

# DEMON'S TOMB

**Type:** Illustrated Text Adventure

**Difficulty:** Intermediate

**Systems:** MSDOS (384K required, joystick and hard disk optional; no third-party sound board support)

**Company:** Mastertronic



This story revolves around twin brothers who, as high priests in an ancient civilization, summoned the mad god Darsuggotha. One of them was irrevocably corrupted by the visit, but the other found a way to banish the mad god from this world. That was then, and this is now: you, as the son of an archaeologist who died in the "demon's tomb," have to piece together the clues he left behind in order to prevent Darsuggotha's return. *Demon's Tomb* has the feel of an all-text adventure, and the relatively few graphics are of low- to medium-quality EGA resolution. Still, there are numerous innovations in this British import, among them the ability to save a game in RAM as well as on disk, gamer-definable macros for frequently used commands, and an "exits" command that lists all the doors that lead out of the current location. The parser is very good, yet weak with pronouns. You can play the game in "menu mode," which uses a split-screen display with text and pictures on top, and a list of menu commands on the bottom. The puzzles are more logical than in most games from the USA, making *Demon's Tomb* recommended mainly for die-hard text adventurers.

## Walkthrough

### Prologue

Turn off torch. Take bag. N. Put bag in hole. Take bucket. W. Open coffin. Put all in coffin. E N. Take biro and polythene bag. S E. Take plaque. W W. Put plaque and biro in coffin. Take bucket and notebook. Put notebook in bag. Close bag. Put bag in water. Put bucket in coffin. Close coffin. Point at coffin.

### Keeping Tomb Door Open

At Clearing, move small boulder. Take spike. W. Open door. Put spike in ground.

### Secrets of the Notebook

Read notebook. Examine notebook. Rub impression with **ch17c41l**. Read page. Open notebook. Look in notebook. Get old letter. Read old letter.

### How to Get the Glove

At the Slippery Path, say, "Sam, get the glove." Take glove.

### Getting to the Islands

At Wood Bridge, hit pole. Sam, get pole. Go to Winding Path and drop all. Go to marsh. Enter punt. Take pole. E N S. Exit punt. Read monolith. Enter punt. N E S. Say, "**kw1h**".

### Getting the Coin

Go with Sam to Grassy Bank. Look in hole. Throw **w1t27** (in **b5ck2t**) in hole. (If he's not holding anything, Sam will kill the rabbit.) Take rabbit. Go to Pinnacle. Wear glove. Give rabbit to crow. Take coin. Examine coin.

## The Sandy Track

Give bone to Sam. D.

## Getting Through the Maze

At cave entrance, turn on torch. S W U U U U.

## Searching the House

At the shrubbery, open window. E. Sit on chair. Examine desk. Put b374 in hole. Move chair. Look (find and read documents). E E. Get key (to open church door). Examine panels. Knock on panels.

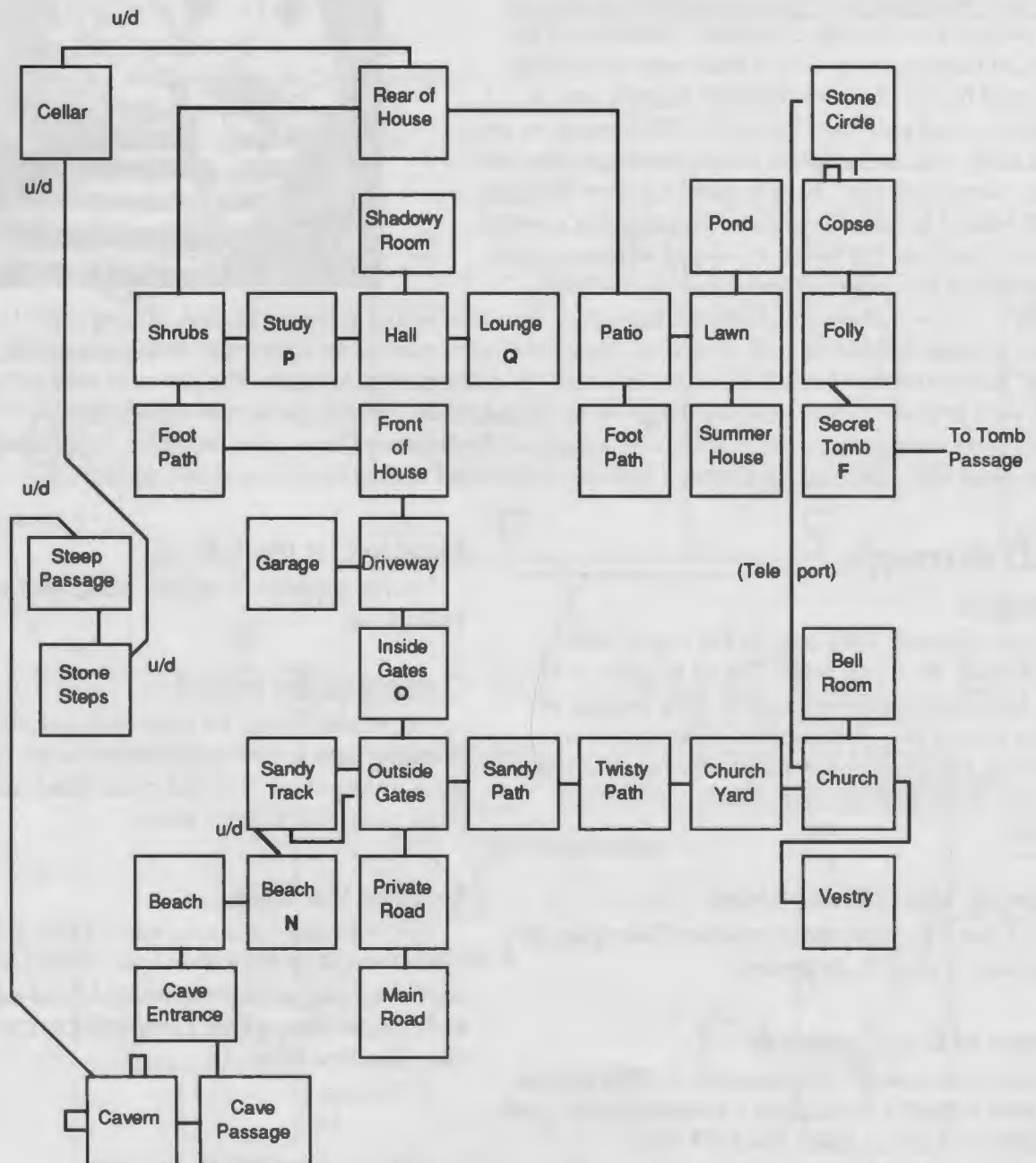
Move loose panel. Look in compartment. Get stone rod.

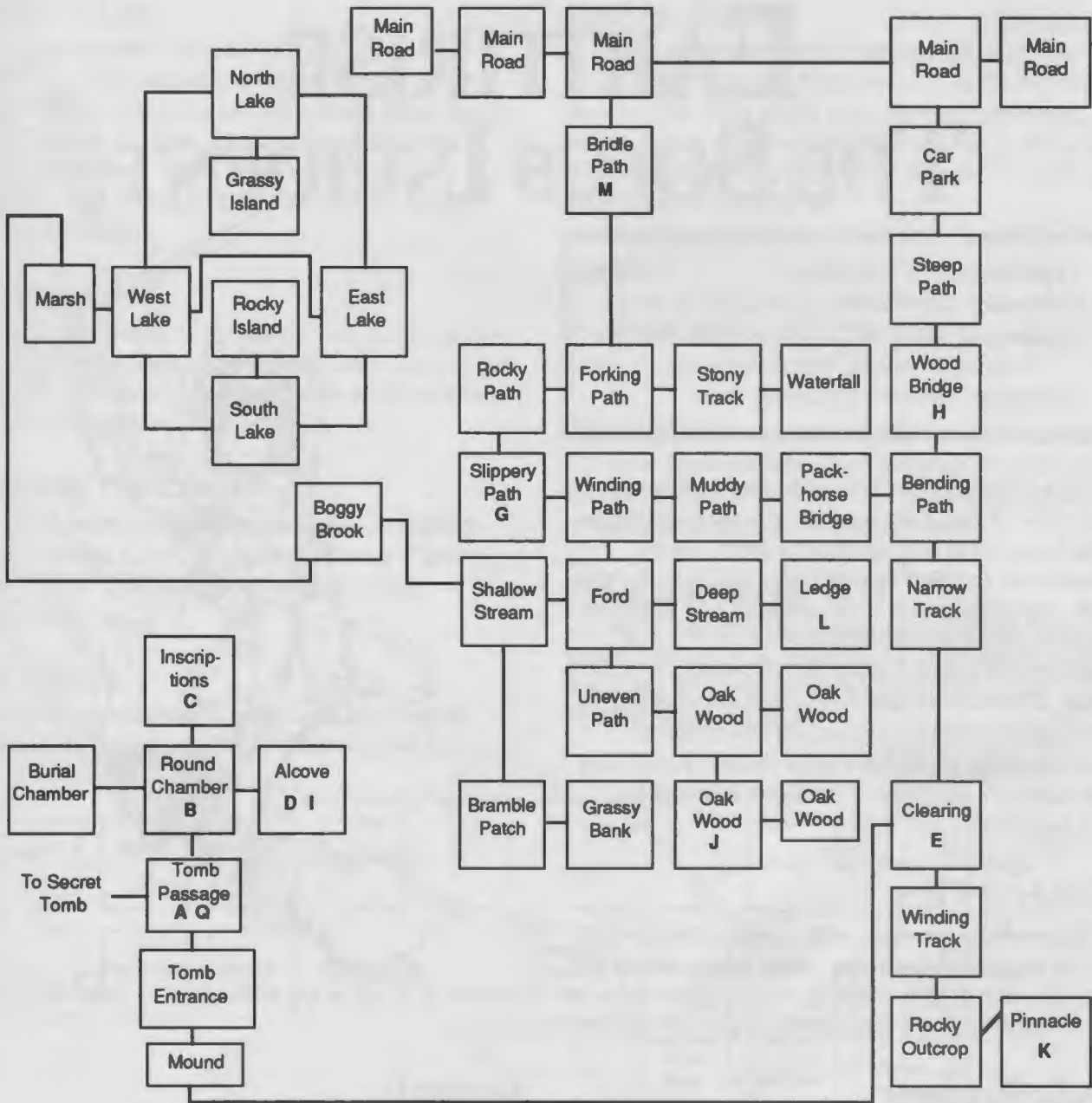
## Getting Past the Duck

Leave Sam in the garage, or playing with the bone. Give 91n8w3ch to duck.

## End Game: The Bell Room

Tie knot in rope. Climb rope. Ring bell thirteen times with the 9t4n2 748. Climb down rope. S W (through closed church door). S S D. Examine Thai. Th3nk 1b45t Thai. Show pl1q52 to Thai.





### Map Key

- |   |  |
|---|--|
| <b>A</b> Torch and notebook, old letter, sleeping bag | <b>J</b> Rabbit                                      |
| <b>B</b> Bucket and water, holey cloth                | <b>K</b> Coin  |
| <b>C</b> Biro, polythene bag, sandwich                | <b>L</b> Stick (not needed)                          |
| <b>D</b> Plaque                                       | <b>M</b> Bone  |
| <b>E</b> Spike  | <b>N</b> Torn note                                   |
| <b>F</b> Charcoal (after fire)                        | <b>O</b> Newsletter, grubby letter                   |
| <b>G</b> Glove  | <b>P</b> Old book, parchment (don't read), documents |
| <b>H</b> Pole   | <b>Q</b> Ornate key, stone rod                       |
| <b>I</b> Punt   |  |

Some boldface words appear to be gibberish. They are key words hidden in the QuestBusters code so that you can't read them just by glancing at them (and find out something you don't want to know). A new, easier code was devised for this book. Instead of having to decode every letter in a boldfaced word, you need only decode the vowels and several of the consonants by using the following code chart:

1	=	a	6	=	y
2	=	e	7	=	r
3	=	i	8	=	d
4	=	o	9	=	s
5	=	u			