

DARK CRYSTAL

Company: Sierra On-Line Systems

Suggested Retail: \$39.95

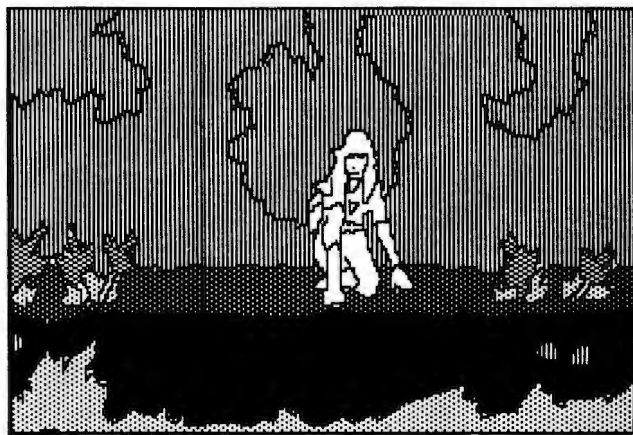
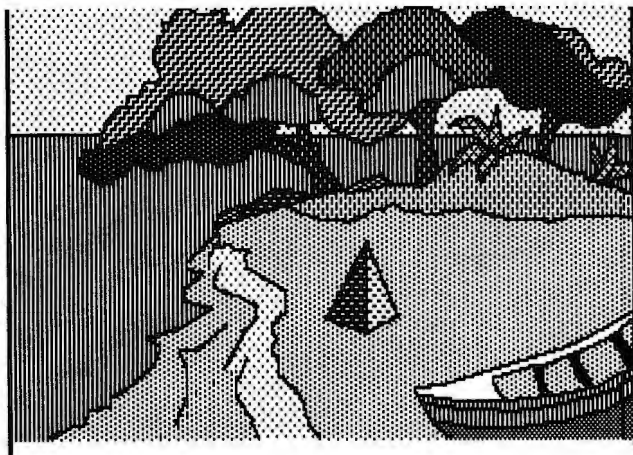
Type: Hi-Res fantasy adventure, the sixth in the Roberta Williams series, with color graphics.

Description:

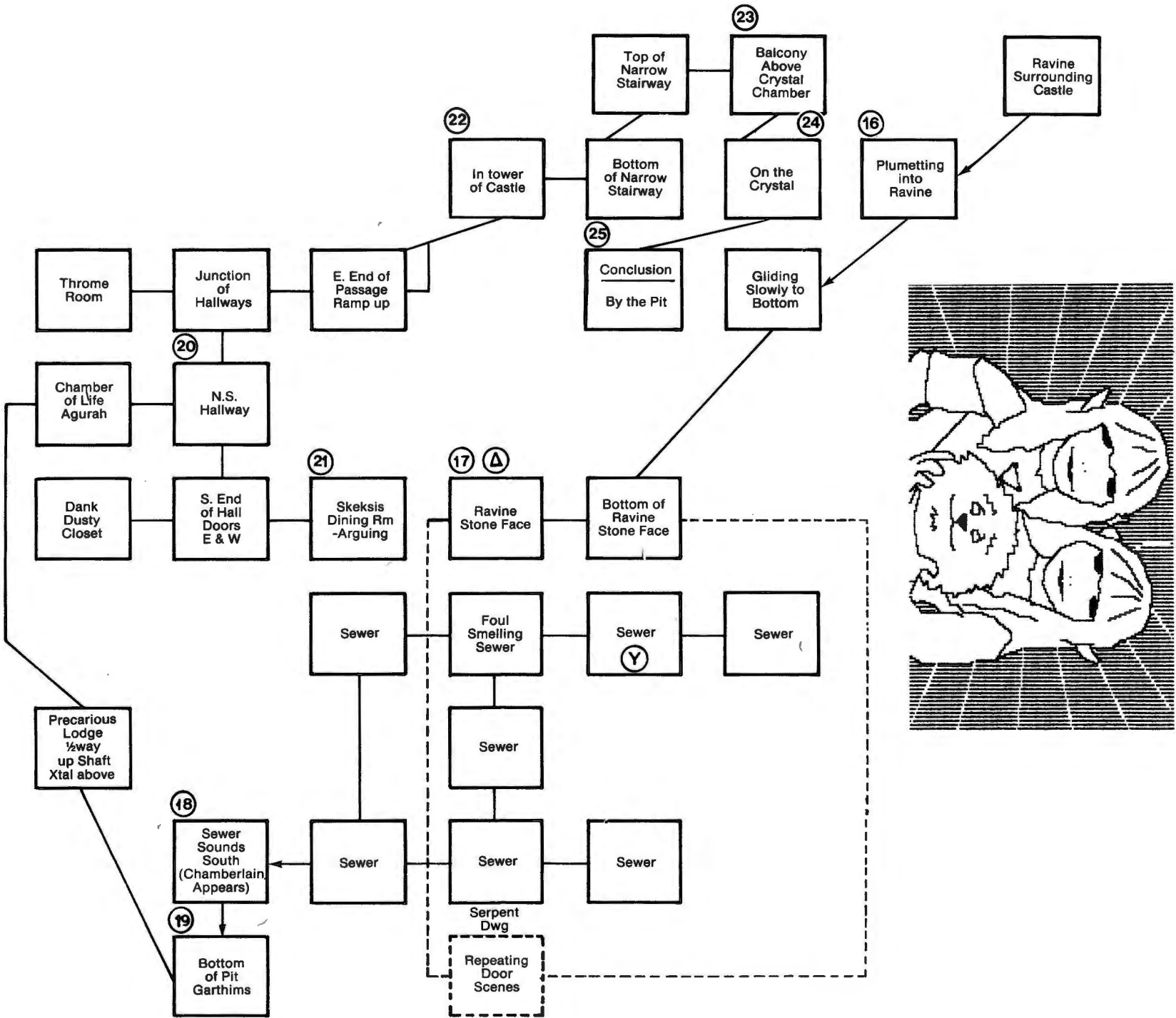
Jen, our Gelfling hero, is your alter ego. You control his actions in his quest to find and replace the missing shard of the Great Crystal, a deed which must take place at the instant of the triple conjunction of the Three Suns. The great prophecy states that only a Gelfling can accomplish this task, and Jen is one of only two who escaped the slaughter of his race by the evil Skeksis. Failure means that the Skeksis and their robot-like killers, the Garthim, will control the world forever. Success means both the end of their rule and a return to peaceful harmony in the world of the Gelfling and Pod people. If Jen succeeds, he will live happily ever after with Kira, the female Gelfling, who appears halfway through the game.

Playability:

The game is based on and faithful to the movie of the same name, but having seen the movie is neither a help nor a hindrance when playing the game. The graphics, although having large expanses of white, are beautifully detailed. Lighthearted and fun to play, the game anticipates your actions and commands. Easy enough for beginners and captivating enough for more experienced players.



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1. Visit the dying Ursu for information. (Ask Ursu.)
2. Get Shale.
3. Dig. Get Flute.
4. Look Stream. Get Pebbles. Ask Brook. This action reveals a previously hidden path to the East. Brook is giving you directions.
5. Get Slingshot. If Bat appears, Sling Pebble. At Bat. If Garshim appear, just move away.
6. Cut Pad (with Shale).
7. Sit Rock. Later, with Kira, don't go with Chamberlain if found here, at least not without a recent saved game.
8. Float Pad.
9. When trapped in the Vines and Aughra appears, Say Moon, the answer to Ursu's riddle.
10. Say Shard. Play Flute. Get Blue. Go Window (when Garshim invade).
11. Help. Meet Kira.
12. Turn Shell. Get Pouch (Smoke Seeds—not too helpful). Enter Shell.
13. Scrape Moss.
14. With Kira, Ride Landstrider.
15. Enter Castle from any direction. Jump.
16. Grab Kira.
17. At Stone Faced door, with triangle inscribed within a circle, Look Face. Send Fizzgig. Through Bars. Get Key. Unlock Bars. Open Bars. Enter Door.
18. Not to worry, Kira is supposed to get kidnapped here!
19. Don't dally about. Run. Go Hole. Untie Aughra.
20. On hearing footsteps, South, West. (Skeksis go to lunch.)
21. Go Curtain. Listen. Hidden Door will now appear in the Attic.
22. With Scepter from Throne Room, Use Hook. Go Panel.
23. Jump.
24. No. Restore Crystal.
25. Kiss Kira. Live happily ever after.

Object List

Object	Usage
Microlaser	Wear and Shoot Snake, Robot, Smada
Matches	Dark Places and Explode Oxygen
Black Cube	Holds ID and for Scale
Ultrafiche	Used in Reader
Power Unit	Worn
Shoulder Harness	Carry Mini-Droid
Mini-Droid	Gets Pressure Suit
Stepladder	Access to Bridge
Beaker	Carry Liquid Oxygen
Liquid Oxygen	Clear Rubble in Hold
ID Card	Insert or Hold—many places
Apple	Eat
String (Pieces)	Lace Sneakers and for Iguana
Sneakers	Climb Tree and Gym
Strange Fruit	Feed to Forest Lizard
IR Lenses	Wear
Juicy Peach	Eat
Stale Bread	Feed to Lizard in Ship
Power Pack	Worn
Permanent Power Cell	Wear Cell
Sleeper's Manual	Hold to Repair Dial
Set of Tools	Hold to Repair Dial
Bunch of Solder	Drop to Repair Dial
Loop of Wire	Drop to Repair Dial
Power Crystal	Drop to Repair Dial
CPU	Drop to Repair Dial
Pressure Suit	Repair Leak in Ship