

# HELP BOOK

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## THE LOST CRYSTAL



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## CONSULT INSTRUCTION BOOK BEFORE USING THESE CLUES

This is an alphabetical list of all the locations, objects, characters, and items referred to in The Lost Crystal. The location and purpose of each item is given, and the information provided in one entry will usually lead you to other items in the list. If you cannot find the word you are looking for, it probably plays no significant part in the game.

ARQUEBUS: An ancient type of firearm. Given to you by the mermaid. See Hydra, Priestess.

AXE: Used by the Bogle for chopping adventurers heads off!

BALL: See Crystal Ball.

BARNACLE BILL: An old sea-salt who owns the boathouse on the islet. If you close the boathouse door after you, he won't know that you've been at his loot!

BILL: See Barnacle Bill.

BLACK: CRYSTAL: Given to you by the mermaid. It is not part of the Rainbow Crystal and you should not drop it in the black crystal room. See Black Eternal Passages, Priestess.

ETERNAL PASSAGES: You are transported here by dropping the black crystal in the black crystal room. The only way out is by QUIT or LOAD.

BLUE CRYSTAL: Given to you by the priestess. Drop this in the blue crystal room. See Gloomy Cells, Dais, Scoring.

BOATHOUSE: On the islet. See Doors.

BODY: See Coffin.

BOGLE: A particularly nasty character! You cannot kill him, you must avoid him. You may meet him in 3 places:

- 1) In his cave, particularly if you have sat in his chair. You must be ready to leave by the secret opening immediately the chair is disturbed.
- 2) If you return along the passage guarded by the glass skeleton.
- 3) He will emerge from the cave above the boulder if you leave the boulder underneath the hole in the passage roof.

BOGLE'S: CAVE: In the cave complex underneath the mill. See Stone Door.

CHAIR: In the Bogle's kitchen. This operates an opening in the north wall of the cave when sat upon. Get the miller to put the sack of flour on it. See Bogle 1.

BONES: Underneath the mill grain store. For humour only!

BOOKSHELF and BOOKS: In Merlin's cave. For atmosphere only.

BOOT: In the cupboard. See Water.

BOOTY AND GROG STORE: See Boathouse.

BOTTLE: See Milk Bottle.

BOULDER: In the cave complex underneath the mill. Roll it underneath the hole in the roof and climb up. You will need to have drunk the milk first. See Bogle 3.

BRASS KEY: See Keys.



BRIDGE: See Troll Bridge.

BUCKET: In the cupboard. Use this to carry water from the pool to the dragon.

CANOE: In the boathouse. Use this to cross the river, in both directions if necessary. The sail pole can be used to retrieve the canoe from the east bank. This saves having to carry it around the temple. See Paddle, Scoring.

CAVES: See Bogle's Cave, Merlin's Cave, Strange Cave.

CELL: See Dungeon, Gloomy Cells.

CENTRAL CHAMBERS: In and underneath the temple. See Dais.

CHAIR: See Bogle's Chair.

CHEESE SANDWICH: At the entrance to Merlin's cave. Eat this for extra points (the sandwich not the cave!).

CLOAK: In the wardrobe. This makes the wearer invisible, but only for a limited time after putting it on. To repeat the effect you must remove it and wear it again. It will disappear if dropped outside the cave complex, or if taken into the temple. See Troll, Hydra.

COFFIN: Underneath the white crystal room. Open this to reveal a dead body. You can use the Rainbow Crystal to bring it back to life again at the end of the game. See Scoring. See also Vampire's Coffin.

COIN: Left for the milkman outside the mill door. You must take this before the milkman arrives, otherwise you will not get it back. See Wishing Well, Paybox.

COLOURED ROOMS: See Crystal Rooms.

CRYSTALS: See individual colours.

CRYSTAL: BALL: Inside the mill store. If you look into it you will see images from various scenes in the game. It serves no other purpose.

ROOMS: See the entries for the crystals.

CUPBOARD: In the temple. See Doors.

DAIS: In the central chambers. The underground one carries the vampire's coffin. The upper one is where you must drop the 7 coloured crystals to reform the Rainbow Crystal. See Strange Writing, Scoring.

DAMP ROOMS: At each end of the evil-smelling passage.

DEAD BODY: See Coffin.

DIRTY CAVE: See Bogle's Cave.

DOORS: BOATHOUSE: Unlock this with the brass key. See Barnacle Bill.

CUPBOARD: Use the iron key to open this. See Scoring.

DUNGEON: Underneath the temple. Unlock this with the iron key. See Scoring.

GALLERY: This provides access to the gallery from inside the mill. It is not locked but you will need increased strength to open it. See Milk, Scoring.

MILL: Knock and the miller will open it.

MILL STORE: Unlock this with the small iron key. See Scoring.

MOUNTAIN: At the base of the mountain. Break the glass window and unbolt it. See Whistle, Scoring.

STONE: Push this to gain entry into the Bogle's cave. The miller will help you. You cannot open it again from inside the cave. See Scoring.

TEMPLE: Unlock this with the wooden key. See Scoring.

TRAP: See Trap Door.

WARDROBE: See Wardrobe.

DRAGON: At the east end of the evil-smelling passage. Throw water over it to kill it. See Bucket, Scoring.

DUNGEON: Underneath the temple. You meet Merlin here, where he has been imprisoned by the vampire. See Doors, Grating.

ETERNAL PASSAGES: See relevant colour.

EVIL-SMELLING PASSAGES: Underneath the temple.

FALLEN ROCKS: On the mountain ledge. You cannot move or get past these. See Secret Passage.

FANTAIL: This rotates the mill topcap to keep the sweeps pointing into the wind. It plays no part in the game.

FLOUR: See Sack of Flour.

FURNITURE: Inside Bogle's cave. For atmosphere only, but see Bogle's Chair.

GALLERY: This is a wooden balcony-like structure which surrounds the tower of the mill. There are two ways of gaining access to this. See Doors, Ladder.

DOOR: See Doors.

GEARS: Part of the machinery inside the mill. They play no part in the game.

GEM: See Luminous Gem.

GLOOMY: CELLS: Underneath the crystal rooms. The red, green and blue crystals can be retrieved from here after using them for the first time.

CORRIDORS: Underneath the temple.

GLASS SKELETON: See Skeleton.

GRAIN: SACK: See Sack of Flour.

STORE: Inside the mill. See Trap Door, Sack Hoist.

GRATING: Outside the temple. This leads down into the dungeon cell underneath the temple. It cannot be undone from above the ground. It can only be unbolted from inside the cell. See hammer, Scoring.

GREEN CRYSTAL: Given to you by the priestess. Drop this in the green crystal room to get back to the mountain caves. See Gloomy Cells, Dais, Scoring.

GROG STORE: See Boathouse.

HAMMER: In the southern small mountain cave. You will need this to hammer the bolt underneath the grating to open it.

HOLE IN TUNNEL ROOF: See Boulder.

HUT: See Mill Store.



HYDRA: He guards the road outside the temple. Use the cloak to pass him or the arquebus or sword to temporarily disable him. He cannot be permanently killed because of his ability to replace any of his missing heads with 2 more! Although this takes time. See Scoring.

INDIGO CRYSTAL: In the damp room at the west end of the evil-smelling passage. See Dais.

IRON: DOOR: See Dungeon Door.  
GRATING: See Grating.  
KEY: See Keys.

ISLET: At the base of the mountain.

JUNCTIONS: See Roads, Tunnels, Paths.

KEYS: BRASS: Given to you by the priestess. This unlocks the boathouse. See Mermaid, Priestess.  
IRON: In the vampire's coffin. This unlocks the cupboard and the dungeon.  
SMALL IRON: Carried by the miller at the start of the game. This unlocks the mill store.  
WARDROBE: In the Bogle's cave.  
WOODEN: Given to you by the mermaid. This unlocks the temple door.

KITCHEN: See Bogle's Cave, Bogle's Chair.

LADDER: Inside the mill store. Prop this up the south side of the mill to climb up the gallery.

LAMP: At the bottom of the mill steps. Only the miller can light this, and he only has one match, so be careful with it! Give the lamp to him when he mentions it to you underneath the grain store. There is plenty of fuel in it to last the entire game. See Scoring. See also Luminous Gem.

LEATHER: BOOT: See Boot.  
BUCKET: See Bucket.

LIQUID: See Water.

LUMINOUS GEM: Just outside the dungeon cell underneath the temple. This is used as a source of illumination after you lose the lamp. You will have to fumble around in the dark for a while to find it.

MAGIC: MONOCLE: See Monocle.  
WHISTLE: See Whistle.

MANUSCRIPT: In Merlin's cave. For atmosphere only.

MAPS: In Merlin's cave. For atmosphere only. (Make your own!).

MERLIN: One of the major characters in the game. Being an old hand at adventure games, he is able to offer considerable assistance during the latter part of the game, especially with information. See Dungeon, Strange Writing, Water.

MERLIN'S: CAVE: In the cave complex underneath the mill. See Wardrobe.  
CLOAK: See Cloak.

MERMAID: On a rock in the mountain river. One of the 2 mystical characters in the game. She will offer to exchange the following objects (not necessarily in this order): A wooden key for your monocle, a spade for your brass key, an arquebus for your necklace, a black crystal for your white crystal. See Scoring.

MESSAGE: See Strange Writing.

MILK: If you drink this you will gain increased strength. See Milk Bottle, Gallery Door, Boulder.

MILK BOTTLE: Outside the mill door. If this is left here when the milkman calls he will exchange it for a full bottle. It will break if you blow the whistle too close to it. Later on in the game you may fill it with water from the river for drinking purposes. See Priestess.

MILKMAN: One of the game's characters. He will knock on the mill door as the miller is operating the sack hoist. When the miller asks you to see who it is, just go to the door. There are extra points to be gained here! See Milk Bottle, Coin.

MILL: In the field at the start of the game. It is a traditional tower mill fitted with corn-grinding machinery. Much of the early action takes place inside here. See Fantail, Gallery, Windshaft, Doors.

FENCE: For atmosphere only.

STONES: For grinding the corn. They play no part in the game.

STORE: Inside the mill enclosure. See Doors.

MILLER: One of the major characters in the game. When you first meet him you must offer to help him with his sacks. He will then give you instructions on what to do. See Sack Hoist, Lamp, Bogle's Chair, Stone Door, Scoring.

MILLER'S LAMP: See Lamp.

MONOCLE: In the northern small mountain cave. Use it to see the secret passage. See Mermaid.

MOUNTAIN: At the exit of the cave complex underneath the mill.  
CAVES: Near the top of the mountain.  
DOOR: See Doors.  
RIVER: See River.  
TUNNEL: See Roads, Tunnels, Paths.

NECKLACE: In the white crystal room. See Mermaid.

NOTE: See Scribbled Note.

ORANGE CRYSTAL: In the evil-smelling passage. See Dais.

PADDLE: Given to you by the priestess. You will need this to paddle the canoe across the river.

PASSAGES: See Roads, Tunnels, Paths.

PATHS: See Roads, Tunnels, Paths.

PAYBOX: At the entrance to the troll bridge. You may drop the coin in here but it is not the correct way of getting across the bridge. See Troll.

POLE: See Sail Pole.

POOL: See Water.



**PRIESTESS:** In the secret passage. One of the 2 mystical characters in the game. She will offer to exchange the following objects (not necessarily in this order): A brass key for your whistle, a paddle for your brass key, a white crystal for your arquebus, a green crystal for your bottle, a blue crystal for your black crystal. See Scoring.

**RAINBOW CRYSTAL:** This is reformed out of the coloured crystals. See Dais, Vampire, Coffin, Scoring.

**RAISED DAIS:** See Dais.

**RAVINE:** Between the mountain ledges. See Troll Bridge.

**RED CRYSTAL:** On the path east of the river. Drop this in the red crystal room to get back to the mountain caves. See Gloomy Cells, Dais, Scoring.

**RELICS:** Inside the boathouse. For atmosphere only.

**RICKETY BRIDGE:** See Troll Bridge.

**RIVER:** Runs around the base of the mountain. See Canoe, Milk Bottle, Scoring.

**ROADS, TUNNELS, PATHS, ETC:** These are not individually described. See the entry for the nearest landmark.

**ROCKS:** See Fallen Rocks.

**ROPE:** See Sack Hoist.

**SACK HOIST:** In the mill. This is used to raise and lower the heavy sacks of flour through the trap door in the mill grain store. It is operated by the miller. When it is lowered you may climb down the rope to explore underneath the grain store.

**SACK OF FLOUR:** Inside the mill. This is very heavy and you will not normally be able to carry it without first dropping everything else. You may empty it, but then it is of no use! Tie it to the rope as the miller operates the sack hoist. See Scoring, Bogle's Chair.

**SAIL POLE:** On the east side of the gallery. Normally used to position the mill sweeps by hand, but not used for this purpose in the game. See Canoe.

**SANDWICH:** See Cheese Sandwich.

**SCORING:** You score points as follows: Opening the mill store, trap door, wardrobe, mountain door, cupboard, temple door, dungeon, grating. Killing the skeleton, hydra, dragon, vampire. Reading all signs and notices. Offering to help the miller. Following him upstairs. Tying the sack to the hoist. Getting the whistle. Getting into the Bogle's cave. Eating the sandwich. Swapping any object with the mermaid or priestess. Drinking from the river. Dropping the red, green and blue crystals in their rooms. Cutting the web. You score extra points for the following: Opening the gallery door. Retrieving the canoe with the pole. Reading the strange writing. Re-integrating the Rainbow Crystal, Resurrecting the body. See also Milkman.

**SCRIBBLED NOTE:** Left outside the mill door for the milkman. Read it.

**SECRET PASSAGE:** At the top of the mountain, near the fallen rocks. Use the monocle to see it.

**SKELETON:** He guards one of the passages in the cave complex underneath the mill. Use the whistle.

**SMALL: DAMP ROOMS:** See Damp Rooms.

**IRON KEY:** See Keys.

**MOUNTAIN CAVES:** See Mountain Caves.

**SPADE:** Given to you by the mermaid. This plays no part in the game.

**SPIDER'S WEB:** See Web.

**STAKE:** At the end of the gloomy corridor. See Vampire.

**STATUE:** See Priestess.

**STONE: CHAIR:** See Bogle's Chair.

**DOOR:** See Doors.

**FURNITURE:** See Furniture.

**STORE HUT:** See Mill Store.

**STRANGE: CAVE:** Above the boulder passage.

**WRITING:** In the evil-smelling passage. Get Merlin to read it. See Scoring.

**STRONG SWORD:** See Sword.

**SWORD:** Underneath the black crystal room. See Web, Hydra.

**TABLES:** For atmosphere only.

**TEMPLE:** To the east of the mountain river. See Cloak.

**TRAP DOOR:** In the mill grain store. Open this as instructed by the miller, who will then lower the sack through it. See Sack Hoist, Scoring.

**TROLL:** He is normally asleep in the paybox, but will soon wake up if you try to cross the bridge without paying! Use the cloak to escape detection.  
**BRIDGE:** The only way of crossing the ravine. See Troll.

**TUNNELS:** See Roads, Tunnels, Paths.

**VAMPIRE:** In the vampire's coffin. Use the stake to kill him before he attacks you. He can be resurrected again with the Rainbow Crystal, but it is not recommended! See Scoring.

**VAMPIRE'S COFFIN:** On the dais underneath the temple. Open it. See Vampire, Violet Crystal, Iron Key.

**VIOLET CRYSTAL:** In the vampire's coffin. See Dais.

**WARDROBE:** In Merlin's cave. Use the wardrobe key to unlock it! See Scoring.  
**KEY:** See Keys.

**WATER:** At the west end of the evil-smelling passage. It only *looks* like water! Use the boot to get across it. If you throw the boot back to Merlin it will fall in the water.

**WEB:** Underneath the temple. Carry the sword to cut it down. See Scoring.

**WELL:** See Wishing Well.

WHISTLE: In the strange cave. This emits a high-pitched note when blown, and is used for breaking glass. See Wishing Well, Milk Bottle, Skeleton, Mountain Door, Priestess.

WHITE: CRYSTAL: Given to you by the priestess. It is not part of the Rainbow Crystal and you should not drop it in the white crystal room. See White Eternal Passages, Mermaid.

ETERNAL PASSAGES: You are transported here by dropping the white crystal in the white crystal room. The only way out is by QUIT or LOAD.

WINCH HOUSING: At the top of the mill. Here, the miller will explain to you exactly how you can help him. Until this has happened you will not be able to help, even though you may know exactly what to do from a previous game. See Sack Hoist.

WINDMILL: See Mill.

WINDOW: See Mountain Door.

WINDSHAFT: This is the large shaft inside the mill which drives the machinery. It plays no part in the game.

WISHING WELL: In the strange cave. Throw the coin down here to get the magic whistle. See Scoring.

WOODEN: BOATHOUSE: See Boathouse.

BRIDGE: See Troll Bridge.

DOOR: See Mountain Door.

KEY: See Keys.

LADDER: See Ladder.

STAKE: See Stake.

WRITING: See Strange Writing.

DESK: In Merlin's cave. For atmosphere only.

YELLOW CRYSTAL: In the damp room at the east end of the evil-smelling passage. See Dais.



