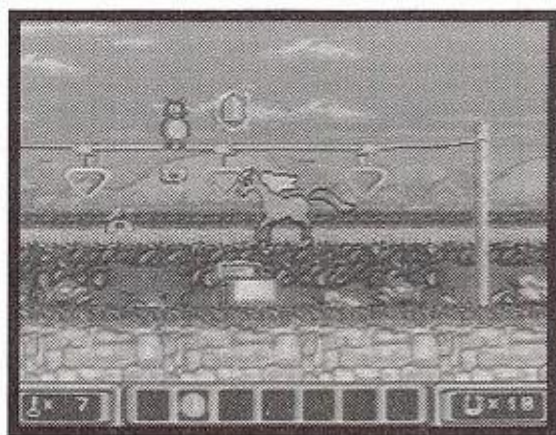
Gallop over them.

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.

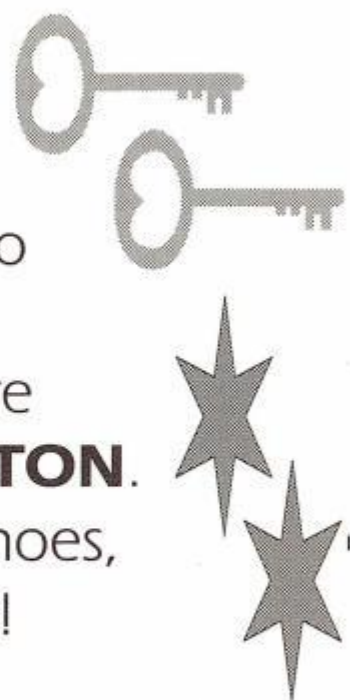
Crystal freezes for a colorful moment in mid-air when she collects a magic crystal.



MORE ITEMS TO FIND

TREASURE CHESTS

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!

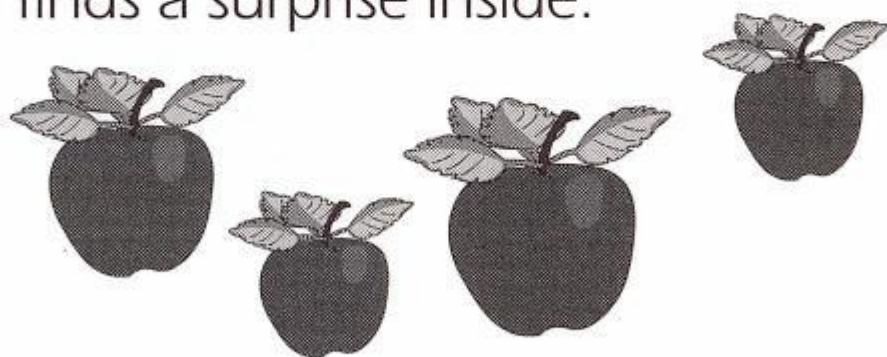
MUSICAL NOTES

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



HAY AND APPLES

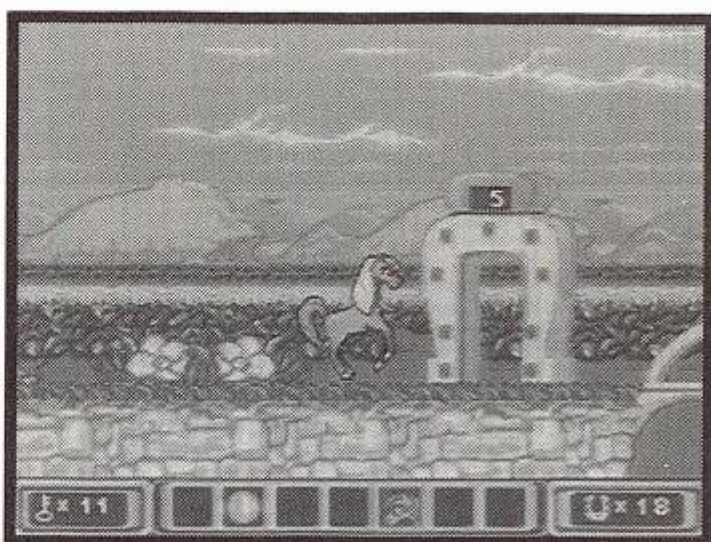
Crystal loves to eat hay and apples. Sometimes she even finds a surprise inside.



PASSING THROUGH GATES

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

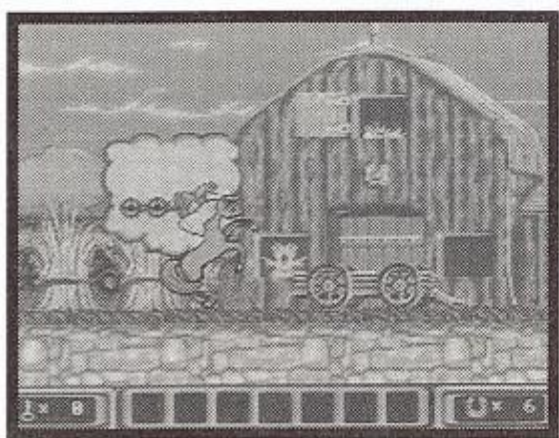
These entry ways are very helpful for traveling quickly from the middle of one level to another. To pass through a Picture Gate, stand in front of it and press an **ACTION BUTTON**.



HELPFUL FRIENDS



Don't forget to ask your friends 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.



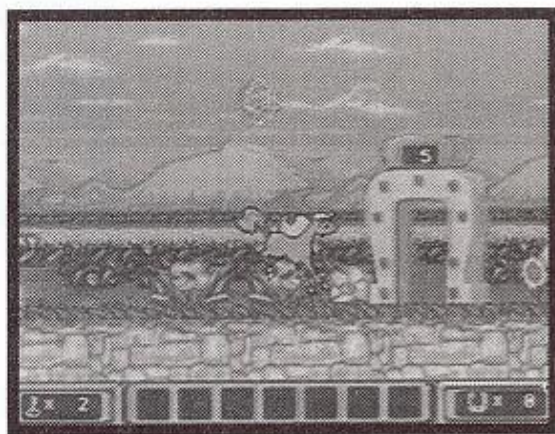
Mrs. Cow reminds you to move the wagon so you can get into the barn.

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.

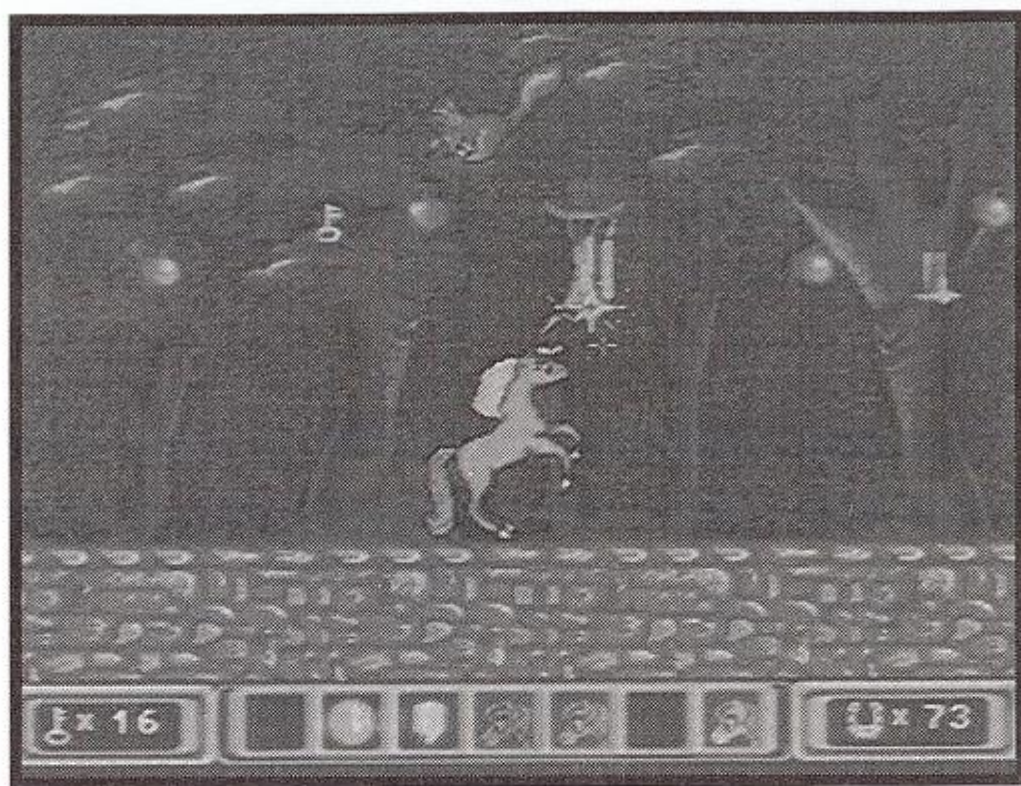


SOLVING PUZZLES

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.



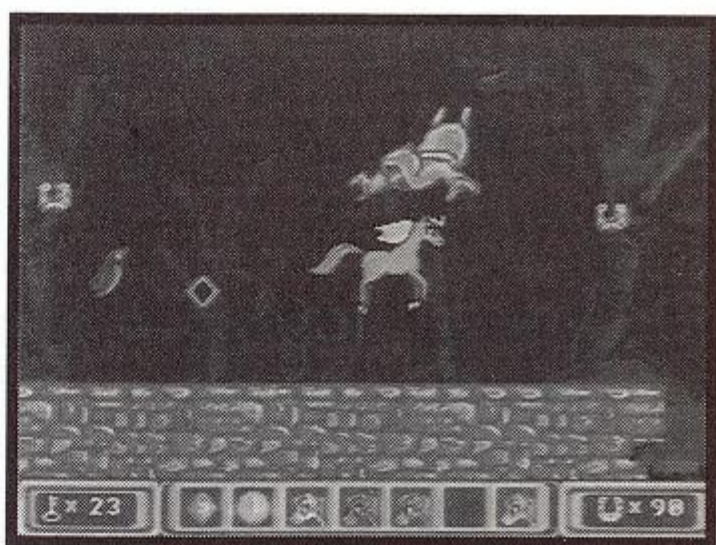
Play the wind chimes and you'll get help from the admiring squirrels!

RESCUE YOUR FRIENDS!

You must find seven crystals in all, and each 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.

PONYLAND

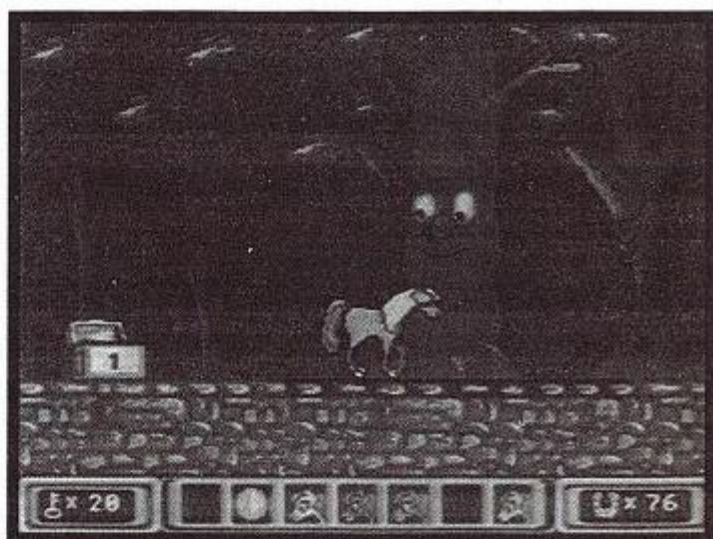


FARM

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

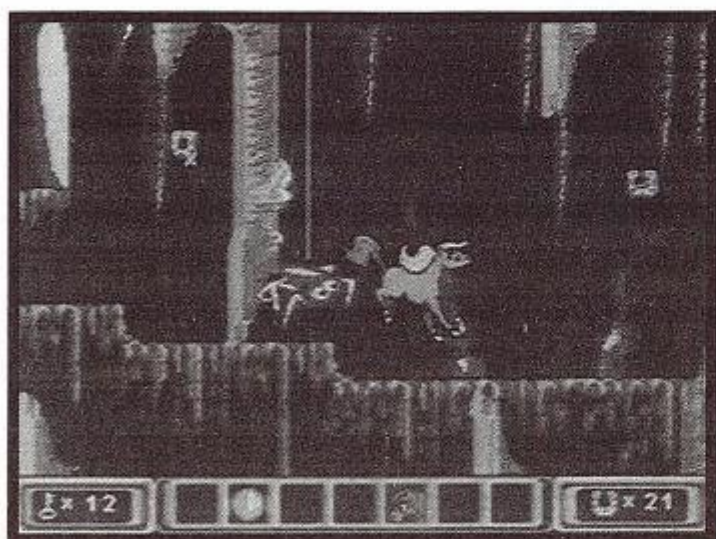
DARK FOREST

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



STORM WITCH'S CAVE

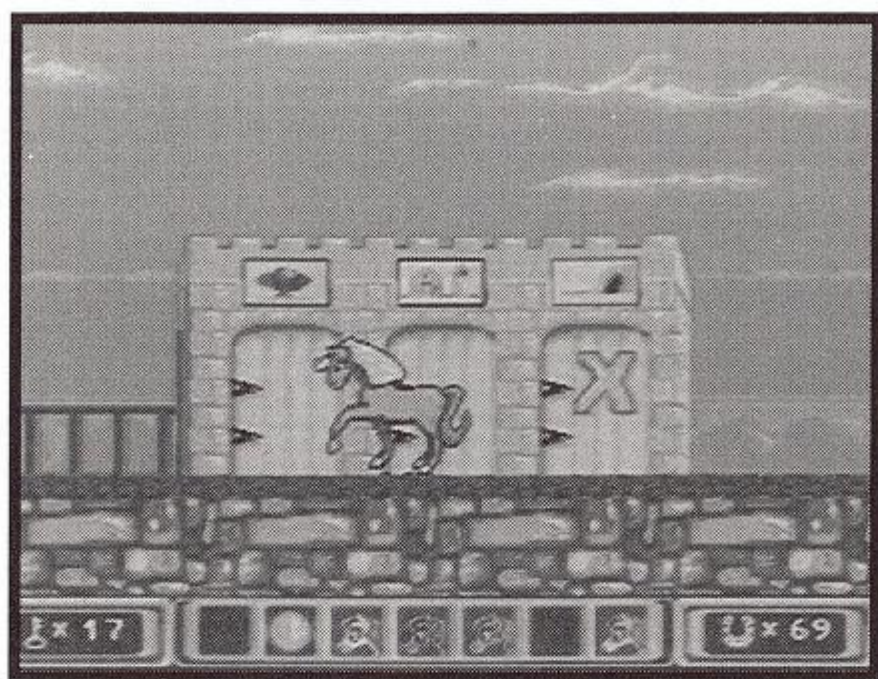
Explore the spooky rooms of an underground cave. Look out! The Storm Witch spies on Crystal through secret windows.



FINISHING A LEVEL

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.

CREDITS

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Colleen Holub

Musical Scores & SFX

Mark Mitchell

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Japan Nos. 1,632,396/82-205605 (Pending)

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