

The Killing Time by Keeper Dec 2000

Important

This is an unfinished demo FM in which there are No Objectives, just a series of rooms you need to get through killing everything in each room before you can get into the next room.

However due to a door not being correctly linked in Dromed you can not proceed from one room and is thus the mission is unfinishable.

Walkthrough

You start with just 1 health potion and a sword needing to kill both guards before the gate the at the far end of the sewers open. Next you come across a big green spider at the top of a ladder, you can hide in a shadow to left before heading over to bash in its brains. Kill the 2 little spiders in the next cave, jump down the hole into some water, head through to the burrick caves and kill the guard at the bottom of the steps, there is a shadowed area at the bottom of the steps near where you enter this area that is good for hiding if you need to run back to this area later. Up in the warehouse there are a number of guards to kill in the next 3 rooms after which the mission prematurely ends, as the set of double doors in the dining room that are meant to open after you have killed every one does not open because the author failed to link these doors in Dromed.

According to Dromed there are a number of other rooms to get through in the mansion and 224 loot to collect but for you the mission ends here.

Note: There is a metal hatch under some crates in the room previous to the dining room, but this is locked and according to dromEd this hatch is not linked to anything and so can not be opened. It should take you down to a cave with some water, but nothing else is down there.

missing loot

2 candlesticks 100

purse 100

2 x silver stacks 24