

Tombs & Treasure FAQ/Walkthrough

by Meowthnum1

Updated on Jan 20, 2005

"Anything you want, you got it. Anything you need, you got it." - Anything you Want - Roy Orbison

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| Tombs and Treasure      |
| For the Nintendo Entertainment System |
| FAQ/Walkthrough        |
| By Trace Jackson (see section 4.03)  |
| Started   : 01/17/05      |
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| Version 1.0              |
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This guide is best viewed in 800x600 or 1024x768 resolution with the Courier New font on your browser's "small" text setting (CTRL + -). It was composed in Metapad.

Table of Contents:

- I. Introduction
 - 1.01: Table of Contents
 - 1.02: Introduction
 - 1.03: Dedication
- II. Basics
 - 2.01: Story
 - 2.02: Controls
 - 2.03: Characters
 - 2.04: Battling
 - 2.05: Enemies
 - 2.06: Items
 - 2.07: Commands
- III. Walkthrough
- IV. Last Words
 - 4.01: Copyright Information
 - 4.02: Revision History
 - 4.03: Contact Information
 - 4.04: Credits
 - 4.05: Arrivederci

If you want to find anything, please press CTRL + F and type in the section's numerical code (i.e. if you want to find the enemy list, please type 2.05).

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                          I. Introduction
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| 1.01: Table of Contents |
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Look up. No, on the ceiling. It's about to fall on you. Whoops, too late.

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| 1.02: Introduction |
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So while listening to Tales of Symphonia-related music, Adam Lamontagne (whose name I am sure I am spelling wrong) suggested to the NES FAQ Completion Project topic that someone complete a guide for this game. After a fun time dealing with the Tezcat, I am here. With you.

This game is definitely...unique. I'll get into that later. Anyway, enjoy the guide. Also, while I will transpose the map here, I might refer to the image, which can be found here:

http://db.gamefaqs.com/console/nes/file/tombs_and_treasure_overworld.png.

It's small because SOMEONE went and scaled it, and I have yet to edit the map to make it look decent in its scaled form. Not that I am bitter.

Also, a note regarding spoilers. The only promise I make in regards to not spoiling them is that I won't spoil them too soon. For instance, I'll wait until later in the guide to tell you that Beth -----.

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| 1.03: Dedication |
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This guide is dedicated to the two kings of the NES, Adam Lamontagne and Brian Sulpher. They are unrivaled in their mastery of the games for the system, and any guide they write will undoubtedly be better than mine. So why are you wasting your time reading this? Go check out their work!

<http://www.gamefaqs.com/features/recognition/271.html>
<http://www.gamefaqs.com/features/recognition/19608.html>

And also to those writers who have passed on, namely Chris "Kao Megura" MacDonald and Elliot "Ny0Cloud" Long. May they rest in peace.

<http://www.gamefaqs.com/features/recognition/85.html>
<http://www.gamefaqs.com/features/recognition/17228.html>

II. Basics

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| 2.01: Story |
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This is taken from the beginning of the game; I take no credit:

"

June 10th.

Prof. Imes sets out for Chichen Itza with 7 men.

June 22nd.

One man disappears while studying El Castillo Pyramid

July 9th.

Three men disappear while researching the Well of Sacrifice.

July 14th.

Prof. Imes and 2 others vanish mysteriously while excavating the Ball Court.

Only the guide returns.

July 17th.

The professor's notes and a few artifacts are found in the Well of Sacrifice.

Prof. Imes was an expert on ancient Mayan writing. He read in an old book that the mythical Sun Key was hidden at Chichen Itza & set out to discover it.

Prof. Imes' daughter was a close friend. Since it was summer vacation, we decided to go to Mexico to solve the mystery of his disappearance."

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| 2.02: Controls |

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| Button |      Function      |
|-----|-----|
| A      | Choose an option  |
| B      | Cancel             |
| Start  | Nothing            |
| Select | Nothing            |
| Up     | Move up            |
| Down   | Move down          |
| Left   | Move/scroll left  |
| Right  | Move/scroll right |
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| 2.03: Characters |

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There aren't a ton.

Aaron/the guy - The main character. He has no special talents, but he can fight.

Beth/the girl - Aaron's love interest. She is good at playing instruments and at telling the truth ("Aaron, you're no good here.")

Jose - Professor Imes' guide and the only survivor of that expedition. He's inhumanly strong.

Anne - Professor Imes' secretary. She helps you at the start of the game.

Professor Imes - An expert on Mayan writing who mysteriously vanished.

Tentacula - The evil demon Mayan king.

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| 2.04: Battling |

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This game is unique in its battle system insofar as you don't, technically, fight. You use the fight command to attack. It either: (a) Heavily damages the opponent, (b) barely injures the opponent, or (c) misses. If you are at the proper level, it will heavily damage or miss. If you're not, it'll barely damage and miss. There's a good chance that you won't survive the latter

situation. Sometimes, even if you are at the maximum level, you'll have to use a special artifact like a joined Blue Jewel or Red Jewel and the Sword, the Ring of Itza, or the Akbal Jewel. You have a certain amount of HP. When it hits zero, you die. Enemies will do a certain amount of damage to you depending on your level, with the same criteria as your damage to them: if you're high levelled, they do little damage and vice-versa.

Got it?

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| 2.05: Enemies |
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As I said in the previous section, you have to be at a certain level to defeat each enemy. Here I'll list the enemy, their location, a description, the level you should be at, and any items you should use. They're sorted alphabetically.

-<Cadaver>-

Location : Temple of Warriors
Description: An orange mantis-looking creature.
Level : 11
Items : Red Jewel with Sword

-<El Slug>-

Location : Court of Columns
Description: As the name implies, it's a furry dog with two tails. A green one. You think I'm kidding.
Level : 8
Items : Red Jewel with Sword

-<Hornskull>-

Location : Ball Court
Description: A blue version of Cadaver. It's a blue mantis-looking thing.
Level : 16
Items : Blue Jewel with Sword

-<Scareface>-

Location : Ball Court
Description: A giant red demon with wings and a white skull attached to its head. How original.
Level : 23
Items : Blue Jewel with Sword, Akbal Jewel

-<Skorpor>-

Location : Tomb of Hi-Priest
Description: A skeleton lizard thing. Skorpor is incredibly easy. He should be; he's the first one you fight. Enemy, I mean; I don't think you'll fight any other skeleton lizards.
Level : 1
Items : None

-<Snake Master>-

Location : El Caracol
Description: A big, toga-wearing giant with snakes for hair.
Level : 7
Items : Red Jewel with Sword

-<Tentacula>-

Location : Shrine of Tentacula
Description: The final boss. He's really formless. He's got a cloak, though,

and is orange. He takes lotsa hits.

Level : 30

Items : Blue Jewel with Sword, Akbal Jewel, Ring of Itza

-<Tezcat>-

Location : Ball Court

Description: THE EVIL ENEMY IN THE GAME. It has three arms and three swords.

Level : 21 (note: Unlike the others where you could get away with it, you cannot beat Tezcat without being at level 21)

Items : Blue Jewel with Sword

-<Two-Beak>-

Location : Castillo Pyramid

Description: A two-headed bird monster. It's really easy to defeat.

Level : 2

Items : None

-<Venum>-

Location : Well of Sacrifice

Description: A frog with a really long cloak that gives it its height.

Level : 19

Items : Blue Jewel with Sword, Akbal Jewel

Enemies:

Two-Beak - A two-headed bird in the Casillo Pyramid

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| 2.06: Items |

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This is a list of all of the items in the game, sorted alphabetically. I give them a name, a location, and a description.

-<Akbal Jewel>-

Location : Ball Court

Description: THE HOLY EVIL-FIGHTING JEWEL OF HOLINESS.

-<Bandage>-

Location : You start with it

Description: Use it to bandage a musical instrument.

-<Blue Jewel>-

Location : Temple of Warriors

Description: An advanced Red Jewel that is blue. It's stronger.

-<Blue Block>-

Location : Ball Court

Description: A blue block that unlocks a hidden chamber in the Castillo Pyramid.

-<Crystal Key>-

Location : El Caracol

Description: It looks like the sword, but it's a clear key that opens a coffin in the Well of Sacrifice.

-<Gold Mirror>-

Location : El Castillo Pyramid

Description: It can reflect the truth of the Well of Paradise. Among other things.

-<Gold Stand>-

Location : El Castillo Pyramid

Description: A gold stand for a golden globe. It gives the globe more height.

-<Golden Globe>-

Location : Court of Columns

Description: Not to be confused with the award or the golden glove (a typo I keep repeating), it can also reflect light. YES.

-<Incense>-

Location : Castillo Pyramid

Description: A holy incense used for religious revival ceremonies. And to wake people up like a strong cologne. INCENSE AND PEPPERMINTS.

-<Iron Key>-

Location : Temple of Warriors

Description: A key made of iron, so it's magnetic. It unlocks the lock in the Tomb of Hi-Priest that's behind the Hi-Priest's skull. Gotta love it.

-<Iron Rod>-

Location : Castillo Pyramid

Description: It's an iron rod with magnetic poles. When combined with the Shallow Bowl, you can make a compass.

-<Ixmol Jewel>-

Location : Nunnery

Description: It tells you the ridiculously long password when you look at it.

-<Lighter>-

Location : Laboratory

Description: A Zippo lighter!

-<Mosaic Tile>-

Location : Tomb of Hi-Priest

Description: It opens the treasure room in El Castillo Pyramid as well as the coffin in the Tomb of Hi-Priest.

-<One-Eyed Mask>-

Location : Tomb of Hi-Priest

Description: It's a mask with one eye missing. Put the Red Jewel in there to read dusty tablets. Yay.

-<Pan/Golden Pipes>-

Location : Well of Paradise

Description: Named for the Greek god (Pipes), this musical instrument can make the globes transparent. Yay. It can also soothe the mighty beast AND do your taxes.

-<Red Jewel>-

Location : Castillo Pyramid

Description: A red-colored jewel for the One-Eyed Mask, the Two-Eyed Mask, and the Sword.

-<Ring of Itza>-

Location : El Castillo Pyramid, Ball Court

Description: A legendary ring that can fight evil! SUPER FIGHTING RING, ITZA!

-<Shallow Bowl>-

Location : Castillo Pyramid

Description: If you get really hungry... Actually, when used with the small rod, you can make a homemade compass like you did when you were five (the difference being that no one cares if you break this)!

-<Silver Globe>-

Location : El Castillo Pyramid

Description: It's a silver globe that can become transparent.

-<Silver Head>-

Location : Court of Columns

Description: It's a statue-sized head of a goddess for a headless goddess statue in the Castillo Pyramid.

-<Silver Key>-

Location : Laboratory

Description: A really small key that isn't used until the end of the game.

-<Small Flask>-

Location : El Castillo Pyramid

Description: This flask restores you to your previous state after using the Tall Flask.

-<Silver Senser>-

Location : El Caracol

Description: I honestly didn't know what a senser was (see the walkthrough), but basically, it's an incense carrier.

-<Stone Pawl>-

Location : Ball Court

Description: A pawl, apparently, is a kind of gear. It's used to drain the water in the Well of Sacrifice via the machine in the Castillo Pyramid.

-<Sun Key>-

Location : Ball Court

Description: This is the artifact that Professor Imes was searching for. It allows the wielder access to the Shrine of Tentacula and can seal it up as well.

-<Sun Necklace>-

Location : Temple of Warriors

Description: Y'know how your history teachers always said that the Mayans invented the calendar, the sundial, the digital watch, etc.? An even more advanced way was this Sun Necklace. White is day, red is dusk, and black is night.

-<Sword>-

Location : Laboratory

Description: Stick the pointy end into a foe to make them die. It has a hole for a jewel.

-<Tall Flask>-

Location : Castillo Pyramid

Description: This flask shrinks you!

-<Two-Eyed Mask>-

Location : Well of Sacrifice

Description: Like the One-Eyed Mask but with two eyes. You need both the Red and the Blue Jewels to use it. You can see hidden blocks with

this.

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| 2.07: Commands |

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Fight - You attack the foe.

Change - You change characters. The first change is the girl, the second is Jose, and the third is back to the main character.

Go - You go places. In order: forwards, backwards, left, right, upstairs, downstairs.

Look - You can look at stuff in the room. Pressing B will let you check your inventory.

Take - You tomb raider you. Take whatever item you can take.

Put - This is if you want to place something somewhere; you pick the item.

Use - You use the selected item.

Move - You move whatever element in the room you want to move.

Push - You push on whatever element in the room you want to push.

Pull - You pull whatever element in the room you want to pull.

Smash - GUTS SMASH WHATEVER HE WANTS TO SMASH IF HIS HAND DOES NOT BREAK

Join - You join two items, like a bandage and Pan Pipes.

Wash - This is only applicable at the Well of Paradise, but you can wash an item.

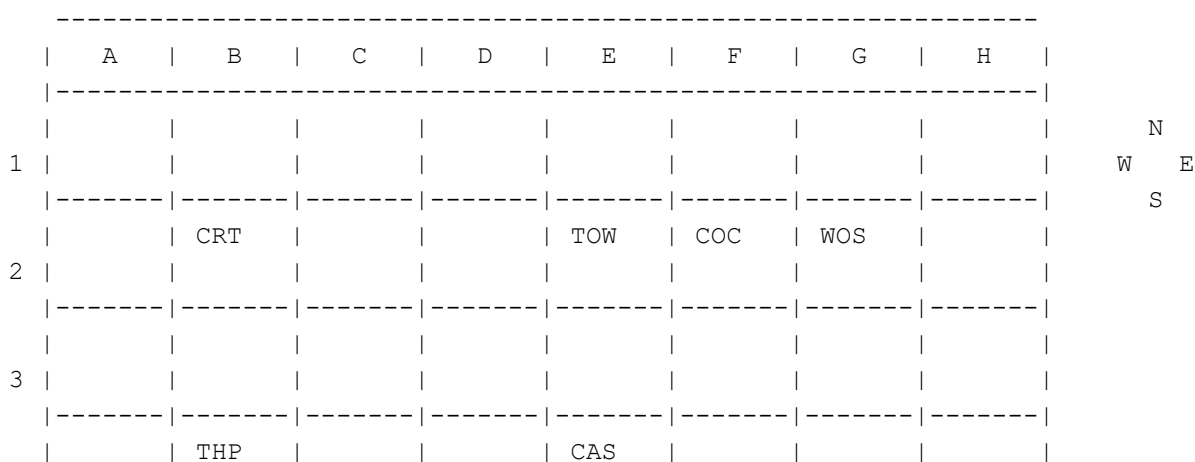
Wait - This kills time.

III. Walkthrough

I'm not going to divide the walkthrough for obvious reasons. Each place will be preceeded with a header that says the name of the place (I hope), the items found there, and the level you should be at. Due to the nature of this game, it's kinda the required level. The first time I played through this game, I missed one level, which didn't really hurt me until I reached Tezcat, who murdered me. I'll label what gives you levels in the walkthrough.

Additionally, since you can name your characters and since there's no default name, let's go with this: the boy's name will be Aaron, and the girl's name will be Beth (these names being some of my friends as well as decently easy names). While I won't ask that you use these names, just realize that I'll use those names in the walkthrough; you can use whatever names you like.

Here's a map that I'll reference. This game has few buildings to enter but has an enormous world map.




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  | | | ELC | | | WOP | | | | |
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  | | | | NNY | | | | | | | |
7 | | | | | | | | | |
  |-----|-----|-----|-----|-----|-----|-----|-----|
  | | | | LAB | | | | | | | |
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Due to space constraints, things are abbreviated. Here's a key:

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| CRT - Ball Court |
| TOW - Temple of Warriors |
| COC - Court of Columns |
| WOW - Well of Sacrifice |
| THP - Tomb of Hi-Priest |
| CAS - Castillo Pyramid |
| ELC - El Caracol |
| WOP - Well of Paradise |
| NNY - Nunnery |
| LAB - Laboratory |
| N - North |
| S - South |
| E - East |
| W - West |
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Let's get started!

Professor Imes' Laboratory

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Items: Lighter, Sword, Silver Key
Level: 1

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You start in the main room of this lab. Do any action, and the secretary will talk to you. Once she's done (essentially, she's sorry about what happened; there are some important things that she says here, but since you've got this excellent walkthrough, you won't need them), take the Sword, the Lighter, and the Silver Key. Now walk backward, do any other action, and the guide Jose will talk to you. Once he's said his spiel (once again, there are important clues, but you're using a walkthrough!), head forward to leave the Laboratory. Understand, however, that you can never return. NEVER. MWAHAHA.

Once you're outside on the world map, head north one square to the Nunnery (D7). The entrance can be kinda hard to find. There's a taller part to the building in the bottom corner of the building. In the middle of this is a hole that you can use to enter.

Nunnery

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Items: Ixmol Jewel
Level: 1

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The Nunnery contains three statues: a girl, a man, and a warrior. The game hides this really well, but if you look really closely, something is out of place. That's right -- among the grey, there's a bright blue gem. Take this, the Ixmol Jewel, from the hands of the girl statue. That's all there is to the building; go ahead and leave (go backwards).

From the Nunnery, go west two screens and then up three (B4). You'll reach a large pyramid with an opening at its zenith. Ascend the stairs (there are lotsa pyramids. This is Mexico, so obviously...), and enter the pyramid.

Tomb of Hi-Priest

Items: Mosaic Tile, One-Eyed Mask

Level: 1

Once in the Tomb of Hi-Priest, make any move to fight Skorpor. He's really easy. You'll find that every enemy in the game is ridiculously easy if you're at the right level. Once he has been killed (you level up), change to Jose, who will say that it's his turn to help. Have him push on the wall (it's the big orange thing on the right), and a new passage will open. Go right, and you'll enter it. In this secret passage is a coffin. Activate the take command, and look around until you find an item called the Mosaic Tile. Take it, and the coffin will open. Take the One-Eyed Mask off of the skeleton, and then look at the skeleton. Move its skull to find a keyhole (level up). You can't do anything with the keyhole at the moment, so go backwards, left, and backwards to leave the Tomb of Hi-Priest.

Head east until you encounter another pyramid (E4). Enter this through the top of the pyramid.

Castillo Pyramid

Items: Silver Globe, Ring of Itza, Gold Mirror, Gold Stand, Shallow Bowl,
Iron Rod, Red Jewel, Lincoln's Car Keys, Original Declaration...

Level: 2

Obviously I am kidding about the last two. Lincoln drove a plane, not a car. But seriously, there is a crapload of treasure in this dungeon. When you enter, you'll face Two-Beak. As with Skorpor, he's really easy to take out. Once he's been taken care of (level up), go forward to find...a dead end. Whoops. Put the Mosaic Tile in the hole to unlock a treasure room. There's a ton of stuff to do here. First off, take the globe from the statue's hands. This is the Silver Globe. Smash the Tall Flask to receive the Ring of Itza (which Beth promptly takes and you do not get back until the end). Now take the Gold Mirror, Gold Stand, and Shallow Bowl. Move the Pile of Gold to get a Red Jewel, and then look in the Flask to find an Iron Rod. Look at the Stone Box. You'll find that it has three tablets that you can't read. That's easy. Join the Red Jewel and the One-Eyed Mask, and then use it to see what the tablets say. You couldn't beat the game without either seeing this (either because you didn't know what to find or because you missed on this level up). You learn that you have to find a Sun Necklace. Join the Red Jewel and the Sword before leaving (level up). Once you've finished, leave the Castillo Pyramid (go back twice), go east one screen, and then go south two screens to F6: the Well of Paradise. To enter, go to the stone structure on the east side of the lake.

Note: You levelled up at some point in the Castillo Pyramid aside from the two I mentioned; however, there's no way to figure out what does it. I know that reading the stone tablets is one because that's what I missed my first time through.

Well of Paradise

Items: Golden Pipes

Level: 6

Once here, wash the Gold Mirror (level up) to find Pan Pipes. Join the Pan Pipes and the Bandage to get the Golden Pipes, and then leave the Well.

From the Well of Paradise, head west three screens to find a weird structure with a dome on top of it (C6). This is...

El Caracol

Items: None

Level: 7

Once at El Caracol, you'll find the Snake Master. This is a weird giant with snakes for hair and with a toga. At level seven, he's easy enough. Take him out (level up), and then put the Silver Globe on the pedestal in the middle of the room. Change to Beth (you just have to hit change once). Have Beth play the Golden Pipes to make the Silver Globe transparent. Leave El Caracol.

Go east until you reach the Well of Paradise, and then head north until you find a bunch of columns (F2). Look at the column closest to you in the column of columns (ha!) that is the third from the top-right. "Enter" this column. Alternatively, wander around until you find the right column.

Court of Columns

Items: Golden Globe

Level: 8

When you reach this area, fight El Slug. They really have a foe named El Slug. As you'd expect, he's a giant, two-tailed dog. Take him out (level up), and then look at the column that light is shining on. Smash the ground, take the Golden Globe (level up), and return to El Caracol (remember: south until you hit the Well of Paradise and then west until you reach it: C6).

El Caracol

Items: None

Level: 10

Once back in El Caracol, take the Silver Globe from the pedestal and replace it with the Golden Globe, and then have Beth play the Golden Pipes. Leave and return to the Court of Columns (F2).

Court of Columns

Items: Silver Head

Level: 10

Once here, repeat the process that you did last time -- examine the lit column and smash the ground to find a Silver Head. Grab it, and leave. What good does a silver head do? Maybe it'd work on something headless.

Return to the Castillo Pyramid by going down two screens and west one (E4).

Castillo Pyramid

Items: Small Flask, Large Flask, Incense
Level: 10

Once in here, go forward one screen to return to the treasure room. Put the Silver Head on the headless statue to reveal a trap door. Go downstairs (a diagonally down-right arrow below a diagonally left-down arrow; it's the far right command in the go command) to find a treasure room. Start by taking the Small and Large Flasks. Then look at the stone box to get a leather bag full of Incense. Go upstairs (second-to-right command), and go back twice to leave the pyramid. From here, you'll want to return to El Caracol: go two screens west and two south (C6).

El Caracol

Items: Crystal Key, Silver Senser
Level: 10

Once here, take your Golden Globe back, and switch to the guide Jose. Have him push on the pedestal, and then ascend the stairs. You'll find yet another pedestal here; it almost looks like the previous room. Put the Golden Globe on the pedestal and use the wait command until light shines through the globe. Take a look at the wall that is light up, and smash the wall. Take the Crystal Key, and go backwards. Remove the Golden Globe, put the Golden Stand, and then put the Golden Globe on top of the stand. Wait (use the command) until it shines to the globe, and then have Beth use the Golden Pipes to make the Golden Globe transparent. It'll light up one wall. Once again, look at and smash the lit brick (it's pink!), take the Silver Senser (level up), take the Golden Stand (it'll take the Golden Globe with it), and leave El Caracol (go down twice).

Now to head for the Temple of Warriors. From El Caracol, head up four screens and east two. You'll reach a large temple (E2; it's right next to the Court of Columns). Enter it.

Temple of Warriors

Items: Sun Necklace
Level: 11

Once in here, take out the Cadaver (level up). He's a weird little orange mantis-looking thing. Once he's dead, look at the room. Like the Nunnery, there are three statues: a girl statue, a guy statue, and a Jaguar statue. Take the Sun Necklace from the girl's hands (level up), and then try to grab the Blue Jewel from the Jaguar's...eye. The statue will come alive! You can't fight the Jaguar, so leave the Temple of Warriors.

Head to the Well of Paradise by going south four screens and east one (F6). Enter the grey structure.

Well of Paradise

Items: Sun Necklace
Level: 13

Wash the Sun Necklace to learn how to tell time (apparently you gain two levels for this too)! Woo!

Now return to the Temple of Warriors (go north for four screens and west one screen: E2).

Temple of Warriors

Items: Iron Key, Blue Jewel

Level: 15

When you enter, use the wait command until the Sun Necklace is red. Exit and re-enter the temple to find that the Jaguar is gone! That's nice. Look at the space where the Jaguar statue was to find a hole. Use the Small Rod here to retrieve an Iron Key. Go back. Now use wait until the Jaguar returns (usually at white). Have Beth use the Golden Pipes to make the Jaguar stay still. Grab the Blue Jewel from his eye (level up), and head out.

Now it's time to head to the Ball Court. To get there from the Temple of Warriors, go west for one screen, south, and then west. You'll see stairs leading diagonally up. Take these stairs, and then proceed to the other side of this screen (B2), to find the entrance to the Ball Court.

Ball Court

Items: Blue Block

Level: 16

You'll fight Hornskull here. Before you do anything, join the Blue Jewel and the Sword. You'll even gain a level for it. Hornskull is a grey version of the Cadaver. Take him out (level up), and then go forwards. Here you'll see a pretty conspicuous blue block. I don't know why the Mayans used such blocks, but here it is. Take the block, and then go backwards twice to exit the Ball Court.

You can actually exit this entombment from the sides. Go out the left side, and then head down two screens. Go east for one screen to reach the Tomb of Hi-Priest (B4).

Tomb of Hi-Priest

Items: None

Level: 18

This is a bit misleading. There is an item here, but it's not here. You'll see. Go to the right to enter the secret passage with the coffin. Look at the skeleton, move his skull, and use the Iron Key in the little keyhole behind him. This moves the coffin and exposes a new area. Go downstairs. Now you're in a maze. Every direction looks the same. Those crazy Mayans. Even crazier, they devised a way to figure out this maze. Join the Shallow Bowl and the Small Rod to create a crude compass. Use it (use the Shallow Bowl) to get to...

Ball Court

Items: Akbal Jewel, Stone Pawl

Level: 18

This is really weird. Somehow you've ended up in the Ball Court. Take the Akbal Jewel from its stand, and then go left. You're in familiar territory. Go backwards to get to the entrance. Before you leave, grab the Stone Pawl from the machine in the left corner. This shuts the door that you came through, but you need this Pawl.

Now we need to regress to the Castillo Pyramid. From the Ball Court, go south

one screen, east one screen, south one screen, and east two screens to get to the Castillo Pyramid (E4).

Castillo Pyramid

Items: None

Level: 18

While there are no items, you use this to open the next area. Once inside the pyramid, use the put command and select the Blue Block. This opens a secret passage (like everything else in the game). Go downstairs to find a really funky looking mechanism. Put the Stone Pawl in its place (it's nice that you do not, technically, have to say what its place is), switch to the great Jose, and have him move the stone handle (it's important that he moves this; nothing else will react) (level up?). Beth will comment that she heard water flowing. Go upstairs and out of the Castillo Pyramid.

Now we've got to head to the Well of Sacrifice (G2). This is where the Professor died, so you've gotta be careful. From the Castillo Pyramid, go east two screens and north two more. To enter it, walk onto the water outcropping on the west side of the lake.

Well of Sacrifice

Items: Two-Eyed Mask

Level: 19

Use the go downstairs command to enter the well (you'll have to do this twice due to protests by Beth and by Jose). The evil Venum (a frog thing with a cloak. The cloak is its height) will come out. You can't really damage it. What you have to do first is to use the Akbal Jewel. This fights the evil. Take out Venum, move the right statue, and enter the door. When you enter, you'll see a coffin with a beam of light pouring onto it. Look at the coffin. You'll see a zombie-looking thing in there. Use the Crystal Key to open the coffin. Take the Two-Eyed Mask from the body (I would not do this. It's enough that it just looks like a zombie) and go backwards to stop looking at the coffin. You're trapped. In order to become untrapped, you have to use the Gold Mirror, which opens an exit. Go forwards to leave the Well of Sacrifice and end up in the basement of...

Castillo Pyramid

Items: None

Level: ??? (at this point, I cannot say what the levels are; I just know what level you're at when you fight the next enemy since he's a ways away. Presumably you're at level 20)

The point of this is to escape the Well of Sacrifice. Go upstairs, back, and back again to leave the Castillo Pyramid.

Now we've gotta check on Beth and on Jose, so return to the Well of Sacrifice. Note the change of music on the world map. How ominous.

To return to the Well of Sacrifice, go right two screens and up two screens. As before, walk on the western water outcropping to enter the Well (G2).

Well of Sacrifice

Items: None

Level: 20?

Look at Jose twice. He'll tell you that Beth got kidnapped. He thinks (he never says how he knows this) that she is in the Ball Court. Unfortunately, since you took the Stone Pawl, you can't get into the Ball Court. The only way is through the secret passage in the Tomb of Hi-Priest. Let's head there. Go backwards to leave the Well of Sacrifice, head south two screens, and then make a grand expedition to the west until you reach the second pyramid (B4)...

Tomb of Hi-Priest

Items: None

Level: 21

Once here, go right to enter the secret passage. Head down under the coffin to that maze from earlier. Use the Shallow Bowl to get your bearings.

Ball Court

Items: Ring of Itza, Sun Key

Level: 21

You start in the chamber of the Akbal Jewel. Go left to find yourself in the main part of the Ball Court, behind the collapsed wall. Head forwards INTO THE DARK DEPTHS OF THE BALL COURT. What a fearsome name. Anyway, apparently even Aaron realizes in the next area that it's too dark to continue. You have to find something here. Join the Red Jewel and the Two-Eyed Mask. Unfortunately, the designers of this mask were lazier than those of the One-Eyed Mask, so we have to also join the Blue Jewel and the Two-Eyed Mask. Use the Two-Eyed Mask to see a white block. Push on this white block to open a passage. Make sure, however, that you join the Blue Jewel and the Sword again before continuing. Once you've done this, go into the left room.

You'll fight the fearsome Tezcat in here. This is a three-armed monster with swords. If you are not level 21, you cannot defeat him. Just so you know; no discouragement meant. While fighting him, it's funny to watch the Sun Necklace. This fight can take a whole day!

Once Tezcat has been eliminated -- and presumably you get a level up -- use the Large Flask. Before you can use it, though, Jose turns into a ridiculous looking red demon WITH WINGS AND A WHITE SKULL named Scareface. He says that he no longer needs you; his friends kidnapped Beth. He also mentions Tentacula, like the Professor did. Crazy demon-transforming guides. Anyway, Scareface is as hard as Tezcat. Use the Akbal Jewel before fighting him, and you'll wear him out.

Once Jose has admitted defeat, you'll re-claim the Ring of Itza. Now for the problem of that temple in front of you. As the tablets said, you have to wait until night (the Sun Necklace will be black; use the wait command if necessary). Once it's nighttime, use the Large Flask. You'll shrink. Just what I always wanted. Now you can go forwards into the temple. The first thing to notice is the funky blue background. The second would be that really large key. These guys are good at hiding things from tiny people. First, though, use the Silver Key to unlock the temple. Go backwards to leave it, use the Small Flask to get back to your normal size (that key would not only be heavy as a small person, but it would be harder to fit in your pocket than the sword is), move the temple, and take the Sun Key. Yay. The room shakes. Welcome to the final area.

Shrine of Tentacula

Items: Beth
Level: 30

I don't know how you got to level 30 either.

Given the name, the first thing to do would be to fight Tentacula. He'll appear, give his little spiel, and fight you. You need to use the Akbal Jewel and the Ring of Itza before fighting him. Tentacula is this big orange guy in a tiger-stripped cloak and...um...is deformed. Since he is the final boss, he takes quite a few hits, but he's nothing you can't handle.

Now we have the problem of reviving Beth. First you need to look at her (look at the stand and then at her face) to get that emotion rising. Go backwards, and prepare the ritual: put the Senser on the floor, put the Incense in the Senser (on a side note: a senser, not to be confused with a sensor, is defined by Webster's as "A vessel in which incense is burned, especially during religious ceremonies." And they say video games aren't educational), and use the Lighter to set the Incense aflame. Beth wakes up! Yay! She tells you to seal this place up permanently, with the small oversight that if the place is locked up, there would not, technically, be an escape. Oh well; we're heroes.

Fortunately, Tentacula, who apparently has the sludge for brains that he has for the rest of his body, had the foresight to make the self-destruct mechanism for his Shrine the very artifact needed to enter it. Use the Sun Key in the hole that Beth points to. The Shrine crumbles, and apparently, you travel back in time to the time of the ancient Mayans, which is where the Professor went. Er, apparently, the High Priest Professor went. Aaron and Beth are Mayan heroes; congratulations! Once the credits roll, you can use different directions to make Aaron's and Beth's faces do different things.

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| Button | Facial Movement |  
|-----|-----|  
| Up     | Move Aaron's left eye |  
| Down   | Move Beth's right eye |  
| Left   | Move Aaron's right eye |  
| Right  | Move Beth's left eye |  
| Select | Move Beth's mouth |  
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The final words of the game imply a sequel.

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IV. Last Words

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| 4.01: Copyright Information |
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this guide can and will always be found at IGN FAQs (faqs.ign.com), GameFAQs (www.gamefaqs.com), and Meowthnum1.com (www.meowthnum1.com).

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|----------------------|---|
| 911 Codes | http://911codes.com |
| 9 Lives | http://www.9lives.ru/eng/ |
| Bean's PSX Dimension | http://www.bean.dk/psx/index.htm |
| Cheat Code Central | http://www.cheatcc.com |
| Cheat Index | http://cheatindex.com |
| Cheat Matrix | http://cheatmatrix.com |
| Cheat Search | http://cheatsearch.com |
| Cheatstop | http://www.panstudio.com/cheatstop/ |
| CNET Gamecenter | http://games.netscape.com/Faqs/ |
| Console Domain | http://www.consoledomain.co.uk |
| Dirty Little Helper | http://dlh.net |
| Dark Station | http://www.darkstation.com/ |
| Dreamland | http://kirby.pokep.net |
| Games Domain | http://www.gamesdomain.com |
| Game Express | http://www.gameexpress.com |
| Games Over | http://www.gamesover.com/ |
| Mega Games | http://www.megagames.com |
| Square Haven | http://www.square-haven.net |
| Ultimate System | http://www.flatbedexpress.com |

If you want to use any part of this guide for whatever reason, please ask. I will probably say yes.

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| 4.02: Revision History |
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Version 1.0 (01/19/05) - I complete the guide in full.

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| 4.03: Contact Information |
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Before emailing me, please make sure that whatever question you have wasn't addressed here in the guide. If it's not a question (i.e. input, suggestion, correction, etc.), please go ahead and email me. I'm not too picky about grammar, but if I have no idea what you're saying, I might ask for some clarification. I'll take emails in Spanish or English. Doesn't matter to me. No me importa.

I'd appreciate whatever you've got. Questions (again, as long as it's not answered here), inputs about ideas that I've raised, suggestions or corrections for the guide, requests for using parts of the guide, problems in life, jokes (as bad as some of these are in the guide), praise emails (ha!), or whatever else is on your mind.

Email: [meowthnum1 \[at\] meowthnum1 \[dot\] com](mailto:meowthnum1@meowthnum1.com)

I wasn't too bad about doing the spam thing at first. Now half of my emails are virus emails. Just replace the [at] with @ and the [dot] with ..

You could also use AIM. I'd prefer these be quick questions, but I really can't stop you from long, involved ones. To be honest, I prefer emails. AIM is still here. That's TracesWritingAIM.

Also, PLEASE be clear about what guide you're talking about. It doesn't help any of us to ask for help with level one or with "that area."

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| 4.04: Credits |
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- Asto Blade - Encouragement
- Aaron Hubbard - The use of his name
- Adam Lamontagne - Inspiration
- Beth McGovern - The use of her name
- Vandal00 - The use of...

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| 4.05: Arrivederci |
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I've enjoyed writing for this obscure game. As weird as it is. Anyway, enjoy the game, and enjoy life.

-Trace Jackson