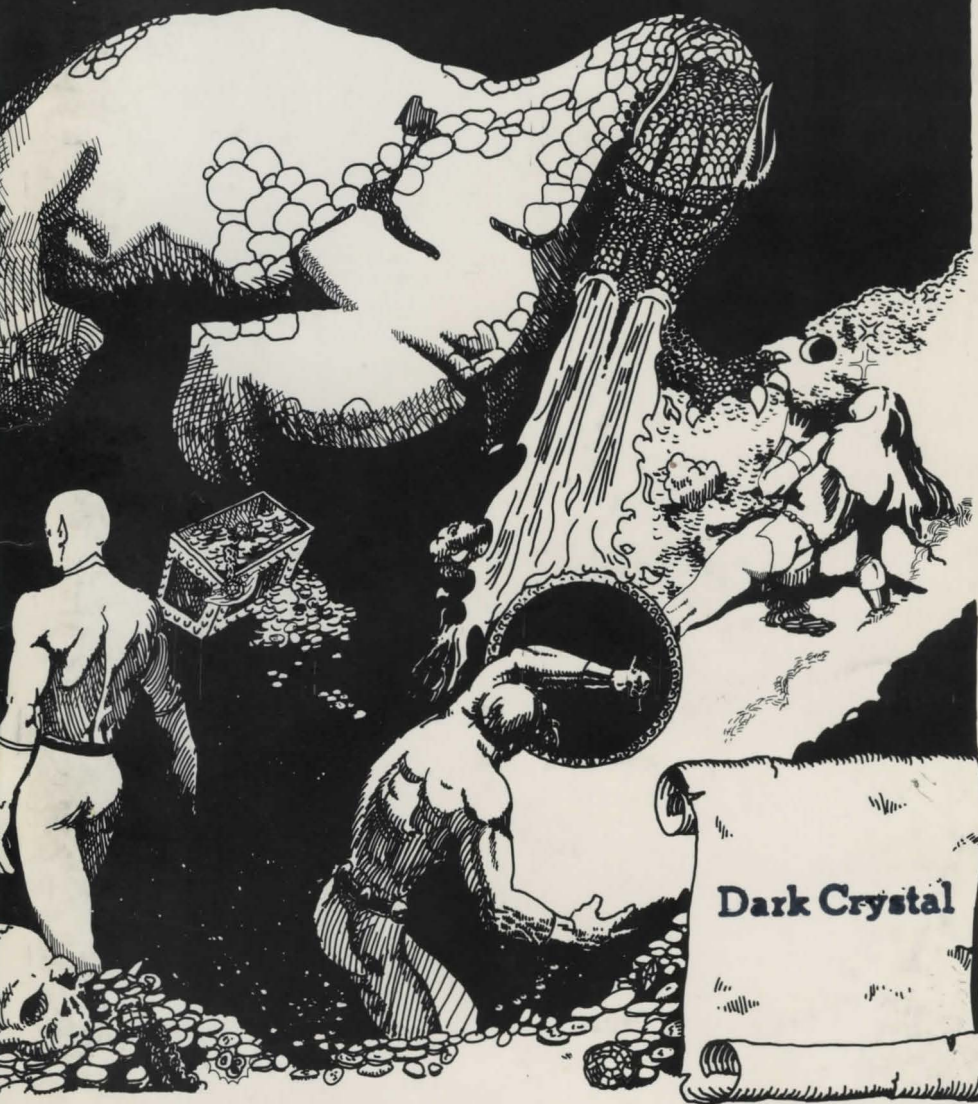


WALTERS NOTES



Dark Crystal

INTRODUCTION

Thank you for your recent purchase of Witt's Notes. You have just joined hundreds of fellow adventurers worldwide who demand the very best in adventuring. Witt's Notes are available for an ever growing number of adventure games.

This hint book should give you all the answers you need to successfully complete your adventure. In addition, you should find the maps clear and very easy to follow.

For more information about our hint service, software, posters, save disks and more consult our most recent catalog. Also, it contains all of the pricing, including the quantity discounts.

Thanks,

Kyle

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HOW TO USE THIS BOOKLET

As we advertised, this hint book is laid out in such a way that you get the clues you need and no unwanted answers. Therefore, many answers are encoded, as well as several hidden questions.

We have tried to make the unencoded questions as general as possible, but only you can ensure that the book is used properly. That means no translating answers randomly and no looking at the back of the book until you have completed the game.

We advise that you read the General Hints section before going on to any of the specific clues. The general hints section provides information pertaining to background, parser, author's style and overall purpose.

Please decode only one hint at a time. We feel that you can get the most out of your adventure by discovering things for yourself. The hints should be used only when you are completely baffled by the situation.

Do not pay too much attention to the questions either. We have thrown in a couple of false questions to throw you off guard. Also, we have provided a complete list of objects which you can use, but you may see items there you have not yet found.

THE CODE

To help ensure secrecy for the portions of the game as yet unexplored by the player, Witts' End provides a code quite simple, yet cryptic enough to avoid gaining the answers at a glance. Basically, each letter of the alphabet in each word is moved one letter to the right.

Ex.

KNNJ TMC DQ SGD QTF
LOOK UNDER THE RUG

For your convenience a short program is provided below (for Apple only) to decode the hints on your computer.

```

10 HOME
20 VTAB 8: PRINT "ENTER CLUE BELOW:"
30 HRZ = 1
40 VTAB 10: HTAB HRZ: GET CHAR$
50 IF CHAR$ = CHR$(3) THEN 180
60 PRINT CHAR$
70 A = ASC(CHAR$)
80 IF A = 90 THEN A = 64
90 IF A = 13 THEN 10
100 IF A <> 32 THEN A = A + 1
110 CHAR$ = CHR$(A)
120 IF HRZ = 39 THEN PRINT CHR$(7)
130 VTAB 12: HTAB HRZ
140 PRINT CHAR$
150 IF HRZ = 40 THEN 30
160 HRZ = HRZ + 1
170 GOTO 40
180 HOME:END

```

Note: Only letters are encoded, numbers and symbols remain the same.

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The Dark Crystal is a product of Sierra On-Line, Inc. Witts' End Associates is not, in whole or part, affiliated with Sierra On-Line, Inc., the makers of the Dark Crystal

GENERAL HINTS

The Dark Crystal from Sierra On-Line is number six in the hires adventure series. Dark Crystal is based on the movie of the same name from Henson Associates, creators of the famed muppets. Importantly, one does not have to see the movie to solve the Dark Crystal.

It does help to see the movie, but it's not essential. This booklet will assume that the user has not viewed the movie so nothing will be overlooked. At the beginning of the game, the immediate goal is to find Ursu.

Ursu will explain the Skesis and the conjunctions. For more information about that, consult the documentation that comes with the package. Basically, you've got to find the crystal shard, enter the castle and replace the shard in the crystal to save the world. If only it were that easy, for you've got to do it before the next conjunction.

Dark Crystal is unique because each screen was drawn by an artist from Henson Associates. The artist included Jen, the Gelfling, in almost every picture. Therefore, Jen is more of a puppet than any other adventure's character. The player becomes Jen and the game tells what he is doing, not you. Jen interacts with Kira and Fizzgig as well, though they are not developed.

The parser is typically weak. All of On-Line's adventures emphasize pictures and not words. Therefore, only two word commands are used and you'll often have to scrounge for the right word.

The puzzles aren't that hard. But often, you don't have a second chance, so save the game before you try anything risky. Frequently, Jen must think of ways to avoid the Garthim, those sinister servants of the Skesis.

The reason for the simplicity is that there are few objects. The puzzles that do exist often seem subtle because they are so obvious. Now, I hope that makes sense! Good Luck!!

ABOUT THE MAP

The map for Dark Crystal is two pages and is set up on a par with the book. The first page contains the Forest and Swamp. The second page contains the Desert and Castle. Because of space limitations, the key has been located on this page. Please assume that north is toward the top edge of the map and south is toward the bottom, etc.

Also realize that the first map is to be held vertically and the second, horizontally. Because of this, the three locations east of the chasm on the first page do not match up exactly with the three locations on the west side. They are intended to connect with their counterparts.

key

————— Normal Connection

+++++ Connection Requiring Problem Solving

—————> One-way Passage

- - - - - Up Passage

- - - - - Down Passage

FOREST AND SWAMP

- Where is Ursu?
 - Knnj zs xntq lzo.
 - Tqrt hr hm sgd bzud.
 - Gtqqx, xnt gzudm's fns ltbg shld.
- Where do the shadows point?
 - Rdd enq xntqrdke.
 - Vgzs cndr hs knnj khjd?
 - Fm mnqsg sn bhqbkd ne rsnmdr.
 - Sn sgd azrd ne sgd sqdd.
 - Rnldsgmhf hmsdqrshmf hr atqhdc gdqd.
 - Rgzkd lzjdr z fnnc rgnudk.
- Is the shale important?
 - Dwsqldkx.
 - Hs chfr to sgd fqntmc.
 - Hs bzm bts uhmdr zmc eqnmcr.
- What does Jen do in the cave?
 - Rodzj sn tqrt.
 - Knnj hmsn sgd anvk.
 - Mnshbd sgd rgzqc?
 - Hs hr nmkx z gnknfqzog.
- What does Jen do at the Gelfling village?
 - Mnshbd zmxsgmhf odbtkhzq?

- B. Sgdqd hr z ahf akzmj vzkk.
- C. Sgdqd hr zkrn z rstlo.
- D. Sqx rhsshmfm nm sgd rstlo.
- E. Fqzehssh rgntkc fhud xnt gdko.

6. What is the answer to Ursu's riddle?

- A. Vgzs vntkc ldm ptzqqdk zants?
- B. Vnldm ne bntqrd.
- C. Gzud xnt entmc sgd lnrr bnudqdc qnbj?
- D. Sqx qdlnuhmf sgd lnrr.
- E. Vhsg sgd rgzkd.
- F. Mnshbd sgd rohqzk?
- G. Rszqd hmsn sgd rohqzk.
- H. Sgd zmrvdq hr lnrm cztfgsdqr.

7. How do I get rid of the crystal bat?

- A. Hs vnm's jhkk xnt.
- B. Xnt qdzkkx cnm's mddc sn cn zmxsghmf.
- C. Gzud xnt entmc sgd rkhhmf?
- D. Knnj hm sgd aqnnj enq rsnmdr.
- E. Trd sghr.

8. Where is Aughra's observatory?

- A. Trd sgd lzo.
- B. Vgn lhfgs sdkk xnt sgdrd sghmfr?
- C. Khrrdm sn sgd bgzssdqhmf ekndvqr.
- D. Sgd aqnnj cndrm's qdzkkx rstssdq.

9. How does Jen cross the swamp?

- A. Xnt bzm's rvhl.

- B. Fdkekhmfr zqdm's sgzs gdzux.
- C. Xnt mddc z anzs nq qzes.
- D. Gnv zants z khkx ozc?
- E. Bts nmd vhsg sgd rgzkd.

10. Should Jen enter the Portal?

- A. Cn xnt gzud zkk sgd naidbsr?
- B. Lzjd rtqd xnt aqhmf ztfgqz.
- C. Aqhmf dmntfg ennc sn rtquhud.
- D. Vgzs zqd xnt szkjhmf zants?
- E. Cnm's bgdzs.

11. How does Jen escape from the vines?

- A. Bts sgdl vhsg sgd rgzkd.
- B. Jddo sqxhmf.
- C. Zesdq entq lnudr ztfgqz zoodzqr.

12. What does Aughra want?

- A. Ehqrs sdkk gdq sgd qhceckdr' zmrvdq.
- B. Vgzs cn xnt rddj idm?
- C. Sdkk gdq xnt vzms sgd bqxrsk rgzqc.

13. Which shard is the correct one?

- A. Ftdrr.
- B. Rnld hsd1 lzx gdko xnt.
- C. Vgzs gzud xnt aqntfgs zknmf?
- D. Okzx sgd ektsd.
- E. Bnqqdbs rgzqc hr aktd nmd.

14. How does Jen escape the Garthim in the Observatory?

- A. Vhkk ztfgqz gdko?
- B. Trd xntq rkhamf zmc odaakdr.
- C. Zfzhmrs Fzqsghl? H sqhmj mns.
- D. Xnt'ud fns sn drbzod. Knnj zs rbqddm
- E. Bkhla nts sgd vhmenv.

15. How does Jen escape the vines (return trip)?

- A. Ztfgqz vnm's zoodzq zfzhm.
- B. Sgdqd vzr zm zksdqmzsd qntsg.
- C. Xnt'qd sqzoodc.

16. How does Jen escape from the bog?

- A. Knnj zs sgd rbqddm.
- B. Hr sgdqd z fhqk (Jhqz) nm nsgdq rhcd?
- C. Sqx xdkkhamf enq gdko.

17. How do Jen and Kira cross the swamp?

- A. Sgdqd hr z fhfzmshb rgdkk gdqd.
- B. Hs lzx eknzs.
- C. Xnt'ud fns sn stqm hs nudq.

18. How do they escape Garthim at Pod village?

- A. Xnt gzud svn bgnhbdr.
- B. Bnvzqchbd gzer ldqhs.
- C. Sgqnv rnld rlnjd rddcr.
- D. Dhsqdq vzx vhhh vnqj.

19. How does Jen cross the chasm?

- A. Xnt ltrs gzud jhqz vhsq xnt.
- B. Xnt mddc z knmf onkd. (rhh).
- C. Sgdqd hr z rlzqsdq vzx.
- D. Trd sgd kzmcersqhdqr (lntms sgd1).
- E. Nmkx cnmd zesdq uhrhs sn nardquzsnqx.

20. How does Jen catch the strange creatures?

- A. Vgzs rsqzmf bqdztqdr?
- B. Chc xnt zbstzkkx rdd sgd1?
- C. Sgdx zqd ozqs ne sgd cdrbqhoshnm.

CASTLE AND DESERT

1. What is in the desert?
 - A. Rzmc, qnbjr, mn vzsdq dsb.
 - B. Hm rgnqs, mns ltbq.
 - C. Dwbdos sgd bzrskd ne bntqrd.

2. Is there a way to avoid the Garthim army?
 - A. Sgdqd zqd entq ozsgr sn bzrskd.
 - B. Ats sgd fzqsghl ftzqc zkk ne sgd.

3. How does Jen escape from the Garthim army?
 - A. Nmzx nmd bnllzmc vhkk vnqj.
 - B. Mnshbd zmxsghmf tmtrtzk hm ohbstqd?
 - C. Sgdqd hr z cddo ohs.
 - D. Sqx itlo.
 - E. Idm bzm's ekx, ats jhqz bzm.
 - F. Fqza jhqz'r kdf.

4. How does Jen open the gate?
 - A. Sgdqd zqd entq ne sgd.
 - B. Nmzx nmd vhkk nodm.
 - C. Sgd jdx hr hm nmd ne sgd fzsd.
 - D. Xnt'ud fns sn fds sqqntfg sgd sddsg.
 - E. Trd rnldsghmf rlzkk.
 - F. Rdmc ehyyfhf sqqntfg sgd fzsd.
 - G. Sgd mnqsg fzsd.
 - H. Mnv trd sgd jdx sn nodm sqzs fzsd.

5. How does Jen escape the pit?
 - A. Mnvqdqd sn ghcd.
 - B. Sgd rddcr vnm's vnqj dhsgdq.
 - C. Sqx qtmhmhf zvzx.
 - D. Vgdm fzqsghl aqdzj vzkk, fn gnkd.

6. Should Jen untie Aughra?
 - A. Vgx mns?
 - B. Ats rgd bzm's gdko xnt.
 - C. Dwbdos fhud zcuabd.

7. What is the closet for?
 - A. Sgdqd'r mnsghmf sgdqd.
 - B. Ghcd eqnl sgd fzqsghl.
 - C. Eqnl hmsdq. fn rntsg sgdv vdrs.
 - D. Tmshk fzqsghl vzkj ozrs.

8. What can Jen do in the Dining room?
 - A. Xnt ltrsm's ad rddm.
 - B. Ats xnt ltrs gdzq vgzs sgdx rzx.
 - C. Knnj zs sgd rbqddm.
 - D. Sqx fnhmf adghmc sgd btqszhm.
 - E. Khrrsdm sn vgzs sgdx rzx.
 - F. Sgdqd hr z sqzo cnnq hm sgd snvdq.

9. How does Jen open the door in the tower?
 - A. Vdqd xnt hm sgd chmhmhf qnnl?
 - B. Zmc sgd sqqnmq qnnl?
 - C. Xnt rgntkc gzud sgd rbdosdq.
 - D. Rzx 'Nodm Cnnq' 'Trd Gnnj'.

10. What should Jen do on the balcony?

- A. Sgd fzqsghl zqd bnlhmf.
- B. Sgdqd hr udqx khsskd shld kdes.
- C. Hs'r z rgnqs rhlokd bnllzmc.
- D. Xnt'ud fns sn itlo.

11. Should Jen replace the shard or save Kira?

- A. Vghbg hr lnqd hlonqszms?
- B. Sn rzud sgd vnqkc nq nmd khed.
- C. Hs'r z sntfg bgnhbd.
- D. Rzud sgd fzld zmc sqx ansg.
- E. Xnt'ud fns sn qdokzbd sgd bqxrsk.

12. Is Kira lost forever?

- A. Zqd xnt jhcchmf?
- B. Chcm's sgd lnuhd gzud z gzoox dmchmf?
- C. Sghmj ne rkddohmf adztx.
- D. Jhrr gdq sn aqhmf gdq azbj.

COMPLETE LIST OF ITEMS

This list contains only those items that can be picked up and carried. It is intended as an aid for the player who needs to know what he is missing. It should not be studied too closely by those who have not yet solved the game.

Shale
Lily Pad
Sling
Crystal Shard
Beetle Shell
Smoke Seeds
Flute
Key
Scepter
Fizzgig
Pebbles

NOTES

We hope that you have enjoyed the use of this booklet, and that you have received the maximum benefit possible. If you should still be having any problems with this game, feel free to send in your queries. We will try to answer your letter as soon as possible, providing you with personal service.

Also, should you have any complaints or suggestions about this, or any other of our products, feel free to write us.

Your purchase assures you a free catalog with your order and quarterly updates. Anyone can order another even if they have not purchased any of our products.



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Happy Adventuring!!



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