

Living Arts

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GLOBE STAFF PHOTOS/DAVID L. RYAN

Part Hollywood, part haunted house, TOMB engages participants in an effects-laden battle of wits. They must solve the pharaoh's riddles to win.

Mummy complex

TOMB brings pharaoh to the Fenway in a high-tech, interactive adventure show

By Peter DeMarco
GLOBE CORRESPONDENT

The great and mighty pharaoh, his fearsome visage projected by computer onto a waterfall, is very angry. And it's all your fault.

"How dare you enter my place of rest?" his thunderous voice bellows as a sliding stone door traps you and your fellow explorers inside TOMB, a first-of-its-kind interactive walk-through adventure show opening Friday in the Fenway.

Flashlights suddenly flicker out, the chamber's walls seem to shake, and a once-brave guide, leading participants through the amusement, buries her face in a pith helmet. Poisonous snakes, falling ceilings, and secret traps — to name just a few of TOMB's high-tech special effects —



Skeletons, falling ceilings, and secret traps are part of the experience.

could easily spell your demise. But if you and your fellow "volunteer archeologists" can solve pharaoh's riddles, you'll find his long-lost mummy and emerge from the game as champions.

The brainchild of 27-year-old MIT graduate Matt DuPlessie, TOMB is a high-tech haunted house with an Egyptian twist. But with a price tag of nearly \$1 million, it has the look and feel of a Hollywood movie set: More than 150 sound effects, visual illusions, shooting air jets, glowing stones, dropping ceilings, and the like are smartly packaged within a 2,000-square-foot space across Brookline Avenue from the AMC Fenway Theatre.

While the special effects are cool, TOMB is unique because, unlike other

TOMB, Page E6