Text-Based Adventure Game
Treasure Tomb

Course: CS467

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Instructions

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Treasure Tomb is a text-based adventure game that is played in your IDE. You play as a treasure hunter who is seeking a famous jewel in the heart of an Egyptian tomb. You must navigate through the rooms of the tomb, solving puzzles and defeating enemies until you reach the final treasure.

First gameplay screen:


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You have finally arrived at the temple. It's a tall, stone structure with stairs leading up to a dark entryway.
You'd been following the clues and you are ready to retrieve the treasure. Thunder rolls ominously in the distance.
It's your last chance to turn back.
1) Go inside
2) Turn back
```

During your excursion into the tomb, you will encounter a variety of items. The text for these items will be color-coded to indicate the function of the item. The color-codes are as follow:
- regular items that can be picked up are GREEN
- items that can't be picked up are CYAN
- consumable items are BLUE
- weapons are MAGENTA
- rooms are YELLOW
- enemies are RED

Color key example screenshot from how items should appear in game (Top-down: green, cyan, blue, magenta, yellow, red):


```
torch
mosaic
painkillers
sword
northern staircase
mummy
```

You will need to use and interact with many of the items and enemies that you encounter. In order to do so, the game allows you to use a variety of different verbs. For example, if you encounter a piece of dynamite and want to put it on a boulder, you can accomplish this with a few different commands, such as "put dynamite in boulder", "put dynamite on boulder", or "place dynamite on boulder". The player should choose the most appropriate action for the situation. Here is the full list of supported actions:

1. put __ in __
   This command allows you to put an item inside or on another item. These commands will do the same thing:

   Place __ in __   Pour__in__
   Place __ on __   Set__on__
   Put __on__   Set__in__
   Lay__on__   Insert__in__
   attach __to__

2. activate
   This command allows you to interact with any item that can be interacted with. These commands will do the same thing:

use	cut	dig	talk	speak
light	ignite	chop	shoot	jump to
jump on	talk to	interact with	turn on	switch on
cut down	dig up	shoot at	chop down	speak to

3. savegame - saves the current state of the game
4. help - prints the instructions to the game
5. exit - exits the game
6. inventory - prints the players inventory
7. HP - prints the player's HP
8. look at - prints the description of an time in the room
9. pick up - pick ups an item and adds it to the player's inventory
10. drop - drops and item from the player's inventory
11. consume - player eats a consumable to gain or lose health
12. equip/unequip - player equip or unequips an item if the item is a weapon
13. attack - Player attacks and enemy with an equipped weapon
14. go to _____ - Player moves to the next specified room

Walkthrough

*Forgive the length, Professor Pfeil granted us permission to include a multi-page walkthrough within Instructions (seemed apt)

The game begins by asking you to start a new game or load a game. If you haven't played before, start a new game and enter a save name. You will then be asked whether you want to go inside or turn back. Press 1 to go inside.

You will start in the Main Chamber. In order to finish the game, you need to put the Eagle Key, Crocodile Key, and Sphinx Key in the mosaic. So, start by going down the northern staircase.
   - go to northern staircase

You are in a new room with a boulder blocking the eastern corridor. You need to remove it. Go to the next room.
   - go to northern corridor

You are in a room with no light, and must go through a maze in the dark. Type in these commands to get through:
   - move right
   - move up
   - move up
   - move right
   - move right
   - move up

Now pick up the dynamite, go into the previous room, and destroy the boulder

- pick up dynamite
- go to southern corridor
- pick up matches
- light dynamite
- put dynamite on boulder

The eastern corridor is now revealed
- go to eastern corridor

In this room you must jump on pillars in the correct order:
- jump to short pillar
- jump to medium pillar
- jump to large pillar

This will take you a new room, in which you must place figurines on the correct pedestal:
- put eagle figurine on snake pedestal
- put alligator figurine on eagle pedestal
- put python figurine on alligator pedestal

You will receive the Crocodile Key. You now must return to the Main Chamber:
- go to southern hole
- go to western corridor
- go to southern staircase

You are now back in the Main Chamber. Grab a sword and go into the eastern door:
- pick up sword
- equip sword
- go to eastern door

Kill the mummy
- attack mummy (repeat until it dies)

Now turn on the sink, put water in the chalice, and pour that water into the statue's mouth
- turn on sink
- put water in chalice
- pour water in statue

This will reveal the next room. Go into it:
- go to southern door

Kill the mummy
- attack mummy (repeat until it dies)

Dig up the spice packet
- pick up shovel
- equip shovel
- dig up patch
- pick up packet

Cut down the tree and go into the new passageway
- pick up axe
- equip axe
- chop down tree
- go to passageway

In the new room, you must choose a weapon, defeat the mummy, and light the chandelier
- pick up spear
- equip spear
- attack mummy (repeat until it dies)
- pick up bow and arrows
- put bow and arrows in furnace (will equip you with fire arrows)
- shoot chandelier

The Guardian will appear. You must make him food by backtracking and putting ingredients in the dome helmet:
- pick up dome helmet (dropped from dead mummy)
- go to passageway
- pick up onion
- put onion in dome helmet
- pick up tomatoes
- put tomatoes in dome helmet
- go to northern door
- put water in dome helmet
- put packet in dome helmet

Now put the dome helmet bowl into the furnace to make the stew, and give it to the Guardian:
- go to southern door
- go to passageway
- put dome helmet in furnace (will receive Granny's stew)
- talk to Guardian (will receive Eagle Key)

Now go back to the Main Chamber
- go to slide

You are now back in the Main Chamber. Go into the western door, and then go into the next chamber.
- go to western door
- go to western door

This will take you to a new room, with a big chasm blocking the path. Use the whip to cross and get the Sphinx Key.
- pick up whip
- equip whip
- pick up tile
- pick up Sphinx Key

Now go back to the Main Chamber
- go to eastern door
- go to eastern door

You are now back in the Main Chamber. The only thing left to do is to put the keys in the mosaic:
- put Eagle Key in mosaic
- put Sphinx Key in mosaic

- put Crocodile Key in mosaic

Congratulations! You found the treasure and finished the game!