

GELFLING ADVENTURE™



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Gelfling Adventure™ is an interactive story based on Jim Henson's epic fantasy movie, The Dark Crystal. In purchasing it, you have provided your child with an exciting game that, in addition to its recreational value, offers a quality learning experience. If your youngster can read at the fourth grade level, no help or supervision on your part will be required. All the instructions needed for the game appear on the disk itself, and adventurers don't have to know how to type in order to play. The entire game is controlled with the space bar and return key.

In Gelfling Adventure your child joins Jen, last known survivor of the Gelfling race, on a faraway planet. As the game begins, Jen is sent off on a desperate journey to mend the broken Dark Crystal that once brought harmony to his world. Only if he succeeds in finding a missing piece of the Crystal -- the so-called crystal shard -- and restoring it to its rightful place, will the Skeksis, the evil tribe that has gained control of Jen's planet, be overthrown. But Jen urgently needs your child's help. The young Gelfling has no idea how to find the missing shard. He hasn't a clue about gaining access to the Dark Crystal itself, or how to outwit the Garthim, cruel servants of the Skeksis. Only with your child's guidance and leadership can Jen's mission be accomplished!

Gelfling Adventure is designed to help your child build his or her vocabulary, and to offer practice in such reading comprehension skills as identifying details, making inferences, predicting outcomes, and drawing conclusions. Playing Gelfling Adventure will also give your youngster valuable experience in mapping, and in using a glossary.

The process of **identifying details** involves paying attention to stated facts, remembering them, and relating them to larger ideas in the game. For example, during the course of play, Jen is likely to come upon the Village of the Pod People. The villagers offer important advice about the whereabouts of the Skeksis' Castle, advice which your child must follow precisely in order to help Jen gain access to the Dark Crystal.

Making inferences is the ability to see implied ideas and to act accordingly. For instance, it is impossible for Jen to defeat the Garthim unless he takes along some pebbles he encounters during the course of his mission. But nowhere in Gelfling Adventure is the importance of these pebbles explicitly stated! When your child deduces that having the pebbles is essential to continuing the adventure, even though this has not been explained in the text, he or she is making an inference.

In **predicting outcomes**, your child must consider the relevant information gathered up to a certain point in the game, and use that information in choosing between various courses of action. For example, whenever your child makes a decision about whether or not to trust a character encountered in Gelfling Adventure, he or she is implicitly predicting the outcome of that decision.

To **draw conclusions**, your child must understand the relationship between events that occur during the course of play and identify the central idea of the story. When your child understands the concept of healing the Dark Crystal, for instance, he or she has drawn a conclusion about the ultimate object of the game.

To enrich your child's learning experience, several items have been included in the Gelfling Adventure package. For example, the brochure you're reading now contains a "Gelfling Glossary" - an illustrated lexicon of terms likely to be encountered while playing the game. Consulting the "Gelfling Glossary" to discover the meaning of unfamiliar words will help your child develop dictionary skills.

It generally takes a lot of practice for children to become proficient in using and making maps. To give your youngster a head start, we have enclosed a large poster map of the faraway world of the Dark Crystal. Your child should find it enormously helpful as he or she plots the course of Jen's journey. In addition, the compass decal will serve as a "direction guide" throughout the game. Simply peel it off and place it on the monitor near the screen, to remind your child that moving "north" means heading towards objects shown at the top of the picture, that going "east" indicates travel to the right, and so forth.

But there is no more time for discussing educational goals. If the Dark Crystal is not healed soon, the evil Skeksis will rule the world for all time. Let the adventure begin!

HOW TO BEGIN

Insert the Gelfling Adventure disk in the disk drive, label side up. Turn on the power to your monitor or TV and then your computer. Close the door to your disk drive. Follow the prompts on the screen.

Gelfling Glossary



Aughra

A very old woman with one eye. Aughra is one of the wisest creatures living in the world of the Dark Crystal.



Crystal Bats

Flying animals with eyes made of glass. The crystal bats are spies for the wicked Skeksis.



Dark Crystal

A clear, glass-like rock that is kept in the Castle of the Skeksis. The Crystal used to be as bright as a diamond, but now it is dark. And dark it will remain unless a Gelfling can replace a shard that broke off and was lost when the Urskeks split into two.



Dome

A house with a round roof. Aughra lives in a dome on a hill where she can watch the stars.



Fizzgig

Kira's pet. A round furry animal something like a dog.



Garthim

Monsters with shell-like armor on their bodies and huge black claws. The Garthim are servants of the evil Skeksis.



Gelfings

A race of gentle people almost totally destroyed by the Skeksis. Kira and Jen are the last living Gelflings.



Jen

A Gelfling boy.



Kira

A Gelfling girl.



Landstrider

Long-legged beasts that can run very fast.

Old Ones

Wise and good creatures that were created when the Urskeks were divided into two.



Pod People

Quiet, shy people who grow vegetables. They love to eat, laugh, sing and dance.



Shard

A small, broken piece of crystal.



Skeksis

Creatures that have only a bad side. They now possess the Dark Crystal and rule Jen's world. The Skeksis were created long ago when the Urskeks were divided into two.



Teeth of Skreesh

A carving on the outside wall of the Castle of the Skeksis. Legend says that it is a secret entrance to the Castle.



Urskeks

A race of people who, while trying to find a perfect life, accidentally broke the Crystal. The good and evil parts of their natures split into two. The good half of each creature became an Old One. The bad half became a Skeksis. Legend says that if the Crystal is healed, the two halves of the Urskeks will become one again. Then the struggle between good and evil will end.



Ursu

One of the Old Ones. Ursu is Jen's teacher and friend.

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