

CRIMSON CROWN

Penguin Software
High resolution adventure

Description

You find yourself in a strange magical land. In the process of getting out, you encounter several friendly, and several downright unfriendly creatures. You also accumulate several useless (in this game) objects. The game ends rather disappointingly with what apparently is a password to get into a yet to be released continuation of this game.

Playability

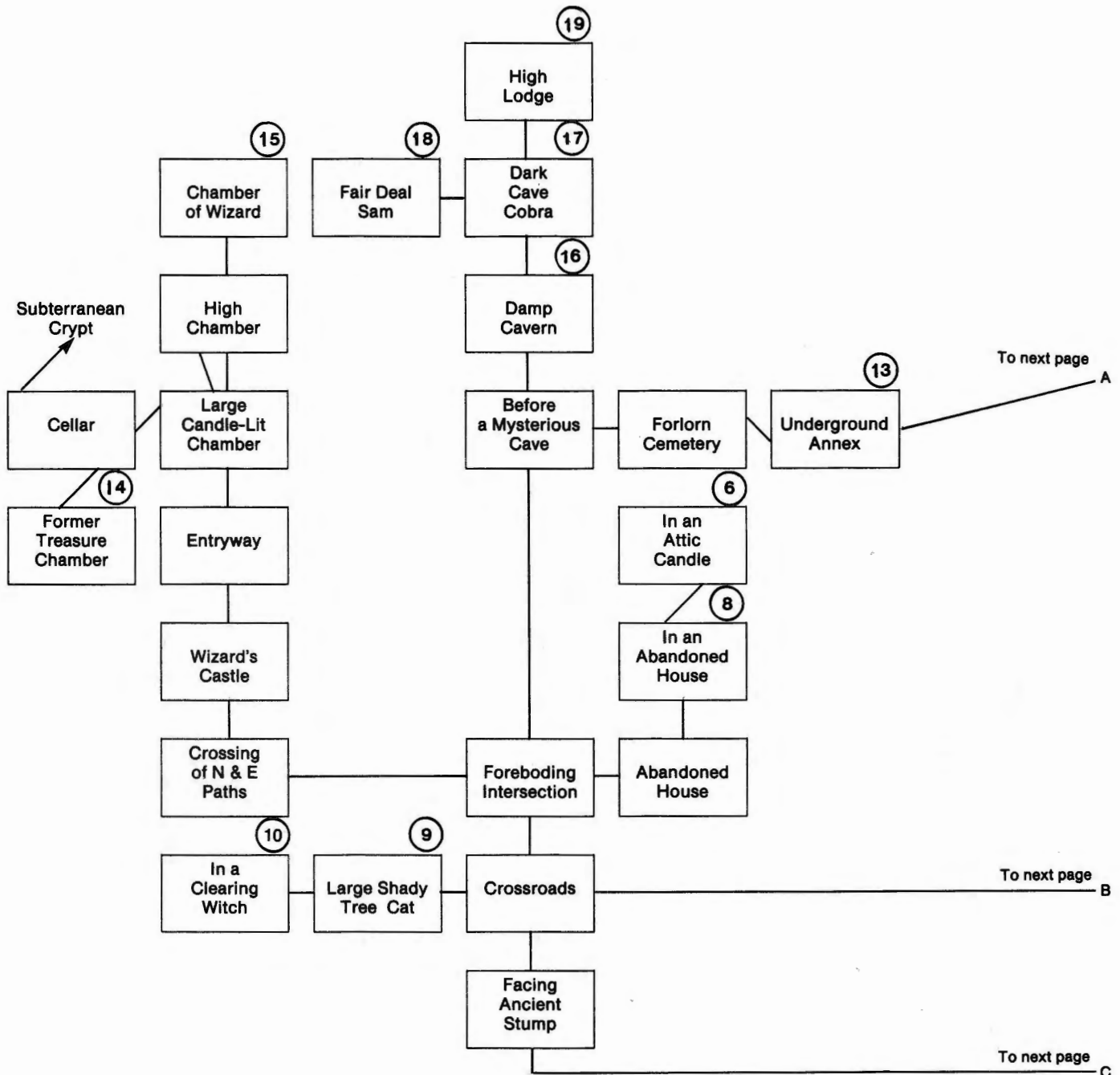
The game plays pleasantly enough, with several interesting, but not too difficult (or necessarily logical) puzzles. If it were not for the weak ending, I'd recommend this game to all adventurers. Any number of saved games may be made to a scratch disk.

Compatibility and Price

\$34.95 Apple II+, IIe, IIC, Commodore 64; \$39.95 Apple Macintosh

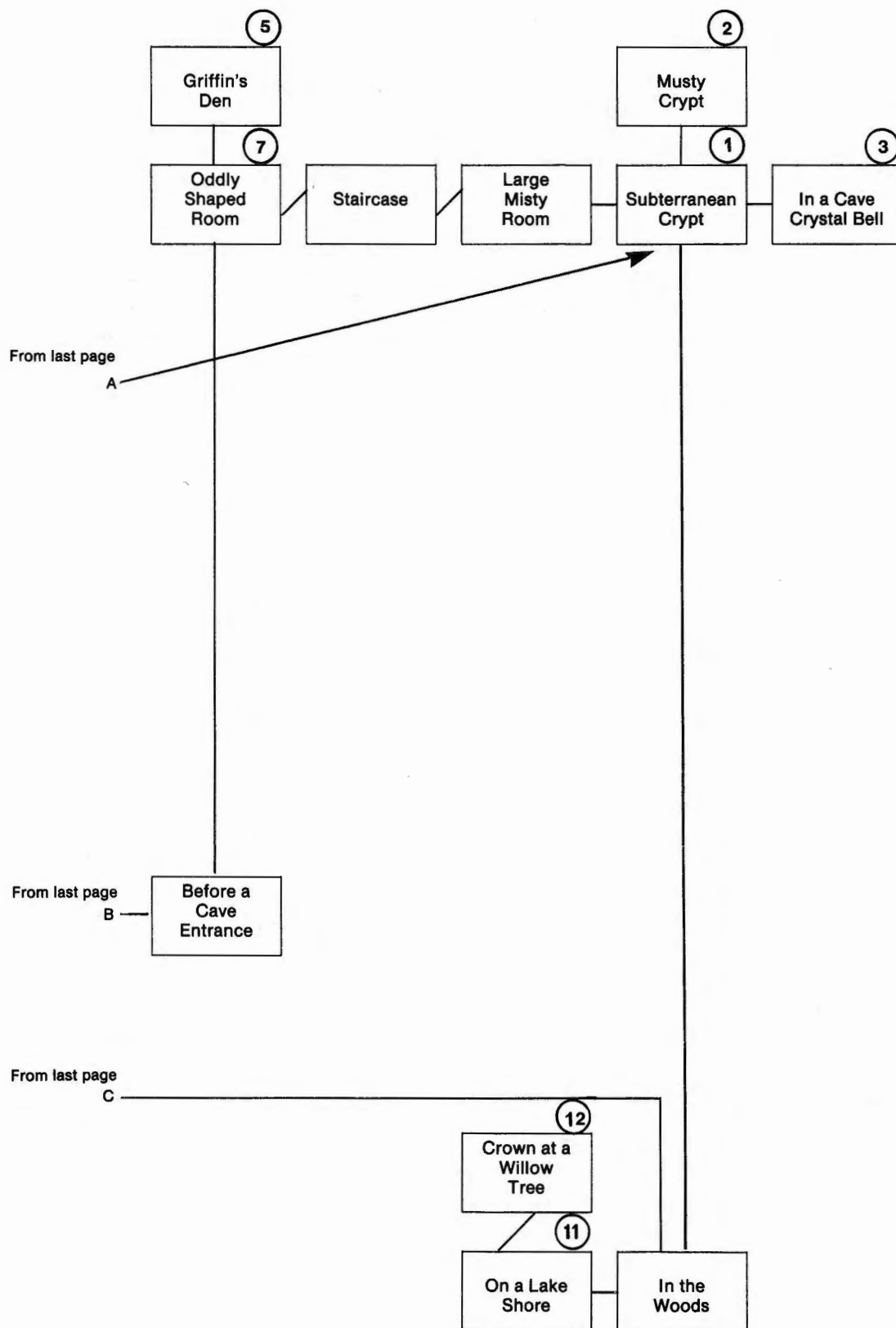


CRIMSON CROWN



Crimson Crown

(Continuation)



CRIMSON CROWN

1. Push Button. (Now you won't fall to here from the stump any more.) Windmill.
2. Erik, Take Sword.
3. Look Ball.
4. Look. Down.
5. Talk Griffin. Yes. Fear. Cloud. Dream. Get Scepter.
6. Get Candle.
7. Light Candle with Torch.
8. Open Crate. Burn Zombie. Get Mouse. Get Sack. Look in Sack.
9. Sabrina, Cast Spell.
10. Look Tablet. Erik will drink some of the potion. Start moving E. E. Get Frog. (It's really Erik.)
11. Drop Frog. Get Coin.
12. Give Mouse to Owl.
13. Take Censer. Windmill. Poof back to Subterranean Crypt.
14. Wave Censer. Sabrina, Take Scroll. Sabrina, Read Scroll.
15. Talk to Wizard.
16. Drop Candle. Get Flute. Get Ring. Wear Ring. Drop Sack. Get Diamond.
17. Play Flute.
18. Give Coin to Sam. Get Sphere of Annihilation.
19. Say Lorelei. End of Part I.