

IMAGIC

RIDDLE OF THE SPHINX™

GAME PROGRAM INSTRUCTIONS



⇒ Hieroglyphics on an ancient obelisk tell a strange tale:

These are dark times.

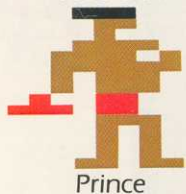
Death's long shadow rests across the Valley of the Kings. Anubis, jackal-headed god of the dead, has cast his curse over all of Pharaoh's kingdom. A plague of scorpions and hordes of thieves lie thick upon the land. O hear the thin whine of despair!

Sing of Pharaoh's Son, all hail the Prince of Egypt! Deliver us from this curse! Brave the dangers of the desert. Seek the answer to the Riddle of the Sphinx. Pay Anubis' ransom with your treasures, O cunning Prince of Wiles. Reach the Temple of Ra, source of light and life.

Pharaoh's heir—be wise, be wily—and beware!

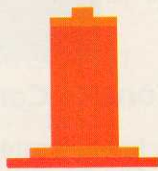
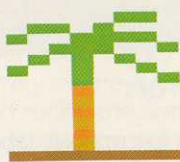
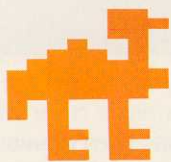


The Journey Begins



Prince

- ⇒ The Prince appears at the bottom of the game screen, above the score.
- ⇒ The Prince's progress is controlled with the left joystick.
 - ⇒ To move ahead: press joystick away from you.
 - ⇒ To move back: pull joystick toward you.
 - ⇒ To move right: lean joystick right.
 - ⇒ To move left: lean joystick left.
 - ⇒ To move at an angle: angle joystick in that direction.



The Prince of Egypt sees many **camels**, **palm trees** and **obelisks** on his trek.

- ⇒ The Prince must move around these obstacles.
- ⇒ He sometimes darts behind them to avoid enemies, or to surprise them.
- ⇒ Neither the Prince's nor a thief's rocks can usually penetrate a solid object.

Of Arms and a Prince

The Son of Pharaoh embarks on his quest armed only with a sling from which he can throw an unlimited supply of rocks.

- ⇒ To throw a rock: press left joystick button.
- ⇒ When wounded or thirsty, he cannot throw them as far.
- ⇒ He can only sling rocks forward (that is, up, toward top of screen).
- ⇒ When moving back, he is defenseless until enemies move past him.



Thirst



Prince drinks at an oasis

One foe of the Son of Egypt travels with him always: thirst. The longer he goes without refreshment, the greater his thirst grows. As it increases, he slows down. He cannot throw rocks as far. He must seek water or become easy prey to thieves, scorpions and the dread god Anubis!

Pharaoh's Son seeks release from his ragged thirst. Six oases offer him just that. No mirage, they float forward. He must stop. He must drink.

To drink at an oasis, the Prince:

- ⇒ approaches from below
- ⇒ heads directly toward the water at the center of the oasis
- ⇒ drinks deeply. When he has satisfied his thirst, a bell sounds.
- ⇒ He regains vitality—moving well and throwing far.

To find out the Prince's thirst level, set Black and White/Color Lever to Black and White. The number representing the Prince's thirst appears on the **right**.

Certain objects and treasures also quench thirst. Read on!

Wounds

Wounds, like thirst, slow the Prince of Egypt down and make rocks difficult to throw.

The Prince sustains wounds when he is:

- | | |
|-------------------------------------|---|
| ⇒ robbed by a thief | 1 wound |
| ⇒ struck by a thief's rock | 1 or 2 wounds
(depending on
level of difficulty.) |
| ⇒ stung by a scorpion | 2 wounds |
| ⇒ touched by the
evil god Anubis | 3 wounds |



- ⇒ If he sustains enough wounds, the Prince dies. The game ends.
- ⇒ Time, we know, heals wounds. As long as the Prince can avoid an enemy's assaults, his injuries will heal.
- ⇒ The number of the Prince's wounds appears when the Black and White/Color Lever is set to Black and White. The number of wounds appears on the left.
- ⇒ Certain objects and treasures protect Pharaoh's Prince from a thief's rocks. Others cure wounds he has received. (See Useful Objects, Treasures and Artifacts.)
- ⇒ The goddess Isis can also gently cure the Son of Pharaoh.

Who are they who wound, heal, barter and sometimes betray the persistent son of Pharaoh?

Whom should he attack, and whom avoid?

What gifts does he receive and which find? In what way, and toward what end, does he use them?

Proceed and be enlightened. Ancient Egypt's ways will yet be known to you.

Denizens of the Desert

Son of Pharaoh must practice caution. Among those he meets on his journey:



Thieves

They pelt the royal heir with rocks and attempt to steal his possessions. Should the Prince come in contact with a thief, one of his treasures or artifacts will disappear. The Prince attacks or avoids thieves.

- ⇒ Prince hits thief with a rock: he gains 60 inner strength points.
- ⇒ Thief hits Prince with a rock: Prince receives 1 or 2 wounds, depending on level of difficulty.
- ⇒ Thief touches Prince: Prince receives 1 wound.



Scorpions

Scorpions pursue the Prince. They can seriously wound him should he come in contact with them. He attacks or avoids them.

- ⇒ Prince hits scorpion with rock: he gains 60 inner strength points.
- ⇒ Scorpion touches Prince: Prince receives 2 wounds and loses 20 inner strength points.



Nomad Traders

Nomad traders give—or steal—objects useful to the Son of Pharaoh. He barter with them when his possessions are few, and thinks twice about dealing with them when he carries many precious items. To trade with a nomad, the Prince approaches from below and touches him. A noise sounds when a transaction occurs.

- ⇒ Prince accidentally injures a nomad trader with a rock: he loses 80 inner strength points.

For many fast-moving thieves and scorpions: set **Left Difficulty Lever to A**.

For fewer and slower-moving thieves and scorpions: set **Left Difficulty Lever to B**.

Desert Deities

The Prince also meets—or avoids—two desert deities:



Prince meets the goddess Isis

Isis, goddess of fertility and motherhood, seeks to comfort the Prince by quenching his thirst and healing his wounds. She sometimes bestows precious treasures on the young Son of Pharaoh.

To meet Isis, the Prince

- ⇒ approaches from below
- ⇒ kisses her feet to show his grateful respect.

When he succeeds in pleasing Isis (and this is not always the case), a bell sounds. The Prince's wounds are healed, his thirst quenched. When he pleases her and he is not wounded or thirsty, she might then bequeath him a gift.



the evil
god
Anubis

Anubis, god of the land of the dead, faithful guardian of tombs, must be avoided or he will seriously wound the son of Egypt. The merest touch results in a wound.

Anubis touches Prince:

- ⇒ Prince loses 20 inner strength points.
- ⇒ Prince receives 3 wounds.

The Son of Pharaoh must be careful not to hurl rocks at Isis or Anubis. This act constitutes excessive pride, and his inner strength score suffers for it.

- ⇒ Prince strikes Isis or Anubis with a rock: he loses 77 inner strength points.

Useful Objects, Treasures and Artifacts

But what of all these gifts, these treasures? The royal heir begins his trek with nearly nothing. He must collect as much treasure and as many useful objects as he can. The treasures and objects serve many functions. He must use them wisely.

How to Use Objects, Treasures and Artifacts

The Prince's use of his new-found possessions is controlled with the right joystick.

- ⇒ Treasures, objects and artifacts come to appear in 2 rows across the bottom of the screen. A black box also appears.
- ⇒ Before a treasure, object or artifact can be used, the black box must cover it.
 - ⇒ The right joystick controls movement of the black box.
 - ⇒ To move the black box right: lean joystick right.
 - ⇒ To move the black box left: lean joystick left.
 - ⇒ Stop leaning on joystick when the black box comes to rest over the object you wish to use.
 - ⇒ Objects are only in use as long as the black box covers them.



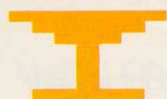
Treasures

Treasures are valuable and magical. The Prince receives them from nomad traders and the goddess Isis, or he finds them while digging. Treasures only need to be covered by the black box in order to be used.



Disk of Ra

Heals wounds. When used, it is not consumed. It can be stolen.



Goblet

Quenches thirst. Though it cannot be consumed, it can be stolen.



Necklace

Shields Prince from rocks and scorpions. It cannot be consumed, but can be stolen.



Sceptre

Acts as a chariot in speeding Pharaoh's Prince on his way. With it, neither thirst nor wounds can slow the Son of Egypt. He can hold the sceptre indefinitely—unless it is stolen.

Mysterious Treasures and Artifacts

Still other treasures appear. Their specific uses remain unclear, though they appear to be valuable. These the wise Prince of Egypt decides to save, hoping to offer them at sacred monuments and temples in exchange for passage or for other, infinitely more valuable, gifts.



Scroll

Crown

Ankh

Key

the 3 tablets

If you wish to drop an object from your collection:
⇒ Select it for use by covering it with the black box.



- ⇒ Pull the right joystick toward you.
- ⇒ Press button on right joystick.
- ⇒ The item will disappear. Magic!

The Journey Continues

Despite setbacks, the young Prince perseveres. So much to remember, so many things to do! But he is strong, and growing stronger. All Egypt looks to him for relief from Anubis' curse. He must solve the riddle of the Sphinx. He must reach the Temple of Ra.

Before leaving his father's palace on the Nile, Pharaoh's Prince received advice from the Royal Astrologer.

The Astrologer instructed the Prince concerning ceremonious offerings.

"Son of Pharaoh, avoid youthful folly. Make offerings at sacred places—Pyramids, the Phoenix, the Temples of Isis and Anubis, the Sphinx and the Temple of Ra."

When making an offering:

- ⇒ Cover offering with black box before reaching a sacred monument or temple.
- ⇒ Approach reverently, from below.
- ⇒ Touch the bottom center of each sacred place.
- ⇒ Present an incorrect offering: the Prince loses 20 inner strength points.
- ⇒ Present correct offering:
 - ⇒ Prince receives 500 inner strength points.
 - ⇒ The offering will disappear.
 - ⇒ Often, a worthier treasure appears in place of the offering.



The Royal Astrologer also gave the Prince curious lessons to study. The Son of Pharaoh puzzles over the Seer's strange words. He is certain they contain veiled clues as to which offering he should make at the many sacred monuments and temples he encounters.

The Son of Egypt consults the cryptic messages as he reaches each sacred place.

These wondrous monuments and temples fill the Prince with awe. Of them the Astrologer has written:



Pyramids

"Rare gifts await he who unlocks the age-old mystery of the Pyramids."



Phoenix

"The fire bird, newly risen from its ancient ashes, can provide you with a key to the riddle you seek to solve. You will know what gift to offer if you unroll and read the writing on your heart."



Temple of
Isis

"Gentle Isis, goddess of all that is good. Her Temple in the desert is as a precious jewel in Egypt's crown. Offer her a gift worthy of an empress."



Temple of
Anubis

"Temple like a tomb, vaulted home of Death. You will have found its key in the circle that does not end, the sign of life's eternal rebirth."



Sphinx

"Inscrutable marvel! Find the offering it seeks and you will have solved its riddle. A bird can fly over, a scarab crawl past or a lion stalk by—Son of Egypt, turn to these! It is written as on stone."



Once the Prince passes these grand obstacles, he strives to reach the Temple of Ra, revered by all Egypt as the source of light and life.



Temple of Ra

Upon reaching the Temple of Ra, Son of Pharaoh offers all his treasures.

Ra sometimes accepts willingly. He rewards the Prince with great stores of inner strength.

Often, though, Ra insists on an offering before consenting to accept the Prince's treasures. His quest remains unfinished. All Egypt remains accursed. The Prince loses inner strength points should he offer the wrong object.

The Prince examines all his possessions for the correct offering. He searches tirelessly in pursuit of this simple object.

What is it?

Where can it lie hidden?

Son of Pharaoh thirsts for the answer to this quandry.

Pharaoh's Astrologer has written:

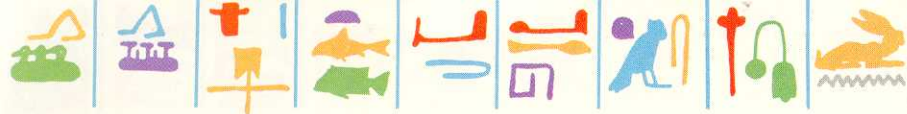
"Ra has all. What need has Ra of wealth? Offer instead that which stands yet cannot stand; that which journeys far yet has no legs; that companion you rely and lean upon, yet never think to call friend."

- ⇒ Prince makes incorrect offering: he loses 20 inner strength points.
- ⇒ Prince makes correct offering to Temple of Ra: earns 500 inner strength points.
- ⇒ For each treasure presented to the Temple of Ra: Prince earns 700 inner strength points.

The Journey Ends

The game ends when the Prince either:

- ⇒ reaches the Temple of Ra, makes the correct offering (if necessary) and his treasures are accepted
- or
- ⇒ Pharaoh's Prince dies of wounds received on his journey.



Game Variations

Game 1: Son of Egypt tries to get through Pharaoh's kingdom.

- ⇒ as quickly as he can
- ⇒ holding as much treasure as he can find

Ra accepts the Prince's treasures without asking for an offering.

Son of Egypt begins his long trek holding a shield.

Game 2: The journey grows more difficult.

- ⇒ The Sphinx won't let the Prince pass.
- ⇒ The Prince must make the correct offering, worth 500 inner strength points.
- ⇒ The Temple of Ra requires an offering.
- ⇒ Without the offering, no treasures will be accepted.

The Heir to Egypt's throne starts his journey holding a shield.

Game 3: The supreme challenge.

The Son of Pharaoh must make **2** offerings at each of these sacred places:

- ⇒ Phoenix
- ⇒ Temple of Isis
- ⇒ Temple of Anubis

Of these offerings, this much is known:

- ⇒ a certain **treasure** or **object** will satisfy the gods and earn the Prince 500 inner strength points. (See Astrologer's clues.)
- ⇒ a certain **object** will lift the spell blocking the Prince's passage at each of the three sacred places.

The Astrologer has provided the Prince with this clue:

**"The first is rooted in relief;
The next you'll find well-found;
The last of three is a cloak you wield when
enemies abound."**

For making the correct selection, the Prince receives 500 inner strength points at each sacred place.

The Son of Egypt must also make a single correct offering at:

- ⇒ Sphinx
500 inner strength points. Lifts spell blocking his passage.



- ⇒ Temple of Ra
500 inner strength points. Offer satisfies Ra.
Ra accepts treasures.

Pharaoh's Prince embarks on this quest carrying a spade.

Tips to the Wise Wanderer

- ⇒ Keep track of which treasures are appropriate offerings at each of the sacred monuments and temples.
- ⇒ When the Prince reaches a sacred monument or temple, he will want to make sure he defeats any thieves in the area before making an offering. If thieves disturb the ceremony, the Prince's offering may not be accepted, even if it is correct.
- ⇒ Study the Astrologer's messages. They can lead the Prince to making correct offerings and locating the special item necessary to the Temple of Ra.
- ⇒ When backtracking across the Valley of the Kings, the Prince may want to keep to the extreme left or right. The Prince will then be surprised less often by thieves, scorpions and the vile god Anubis.
- ⇒ The Prince will want to become familiar with his entire kingdom. He will want to visit every area and explore even the most mundane locale.
- ⇒ Though unnecessary in Game 1, the Prince may still wish to make offerings at all sacred monuments and temples. He will receive inner strength points as a result of the consideration he has shown.

The Royal Astrologer's clues, as they have been revealed here, tell the Prince all he needs to know—if he is clever and patient. Even so, shortly after the Son of Pharaoh embarked on his quest, the Astrologer went into a deep trance. He began to mumble. An otherwise witless scribe took notes.

These priceless notes contain all the answers necessary to the Prince: which offerings to make at what temples—even where to seek the object that satisfies the Temple of Ra.

If you despair of divining these answers yourself, or simply wish to possess so rare a treasure, write to:

Son of Thoth
IMAGIC
981 University Ave.
Los Gatos, CA 95030

IMAGIC VIDEO GAME CARTRIDGE TWO YEAR LIMITED WARRANTY

Imagic warrants to the original consumer purchaser of this Imagic video game cartridge that it will be free from defects in materials and workmanship for TWO YEARS from the date of purchase. If this cartridge is discovered to be defective within the warranty period, Imagic, at its option, will either repair or replace this cartridge free of charge, upon receipt of the cartridge, postage prepaid, with proof of date of purchase, at the following location:

IMAGIC

Customer Services
1875 Dobbin Drive
San Jose, CA 95133

This warranty is limited to electronic and mechanical parts contained within the cartridge. It is not applicable to normal wear and tear and is not applicable and shall be void if the defect has arisen through, or the cartridge shows signs of, misuse, excessive wear, modifications, or tampering.

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Designed by Bob Smith

IMAGIC

Customer Services
Kathleen Boothe
P.O. Box 2055
Saratoga, CA 95070



CAN YOU SOLVE THE RIDDLE OF THE SPHINX ????????????????????

\$1000 CASH PRIZE

FOR THE MOST CREATIVE AND ACCURATE ANSWER

Tell us how you solved the supreme challenge...game 3 of Riddle of the Sphinx. Let us know of your journey through the desert and the two correct offerings you made at each of the following locations: the Phoenix, the Temple of Isis and the Temple of Anubis.

Then tell us the one offering you made to the Sphinx and the one at the Temple of Ra.

We'll award \$1000 to the one person who correctly solves the riddle and, in the opinion of contest judges, has the most creative and intriguing answer.

Remember a creative answer is important.

Send entry to : Riddle Contest c/o Imagic

981 University Ave. Los Gatos, CA 95030

All entries must be received by **January 31, 1983**. The winner will be notified by **February 28, 1983**. The prize will be awarded by **March 31, 1983**. The contest is open to all U.S. residents except employees of Imagic and their agencies and the employees' families.

The winners' name will be furnished after February 28, 1983 to anyone who sends a self-addressed, stamped envelope by March 31, 1983 to: Riddle Winner, Imagic, 981 University Ave., Los Gatos, CA 95030.

Contest is void where restricted or prohibited. By entering the contest, all participants agree that all decisions by judges are final. No correspondence will be answered. Taxes, if any, are the responsibility of the winner. All federal, state and local regulations apply.

