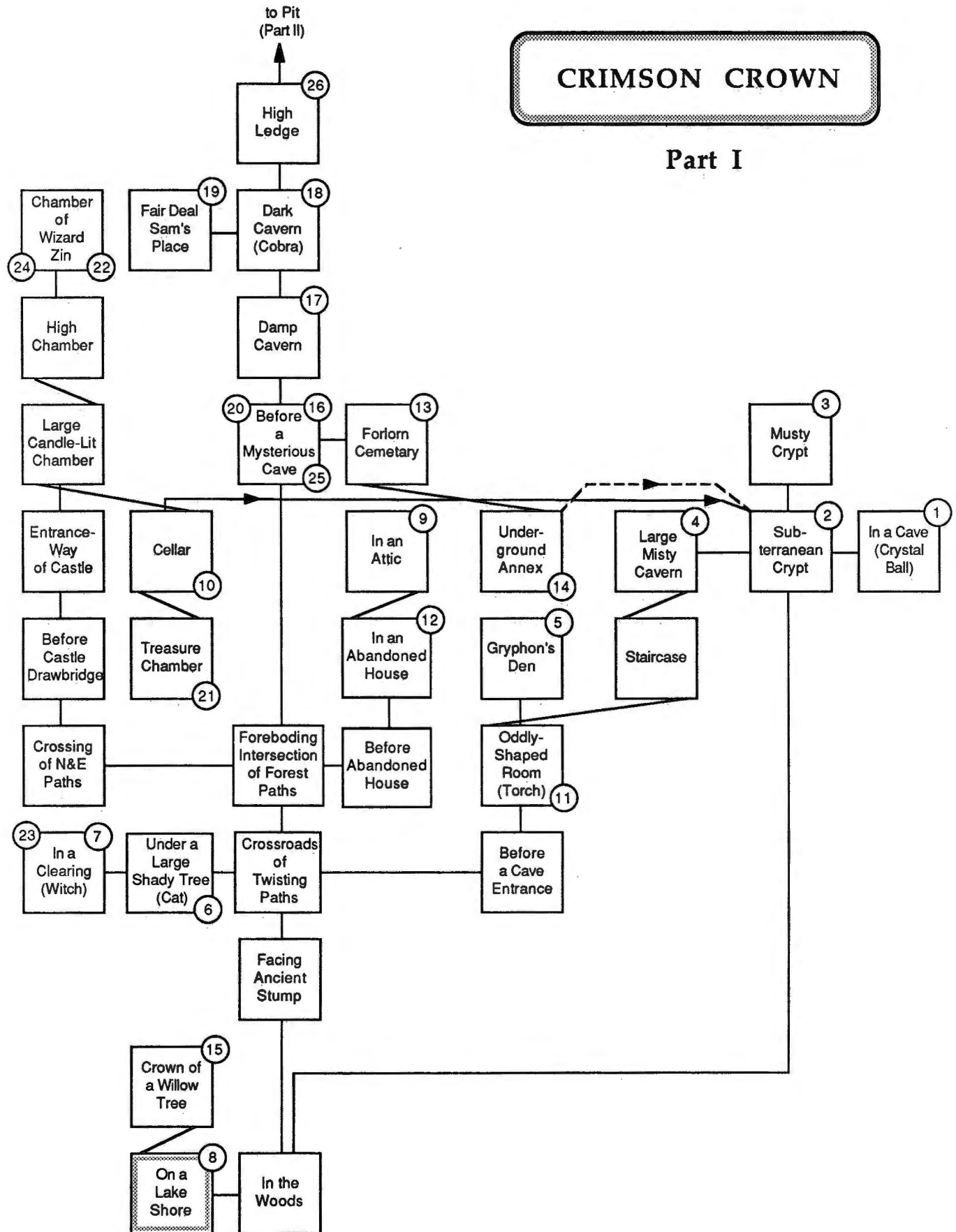
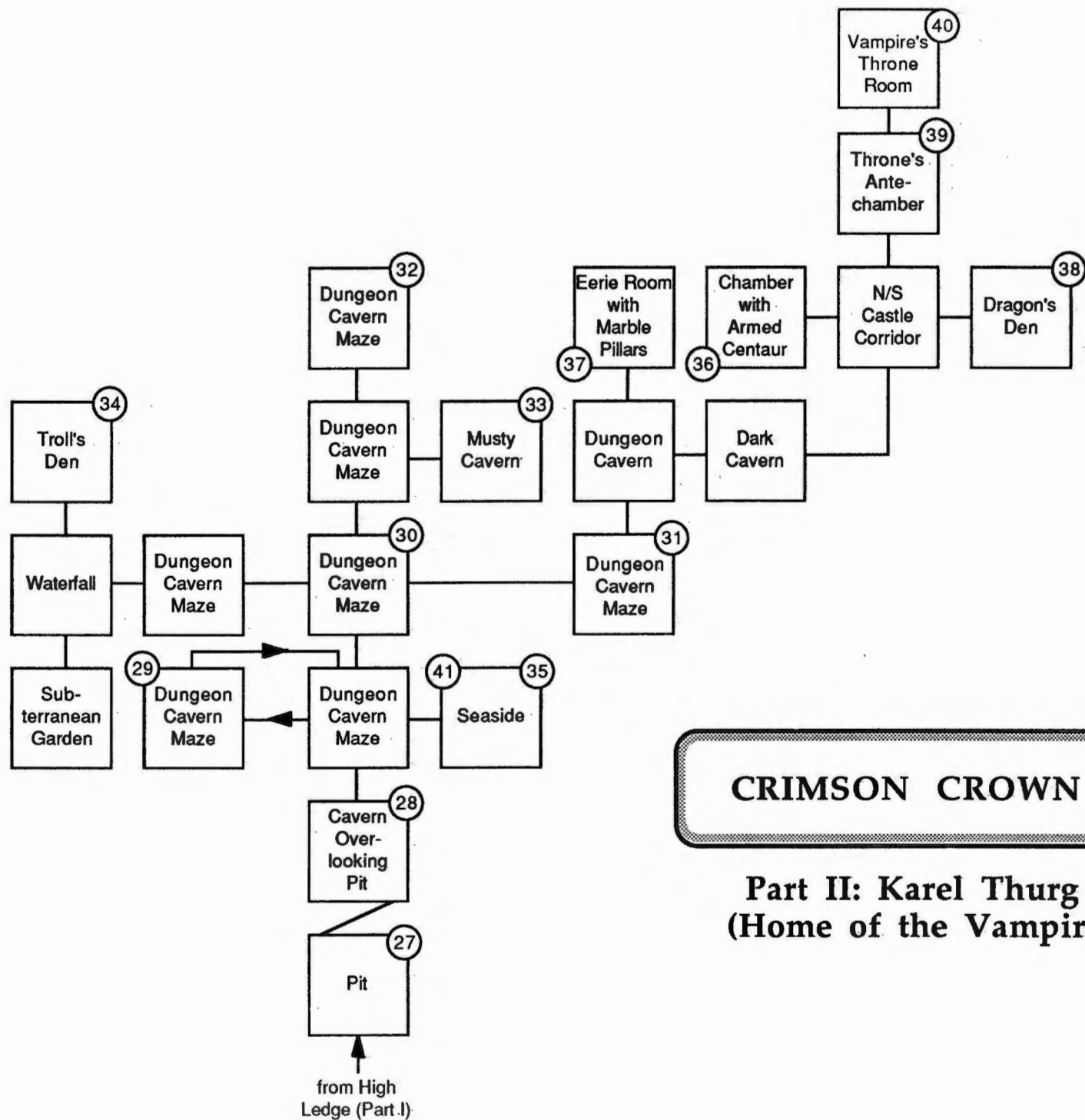


CRIMSON CROWN

Part I





Crimson Crown

1. Look at the ball.
2. Look at the wall. Push the button (even though it says "nothing happens", something actually does. When you finally get out of here, you can go back and forth across the tree stump without falling in). Read the inscription. Windmill.
3. Erik, take the sword.
4. Look mist.
5. Talk to the gryphon. Yes. Fear. Cloud. Dream. Take the scepter.
6. Talk to sabrina. Sabrina, cast a spell.
7. Take the tablet (you can't). Talk to the witch. Look kettle (Erik drinks some of the potions). Now, go to the Lake Shore. On the way, Erik will turn into a frog.
8. Take the frog. Drop the frog. Take the coin. Now, go to the attic in the abandoned house. On the way, the frog will turn back to Erik.
9. Take the candle.
10. Go door (you wind up back in the subterranean crypt).
11. Light the candle.
12. Open the crate. Burn the zombie. Drop the coin. Take the sack. Look inside the sack. Put the coin in the sack. Put the mouse in the sack.
13. Open the grate with the broadsword.
14. Put the scepter in the sack. Take the censer. Look at the censer. Light the censer. Windmill (you are teleported back to the subterranean crypt).
15. Drop the sack. Take the mouse. Drop the mouse. Take the sack.

16. Drop the censer. Drop the candle. Take the flute. Take the ring. Wear the ring. Take the coin. Drop the sack.

17. Take the diamond.

18. Play the flute.

19. Talk to sam. Give the coin to sam.

20. Drop the flute. Take the censer.

21. Wave the censer. Drop the censer. Sabrina, take the scroll. Sabrina, read the scroll.

22. Talk to the wizard.

23. Sabrina, cast a spell. Drop the scroll. Take the tablet.

24. Give the tablet to the wizard.

25. Take the sack. Take the candle.

26. Lorelei.

27. Pour water ort sabrina. Ask sabrina for help. Sabrina, whistle. Take the branch and beehive. Look hole. Plug hole with beehive. Wait (repeat about 6 tirrtes until the water level rises -eventually you will float up and out of the pit on the branch.

28. Wake erik. Talk to erik.

29. Erik, take the broadsword.

30. Take the scepter.

31. Take the ring. Wear the ring.

32. Take the sphere.

33. Wait (until the troll appears). Pull the lever. Erik, kill the troll. Push the lever.

34. Take the scepter.

35. Look at the sand. Dig in the sand. Take the shell. Look at the shell. Listen to the shell.

36. Throw the sphere at the centaur. Take the bow and arrow.

37. Look at the basin. Dip the arrow in the water. Load the bow.

38. Wave the scepter.

39. Shoot the arrow. Call fury.

40. Take the crown. Erik, wear the crown. Touch erik.

41. Wait (repeat until the boat arrives and escorts you and your party off to safety aboard a merchant ship).

CRIMSON CROWN

This is a complete (step-by-step) solve for the adventure by Penguin software alternately called Transylvania II. Don't type in the words in parentheses. They are only there for help in keeping track of where you are.

From time to time, a spectral sage will appear. When you "talk to sage", he will remove his hood and give you one of the following five pieces of advice (clues):

Noble wayfarers, Pause! I say!
As you wander on you way.
I am a teller of truthful tales
Heed my words upon your trails.

The glimmer that lies in the lake
Is no quirk of moonlight - Is no fake.
You can't get it. But do not weep,
Ask the one who can dive deep.

When the right way has been shown
And that strange word is known
A visit from me is also needed.
Summon me. Let my advice be heeded.

The ebony warrior is a mighty foe
A sleek point will kill him, though
If baptized and blessed with a dip,
Evil succumbs to an unforgiving tip.

The fiery one will come to your aid
Do not give up and don't be afraid.
Wave a symbol of your beloved land
And forth it'll come to lend a hand.

And now on to the solution:

look lake (you see a glint of silver in a crag)
look crag (you can't reach it)
u
talk to the owl (he's disinterested)
d
e (you see a tree stump)
n (you fall down a trap door into a subterranean crypt)

e
 look ball (you learn the object of the game - to destroy the vampire before he learns the secrets of the
 crown)
 open doors (you can't)
 look wall
 push button (it says "nothing happens" but actually something does happen; when you finally get out of
 here you can go back and forth across the tree stump without falling in - if you push the button
 again will hear a whirring noise, and you will once again fall down the pit every time you try to
 pass the tree stump)
 read inscription (this is a riddle whose answer is a windmill)
 windmill (the doors open)
 n
 take sword (it's stuck fast)
 erik, take sword
 s
 w
 look mist (a secret passage down is revealed)
 d
 d
 n (you are in the gryphon's den)
 talk to the gryphon
 yes (he tells you break the seal on the parchment that came with the program and read three riddles)
 fear (answer to first riddle)
 cloud (answer to second riddle)
 dream (answer to third riddle)
 take scepter
 s
 s
 w
 w (you see a cat - don't pet him else you will die)
 talk to sabrina
 sabrina, cast spell
 w (you see a witch and a stone tablet)
 take tablet (you can't)
 talk to the witch (she just cackles)
 look kettle (Erik drank some of the potion)
 e
 e
 s
 s (Erik doesn't fell well)
 w (Erik turns into a frog)
 take frog
 drop frog (he hops in the lake and gets the silver coin for you)
 take coin
 e
 n
 n (frog turns back to Erik)
 n
 e (you are in front of an abandoned house)
 n
 u
 take candle
 d

s
w
w
n (in front of castle drawbridge)
n
n
u (in high chamber)
n (spirit winds hurls you down staircase into hall)
d
go door (wind blows and you are back in subterranean crypt)
w
d
d (believe it or not, that is a torch on the wall)
light candle
s
w
n
e
n
open crate
burn zombie
drop coin
take sack
look inside sack (you see a flute and a ring)
put coin in sack
put mouse in sack
s
w
n
e (you are in a forlorn cemetery)
open grate with broadsword
d
put scepter in sack
take censer
look censer
light censer
windmill (poof! you are teleported back to the subterranean crypt)
w
d
d
s
w
s
s
w
u
drop sack
take mouse
drop mouse (the owl takes the mouse and tells you to whistle if you need help)
take sack
d
e
n

n
n
n (you are in front of a cave)
drop censer
drop candle (it's flame goes out)
take flute
take ring
wear ring
take coin
drop sack
n
take diamond
n (you meet a cobra)
play flute
w
talk to sam
give coin (he gives you a glowing sphere)
n (you see a skull on a ledge - you can't cross yet)
s
s
s
drop flute
take censer
s
w
n
n
n
d
d (in the former treasure chamber)
wave censer
drop censer
sabrina, take scroll
sabrina, read scroll (it's a spell of laughter)
u
u
u
n (you are in the Wizard of Zin's chamber)
talk to wizard (he wants the stone tablet that the witch has stolen)
s
d
s
s
s
e
s
w
w
sabrina, cast spell
drop scroll
take tablet
e
e

n
 w
 n
 n
 n
 u
 n
 give tablet to wizard (he tells you the secret word [lorelei] needed to cross the fortress)
 s
 d
 s
 s
 s
 e
 n
 take sack
 take candle
 n
 n
 n
 lorelei (you wind up in Karel Thurg in a pit)
 pour water on sabrina
 ask sabrina for help
 sabrina, whistle
 take branch and beehive
 look hole
 plug hole with beehive
 wait (keep repeating (about 6 times) while the water level rises...
 eventually you will float up and out of the pit on the branch)
 wake erik
 talk to erik
 n (if the troll appears, just ignore him and go on with the game)
 w
 erik, take broadsword
 n
 n
 take scepter
 e
 take ring
 wear ring
 w
 n
 n
 take sphere
 s
 e
 wait (the troll will appear)
 pull lever (the gate closes)
 erik, kill troll
 push lever (the gate opens....now go to the troll's den and get back the
 scepter he took from you)
 w
 s

w
w
n (in the troll's den)
take scepter
s
e
e
s
e
look sand
dig sand
take shell
look shell
listen shell (it transforms into a sword)
w
n
e
n
e
e
w
throw sphere at centaur
take bow and arrow
e
s
w
n
look basin
dip arrow in water
load bow
s
e
e
e
wave scepter (you learn the dragon's name, "Fury")
w
n
shoot arrow (this kills the knight)
call fury
n (you meet the vampire)
take crown
erik, wear the crown
touch erik (your spell is broken too...now go directly to the seaside before the mountain collapses on you
and your party)
s
s
s
w
s
w
s
e

wait (keep repeating this until a boat arrives and escorts you and your party off to safety aboard a merchant ship)

CONGRATULATIONS!!

You have rescued the Crimson Crown and restored it to it's rightful owner.