

# DRUM CARTACOMBS

## SOLUTION

**Written and Mapped by:** Bacchus & tNG of FairLight in March 2021

## Game screen:

Top is the name of the level you're on.

HP     Hitpoints - current / max.

EP     Experience points

L       Experience level

G       Gold

P       Potions

V       Vials

B       Bread

F       Fruits

J       Jars

H       Herbs

WP     Weapon power (See INV)

AR     Armor (See INV)

ST     Strength

LO     Lamp Oil

## Movement:

Use the Cursor Keys or N, S, W, E

## Commands:

ASK                OPEN

BUY                PLAY

CLIMB             PULL

DESTROY           PUSH

DRINK             PUT

DROP               READ

EAT                SELL

END                SMASH

EXAMINE           SPILL

FILL                TAKE

GET                THROW

GIVE               WEAR

GREET             WIELD

HELP               (INV)ENTORY

KILL               (STA)TUS

LOOK               (COM)MANDS

## Special Commands:

AL	Autoloot.
BP10	Buy 10 potions.
BV10	Buy 10 vials.

## Various Shortcut commands:

K	Kill	Kill in encounters
GG	Get Gold	Pick up after encounter
GF	Get Fruit	Pick up after encounter
GJ	Get Jar	Pick up after encounter
GP	Get Potion	Pick up after encounter
BL	Buy Lock-pick (10pcs)	In shop
BF	Buy Fruit	In shop
BO	Buy Oil	In shop
BV	Buy Vial	In shop
EF	Eat Fruit	Consume Fruits
OC	Open Chest	When opening chests

Use the DROP command to unwield/unwear Weapons or Armor. To see all commands ingame type HELP to see them.

## SAVE or LOAD the game progress:

SAVE                      LOAD

You can SAVE/LOAD either to Disk or Tape if you like with the option you will be presented a menu.

Maximum of 12 characters is what the filename name can be set to, for the file you want to load or save. Then you get the option to choose media:

D(isk), T(ape) or Q(uit),

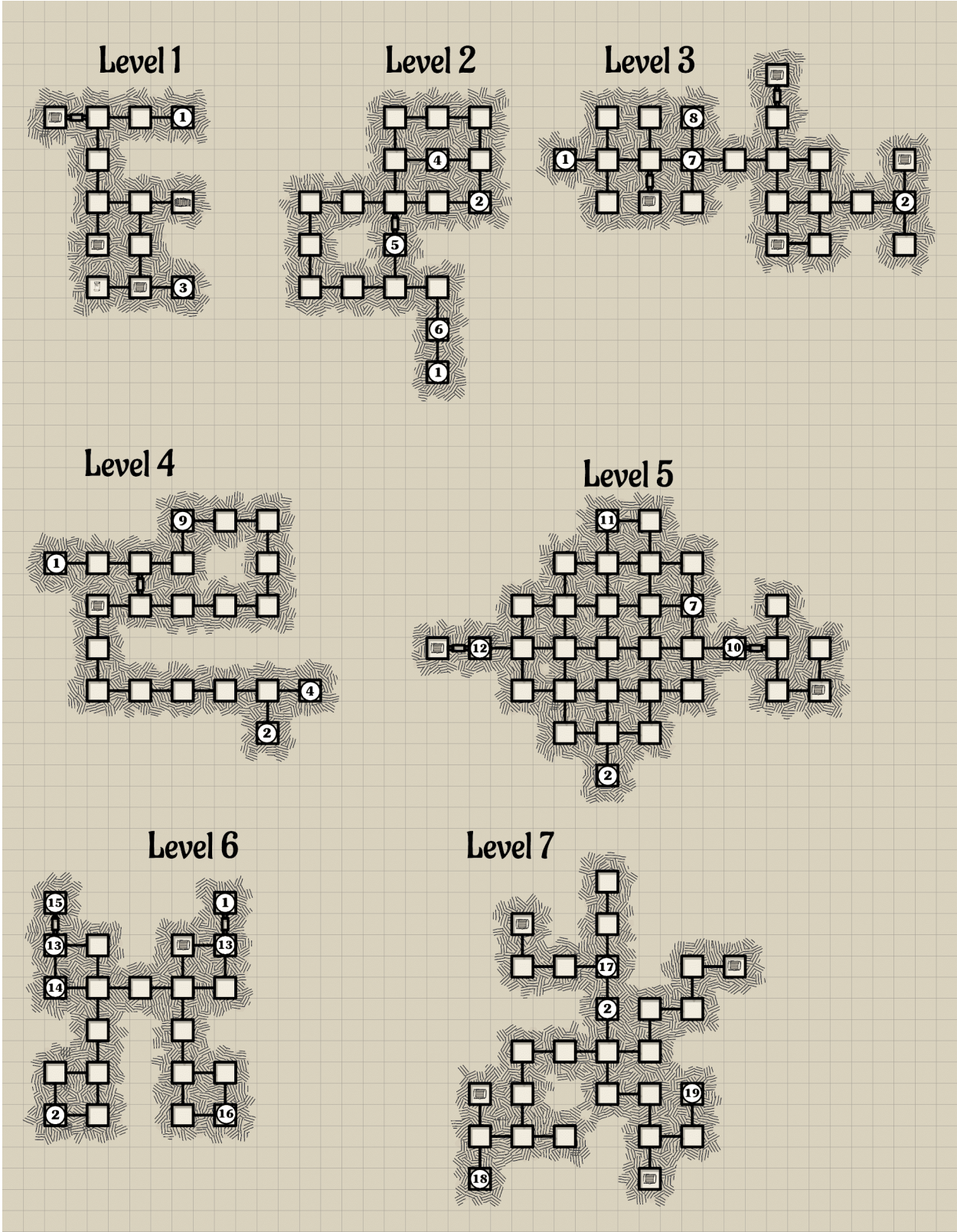
The advantage of using a disk image is that you can see what you saved files as on the disk, regular listing of LOAD "\$",8 and LIST will display the names of the files you saved.

"DC-FAIRLIGHT"	SEQ
"DC-RULES2021"	SEQ

## Some general things

- "Destroy jars"/"smash jar" to access items (like Gold and Herbs). Don't break all of them as the Shoppie on level 2 wants a set of three as one of the tasks.
- The cracks in the wall contain different things - in some cases they open up hidden places so look carefully if there are new directions after smashing a crack (you need the pickaxe to do this, as you see below).
- You typically need something like 10 lockpicks to open a chest - it's normal that a great number of them break in trying
- The below guide will tell you what we have found works in each location. If you don't have what is requested then please see where you can obtain that object.

# Dark Catacombs Map



# Level 1 - The Sandpit

## Letter

- "Get letter" and "read letter" (you don't need the letter after this)
- Go east ("e") and "examine chest" (loot the content)

## Junk

- This is just junk and nothing more.

## #3 Menerus

- "Ask Menerus": Asks for help
- "Give herbs" (You get 150 gold and his shield)

## Chest (north of starting point)

- Needs lock picked by lockpick - Contains magical hat (AR+3)

## Hidden Chest (4x west of hatch)

- Needs lock picked by lockpick - Contains shiny armour (AR+6)

## #1 Hatch to Level 2

- "climb hatch"

## Level 2 - The Grey Deep

### #2 Ladder to Level 1

- "Climb ladder" to use

### #4 Shop

- The Shoppie is a bearded man
- buy stuff (axe is +6, sword +3 and club +2), "silent ones" +2, platinum helmet +5, leather garment is +2
- Execute his tasks:
  - Want two herbs: "give herbs" in exchange for a flute (herbs are in the jars)
  - Want three jars: "give jar" in exchange for discount
  - Want three vials: "give vial".
  - Want vampire ash: "give ash" will give you the brandy that you can now give to Urgo
- "give flower" - for that you get a pickaxe that will allow you to open the cracks in the walls ("smash crack" or "destroy crack")
- Once you have the flute, "Play flute" will teleport you back to this shop

### #5 Junk

- "examine junk" to find Plank ("get plank") for the abyss

### #6 John

- talk to him ("ask john") - he will ask you to kill Ghoul in the next room. Getting back, he is gone.

### Hidden Chest (square west of John)

- Open to find the Prayer-chain and 666 in gold

### #1 Hatch to Level 3

- "Climb hatch" for entering level 3

## Level 3 - The Plain of Blood

#2 Ladder to Level 2

Chest (N of ladder)

- examine will open it. It contains herbs.

Chest (3w, 2s from ladder)

- Locked - contains "scythe" (weapon +12) VALIDATE - don't know which one this is

Chest (3w, 1s from ladder)

- Locked - TRAP! -50HP

Hidden Chest (3w, 3n from ladder)

- Locked - contains Snakeskin boots (AR+3)

Hidden chest (2e, 1s from hatch)

- Locked - contains Reflectum shield (AR+5)

#7 Abyss

- "Put plank" to have a bridge over the abyss

#8 Uργο

- Talk to him and he asks for a drink. You get brandy as reward from the shop on level 2
- "give brandy" in exchange for a helmet (+2) that is frankly quite useless

#1 Hatch

- Climb to Level 4 but also get the Pole



## Level 4 - The Long Way

#2 Ladder to Level 3

#9 Dead Knight

- Touching him gives 30 in damage. "Spill phial" to remove the red mist. The you can "get rose"

Chest

- "Open chest" will eventually open (breaks many lockpicks) - contains a rather useless woolen-cap

#4 Shop

- Here you can upgrade firepower. You can buy (Warhammer + 8), (ice strike +10), jackboots +5, round-shield +3, chain mail +4, silver sword +16
- "Ask shop" for query tasks:
  - He wants 15 breads - "give bread" - gives you 500 gold
  - He wants 15 fruits - "give fruit" - avails "scroll" and "herbs"
  - The scroll is the equivalent for the flute for the Level 4 shoppie. Read scroll teleports you back to this shop.
  - "Give pendant" - you get discount and a bomb ("Glass ball")
  - Now he wants water from the well. Using the cup you can fill it with water from the well. In return you get a key and 500 in gold. Key is automatically added to your inventory.

#1 Hatch - Place is guarded by a bat and killing it, you get "ash" which the shop at level 2 will want in one of his tasks

## Level 5 - The Wall of Ice

#2 Ladder to level 4

#7 John's corpse

- "Examine john" for getting "phiail"

#11 Well

- The well contains water. Once you have the cup, you can follow the shoppies request to fetch water.
- "fill water"

#12 Garon

- Wants to fight over the crack
- "kill garon" is only possible once you have enough of something to impress him. You get a "platinum pendant"
- Smash wall to open a room to the west

Hidden Chest (w1 of Garon)

- Firesword (WP+14)

#10 Ice wall

- Use glass sphere with fires in it to break the wall. "Throw ball" breaks the wall open

Chest - (1s of hatch)

- Contains herbs

#1 Hatch

- Bad ass opponent ("Plague-Breath") guards the hatch - killing it will take good weapons and lots of remaining hp (or trainer). In return you get 500 gold
- Climb hatch to access level 6

## Level 6 - The Dungeon

#2 Ladder to level 5

#13 - Door

- Requires a key to be opened. The key is gotten from the shop on level 4, but fetching the water from the well. Then do "open door".

#14 - Ferdinand

- "Ask ferdinand" and he will offer lockpick skills for 950.
- "give gold" to execute the trade

#15 Ladder

- "Climb ladder" to complete the game. Get key from the Dark Warrior on level /

Chest (1S, 1W of hatch)

- Examine for bread

#16 Baltasar

- "Ask Baltasar" to see what he wants - his prayer bead ("prayer chain")
- "give prayer" to "get cup" in exchange.

#1 Hatch to Level 7

- Before you can climb you need to fight a beast that takes a lot of beatning. In return you get a 1000 gold.

## Level 7 - Playfield of Evil

#2 The Ladder to Level 6

#17 Fish enemy. Leaves a claw when you beat him.

Chest (n1,w3,n1 from ladder)

- Open chest and you will find the weapon flash strike (WP+20)

Chest (west edge)

- Open chest and you will find an armour of terror (AR+10)

Chest - North east

- Shield (AR+6)

Chest - South

- Supernatural cap (AR+6)

#18 Dark magician

- Drops "magic pair" once you beat him (AR+6)

#19 Dark warrior

- Hopeless guy to beat but he drops a bronze key

## CONGRATULATIONS

AFTER ALL THE HARDSHIPS YOU HAD TO GO THROUGH IN THE CATACOMBS, YOU WERE ABLE TO GET BACK TO THE SURFACE. THE LAST RAYS OF SUNLIGHT WARM YOU UP AND WHILE YOU'RE ENJOYING THE FRESH AIR, YOU REMEMBER THAT THIS DANGEROUS ADVENTURE HAS BROUGHT YOU LOTS OF EXPERIENCE AND A LOT OF GOLD, WHICH IS A BLESSING IN DISGUISE. THE THIEVES, HOWEVER, ARE GOING TO BE SORRY TO HAVE EVER PICKED A BONE WITH YOU!

THE END.