

THE DARK CRYSTAL

Introduction

The Dark Crystal is the sixth hi-res adventure from Sierra On-Line. The game is based on the movie of the same name. The player takes on the role of Jen, the main character of the film. Your quest is to replace a shard that is missing from the dark crystal, and thus bring order and beauty back into the universe. It helps to see the film before playing *The Dark Crystal*, but it is not necessary.

The key to completing the adventure lies in solving two or three major problems. These are fairly difficult, but once they are solved, everything else comes together fairly easily.

The adventure will be easier (and prettier, there are nice graphics here), if you use a color monitor. Certain objects, like the shards, depend on color for full recognition.

General Hints

When the crystal bat comes it means you are about to be attacked by evil Garthim. If you can kill the bat (see #9), the attack will not occur. You cannot fight the Garthim — you must always escape.

To escape from the Garthim, type RUN or ESCAPE or just move in any direction (N, S, E, W) that is available. If you have the smoke seeds, you can "THROW SEEDS" and then move away. Special tactics are needed at Aughra's observatory and next to the ravine.

Procedures

1. This is where you begin. You must go to #3 to find Ursu.
2. There is some shale here that you need for #5, #6, and #12.
3. Ursu tells you your quest. You can look in the liquid to see the needed shard.
4. Look at the stones, and you will see that their shadows point north. You should go north to #5.
5. Dig here, with the shale from #2. You will find a flute to be used at #16.
6. Cut the lily pad with the shale from #2. You will need it for #13.
7. Take some pebbles. They are used with the sling at #9. Listen to the brook to get a set of directions to follow.
8. You can only go east if you have listened to the brook at #7.
9. There is a sling here. If you have the pebbles from #7, you can kill the crystal bat when it appears.
10. Sit down here. You will see some hieroglyphics. Look at the hieroglyphics to see the important items for the quest.
11. This is the pod village. It is doomed and you cannot save it.

12. Cut the moss with the shale from #2. Then stare at the spiral to find the answer to a riddle. This information will be used at #15.
13. To go north across the swamp, ride the pad you got at #6.
14. You **MUST** go east from here when you first arrive from the south. Later, when you come from #17, you must go west. Otherwise, you die.
15. You are trapped here by vines. Yell for help until Aughra arrives. Give her the answer you learned at #12.
16. Aughra will ask what you want. You want the shard. To choose which shard to take, you may guess, or you may play the flute from #5. When you play the flute, the true shard will return the sound.

When you try to leave, the Garthim will attack. Go through the window to get away.
17. From here, go south and make your way to #18.
18. Yell for help. Kira will rescue you and take you to #19. She will accompany you for the rest of the game, until you are separated beneath the castle.
19. Turn the shell over. You will find a pouch with smoke seeds. These can be used when you want to escape the Garthim in many situations. Ride the shell to #11.
20. Jen and Kira must be together to ride the landstriders.
21. You must be riding the landstriders to be able to cross the chasm to the west.

22. When you arrive at the castle, you will be attacked. Your only chance is to jump into the ravine. As you start to fall, grab Kira. Her wings will allow you both to float gently down to #23.
23. You can go east or west forever. You will see two figures — one each move. When you see the one with a triangle inside a circle (this is the heiroglyphic seen at #12), send Fizzgig between the teeth of this figure. If you send Fizzgig at the other figure, Fizzgig will die. When he returns, he will have a key. This is to be used right here to unlock the gate. Open the gate. Now you can proceed to the castle by going through the mouth.
24. This is underneath the castle.
25. Kira is captured here. You can do nothing to prevent it.
26. You are in trouble! First you must run. A Garthim will break a hole in the wall; go through this wall to safety.



27. You can untie Aughra when you find her here. It makes no difference in the game.
28. When you hear footsteps from the north, go south. Otherwise you die.
29. When you hear more footsteps from the north, go west.
30. Go behind the curtain to listen in to the conversation. The Skeksis are talking about a secret passage behind the panel in #32.
31. Take this scepter. If you look at it, you will see a hook on it, to be used at #32.
32. Use the hook on the scepter from #31 to open the panel.
33. In order to get to the crystal, you must jump. When Kira offers to throw the shard, you must choose not to save her and let her be killed. You can then fix the crystal. At the end, kiss Kira, and she will be resurrected.

Map Notes

Map location #23 is really a boundless circle. You can go east and west forever, and just see the same thing over and over.

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