

# The Crimson Crown™

Further Adventures in Transylvania

A spine-tingling  
illustrated  
interactive novel

Written and  
illustrated by  
Antonio Antiochia

Featuring:  
**COMPREHEND™**

Understands full-  
and multiple-  
sentence  
commands

Vocabulary of  
over 1000 words

Over 100  
beautifully-  
detailed graphics

Includes journal  
and map

P··LARWARE™

 penguin  
software™  
the graphics people

# The Crimson Crown™

A spine-tingling illustrated interactive novel Written and illustrated by Antonio Antiochia



heir Royal Highnesses, Prince Erik and Princess Sabrina, and I, Chamberlain Mikhail, implore you to aid our kingdom. A murderous Vampyr terrorizes the land of Wallachia and plots to overthrow the rightful heir to the throne, Crown Prince Erik.



he Vampyr has in his possession The Crimson Crown, which he stole from His Majesty, King John the Good. The crown possesses great magical powers, as yet unknown to the Vampyr. Should he learn them and the means to employ them, the kingdom is most certainly doomed.



rince Erik and Princess Sabrina will accompany you, if you should decide to help save this land and its people. I must warn you, this will be a dangerous adventure! The Vampyr is treacherous and will do all in his power to destroy you and your Royal companions.

Signed,

Mikhail

## COMPREHEND™ INTERACTIVE NOVELS

Enter a whole new world inside your computer as you become the main character in a COMPREHEND interactive novel! Your computer describes where you are, objects at that location, and



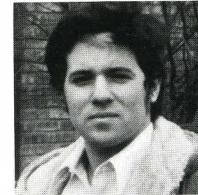
possible exits. You control the outcome of the story by typing in all actions, such as "Go North and climb the tree", or "Take the shovel and inspect it carefully". Your computer shows you the results of all actions. Explore and interact with the unknown world inside your computer to unravel the plot . . . but be careful, or your novel may have an undesired ending!



COMPREHEND is the program that allows you to communicate with your computer using full sentences in plain English. The Graphics Magician® program makes it possible to put hundreds of detailed illustrations into each novel. Together, they have created a brand new world inside your computer!

## ABOUT THE AUTHOR

**Antonio Antiochia** — Antonio is part fiction-writer, part computer artist. His first work, the highly acclaimed *Transylvania*, started as an all-text adventure. Then he discovered *The Complete Graphics System*, and Penguin discovered Antonio's graphics. With a copy of *The Graphics Magician*, Antonio performed magic to create the world of *Transylvania*. Now, three years later, the adventure continues . . .



The *Crimson Crown* was written and illustrated by Antonio Antiochia. Project manager at Penguin Software was Mary Beth Miller, assisted by Bruce Hoffman and Mark Pelczarski. COMPREHEND was written by Mark Pelczarski and Jeffrey Jay. The *Graphics Magician* was written by Mark Pelczarski. Various conversions of COMPREHEND and *The Graphics Magician* were done by Robert Hardy, Peter Schmitt, and Eagle Berns. Cover and documentation art and design by Steve Wedemeyer.

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# P··LARWARE™

830 Fourth Avenue, P.O. Box 311, Geneva, IL 60134 (312) 232-1984

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# COMPREHEND™ INTERACTIVE NOVELS

*APPLE INSTRUCTIONS  
(Apple versions require at least 64K of RAM)*

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**P·LARWARE™**  
*from Penguin Software, Inc.*

## **GETTING STARTED**

To begin, place your disk with side one (label side) up in your disk drive and turn on your computer. This magical procedure is known in the industry as "booting your disk." Depending on the novel, you may be prompted at some points during startup or during play to turn your disk over. Leave your disk in the disk drive unless instructed to turn it over or the results of the current "novel" in progress may be ruined.

## **PLAYING A COMPREHEND INTERACTIVE NOVEL**

You communicate in your novel by typing commands in English. Tell COMPREHEND what you want to do by typing in your command, press RETURN, and COMPREHEND will respond with the results of your actions.

The simplest commands, and most often used, are those for traveling. To walk north, you can type **Walk North**, **Go North**, or you can abbreviate with simply **North**, or even **N**. Press RETURN after your command. Other directions you can abbreviate are **E** for East, **S** for South, **W** for West, **U** for Up, **D** for Down, **I** for In or Enter, and **O** for Out or Exit.

To see what you are carrying at any time, simply type **Inventory**.

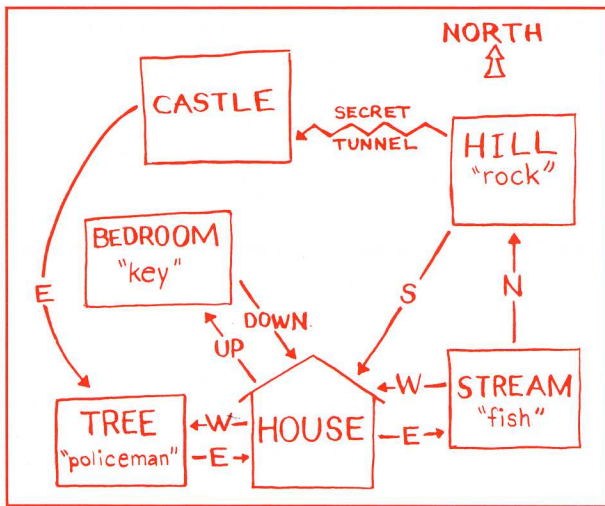
More complex commands can contain any

combination of verbs, nouns, prepositions, adjectives, pronouns, and direct and indirect objects . . . basically any type of imperative command. Examples are commands such as **Read the note**, **Look at the tree**, **Look under the wagon**, **Catch the squirrel with the box**, and **Feed the penguin sardines**. Commands can also be combined into longer sentences, like **Catch the cat by the tail and throw it into the tree**. (Of course if you can't catch the cat, you won't be able to do too much throwing.)

Each action in a command generally takes some amount of "time." In other words, if you are in a perilous situation, stringing a lot of commands together into one sentence will not get them done any faster. Generally, commands within a sentence are those separated by commas, the word **and**, or the word **then**, such as **Grab the rope and the food, then run out**. That sentence contains three commands: "Grab the rope. Grab the food. Run out." If something drastic is about to happen, you may be interrupted before your command is completed. For example, if grabbing the rope in the above example causes a rock to be dislodged and to start falling, you may be told "Before you can continue . . . a rock begins to fall from above" before you even get the food. This gives you a chance to react differently to the falling rock than just getting the food while it crushes you!

## MAPS

When traveling throughout your novel, a map will eventually be handy so you can get back to places and explore paths that you missed earlier. The best way to draw a map is to describe each location in a box on a sheet of paper, then draw lines to other boxes and label the directions taken to get there. Be careful. Some writers create worlds with twisting paths, so if you go north to get somewhere, south may not necessarily return you to the original place!



## GRAPHICS MODE AND TEXT MODE

When playing through the novel in the graphics mode, there are four scrolling text lines at the bottom of the screen. If a text passage is too long for those lines, COMPREHEND will pause and wait for a keypress before completing the text. You can switch to all-text mode at any time by just pressing RETURN at the input prompt without any command. The all-text screen keeps several lines at the top that describe your current location, in case you need to refer back to the description after it has scrolled up. Pressing RETURN again from text mode returns you to graphics mode.

Besides being useful for re-reading a long passage, checking previous commands, and checking the location description, text mode can be used to speed travel around areas of the "universe" with which you are already familiar. When in text mode, the graphics are not loaded from disk and drawn onto the screen at each location you visit. They are only updated when you return to graphics mode. Be careful when traveling in new regions with the graphics mode off, however. Sometimes a picture is worth a thousand words . . .

## **SAVING AND RESTORING "NOVELS IN PROGRESS"**

It being acknowledged that occasionally it is wise to switch off the computer for such trivial things as eating, sleeping, or visiting with other humans, a method is provided for saving "novels in progress."

As a command at the input prompt, simply type **Save**. You will be prompted to enter a number for the saved game (more than one can be saved onto the disk, if you want to share it), and your current situation will be saved onto side 1 of the disk. If you decide that you really don't want to save a game, just press the **RETURN** key.

To restore that situation, at any time while playing (or immediately after rebooting the disk), type **Restore**. You will be prompted for the number of the game you wish to restore, and immediately be put back where you left off. If you decide that you really don't want to restore a game, just press the **RETURN** key.

*Hint: sometimes it is wise to save your game just prior to trying something risky (or foolish, as the case may be). That way, if your attempt fails, you can cheat by restoring the game and trying something else.*

## **QUITTING AND RESTARTING**

To quit a game in progress, make sure you save your current situation (if you desire), then just turn off your computer or reboot with another disk.

To restart the game, the fastest way is to reboot side 1 of the disk. Since so many variables change during the course of a novel, rebooting is the fastest way to restore them all to their original state.

### **HINTS**

If you get stuck, don't panic! Just send a self-addressed, stamped envelope to:

Hint Department [the name(s) of your interactive novel(s)]  
P.O. Box 311  
Geneva, IL 60134

We'll rush you a hint book free of charge.

### **LIMITED WARRANTY**

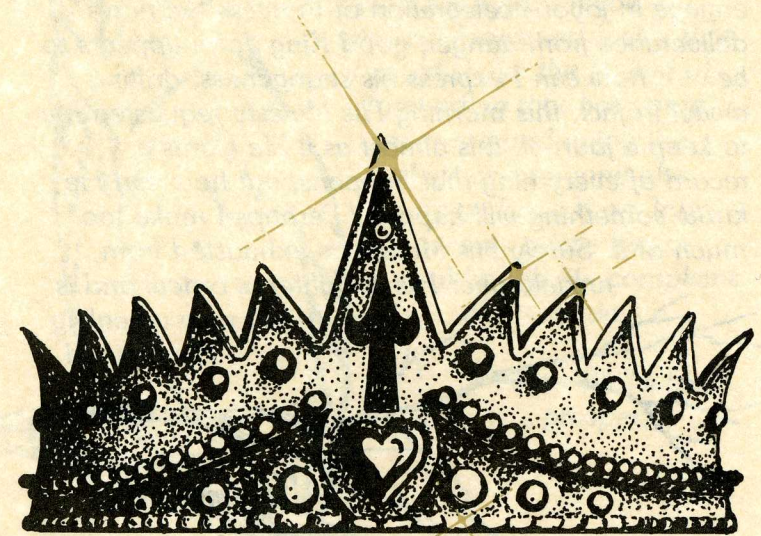
If your interactive novel disk should fail within 60 days of purchase, return it to Penguin Software for a free replacement. After 60 days, please return it with \$5 and we'll rush a new disk to you. **REMEMBER TO MAIL IN YOUR WARRANTY CARD TO ACTIVATE YOUR WARRANTY.**

COMPREHEND was designed and written by Mark Pelczarski and Jeffrey Jay. Graphics for all COMPREHEND interactive novels were created and displayed with The Graphics Magician, which was designed and written by Mark Pelczarski. The COMPREHEND and Graphics Magician software are copyrighted 1985 by Penguin Software, Inc. COMPREHEND, The Graphics Magician, Polarware, and Penguin Software are trademarks of Penguin Software, Inc. Penguins like novel ideas.

# Journal

as chronicled by  
His Majesty's Loyal Chamberlain

# Mikhail



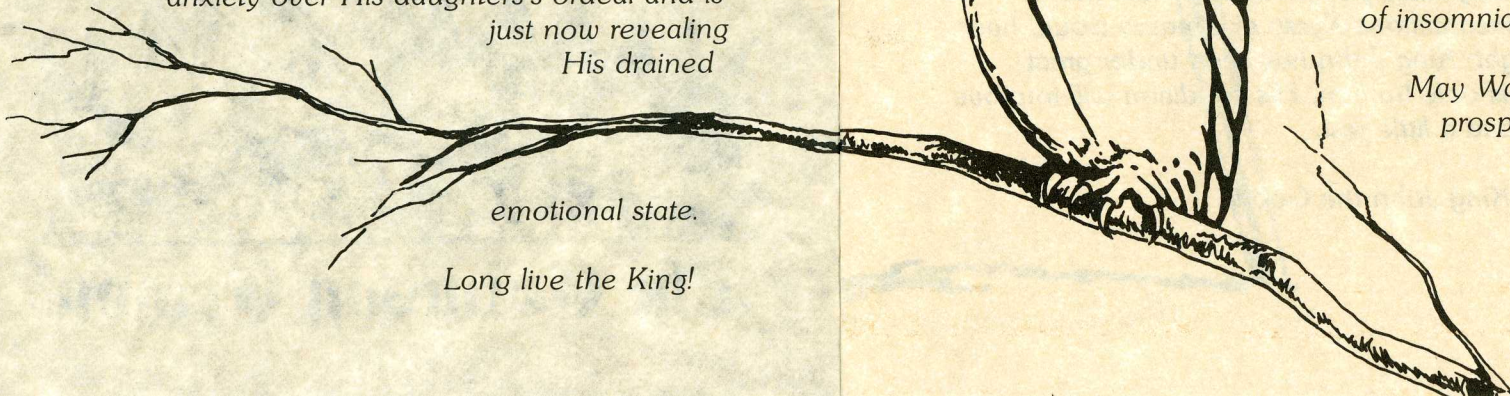
The Crimson Crown™

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Today is a day of great gladness for the people of Wallachia. The hero has destroyed the Vampyr and rescued Princess Sabrina. She is safe, unharmed by the cruel stregoicha devil who had kidnapped her from her father, His most Royal Highness, King John the Good. Many boyars and their families have come to the castle to join in the festivities, even the Ham Burgher Raanald. Yet there is an odd aura of fatigue about the King that only I, His Majesty's chamberlain, have seemed to notice. While His loyal subjects and Prince Erik engage in joyous celebration of Princess Sabrina's deliverance from danger, good King John appears to be . . . how can I express his strangeness, drifting away! In fact, this morning His Majesty requested me to keep a journal. It is almost as if He wants a record of everything that happens, but how can He know something will happen? Perhaps I make too much of it. Surely His Majesty is exhausted from anxiety over His daughters's ordeal and is just now revealing His drained



emotional state.

Long live the King!



Life in Wallachia is returning to normal. The castle inhabitants are resuming their everyday occupations. The peasants have returned to the fields and mills. The weather is calm and warm. A gentle wind blows from the south. There has been one bizarre occurrence. A monk riding a donkey has been seen wandering through the eastern province. He

wields a hoe and offers tea to all he meets! He warns the peasants of the coming of evil. They pay no mind to the monk.

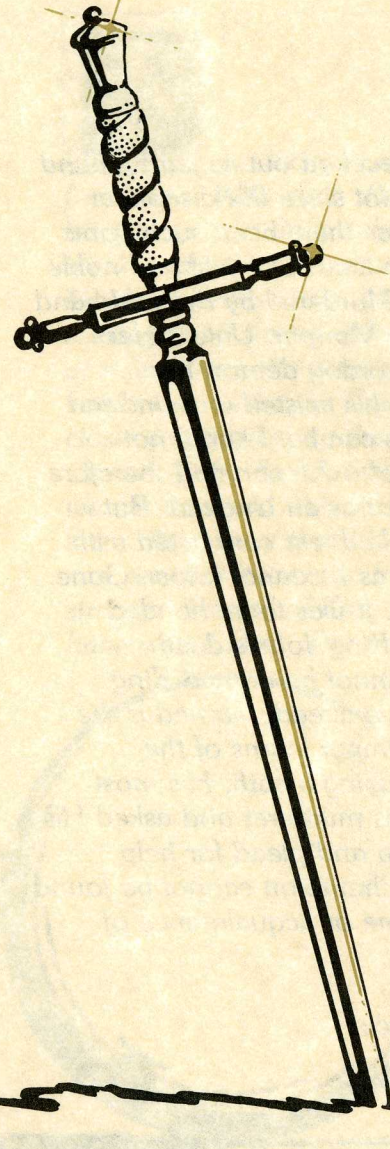
They believe he is feeble-minded. However, I wish that I could shake the feeling of foreboding that has come over me and enjoy the days as everyone else does. Even King John seems a little better, although He complains of insomnia.

May Wallachia prosper.



had hoped that His Highness would recover soon from His "exhaustion". I fear, instead, that it grows worse each day. Some believe that it may be the plague. Just last evening King John failed to attend a state occasion, saying He felt ill. In confidence, Danil, the Royal Physician, said he could find no physical reason for the King's illness! Magicians and wisemen from throughout the land have come to the castle to study His Majesty. Even the infidel sorcerer Zordek knows not what ails the King, but he assures me it is not the plague. I grow uneasy. Last night was the first time that His Highness had shunned a royal duty. His attitude of late seems so strange and distant. Were I called to theorize on this extraordinary occurrence, I would say His Majesty fights a battle in His mind, not His body. But enough of such foolishness. I am afraid the bizarre mood of His Majesty has started to affect me, too. According to the wisemen, were there anything really wrong with His Highness the sorcerous incantations Xyzzy or Emases would have set Him right. King John has been under great stress and is only human. His condition will improve with time and a little rest.

*Long rule King John the Good!*





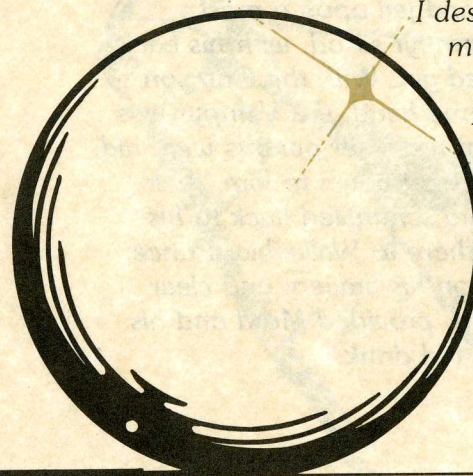
arkness has reached out its fearful hand over our small Kingdom. Not since the disappearance of Princess Sabrina has there been such panic and dismay throughout the land. Our just and noble Lord, King John, is dead. Murdered by the foul hand of His dreaded enemy, the Vampyr. Unless Her Highness' rescuer lied, the ordog demon has somehow been restored to his twisted and unclean semblance of life. How this can be, I know not. Perhaps he is the 7th son of a 7th son and therefore doomed to eternal existence as an Undead. But there is corruption and wickedness connected with this that mortal men, such as I, cannot know. Gone, too, is the Crimson Crown. It was to be handed down to Prince Erik upon King John's death. Without the crown, Erik cannot be named King! Worse than all of that I have already named is the future of our land if the Vampyr learns of the Crown's secrets. With His dying breath, His most royal Highness revealed His murderer and asked His people to search out a hero and plead for help once again. If the original champion cannot be found then we are to find a relative or acquaintance of our distinguished saviour.

May King John rest in Peace.



o luck. I have had no luck in my search for a hero. With each day the Vampyr tightens his grip on our defenseless kingdom. The land grows bleak and barren. Peasants from Transylvania and Moldavia arrive daily, almost hourly, at the castle seeking food and shelter. Many come in search of safety from the monster. Little do they know how fragile their safety is. Each day the Vampyr grows closer to discovering the secrets of the Crimson Crown. If the day comes that he can use the Crown, we are doomed. Ah, if only the powerful Munjistan were alive! Now that I look back on past events, I can see that it was the Vampyr that caused the strange "illness" of King John. If only we could have saved Him. The news of late is so depressing, I despair of writing any more today.

Protect our land and our people.





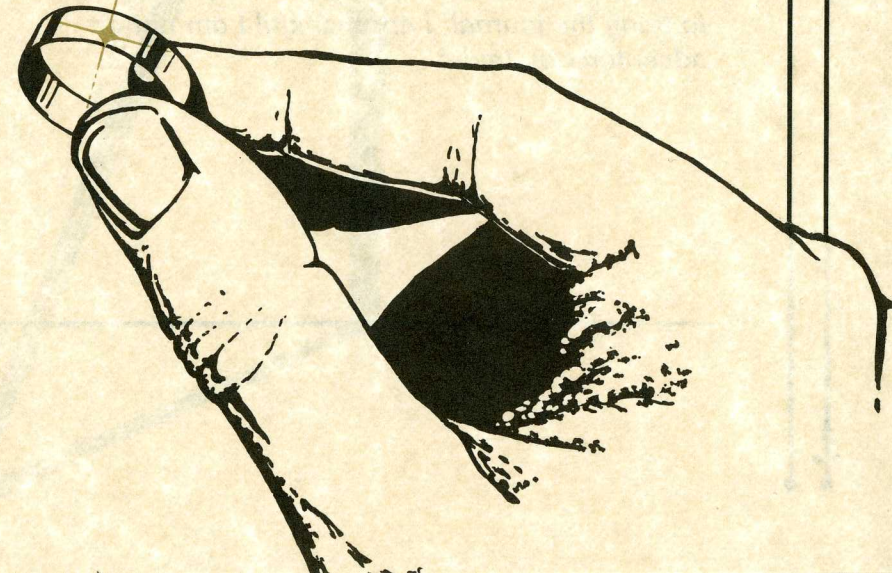
*We have proof that the Vampyr is cognizant of some of the powers of the Crown! Indeed he has already unlocked one of its secrets. This bodes ill for us all. But let me record what happened:*

*Yesterday, a peasant from Moldavia came to the castle doors begging an audience with Prince Erik or Princess Sabrina. Under normal circumstances this would never be allowed but, as we well know, these are far from ordinary times. Prince Erik decided to meet the man in a small, undecorated chamber to make the man feel more at ease. The peasant, whose name is Mord, told the Prince that he had been foraging in the forests in Transylvania trying to find something for his family to eat. He stumbled through a tangled path and fell upon a most disturbing scene. The Vampyr stood, with his back to Mord, before a terrified girl. With the Crimson Crown upon his loathsome head, the Vampyr was forcing the girl to tell him where her parents were hid. Once their hiding place was known to him, their deaths were certain. Mord scrambled back to his family and rushed with them to Wallachia. Prince Erik commended Mord on his bravery and clear thinking, and as a reward, provided Mord and his family a supply of food and drink.*



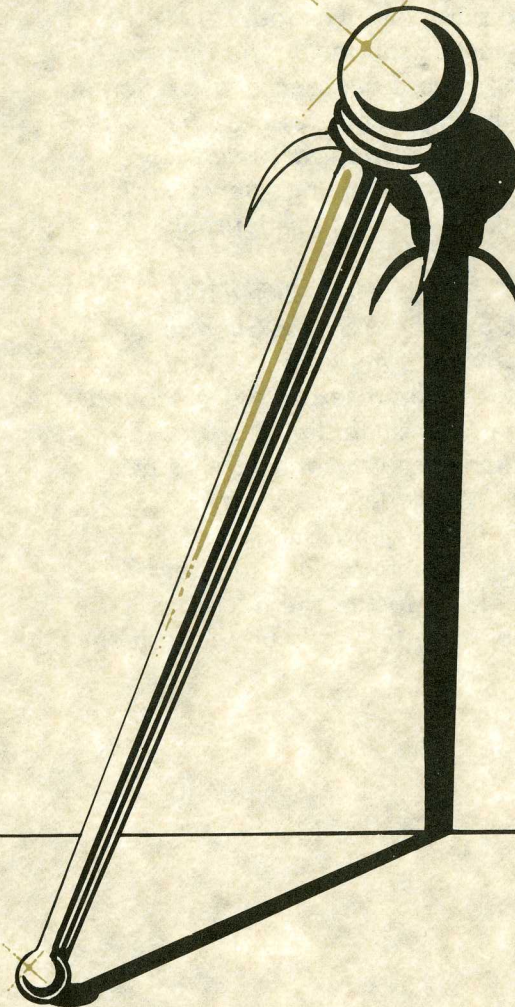
*This was not good news. Normally the ruling king wears the Crimson Crown while hearing testimony of those charged with a crime. With the Crown on his head, the king, and everyone in contact with him, would be blessed with the ability of ascertaining the truth of every sentence spoken by the accused, and would possess great strength of will. The Vampyr not only discovered the truth-reading ability of the Crimson Crown, but he must have devised a way to twist its magical will powers so that he could force the unspoken truth from his victims. Do we stand a chance against such evil?*

*Preserve the kingdom.*





*heir Highness' have found our hero! They leave in one day for dark Karel Thurg, stronghold of the Vampyr. They journey to the desolate forests of Transylvania, where the Vampyr was last seen. It is a dangerous mission. They must destroy the monster, once and for all, and return with the Crimson Crown so peace may reside throughout Wallachia once more. Princess Sabrina and Crown Prince Erik have asked that I give them this journal before they go. Many bizarre things have happened. Since King John asked that they be recorded, they feel that He somehow sensed the approaching tragedy. Perhaps there may be something in the past events that will aid them in their mission. Surely it will do no harm to bring the journal. I am thankful I am not an adventurer by trade!*





*A strange pamphlet was found nailed to a tree just outside the castle grounds by the minstrel boyar George this morning. Everyone had a different idea as to what this writing means. Some say it is a curse. Others say it is a philosophical dissertation. I feel that it pertains to the upcoming events, so I have copied it word for word into this journal:*

### *Instructions for Erik and Sabrina*

*Crown Prince Erik and the Princess Sabrina are to be your almost constant companions on this perilous journey. Each of them serves a distinct and important purpose on this adventure. It is up to you to discover their purposes, and how to best utilize their presence. Whenever you wish to communicate directly with Erik or Sabrina, type the instruction such as this: "Sabrina, Take the Jewel", or "Erik, Use the Sword". Most of the decisions and deductions will have to be made by the resident hero, you.*

*Godspeed!*

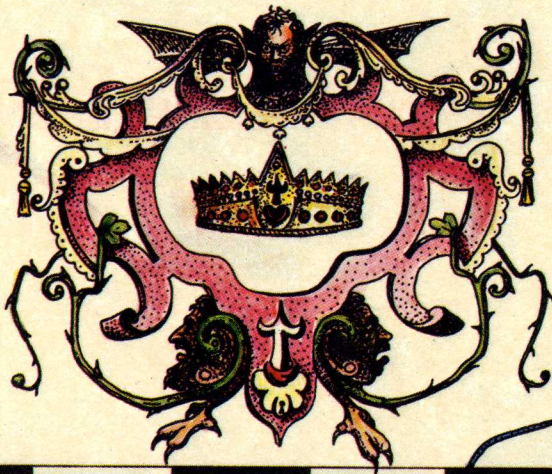
COURTESY WALLACHIA  
CHAMBER VON COMM

WALLACHIA

LACUS NOCTIS

TRANSY

FAGAI  
MOUNTA



ALLACHIAN  
N COMMERCE

# MOLDAVIA



XYGLPH  
BELOVED PATRIA

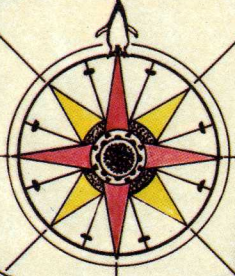
ARX  
KAREL BURNET

Castellum

ARX  
Karel Thurg

Passo Borgo Pass

Noordt



MARE NIGRUM

TRANSYLVANIA

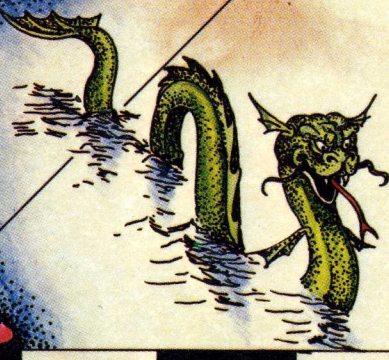
Knu River

FAGARAS  
MOUNTAINS

Danube River



ARX  
KAREL THURG

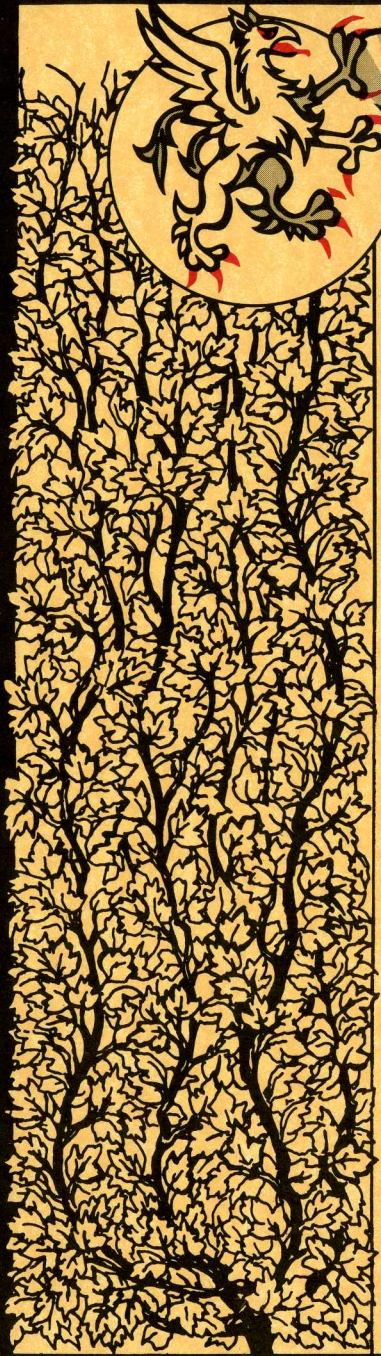








UNTO THINE EYES ALONE



**H**ands I do not have, yet I grasp so tight.  
I love darkness, my enemy is light.  
Both the mighty and low know me well,  
For in the hearts of men do I dwell!

**I**wonder as I wander: where am I?  
I shed tears, yet I cannot cry,  
I trek but cannot walk, swim, or fly,  
I am born to die. Say, what am I?

**I** am, I'm not. I visit young and old,  
Some I make timid and some I make bold,  
Unwise is the one who pokes fun at me.  
Beware, for I am a shadow of thee.

