

THE
DARK CRYSTAL
SERIES
PART 1
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SPT 124



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The Dark Crystal Adventure Game is based on the movie The Dark Crystal produced by Jim Henson and Gary Kurtz, directed by Jim Henson and Frank Oz, with story by Jim Henson, screenplay by David Odell and conceptual design by Brian Froud.

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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.



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.

