

CRYPT OF MEDEA

Company: Sir-Tech Software, Inc.

Suggested Retail: \$34.95

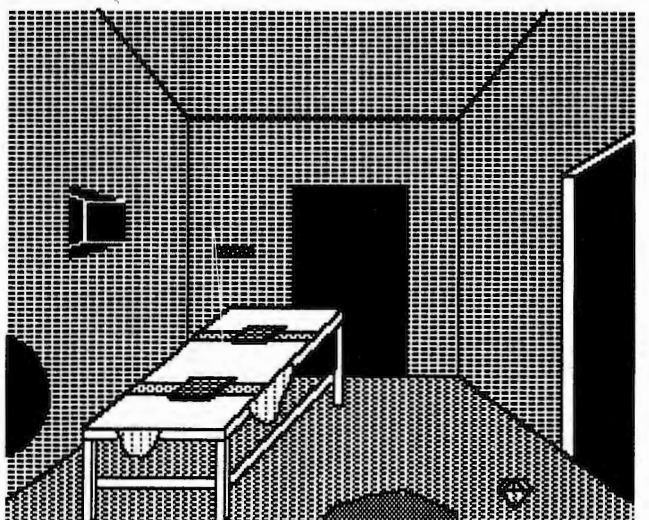
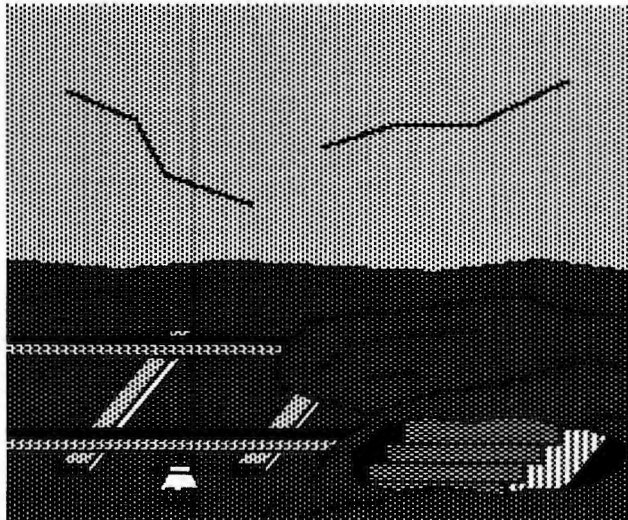
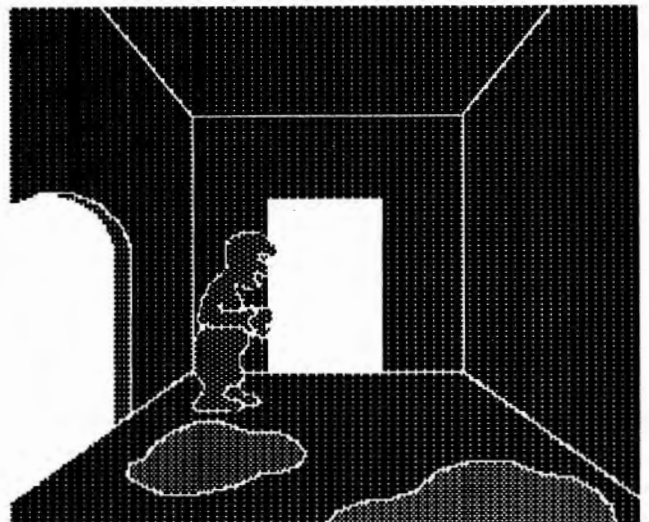
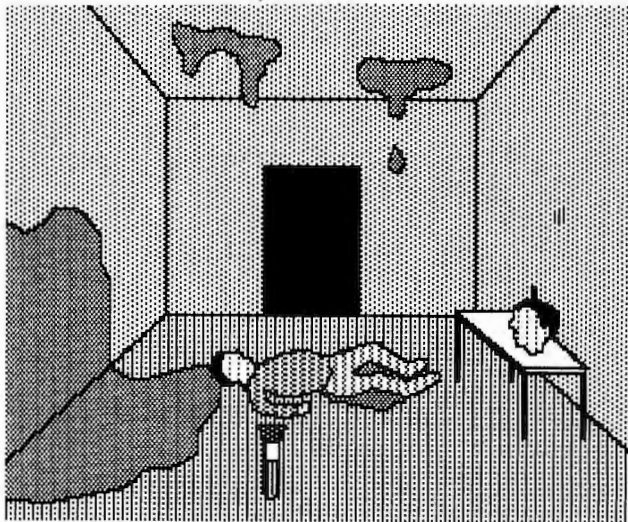
Type: Hi-Res adventure with color graphics.

Description:

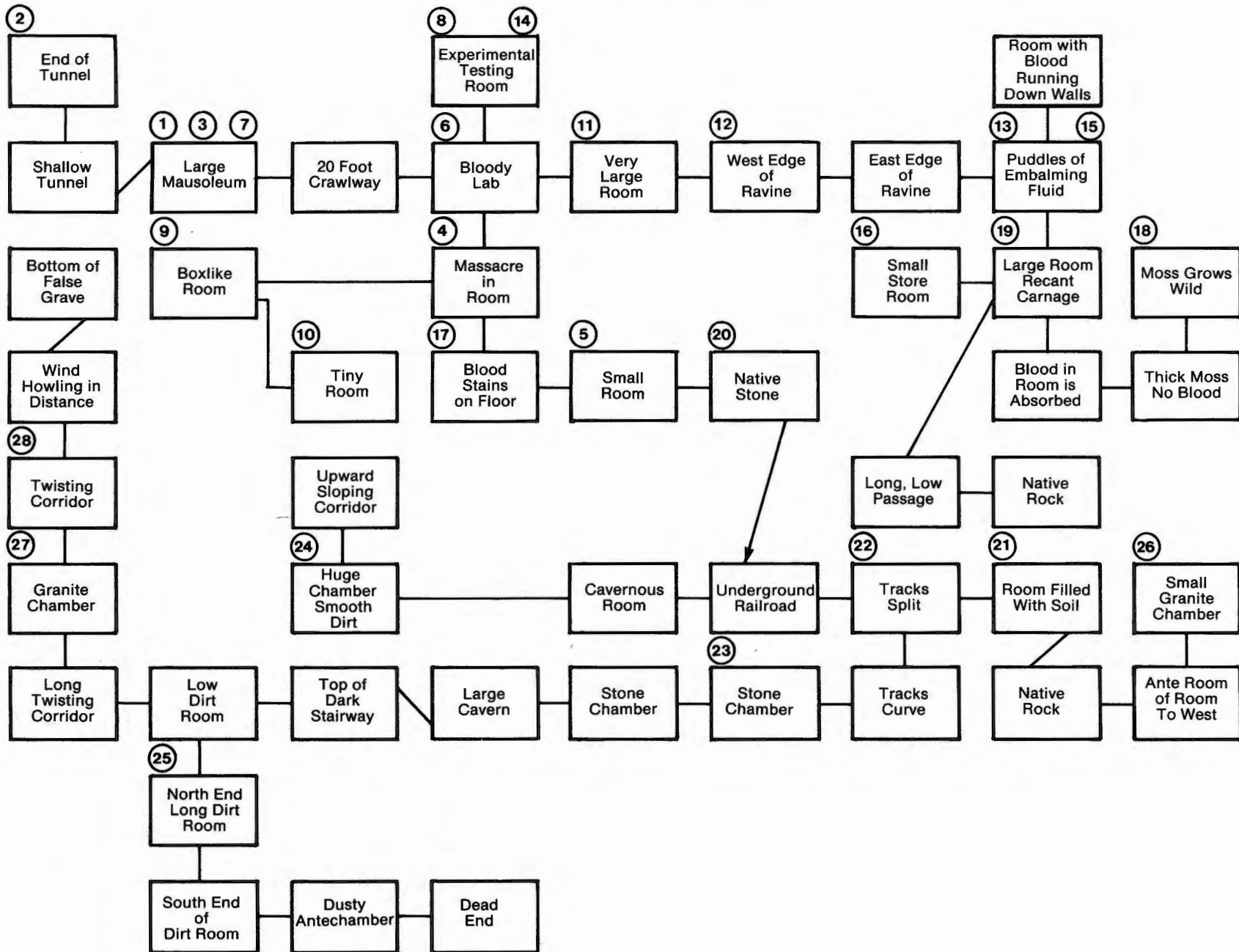
A humorless and gruesome game, full of blood, gore, and little else. You find yourself in an underground mausoleum; your mission is simply to escape. Decapitated corpses, flea-infested dogs (dead, naturally), yats full of body pieces, and mutants stand in your way. I can't say much good about this game, either from the standpoint of its design or implementation.

Playability:

This game does not suit children because of its unnecessary use of violence and horror. The graphics and text are rather insipid. Nonetheless, the difficulty factor is relatively high, partly because of the atrocious vocabulary and partly because of the lack of logic associated with the puzzles.



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1. Take Candle. Pull Tombstone. Look Crypt. Get Matches. Light Candle. Move Case. Down.
2. Burn Hand With Candle. Take Shovel.
3. Dig. Pull Knob.
4. Look Head. Take Card. Search Corpse. Get Vial. Push Orange.
5. Uncork Vial. Throw Vial at Web. Get Tape.
6. Play Tape (need Tape and Cassette Player). Put Card in Slit. Take Diamond.
7. Cut Case With Diamond. Get Mask. Get Glass.
8. Cut Rope With Glass. Get Rope. Leave the Buttons alone.
9. Drop Candle before entering. Wear Mask. Push Violet. East. Get Rod.
10. Push Yellow. Push Orange. West. Push Blue. East.
11. Having Rod will protect you on entering here.
12. Throw Rope. Carrying only the Candle and Glass, Swing.
13. Throw Glass at Mutant. Get the Magnet to the North.
14. Use Magnet. Get Key.
15. Unlock Door (need Key).
16. Get Gloves. Go back across Chasm.
17. Wear Gloves. Get Dog. Go back across Chasm.
18. Throw Dog at Scum. Look Moss. Turn Valve (empties Vat).
19. Look Vat. Down. Get Hypodermic. Go back across the Chasm again.
20. Inject Jelly with Hypodermic. Pull Trapdoor. Carry the Shovel, Gloves, Knife, Flask and Candle. Save game—you can't return once you've gone down.
21. Dig. Don't forget the Torch. Light Torch.
22. Pull Switch. Wait until you hear a Thud to the West. Go West to Get Timbers and Fuse.
23. Slice Lard. Get Slice. Put Slice in Flask. Light Burner. Melt Slice With Burner. Oil Dial. Drop Burner and Flask.
24. Should the door to the East close, Wear Gloves. Push Button.
25. Build Bridge (need Timbers from the Cavernous Room).
26. Wear Plugs (need Earplugs from the Dead End). Get Barrel. Make Bomb. Don't read the inscription.
27. Holding Bomb, Light Fuse. Drop Bomb. South. (You literally have only a few seconds to type these commands, so be accurate and fast.)
28. Use Axe.