Entombed (video game) =

Entombed is an action @-@ adventure video game developed and published by Ultimate Play the Game for the Commodore 64 in 1985 . It is the second instalment of the Pendragon series and is a sequel to The Staff of Karnath . The game features series protagonist and aristocrat adventurer , Sir Arthur Pendragon , as he attempts to escape an ancient Egyptian tomb before all oxygen runs out . As with its predecessor , Entombed is presented in an isometric format .

The game was created and designed by brothers Dave and Bob Thomas , with Ultimate founders Tim and Chris Stamper otherwise being uninvolved in development . Entombed took considerably longer to develop due to the re @-@ programming of its game engine . It received positive reviews from critics upon release , with praise being directed at its playability and graphics . It was followed by a sequel , Blackwyche , which was released later in the year .

Gameplay = =

The game is presented in a isometric format and is set inside an ancient Egyptian tomb . Sir Arthur Pendragon 's main objective is to escape the tomb , the Great Sphinx , before all oxygen runs out . To achieve this end , the player must navigate a series of chambers linked by corridors , solve logic puzzles and deal with hostile enemies by either avoiding or fighting them . The tomb has seven floors . Pendragon 's only form of defence is his whip , which he can utilise to defend himself from enemies . The player also has access to a torch , which will allow them to see in certain pitch @-@ black areas of the tomb .

Unlike other games from the Pendragon series , Entombed features no collectable items required to finish the game . The player @-@ character has a life bar , which will deplete every time he makes contact with an enemy . To replenish life , the player must kill crows which will spawn in rooms at various times , and upon its death the crow will drop an Ankh symbol , the ancient Egyptian " Symbol of Life " . If the player completely runs out of life or if all the oxygen runs out from the tomb , then the game will end .

Development and release = =

Ashby Computers and Graphics was founded by brothers Tim and Chris Stamper , along with Tim 's wife , Carol , from their headquarters in Ashby @-@ de @-@ la @-@ Zouch in 1982 . Under the trading name of Ultimate Play the Game , they began producing multiple video games for the ZX Spectrum throughout the early 1980s . The company was known for their reluctance to reveal details about their operations and upcoming projects . Little was known about their development process except that they used to work in " separate teams " : one team would work on graphics while the other would concentrate on other aspects such as sound or programming .

The Pendragon series and The Staff of Karnath were materialised by brothers Dave and Robert " Bob " Thomas , rather than Ultimate founders Tim and Chris Stamper . Dave Thomas began his career in 1983 when he began producing games for the Atari 400 , including moderate @-@ sellers such as Warlok , which won him GB £ 5 @,@ 000 in a competition from Calisto Software . Although he later began working for the company in producing video games , he quit due to the strain of his daily 68 miles (109 km) commute . Shortly after quitting Calisto Software , Dave Thomas started work on The Staff of Karnath . Bob Thomas was a trained technical illustrator for the Ministry of Defence and had experience with designing interiors for the Royal Navy , which later aided to the military @-@ themed visuals of the Pendragon series . As with all games in the Pendragon series , Entombed was programmed by Dave Thomas , whereas the graphics were designed by Bob Thomas . Dave Thomas admitted in a March 2008 interview that the name of the series protagonist , " Sir Arthur Pendragon " , was copied from the character of the Black Prince Pendragon from the Jack the Giant Killer stories . According to Dave Thomas , Entombed had the longest development cycle due to the expansion of the previous engine .

= = Reception = =

The game received positive reviews upon release . John Cook of Popular Computing Weekly praised the graphics , heralding them as " colourful " and the detail of the stages as " beautiful " . Julian Rignall of Zzap ! 64 similarly praised the presentation of the game , expressing surprise on the size and graphical advancements from its predecessor . A reviewer of Computer and Video Games praised the graphics as " excellent " , whilst noting the resemblance to Indiana Jones . A reviewer of Computer Gamer similarly cited the graphics as " excellent " , stating that it was " what he expected from an Ultimate game " . However , they criticised the overall gameplay , stating it to be " very boring " and " slowly smegged " .

Cook praised the game 's puzzle sections , comparing them more favourably than those of its predecessor , and summarised that the game was " definitely a must for any adventurer 's collection " . Rignall stated that the puzzles were " specular " and similarly praised them more favourably than those in The Staff of Karnath . However , Rignall criticised the sprites of the game , asserting that they were " large and crude " .