



By Roberta Williams

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INTRODUCTION

I am Aughra, keeper of the Crystal shards, watcher of the universe, teller of a prophecy only you can fulfill.

And fulfill you will — with luck, courage, skill and logic — for you are entering the world of “The Dark Crystal.”

When you begin our Hi-Res Adventure game, you will become Jen, hero of “The Dark Crystal.” You must find and restore a shard to its rightful place in the Crystal before the Great Conjunction of the Three Suns. Fail, and the world is doomed to live forever under the rule of the ruthless Skeksis.

“The Dark Crystal,” as are all of our Hi-Res Adventure games, is a fantasy game in which you wander through a make-believe land. The computer becomes your hands and feet, eyes and ears.

To achieve your goal — “healing the Crystal” — you must overcome obstacles that stand in your way and solve a series of puzzles.

You will need an Apple II or II+ with 48K, a monitor (color for the best effect) and one disk drive. All else you will need to know to end the evil reign of the Skeksis is contained within this manual. Now ready yourself, Jen, your journey is about to begin.

BEGINNING THE GAME

To begin, insert Side A of Disk 1 into your drive face up. Turn on the monitor and the computer.

In a moment, you will be instructed to flip the disk over. Do so and press [RETURN]; the game will begin shortly.

Side A of Disk 1 is copy-protected. Side B of Disk 1 and both sides of Disk 2 are not.

I suggest you use the COPY A program on the System Master disk that accompanied your computer to make copies of these unprotected sides. Use the originals as back-ups.

In the meantime, Jen, I will spin a tale. It is my tale, but within you will learn how everything that is came to be. Read closely, Jen, for many clues are contained within.



Of the race of Aughra, I, Aughra, am the first and last. This is my song.

AUGHRA'S SONG

I lay on the mountain above the Crystal and saw the Three Suns move closer together. I lay under the rocks with one eye open to the light, and for one moment I saw the joint splendor of the Three Suns shining down upon me. From that light my open eye became blinded, and in that moment of light, the urSkeks opened the door in the Crystal and entered our World.

The urSkeks found me there upon the mountaintop; they healed my burns. When I was healed, they built for me the great Observatory that I might see all the paths of the World.

In the days of their first coming, the urSkeks were full of vigor to change and build. They hollowed out the mountain around the Crystal and built a castle of lesser crystals around the great Crystal. And above the Crystal they made a great three-sided portal. So when the Suns moved over the Crystal, they stood framed in the portal, a triangle surrounding the circle.

The urSkeks shone with an inner light of beauty that streamed from them always. I shared with them my knowledge of our World, and the urSkeks listened to me. I showed them the beauty of the Crystal when the light of the Suns together shone upon it. I taught them that one thousand years would pass before the next Great Conjunction, when the Three Suns would once again combine to wake the Crystal to full beauty. I told them how, at the time of the Great Conjunction, the song of the Crystal would once again resound through the rocks, and how all life would rejoice.

In return, the urSkeks taught me that there is power in the Universe that is there to be used by those who dare to control and shape their destiny. Still, they would never reveal the history of their past or their thoughts of the future. But I learned more than they thought I knew.

I learned that in the hearts of the shining urSkeks there struggled two beings living within one body — and for them all things were divided so. Light and dark were for them the opposing spirits of the Universe.

And I came to know that the urSkeks had left their former world to follow a grand design that their fellow urSkeks thought a dangerous folly. They had come to our planet to capture and use the power of the Great Crystal; they had come during one Great Conjunction to use the next, one thousand years later, to achieve their work.

In the heart of the castle they made a net of crystal and golden mirrors that would catch the light that passed



urSkeks

through the Great Crystal, and direct it into the Chamber of Light. Finally, the moment of the Great Conjunction came, and the Three Suns shone down as one upon the Crystal, sending a blinding beam of trapped light through the chamber. Then, one by one in a long procession, the urSkeks walked into its brightness.

They entered the bright light each as a single being, but as they left the path of light, each had become two: to the left, the Skeksis; to the right, the Mystics. The Great Division of the urSkeks had been achieved.



Skeksis

On that day the Harmony of the World shattered. The Skeksis woke from the shock of division full of violence and anger. They stormed into the Crystal Chamber, staggering under the strain of their new bodies, grasping each other to keep from falling, yet hating each other's touch. There was a loud argument, blows were struck, one blow hit the Crystal. A shard broke from the Crystal and flew up the shaft, out onto the mountainside. And the light left the Crystal.

Now, from the Crystal there came no more songs. The Suns shone as before, but dimmer; the trees grew as before, but twisted. Strange beasts moved in the woods.

The Skeksis seized control of the castle; the Mystics fled when the Harmony was broken. They were filled with sadness, and they made their way to the Valley of Stones. In that mist-filled valley, where water flowed from abundant springs and caves dotted the rocky slopes, the peaceful and gentle Mystics built stone circles of power, hoping thus to find protection against the growing evil of the Skeksis.

From the Mystics, I learned what the great design of the urSkeks had been. They had hoped that by submitting themselves to the light of the Crystal they would purify their divided selves, that everything in them that was less than perfect would be burned away. They had not understood the balance of their souls. They had thought that there could be light without darkness, stillness without motion. But instead of perfection they had achieved division: dark from light, force from virtue, Skeksis from Mystic.

Unlike the Mystics, the Skeksis felt no grief, for in the castle they reigned in glory. The darkness of the Crystal seemed to them an eternal refreshment. And in their first days, they still shone with a fire that could deceive the eye. Their speech was still like music, and they knew best of all the art of flattery.

Many Gelfling fell to their lures. The Gelfling were earth and spirit, master of song and shaping. They carved wood and stone to set free the shapes that lay hidden in them; they molded metal to rejoice in its new form. Before the Darkness, the rocks sang to me and I shared their song with the Gelfling. But then the Skeksis stole the Gelfling with force and fear.

For from the castle and the darkened Crystal within it there spread out evil like a cloud, power that no longer led to Harmony. Only in the protected valley was there peace, and among the quiet plants of the Pod People. Like the Gelfling, these did not foresee the evils they would suffer from. They tended all things that grew, above all the great Pod plants in whose vast seed-pods they made their villages. There they thought only of laughter, food and music. Their music stayed simple and unchanged — alas, the only joy left in our suffering World.

When the Skeksis began to take Gelfling as well as Pod People as slaves, the Gelfling were dismayed. For once they took thought for the future. They sought to know if the Crystal might be healed; if the Skeksis rule must continue. They lit the fires of prophecy, they took counsel from the flames. Seven circles of seven Gelfling lay on the hilltops all night, their faces to the stars. Their dreams were made stone; the Wall of Destiny still stands. There the Gelfling were shown the Quest for the lost Shard, and they were shown the healing of the Crystal by the hand of a Gelfling, replacing the Shard by the light of a Great Conjunction. And there too they were shown the ruin of the Gelfling, the fall of their houses. And the Wall stood for all to see.

The Skeksis too saw the Wall; and they cruelly resolved to foil the prophecy. Their first thought was to confuse the search for the true Shard; they made fragments of artificial crystal without the higher virtues of the great original but not easily distinguished in appearance. Of their artificial crystal they made three copies and scattered them on the slopes of the mountain beneath the castle, near where the Shard had fallen, so that the Gelfling would not know which to place in the wound in the Crystal. The Gelfling found all four and brought them to me, hoping one was the true Shard; but no effort of mine could make it reveal itself.



Mystic

Then the Skeksis made the Garthim from the memory of sea creatures in their first world. The strength of the Garthim was almost unbelievable, their stupidity incalculable. Their sole purpose was to destroy all they found. The Gelfling understood this and lived in

fear of them; the Pod People never understood, never realized the Garthim had any connection with the castle from which no Pod slaves returned to tell their story.

As soon as the Garthim appeared, the creatures of the World turned against them. Foremost among the enemies of the Garthim were the Landstriders. Destruction of the Garthim became their fiercest joy; their speed, their slashing blows, would leave a Garthim crippled before it knew it had been attacked.

But not even the Landstriders could prevail against the great multitudes of Garthim. And the Skeksis bred Crystal Bats to carry lenses of artificial crystal; the Bats sent images of all they saw back to the Crystal in the Skeksis' castle. Now that the Skeksis had all-seeing crystal eyes with which to direct the Garthim, they set about putting an end to the Gelfling. When at last they thought they had succeeded, they rejoiced in the deaths of the last Gelfling, and of the prophecy.

But unbeknownst to the Skeksis, two Gelfling, and two Gelfling alone, survived the slaughter. Jen was found and fostered by the Mystics, Kira by the Pod People.

Jen was brought up with riddles and enchantments, music and dreams. UrSu, the Master, wisest of the Mystics, placed him under the protection of spirals of power so that he might be fit to restore the Shard.

UrSu knew that whenever a Mystic died in the Valley, a Skeksis died in the castle, for their bodies were divided but their souls were still linked. Thus, when the Great Conjunction at last grew near, the Master allowed himself to die, knowing that this would also mean the death of skekSo, the Emperor of the Skeksis, and that the Skeksis must then fall into utter division. And indeed, with skekSo dead, the rivalries concealed for fear of his power broke out at once. SkekUng, the Garthim-Master, and skekSil, the Chamberlain, fell into open quarrel.



Jen and Kira with Shard

The Chamberlain lost the struggle, fled from the castle, and turned his mind to his last betrayal.

While the Skeksis fought, the Mystics chanted and prayed. I heard the death chant for urSu; in its echoes I first saw Jen. He had been shown a dream image of the crystal Shard and told to find me, Aughra, on my mountain. The Mystics in their wisdom told him no more but sent him on his Quest; I, in my foolishness, thought it folly. . .

COMMANDING YOUR COMPUTER

Your computer will serve as your hands and feet, eyes and ears during your adventure. It has a large vocabulary but only understands phrases of one or two words. In many cases, these will consist of a verb followed by a noun, such as "drink potion," "climb tree" or "cut vine." All commands are followed by pressing [RETURN].

Different directions take a single letter: N for North, S for South, E for East, W for West, U for up and D for down. Sometimes your computer companion will want more information. If you wish to enter a door, command GO DOOR.

At times, you will meet other creatures — some evil, some good — who may have important messages or clues. Speak with them if you believe they can be helpful. If you meet a guard, for instance, command TALK GUARD or LISTEN GUARD.

Watch for objects along the way: many have mystical qualities and you'll need them to survive or accomplish your ultimate goal. If you see a key and want it, command GET KEY. If you later decide to leave it behind, command DROP KEY.

Many of your adventure's pitfalls can be overcome or avoided by examining different objects and places along the way. If you see a hole and wish to look into it, command LOOK HOLE. A description of the hole will follow.

When you first enter an area, a detailed description will appear on the screen. Afterward, only a brief description will be given. Whenever you want to see the detailed description again, command LOOK.

If your computer should ever question you, give it direct answers. A tree may need to be cut down: command CUT TREE. The computer will ask WITH WHAT; answer WITH AX.

Sometimes there will be more description than there is room for text. If this is the case, the computer will print the first four lines of text and beep. Press [RETURN] for the remaining text.

Should you ever desire to look into the past, you can review the previous 25 lines of commands and responses by pressing [RETURN] without a command. Go back to the scene by pressing [RETURN] again.

To see a list of what you are carrying, type INV for an inventory.

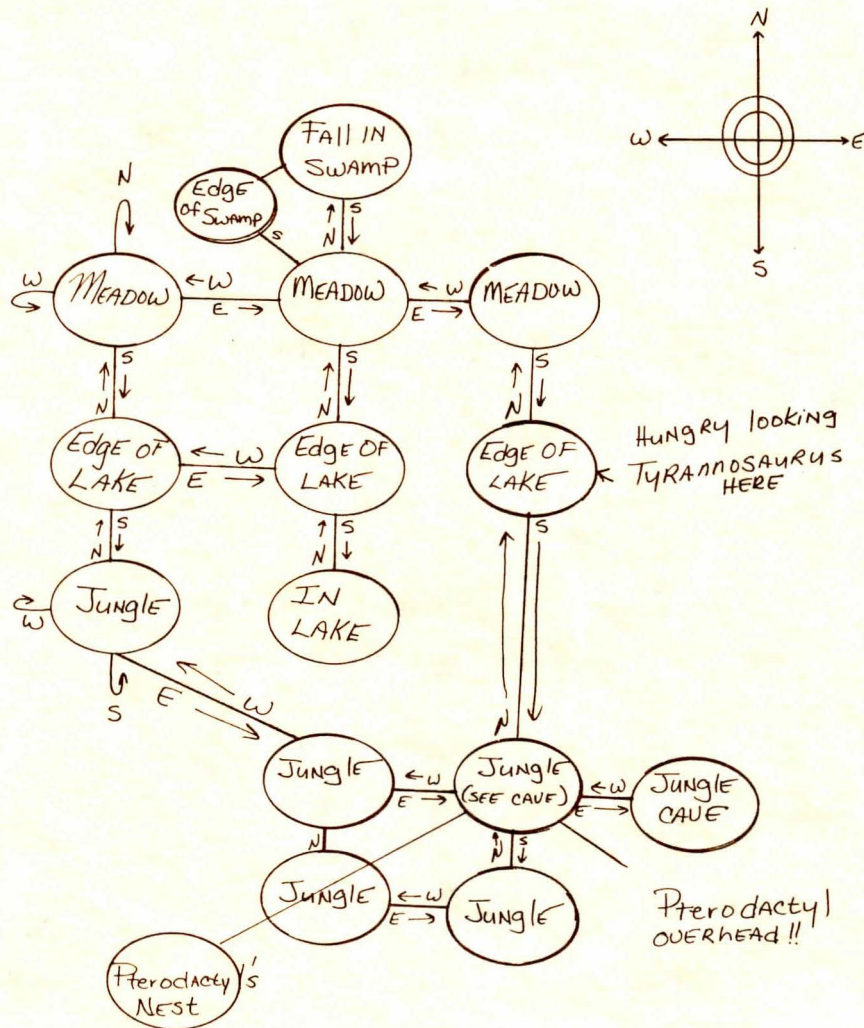
During your journey you will encounter terrain that may call for flying, jumping, swimming, etc. In all cases, do not become frustrated. Instead, think of a way to explain to the computer what it is you desire and it will do its best to comply.

Above all, keep your commands simple.

MAP YOUR PROGRESS

You will not be able to fulfill the prophecy, Jen, without mapping your progress. Draw a map showing what different directions lead where, objects taken and dropped, dangerous areas — anything and everything you see along the way.

Here's a typical map:



Take special care to map when you're in a maze — the bane of all adventurers. It may be a cavern, a tunnel or just a repeating visual. Keep track of your footsteps by dropping items along the way and backtracking to pick them up.

Above all, try every different direction and map all of the different possibilities. If you miss or forget an area, you might miss an important clue or necessary tool.

SAVING A GAME

Of the things I've learned watching the universe, one might be of use to you. It's called saving a game and allows you to take a rest or begin again with a head start should you fall into the hands of the evil Skeksis.

There are three steps to saving the game.

STEP I: GETTING READY. You must have a separate disk — either blank or one with data you no longer need. Anytime during the game, type `INIT DISK` and press `[RETURN]`. The computer will tell you to insert the blank disk and warn you that any information on the disk will be lost. Insert the blank disk and press `(Y)es` to continue. The computer will then ready the saved-game disk and tell you to replace the adventure disk. Do so, and press `[RETURN]`. You will then return to the adventure. You only need to perform this step once.

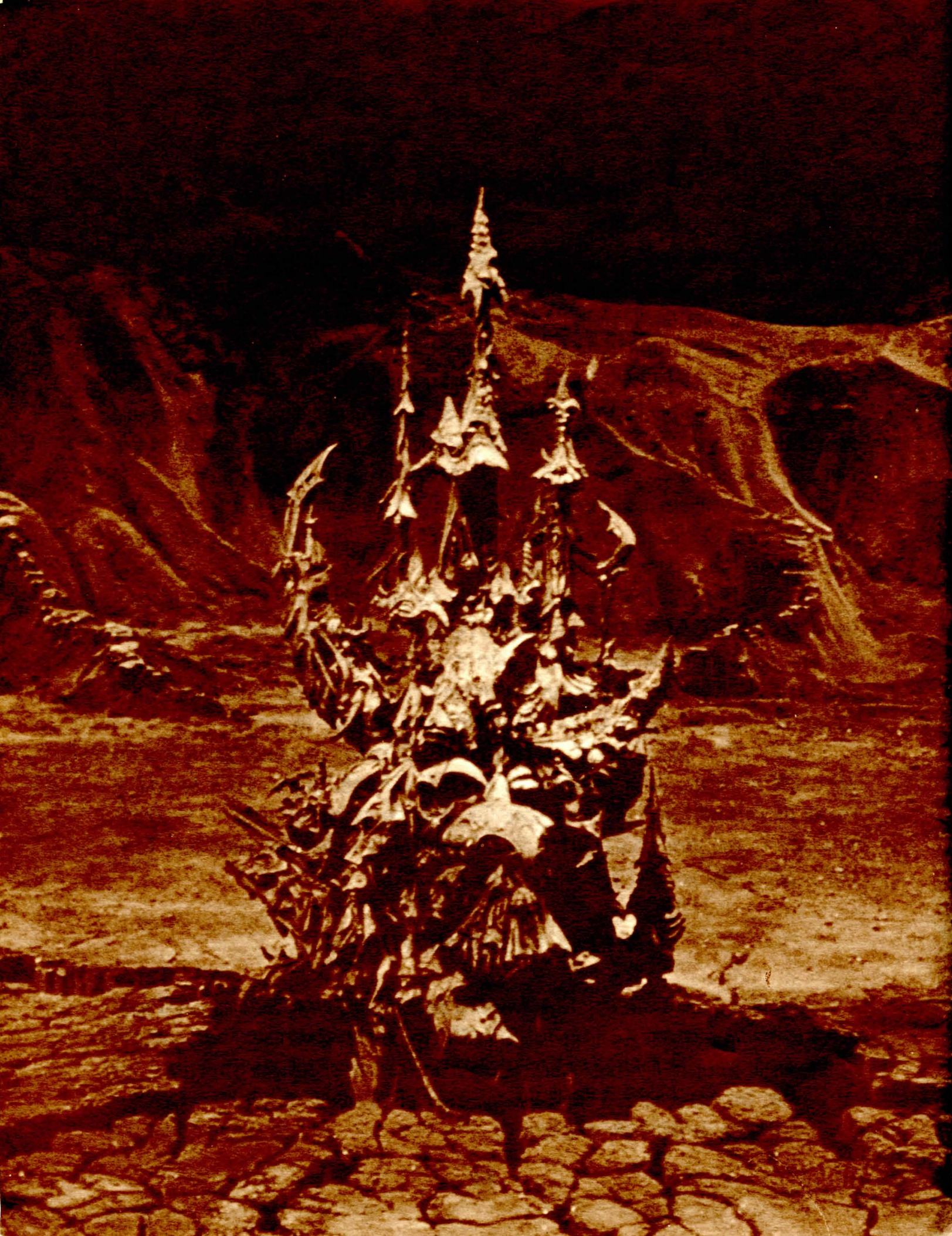
STEP II: SAVING A GAME. Save the game whenever you want by commanding `SAVE GAME` and pressing `[RETURN]`. The computer will tell you to insert your saved-game disk, press a letter from `A` to `O` to save the game under and press `[RETURN]`. After the information the computer needs is copied, it will tell you to replace the adventure disk and press `[RETURN]` to continue the game.

STEP III: RESTORING THE GAME. To restore your saved game, boot the game disk as before. Then command `RESTORE GAME`. Again you'll be told to replace the game disk with the saved-game disk. Type the appropriate letter — remember `A` to `O` — and press `[RETURN]`. You'll be asked to replace the game disk. Press `[RETURN]` and you'll return to the frame you saved.

A FEW HELPFUL HINTS

The road to the Dark Crystal is long and perilous, and along the way you'll meet many terrifying creatures — some indestructible, others not. Remember, the bravest of heroes, know when to fight and when to cower in the face of superior strength.

Now, Jen, make haste. Watch the sky. The suns are drawing ever closer together. You must hurry to fulfill the prophecy.





The Dark Crystal™

In a faraway world, an event of cosmic importance is about to occur: a Great Conjunction of the planet's Three Suns.

A thousand years ago, when the Suns last came together, a cruel and selfish tribe known as the Skeksis seized control of the radiant Crystal that once brought harmony to all beings. A quarrel erupted and blows were struck, fracturing the Crystal and sending a shard flying off into the countryside.

The Crystal darkened, and evil spread like a cloud across the land.

Now, as Jen, last known survivor of the Gelfling race, it is up to you to travel the world and fulfill an ancient prophecy by restoring the missing shard of the Dark Crystal. The power to end the Skeksis' reign is yours

But there is much to be learned, and time is short. Unless you heal the Crystal before the Great Conjunction, all things whole and good will be destroyed, and the tyranny of the Skeksis will be reconfirmed forever!

The Dark Crystal is a Hi-Res Adventure designed by Roberta Williams and based on the epic fantasy film conceived by Jim Henson.

