

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!



Travel Back to Ancient Egypt

⇒ Pharaoh's kingdom languishes under a vile curse. His son, Egypt's heir, travels across the Valley of the Kings. To lift the curse he must reach the Temple of Ra with priceless treasures. He must solve the Riddle of the Sphinx.

⇒ He barter with nomad traders. Some give him gifts and artifacts useful to him on his journey. Some steal.

⇒ Armed only with a sling and rocks, the Son of Egypt combats marauding thieves and deadly scorpions. His trials earn him inner strength. Oases refresh his thirst. Time heals his wounds.

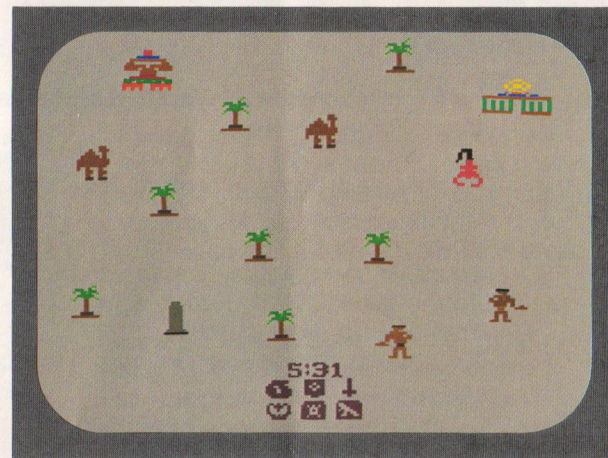
⇒ Approaching sacred monuments—Pyramids, the Temples of Isis and Anubis, the inscrutable Sphinx—Pharaoh's Prince seeks to make the correct offering. If he fails to do so, he may not be able to move further or receive priceless objects in exchange. If he pleases the gods, his inner strength points grow greater and his store of treasures increases. He advances toward the Temple of Ra, source of light and life.

⇒ Once there, he hopes to possess the treasure that will open the Temple to him, liberating Egypt of Anubis' fierce curse.

⇒ These things weigh on the young Prince. He reviews his purpose: to lift the curse and prove himself a worthy successor to Pharaoh, he must:

- ⇒ gain as many inner strength points as possible
- ⇒ complete his quest as rapidly as he can
- ⇒ collect all the treasures he can find
- ⇒ reach the Temple of Ra

⇒ The Son of Pharaoh girds his loins. He prepares to confront his fate on the timeless sands that are Egypt.



Console Controls

- ⇒ Insert cartridge in console, label up. Turn power switch to **on**.
- ⇒ Flip Game Select Lever to choose one of the three Riddle of the Sphinx games.
- ⇒ Game number appears in a black box at bottom of screen, left of center.
- ⇒ Hit Game Reset Lever to begin action. Game begins again whenever Reset Lever is tapped.

Note: Black and White/Color lever does **not** affect the color display on your television set.

- ⇒ To see how much **time** has elapsed during a game:
 - ⇒ set Black-White/Color Lever to Color;
 - ⇒ set Right Difficulty Lever to position A.
- ⇒ To find out the Prince's **inner strength** score:
 - ⇒ set Black-White/Color Lever to Color;
 - ⇒ set Right Difficulty Lever to position B.
- ⇒ To find out Prince's **wound** and **thirst** scores:
 - ⇒ set Black-White/Color Lever to Black-White.
- ⇒ To **slow** action, set Left Difficulty Lever to position B.

- 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



Pharaoh's Prince must practice caution, for while he digs he is vulnerable to attack.

- 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.

**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.

THIS WARRANTY IS IN LIEU OF ALL OTHER EXPRESS WARRANTIES OR REPRESENTATIONS. ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS, ARE LIMITED TO A PERIOD OF TWO YEARS FROM THE DATE OF PURCHASE. IMAGIC IS NOT LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES ON THIS CARTRIDGE.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the limitations or exclusions set forth above may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Designed by Bob Smith

IMAGIC

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

