

## Sentinel: Descendants in Time Demo

### Storyline

The door opens once in a lifetime.  
That moment is now.

The legacy of the Tastan tombs has long held some of the most profound secrets of an extinct race of people. Some believe the tombs hold a fabulous treasure, others say wealth is in the knowledge and technology left behind by this advanced civilization.

You must now search for the truth as you enter the tombs on a dangerous quest for riches.

As you begin your strange and perilous journey, a female sentinel, a holographic image with advanced A.I., left by the ancient Tastans to guard their sacred caverns, awakens. She appears throughout your quest as a guide with a sometimes benign purpose, but other times with calculated intentions. You will soon realize that behind the mask of illusions, the sentinel is much more than she appears to be - her dark purpose might threaten your very existence.

What truths will you uncover...

### Features

- A game of exploration, discovery and mystery combined with a psychological 'mind game' twist
- Impressive navigation and 3D environments using the Jupiter engine.
- A Myst®-like adventure continues the commitment to the graphic Adventure genre
- 8 brilliantly inspired, diverse worlds
- Non-linear style of game play
- 3 different levels of puzzle difficulty
- A built-in hint system

### System Requirements

OS: Windows® 98SE/ME/2000/XP

Processor: 1.0 GHz Pentium® III or Equivalent (2.0 GHz or Higher Recommended)

Memory: 128MB RAM (256 MB Required for XP)

Video Card: 64 MB DirectX® Compatible 3D Video Card (128 MB Recommended with DirectX Compatible Driver)

Hard Drive Space: 1.6 GB of Free Hard Disk Space Required

CD-ROM: 24x CD-ROM Drive or Higher

Sound: DirectX® Compatible Sound Card

Input: Mouse and Keyboard/Speakers

Other: DirectX® 8.1

### Demo Walkthrough

#### **Tomb 35**

After the introductory cut scene, you enter the main tomb. Walk along the bridge and you will have your first encounter with 'Dormeuse,' the sentinel who prove to be your guide, ally and your adversary through the adventure. The mysterious people who created these amazing hi-tech tombs were able to upload the personality of the tomb's occupant into its defense system. Are

these the occupants themselves, coded into the structures as actual entities, or just simulations? No-one can be sure.

Take some time and explore the caves, caverns and alcoves of Tomb 35 and you will notice that there are archways with symbols written on them. Make note of these symbols as they will be needed to for the first puzzle of Sentinel.

From the starting point at the bridge, walk straight ahead, and in front of you is the first archway. Note the symbol: a triangle with the bottom right side open.

Walk back towards the starting point again and turn right at the first incline. Walk towards the stairs to the top. Turn to the right and follow the path upwards until you see another archway. Note the symbol: It is an inverted T with the bottom line pointing inwards.

Walk towards the opening in the wall. Look out to see the tomb canyon. Walk to the left and enter onto the open platform overlooking the water. Walk towards the edge of the platform and turn to the right to follow another path to the area on the right. Ahead of you, on the right, is another archway. Note the symbol: a straight horizontal line with the edges pointing inwards.

Directly opposite this last archway is a long walkway with a console on the end. Walk towards the console and go around it to approach it from the far side.

The main console is called the Waystone and is the focal point of the game. It is where you activate the transporters and it is where you will return with each Tomb Crystal, also referred to in the game as Hearth Crystals.

Click on the console to interact with it.

Click on the buttons to enter the symbols in the correct order to activate the transporters:

1. Left: the inverted T
2. Middle: the horizontal line with the edges pointing inwards
3. Right: the triangle with the bottom right side open

You will see the transporter activated. Leave the Waystone and go to the transporter. Walk into it and transport to one of the Sentinel's alternate realities.

## **Maru**

After using the portal, you have arrived in Maru, a metal floating structure. Walk forward to the holographic control panel. Your goal here is to use these panels to make your way through the labyrinth to the central elevator leading to the crystal.

1. Click on the first holographic panel 5 times, go in and turn left to find the next one.
2. Click on the second one once (1), go through and you'll see the third holographic panel. Click on the third one three (3) times; move forward and then right until you find the 4th one.
3. Click on the panel twice (2), move forward and right to find the last one.
4. Click on the panel 5 times. The opening will lead you to the central elevator where you can go up to the next floor.

At the top of the structure, you notice a number of telescopes and platforms with buttons as well as corresponding horns. There are 4 of these telescopes & platforms. Using the telescopes, make note of the colors emitted by the different satellites floating outside the structure. There are also 6 colored lamps w/ corresponding horns. Make note of them in detail as well.

In addition, there are two elevators leading you to the floors below. In order for you to find all the colored lamps and their corresponding sounds, you have to explore them!

Helpful hint:

- Main floor contains the Green Lamp
- 2<sup>nd</sup> Floor contains the Blue Lamp
- 1<sup>st</sup> Floor contains the Purple & Yellow Lamp
- Small exterior platforms contain the Red & White Lamp

Simply match the colored sequence of each satellite w/ the sounds emitted from the horns.

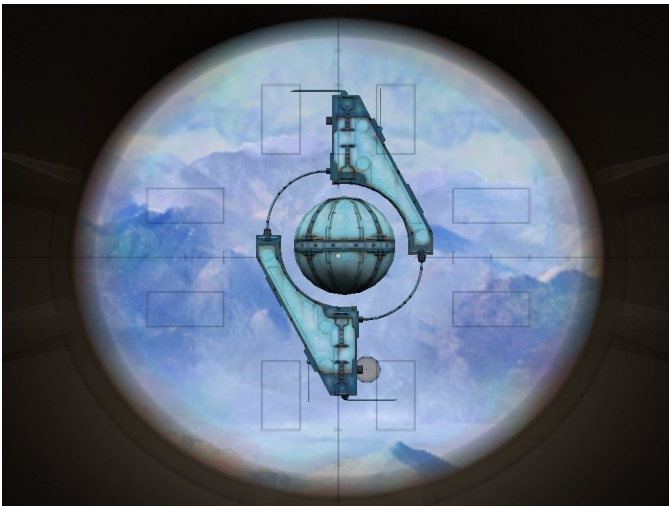
### Answers

If the buttons on each platform were to be numbered from 1 – 6, the combination would go as follows:

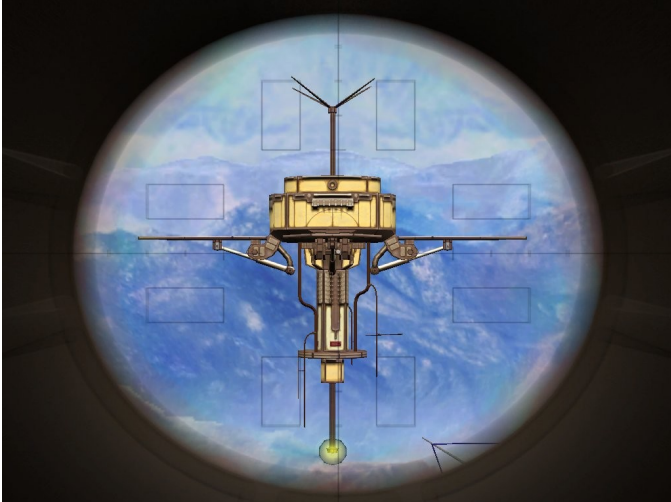
Satellite 1: "6325"



Satellite 2: "4162"



Satellite 3: "4321"



Satellite 4: "2456"



Once complete, collect the crystal in the centre of the main floor & make your way back to the transporter to finish the demo. (You will see HINT arrows pointing to the crystal.)

For more information or to order the full version of Sentinel: Descendants in Time, please visit:

<http://www.AdventureCompanyGames.com/tac/sentinel/index.html>

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