Demon's Tomb

The Awakening

DEMONS TOMB

"To Barfwyd were born twin sons by his first wife. He named them Thai and Tzen. Both were wise and learned in the craft of high priesthood but Tzen the youngest had the greatest skill. He taught his mind to float free from his body and looked beyond the world."

". . . but Thai argued that the universe had no end. Tzen could not believe this and sought to prove his elder brother wrong. In a fit of rage Tzen siezed the mind of his brother and flew out into the void. Thai struggled to break free but his brothers will held him fast. Tzen travelled further than he had ever been before and became afraid. Still he travelled on. Tzen passed the last star he knew and still he travelled on. All the while he probed ahead looking for an end, the edge of everything.

Darsuggotha heard them as a whisper at the edge of his void and reached through to take the mind of Tzen. Perceiving the foul touch of Darsuggotha on his brother's being, Thai fought to pull him free. Darsuggotha looked into the mind of Tzen and for a dreadful purpose of his own, released him to Thai. When Tzen's mind returned to his body his eyes burned with a cruel madness."

". . . and in the years after his father's unexpected death Lord Tzen worshipped the forbidden god openly. He even dared to speak of summoning his master from beyond The Edge. For High Priest Thai this was too much. He banished Tzen to the unholy Isle of Breton."

". . . on hearing the news, High Priest Thai journed in disguise to the Isle. There, in secret, he grew to know the mind of his evil brother. So on that mid-summer's eve when Lord Tzen began the rites of summoning, Thai was ready and stepped into the circle. None other but an identical twin could have passed another's web of thought. Thai knew that this was the only way he could better the stronger will of his brother. From within the being of Tzen, Thai spoke, "Mend thy ways brother. I speak from within you and could end your life at a thought." Tzen replied, "You dare not Thai for your life would end also." Undaunted by this, the High Priest replied, "To save our world from the Forbidden God I am willing to die. Call off the summoning." Tzen considered this and submitted to his elder brother."

"Tzen refused to renounce the Forbidden God. High Priest Thai pleaded with him but Tzen just argued that the stars would not be right for another summoning for many lifetimes so what harm was there. The High Priest knew this to be true and took pity on his younger brother. Later that year, Tzen took his own life and was buried in a tomb on the Unholy Isle. His disciples believed that he was not dead but just sleeping until the time was right again for the summoning."

"The High Priest did not trust his brother's death for he had not felt it in his heart as a twin should have done. He believed that his brother had hidden his mind where none could find it, until such a time as the heavens were ready once again. For

this reason, the High Priest built himself a tomb on the Unholy Isle close to his brother's. Sealing the door from the inside, he sat down and looked out into the void for the return of his brother's mind. In time the tombs became grassy mounds and their tale faded from the memory of their people. Yet even to this day the High Priest maintains his lonely vigil."

EXMOOR NEWSLETTER SPRING 1990

Strange death on the moors

78 year old Edith Turner was found dead on the roadside this month, close to Culcombe Manor church, where she walked her dog every day. Her body was discovered by National Trust worker Doug Walker, on his way to the compound at Culcombe with some new saplings for the forest, in the early hours of May 3rd last. "It were a bit of a shock cumin' across the old dear like that, she was just lyin' in heather a few feet from the road her and the dog, stone dead the pair of 'em. Not a mark on them mind you, just this horrible look in her face, like something from hell had come up and got her. Horrible it were."

Police sources commented that there was no discernable cause of death at the time but an inquest had revealed massive damage to the hearts of both Miss turner and the dog. Pathologists were at a loss to explain the findings, other than as a simultaneous heart attack.

The final twist to the story comes from Dr. Blaise, who carried out the autopsy on Miss Turner.

"I haven't seen anything like it, the heart wasn't so much damaged as torn to pieces. It looked as if something had worried it, like a dog worries a bone. If it was a heart attack, it must have been pretty damn spectacular . . and then there were the claw marks . ." Unfortunately Dr. Blaise was unable to elaborate after speaking to the authorities and later denied he had ever made the statement. Edith will be best remembered for her work raising funds for the village committee and for her tireless campaigning to get the privately owned Culcombe Manor church reopened to the public, following its closure by the new owner last year.

Exceptional tides this year

The forthcoming Equinox brings with it the usual tide warnings, however this years first day of Spring will produce exceptional highs and lows according to Bristol University.

They claim that the unusual alignment of the solar system, with the Moon closer to the Earth than ever before since records began, will cause freak conditions around the time of the tide turning.

The coastguard are particularly warning locals to stay clear of the shallow channels around the Exmoor coast on March 21 itself, as the channels will be at their lowest ebb and miles of beach normally underwater will be revealed. Around 11:15 is the point of lowest water, with the strong possibility of freak waves as the tide rushes back in urged on by the odd conditions. Naturalists wishing to study the phenomena are warned to take care.

02:28 SUNDAY MARCH 20TH 1990

The story begins on a one man archaeological dig in a remote English forest, in the heart of Devonshire. The one man with whom we are concerned here is a Professor Edward Lynton, an unfortunate academic doomed to die a violent and mysterious death . . . .

You will begin the game in control of Edward Lynton and must help him save his knowledge from the flames. Following his death his son Richard will be looking for him and you will assume control of this character.

If Lynton Snr. succeeds in preserving enough clues, then Richard should be able to go on and solve the riddle of his fathers murder, becoming ever more involved in a much larger and more horrifying mystery as he does so.

The episode with Edward in the tomb is played as a prologue to the game proper, which must be solved before a full solution is possible. Note that saving him is not possible! Whatever devious methods you may concoct, there is nothing to be done other than to ensure he does not go out in vain.

Time to play . . . .

NOTE: The following words are used in the game text and you may be unfamiliar with them. Thus their definitions are listed.
Biro: Ball point pen
Draught: Draft

LOADING THE PROGRAM

Be sure to have a blank formatted disk for saved games before loading the program.

Load DOS. Insert the DEMON'S TOMB program disk into drive A and at the A> prompt type: GAME

EGA, CGA and Tandy graphics are supported as well as mono without graphics.

HARD DISK INSTALLATION:

1. Create a subdirectory using the 'mkdir' or 'md' DOS command.
   EXAMPLE: mkdir tomb (RETURN)
2. Insert your DEMON'S TOMB program disk into drive A.
3. Copy all files from the program disk to the sub-directory
   EXAMPLE: copy a: *.* C: \ Tomb
4. To play the game, from the C> prompt you must first change to the directory you've installed the game in.
   EXAMPLE: cd \ Tomb (RETURN)
5. After changing to the correct directory, type GAME to load the game.

RAMSAVE
RAMLOAD

The "ramsave" command saves the game status in the computer's memory. Subsequently entering the "ramload" command will take you back to that point in the game, even if your game character has died several times since then. These

two commands are particularly useful if you are about to embark upon a dangerous sequence of actions which could not be undone with the "undo" command (which only undoes your last input). You can enter "ramload" as often as you want; it will always take you back to the last time you did a "ramsave".

SAVE (or STORE)
LOAD (or RESTORE)

SAVING YOUR GAME

To save your game, enter:

SAVE "mygame"

The word in quotes can be anything you want provided that it is not more than six letters long. The game will save the current game status on the disk in a file of this name. By using different words you can have different saved games. Next time you play DEMON'S TOMB, you can reload a saved game by entering:

>load "my game"

If you are in Menu Mode when you want to save the game just select the SAVE verb as you would any other verb. You will then be prompted to type in a filename of up to 8 letters. Press RETURN once you have done this.

You may save your game to the program disk or a blank formatted disk. When the program disk becomes full, you will be prompted to insert another disk. Be sure that you format a blank disk

for your saved games before loading the program.

QUICKSTART INSTRUCTIONS

This doesn't even begin to cover all the options and features of the program, but it will at least get you started armed with a few of the more useful words and hopefully satisfy the initial curiosity enough for you to read the manual properly!

1. At the outset you are in control of Lynton Snr. He will die soon after the game begins, WHATEVER you do—don't waste time trying to save him. Write the old boy off and concentrate on trying to save his possessions from the blaze.

2. Use the RAMSAVE function often. Then when you are killed, which you will be, often, RAMLOAD puts you back at the point you reached when last you typed a RAMSAVE. This function is in addition to the usual save to disk routines and is not intended to replace them. Back-up your position at the end of a session, if not sooner.

3. The game uses a THINK ABOUT feature to provide clues and insight into particular objects and people. You will need this to solve many of the puzzles in the game. Characters can think about anything they come across, even if they have only read about it, or been told about it by someone else.

4. UNDO can be used to undo whatever consequences occured as a result of your last actions, even if it was fatal. One undo works on one input line, regardless of how many commands it contains.

CONTROLLING THE GAME

DEMON'S TOMB offers two alternative modes of interaction to allow the user to customize things to suit himself. These modes are:

1. TYPED TEXT MODE
2. MENU MODE

The same adventure may be played in either of these modes.

MODE 1 — TYPED TEXT MODE

Typed Text mode is the normal way in which commands are entered into adventure games; you just type in what you want to do and press the RETURN key. However, the game has three features which enhance the speed of entry and ease of use. These features are:

(a) LINE EDITOR

This allows you to correct typing mistakes in your current command line and to recall, alter and reuse any of your previous ten command lines.

(b) MACROS

These are essentially user defined abbreviations. For example, you can define "X" to mean "EXAMINE", "GA" to mean "GET ALL" and so on.

(c) ADVANCED PARSER

The parser interprets your commands and turns them into actions in the game. The DEMON'S TOMB parser accepts many effort saving complex commands. It also deliberately encourages you to be lazy by automatically filling in missing parts of your input. If ambiguities exist, it can offer you a numbered selection of possibilities and you simply press a key to complete your input.

THE LINE EDITOR

The editor allows you to do the following two things:

1. Make alterations to the line you are typing. To correct this press the BACKSPACE key until you have deleted all the unwanted characters. You can now retype the corrected version.

If you made a mistake earlier in the line move the cursor to where you made the mistake by using the following keys:

LEFT	one character left
RIGHT	one character right
CTRL LEFT	one word left
CTRL RIGHT	one word right
HOME	to start of line
END	to end of line

You can now insert any missing characters by simply typing them in. If, however, you want to replace something instead of inserting it, change the cursor from "insert" to "overtype" mode by pressing the INSERT key; you can then type over anything you wish to replace. Remember, the cursor does not automatically go back into "insert" mode and you must press INSERT again if you want it to go back. Most people prefer to leave the cursor in their favorite mode.

To this end, when you save the game status to disk, the cursor mode is also remembered and will be restored on a subsequent reload of the saved game.

Some other useful keys for chopping your input about are the following:

DELETE (or DEL)	delete the character at the cursor
CTRL BACKSPACE	delete everything before the cursor
CTRL RETURN	delete all from the cursor onwards

When you have finished changing your line of input press RETURN to submit it to the game. It is useful to know that it doesn't matter where the cursor is on the line when you press RETURN; it doesn't have to be at the end.

2. Retrieve any of the last ten lines you typed for reuse. By repeatedly pressing the UP cursor key you can step back through the last ten lines you typed in and find the line you wish to reuse. If you accidentally go back too far, use the DOWN cursor key to step forward again. Once you have found the one you want, you can either edit it as if you had just typed it in or you can enter it unchanged by pressing the RETURN key.

If you only want to look at a previous line without losing the line you are typing, use the UP key to find the old line and then use the DOWN key to return to your current line.

USING KEYBOARD MACROS

DEMON'S TOMB has three commands which allow you to define macros (abbreviations). These commands are:

— DEFINE
— LIST
— UNDEFINE

To enter one of these macro commands you just type it as you would a normal game command. As with normal commands it doesn't matter whether you type in capitals or lower case; the game does not differentiate between them. The way in which you use the three commands are as follows:

(a) DEFINE

This command allows you to define one word to mean another word or words. The word you have defined can then be used instead of the other word or words when you are typing in your commands. For example: define ga = get all ('ga' now means 'get all')

define nb	= notebook
define x	= examine
define p	= put down
define t	= think about
def bigwait	= wait,wait,wait,wait,wait

(b) LIST

This command makes the game list out all the macros you have defined. To us it, just type "list".

(c) UNDEFINE

In case you change your mind about a macro or accidentally define it incorrectly, this command makes the game forget a particular definition. For example

undefine ga
undefine bigwait
undefine x

When you save the game status to disk, all your macros are also remembered and you will be

restored on a subsequent reload of the saved game. So, you don't have to type them all in again every time you play the game.

THE ADVANCED PARSER

DEMON'S TOMB parser does its best to complete incomplete sentences. If there is only one object to take then you don't have to type it. For example

>take   (sleeping bag)

If the verb you have selected requires an object (eg. EXAMINE), it will present a menu of possible objects (eg. NOTEBOOK, TORCH, SLEEPING BAG). You must select an object from this menu using the same techniques as described above. Some verbs require both a direct object and an indirect object (eg. GIVE TO), in which case a second menu of objects is offered after the first.

The game uses a degree of common sense in compiling the list of objects for your selection. For example, only objects which may be read will appear on the object menu for the READ verb. However, such "intelligence" is not applied to verbs like LOOK UNDER, where offering only the objects that you can look under would give away some puzzles and spoil the game. Other verbs, like GET and DROP, add the word "ALL" to the start of an object list. Selecting this will, of course, select all the objects. If you do not want to select any of the objects on offer press the ESC key to abort the command.

SOME IMPORTANT COMMANDS

The following commands do not actually make your character do anything in the story. Instead, they make it easier for you to play the game. If you have played other popular adventure games you might already know some of the synonyms shown in brackets.

AGAIN

This will make the game repeat your last input as if you had retyped the whole thing.

UNDO (or OOPS)

This command will undo whatever happened as a consequence of your last input, even if your poor character got killed; you can actually "undo" an "undo" if you want to! It doesn't matter how many sentences there were on your last input line, they will all be undone.

EXITS

This command is used to help you make a map of the game world by giving you a list of exits from your current location.

TIME

This makes the game tell you the current time in the story. Remember that the time is displayed in 24 hour clock format.

VERSION

This displays the game title and the version number of your copy of DEMON'S TOMB.

CONCISE	**(or BRIEF)**
DETAILED	**(or VERBOSE or FULL)**
TERSE	**(or SUPERBRIEF)**

These three commands set the amount of information given in descriptions of game locations. The default is "concise" which gives a long description of a location on your first visit and a short description on each subsequent visit. Entering "detailed" will always give the long description, whereas "terse" only ever gives the name of the location. In addition, "terse" inhibits the blank line after each turn. Obviously, terse mode can only be used once you are very familiar with DEMON'S TOMB.

RESTART

This takes you right back to the beginning of the story again.

QUIT

When you have finished playing, enter "quit" to leave the game. You will be asked to press 'y' if you are sure; if you want to save the game status (see the SAVE command below) to disk and have not already done so, press 'n' for no. When you do press 'y' you are then asked if you want to restart the game. Press 'y' if you want to do this, otherwise press 'n' to leave the game.

THE OPTIONS MENU

The environment in which you play DEMON'S TOMB is highly reconfigurable. What is more, the way you have configured the game is saved out along with the story status when you save the game to disk.

To configure the environment, you must invoke the Options Menu by pressing the ESC key (top left of keyboard). You can do this at any time during the game and as often as you want; the game will always resume at the point you left off once you leave this menu.

When you have changed whatever option(s) you want press RETURN or ESC to leave the menu and see their effects.

Each line of the Options Menu has the name of an option followed by the current setting of that option. You can change the setting of any option that doesn't currently have "n/a" (ie. "not applicable") after it. To change an option, use the UP and DOWN cursor keys to highlight that option. You can then use the LEFT and RIGHT cursor keys to cycle through the various settings for that option until you find the one you want. Remember that the effects of these options are not seen until you leave the Options Menu.

a) output format
This controls the screen format which in turn determines which of the remaining options can or can't be altered (ie. which ones are "n/a"). The table below shows the features of each of format.

OUTPUT FORMAT	TYPED TEXT	MENU MODE	FIXED INPUT	COLUMN WIDTH
plain 40	YES	—	—	40
plain 60	YES	—	—	60
plain 80	YES	—	—	80
window 40	YES	—	YES	40
window 60	YES	YES	YES	60
window 80	YES	YES	YES	80
2 column	YES	YES	YES	2 x 36

Where:

TYPED TEXT	means	"allows Typed Text Mode interaction."
MENU MODE	means	"allows Menu Mode interaction."
FIXED INPUT	means	"input is always typed on bottom screen line."
COLUMN WIDTH	means	"the width of the output area."

The "2 column" mode displays two columns of text side by side. They behave as if the right hand column were positioned beneath the left hand column; new text always appears at the bottom of the right hand column. This format is particulary good at showing a record of your previous commands — it can show as many as 25 previous inputs. (Note: for best readability in this mode, set the border colour to the same as the output background colour, turn the status line off and turn fixed input on.)

b) graphics
Setting graphics to "on" makes the game load and display pictures whenever the story calls for them. A picture will be displayed until you press a key. You can always recall the last picture displayed by pressing the F1 key.

c) menu input
Provided that the "output format" option is set to a format which allows Menu Mode interaction you can put the game in Menu Mode by turning this option on. Turning it off puts the game in Typed Text mode.

d) fix input line
This option only affects Typed Text mode. When turned on it keeps your input line at the bottom of the screen, separate from the game's output.

e) status line
This option affects all output formats. When turned on the top screen line is used to display your current game location and the current game time. Remember that the time uses 24 hour clock.

f) echo to printer
When you turn this option on, all subsequent game output is copied to the printer. If the printer isn't on or stops working this option is automatically turned off.

g) menu height
This option only affects Menu Mode. It sets the number of lines in the menu window.

h) and onwards set the colours used for the various components of the display.

On the IBM version you just select the colour you want for each component and then press the ESC key to see the results.

THE PANIC BUTTON

If you are playing DEMON'S TOMB when you should actually be working on your computer you may find the panic button very useful indeed. Pressing the F2 key will clear the screen and put up a dummy prompt. This screen will remain until you press F2 again; then the game will resume at the point you left off. It is fairly safe to leave the machine like this and go off and make another cup of coffee; if someone tries to type something in, the following message is displayed: "This machine is busy — do not touch."