

Sphinx and the Cursed Mummy FAQ/Walkthrough

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"Sphinx and the Cursed Mummy"

Also known as "Sphinx and the Shadow of Set"

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1-A The Intro

Hi! Sorry about the simple intro. I'm no good with ASCII text art, and I've always found it annoying when you have to scroll past a page and a half of mass symbols before you even get to the table of contents of a guide. So I'm going to be nice to you people and get right to the point. ^_^

"Sphinx and the Shadow of Set" (AKA, "Sphinx and the Cursed Mummy") is a great game, and there aren't too many guides out for it, so I thought I'd give it a shot. Just use the section titles or the numbering system to skip down to whatever section you need!

Legal Stuff

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brief overview of common items you'll find in pots, trees, vases, and some treasure chests throughout the game. Go to the Quest Items and Ability Items sections for special items such as treasures, trading items, and ability upgrades.

Scarabs

Scarabs are the universal currency of Sphinx's world. There are two kinds of Scarabs: Gold Scarabs and Onyx Scarabs. Gold Scarabs can be found anywhere in the world, but Onyx Scarabs are only found in the Castle of Uruk. Which means only the Mummy can collect them. Onyx Scarabs are needed for shopping at Gebel's Glyph Shop at Heliopolis Point. You can only hold 400 Gold Scarabs at first, whereas you can hold an unlimited amount of Onyx Scarabs. You will have to wait until later in the game to get a Scarab Bag upgrade, so you can carry up to 900 Gold Scarabs. Onyx Scarabs come in denominations of five only, while Gold Scarabs come in several different colors indicating their denominations. Giant Blue Scarabs are only found in treasure chests.

- Yellow Scarab - Worth 1 Gold Scarab.
- Green Scarab - Worth 5 Gold Scarabs.
- Red Scarab - Worth 10 Gold Scarabs.
- Blue Scarab - Worth 20 Gold Scarabs.
- Giant Blue Scarab - Worth 100 Gold Scarabs.

Bronze and Silver Ankhs

Bronze and Silver Ankhs are health-replenishing items found by smashing pots and throwing rocks at trees. If you're lucky, enemies will sometimes drop them. One Bronze Ankh replenishes one Ankh of health, while one Silver Ankh replenishes five Ankhs of health.

Gold Ankhs

Sphinx's health bar is represented by Gold Ankhs. He can have a maximum of 12 Ankhs of health. To upgrade your health bar, collect Gold Ankh Pieces. Gold Ankhs and Gold Ankh Pieces are only found in certain treasure chests and as rewards for completing certain tasks. See the Gold Ankh Piece section (3-C) for more on where these artifacts are found.

Capture Beetles

The pinkish-purple colored beetles you'll find are Capture Beetles, which you can use to capture monsters. Weaken monsters by fighting them. You'll know when you can capture a monster when it starts giving off gold sparkles. Some monsters you won't need to weaken in order to capture them, like Chihuahuas or Slim Burbles.

Darts

Once you get Acid Darts and Ice Darts, you'll start finding refills in pots and vases. Acid Darts have green tips, and Ice Darts have blue tips.

1-F Frequently Asked Questions

I've gotten quite a bit of email since posting this walkthrough, asking for help and specific information about various aspects of the game. I decided it was about time I added a FAQ section for all the questions I get asked most often.

Q. How do I assign/equip items to buttons on the controller?

A. Pressing "up" on the Directional Pad on the controller will bring up a small context menu in the upper-left-hand corner of the screen containing a list of available items you can use and equip to the other buttons. Use the Directional Pad to scroll up and down through the list of equippable items, highlight the item you want to equip, and then press the button you want to assign the item to.

Q. How do I capture monsters?

To capture monsters, just slash them until they start giving off gold sparkles. That means they're near death and one more hit will kill them. When they're near death, you can capture them by setting down a Capture Beetle. Once you've set down the Capture Beetle, you can control where it goes by using the right analogue joystick. It's easiest, though, just to stand right next to the monster while facing it and set down the Capture Beetle. There are certain monsters that you don't have to weaken in order to capture; i.e., Slim Burbles and Chihuahuas.

Q. During the second trip to the Castle of Uruk, I saved at a Save Statue next to an open door after viewing a cutscene with Set, Menes, and Horus. I then turned off the console, and when I came back, the door was closed and now I can't progress in the game. What happened? Am I stuck?

A. Yes, you are stuck. You saved next to the infamous "glitch door". It is a known bug in the game. Saving at that save point and turning off the console will result in the door being locked and you can not go any further in the game. You have no choice but to start all over again. It sucks, I know.

Here's some advice on what to do if you find yourself stuck at the glitch door. (Thanks to Kody DeDonna for the tips!)

- 1.) Don't try ejecting the game disc or opening the console cover.
- 2.) Don't try scratching the game disc.
- 3.) Don't try removing the memory card while saving next to the door.
- 4.) If you run into the bug, delete the entire game save off of your memory card. The glitch can corrupt the memory block.

Q. Wow. That's really bad. Are there any other major glitches in the game I should know about?

A. There are a couple other known glitches, but they're all fairly rare occurrences by comparison. You probably won't run into any of them, but if you happen to, and you can't recover from an earlier save, refer to the above list of tips on what to do. There are probably more glitches, but these are the major ones I've been able to confirm. I'll add more as they are found and double-checked.

After defeating the Skeleton Demon and returning the Abydosian Crown, Anubis gives you Acid Darts and two Curse Stones and sends you to retrieve the Uruk Crown. There is a rare glitch that sort of "resets" Anubis and the game menu to the state it was in before you got the Abydosian Crown. After the cutscene where he instructs you to get the

Uruk Crown, walk back up to Anubis and the cutscene where he instructs you to get the Abydosian Crown will replay. The Acid Darts and the Curse Stones will disappear from your inventory, and the game for all purposes will believe you haven't gotten the Abydosian crown yet, even though the Mayor and all the NPCs in Abydos thank you for saving the city and everything. If you run into this glitch, reload your game from an earlier save if you can.

There is a glitch that allows you to get into the Great Wall Entrance III dungeon before you get the Hands of Amun by simply jumping over the gate. However, this doesn't always work, and if you pick up any items inside -- such as Glyph Keys or the Ice Darts -- and leave without completing the dungeon, there is a high probability that whatever you picked up will vanish from your inventory forever, leaving you stuck once you return to the Great Wall Entrance III dungeon in the story. You cannot proceed in the game if you run into this glitch. You'll have to reload your game from an earlier save if you can.

After defeating the Geb Queen, the game very rarely glitches and does not let you get at the Uruk Crown. Platforms of light are supposed to appear once you beat the Geb Queen. If the glitch goes off, the platforms won't appear, and you can't proceed in the game. If this happens, you have no choice but to reload from an earlier save.

Q. Where are the five Golden Obelisks? And which ones are supposed to be Golden Obelisks?

A. There are five gold and blue obelisks around the three areas of Heliopolis, each inscribed with a different piece of the Prophecy of Ra. Once you have the Rosetta Stone, you can decipher the writing on the obelisks. The two obelisks in front of the Cursed Palace are NOT Golden Obelisks. The locations of the five Golden Obelisks are listed in section 2-N2 of this walkthrough, but here's a brief reference list of their locations for you.

- 1.) In the Cursed Palace area, on top of the cliff to the right of Great Wall Entrance II.
- 2.) In Heliopolis Point, on top of a cliff to the left of the gate to South Desert.
- 3.) In South Desert, on top of a cliff to the right as you enter the South Desert area from Heliopolis Point. There's an Atun Disc, a moving platform and windmills in front of it.
- 4.) In South Desert, just outside Shetta the Healer's tent in the Bedouin Outpost.
- 5.) Follow the coast northwest past obelisk number four. It's on a high cliff overlooking South Beach.

Q. How do I solve the torch puzzle in the Castle of Uruk? The one with five torches in a star formation? It seems impossible!

A. When you light one torch, it will shoot two fireballs at the two torches opposite it. If a fireball shoots at an unlit torch, it will light that torch; but if it shoots an already-lit torch, it will extinguish that torch. Keeping all that in mind, here's how to solve the puzzle.

The five torches are in an upside-down star formation, so to make it easier to describe I'll liken the setup to the numbers on a clock. The

torch directly in front of Rameses is the 6:00 torch, the one directly to its left is the 8:00 torch, the one to its left is 10:00, then 2:00, and finally 4:00.

Light the 2:00 torch, then 10:00, then 6, then 2 again, then 8, then 2 again, and lastly light the 4:00 torch, completing the puzzle.

Q. I'm at the end of the game and I'm trying to complete the Abydos Museum monster collection side quest. I'm only missing one monster! Where can I find a Smiling Burble?

A. At the end of the game? You can't. The Smiling Burble is the only monster that is NOT available at the end of the game. There are only two places in the game where they are found, and they do not respawn. I have heard that they do respawn in the European version of the game, but I have no way of checking that for myself.

Location #1: The first location where they are found is in Uruk Canyon, in the area to the right of the cage where the Nomad's Wife was kept. The first time you enter that area, you will have to fight three Smiling Burbles. If you have the European version of the game, then this is where they supposedly respawn, but again, I have no way of confirming that for myself.

Location #2: The second location where they are found is in the "T" room of the Uruk Temple in the Uruk Islands. There is an alcove to the right as you enter the "T" room, that you must cross a set of monkey-bars to get to. The alcove hides the last Smiling Burble in the game. If you didn't catch it, you are quite simply out of luck.

Q. I can't seem to beat the jackal-man's race at Heliopolis Point. I hit the lantern/pendant and ran back in 70 seconds, but the guy said I didn't hit it, so my time doesn't count. What am I doing wrong? Do you have any tips?

A. The jackal-man who runs that race is very picky. You must jump up and hit the lantern in one try. It won't count if you miss it on your first try and then hit it on your second, double-jump and hit it, or hit the lantern twice. Even if you successfully hit it, it still won't count. Very frustrating, because you can't see where the pendant is when you're climbing up the cliff, so there's a good chance you'll miss it.

As for other tips, the course itself is pretty basic, just run through all the Atun Discs, except the one at the base of the cliff on South Beach. (...unless you're really good, or really crazy.) If you run through that one and start climbing the cliff, you're more likely to lose control of Sphinx and fall down, losing valuable time.

Q. I'm in Uruk Temple, and I can't seem to blow up this cracked wall. It's on the top level of a high room, and I have to stand on a switch. I can't get my Slim Burble to blow the wall up. How do I do it?

A. To control Slim Burbles and Fire Armadillos once you've set them down, use the right analogue joystick. Destroying that cracked wall is pretty tricky. You must send the Slim Burble straight forward, then turn it ninety degrees to the left, so that it is facing the wall. Make

sure that it is not right up against the wall. Now detonate the Burble, and it'll leap forward and destroy the cracked wall. If you run out of Burbles, there are Capture Beetles in a statue on the first level of the room you're in, and a Slim Burble nest in an alcove in the other room.

Q. Where are the five Healing Herbs? I've searched all over Abydos, and I'm missing some!

A. The locations of the five Healing Herbs are detailed in section 2-M, Abydos Second Visit Part II, but here's a brief reference list of their locations for you.

- 1.) At the bottom of the well in Abydos Plaza.
- 2.) On the upper walkway of Abydos Plaza, next to the Zip Line.
- 3.) In the tunnel going between Abydos Grand Canal and the upper level of the Narrow Canal, near Tefnut's Target Tavern.
- 4.) On the upper level of the Narrow Canal, on a ledge opposite Tefnut's Target Tavern. You'll need to swing across on the swinging rope to get to it.
- 5.) In the waterways underneath the Council Chambers. You'll need a Glyph Key to open the door to the waterways. Get the Glyph Key by hitting all the hidden lanterns in the Council Chambers moat.

2-A The Walkthrough

The game begins with the old sorcerer Imhotep addressing his two apprentices, Horus and Sphinx. Imhotep explains your mission: to retrieve the Blade of Osiris from its hiding place in Uruk, the land of darkness.

2-B Uruk Valley

Upon arriving in Uruk, Imhotep points out the Castle of Uruk looming over the landscape, and explains that the ray emanating from the highest turret of the castle prevents anyone living from gaining entry to the place. Imhotep then leaves you to your mission: to search for the Blade of Osiris. Horus instructs you to investigate the immediate area, while he goes off to investigate something high up on a rock face. Watch out for the exploding fireflowers that pepper this area of Uruk. Right in front of you as you step down from where Imhotep leaves you are a pair of gnarled palm trees, and nearby are a group of small rocks.

Approach the rocks to receive instructions on how to perform certain actions, such as pick up rocks. You can throw rocks at trees to get them to drop things, such as Gold Scarabs, Bronze Ankhs, and Coconuts. Don't worry, the rocks respawn...but be careful, some trees have Cobras hiding in them, which will attack you. As you don't have a sword right now, all you can do is throw rocks at them. One hit with a rock will kill a Cobra. (Thanks to Kody DeDona for this information!)

Climb up the rocks on the left, and walk between the fireflowers towards the lava flow. The palm tree here drops Bronze Ankhs if you need them. Horus will call you from a ledge high up across the river of

lava and tell you to come over. Approach the river of lava to receive instructions on how to jump. Jump across the floating stone platforms to the other side of the river. Approach the base of the cliff below Horus, who will tell you to find a way to climb up, and leaves.

A Spitting Toad will then pop up out of the lava pool on the other side of the river, near where Imhotep left you. Go over and talk to the Spitting Toad, and he'll swallow you and immediately spit you out, lamenting that you're too scrawny. He asks you to bring him a Coconut. The two palm trees around him drop Coconuts, so grab one and give it to the Spitting Toad. He'll then promise to help you if you bring him some more, so go and collect two more.

Each tree only yields one coconut. The last coconut is in the tree at the base of the cliff where you last saw Horus. Give them to the Spitting Toad, and he'll agree to launch you up to the cliff where Horus is. Choose the horizontal direction, then the vertical direction, and he'll launch you where you choose to go. If you misfire, you'll land in the lava, and you'll have to try again. Don't worry, you won't have to collect more Coconuts.

Once you get up to the cliff where Horus is, he'll explain that he's found the Blood of Ra, a magic fount which will give you the temporary ability to walk on lava and steam geysers if you stand in it. Except that there are a bunch of fireflowers growing around it, and you can't get to it.

There are a small pile of rocks on your left, so pick one up and throw it at the largest fireflower, which will detonate them all and allow you to reach the fount of the Blood of Ra. Horus then leaves to go on ahead.

Step into the fount and wait a few seconds for the red light to start flowing over you. You now have the ability to walk over lava, but only temporarily. As long as the red glow around your feet lasts, you'll be able to walk on lava. Follow Horus and jump down to the base of the cliff. You can walk up the lava flow inside the cave to your right now.

At the back of the cave is a block with a statue on top of it. Approach it from the front for instructions on how to grab and pull things. Grab and pull the block toward you, which will redirect some of the lava flow to the geyser near where Imhotep left you. If the Blood of Ra effect has worn off by now, you'll need to hop onto one of the floating platforms and ride it back to the mouth of the cave.

Head to the right as you reach the mouth of the cave, and you'll notice that the geyser is erupting now. Go back to the Spitting Toad and have him launch you back up to the ledge where the fount of the Blood of Ra is so you can get a recharge. Once you do, you'll have to run over to the geyser, wait until it's not erupting, and quickly stand in it. When it erupts, it will launch you up to the ledge above you, where there is another geyser. Wait until it's not erupting, and stand in it. When it erupts, it will again launch you up to the ledge above you, where there is yet another geyser. You know the drill by now.

When you get to the top, you will see a gate being guarded by a Watcher Eye. It will wake up upon Sphinx approaching it, panic, and raise the gate. You will notice a small hidden platform to your right in this cutscene. Hop down onto the platform, and wait for the Watcher Eye to lower the gate and look in the other direction before quickly climbing

back up and running through the gate before it notices you.

You'll now be in a cave. There will be another gate guarded by a Watcher Eye, and a pile of small rocks nearby. Pick up one of the rocks and throw it at the Watcher Eye's eye, knocking it out and allowing the gate to drop. Run through the gate before it regains consciousness. Beware of the pair of fireflowers just on the other side of the gate.

As you reach the exit to the cave, Horus will shout at you from the top of a tall climbable wall on the other side of an impassable gap, and tell you to throw a rock at the animal warren (the dark hole at the base of the cliff) that's off to your far left, on the other side of the large boulder.

But be warned, it's a Slim Burble nest, and they are extremely dangerous, especially to an inexperienced adventurer, as they explode upon touching anything. You'll know they're about to explode when they turn red and start growling. They also cough up eggs that hatch into another Slim Burble.

There's a pile of small rocks directly to the left of the Slim Burble nest, but before you go and throw a rock at it, note that there are three ropes attached to the large boulder. Once you throw a rock into their nest, the game will warn you about the Slim Burbles' explosive nature, and the creature will come at you. You then need to lead them to each of the ropes. Once they touch the rope, they'll explode and sever it. You'll have to wait for the Slim Burble to respawn, and then lead it to the next rope. Once all three ropes are severed, the boulder will roll down and plug up the lava flow, allowing you to cross safely. The trees in this area drop Gold Scarabs and Bronze Ankhs if you need them, so refill your health and cross to the other side of the rock bridge you just made.

As you approach the base of the wall where Horus is waiting, the game will introduce you to the Save Statues, and Horus will call down to you and tell you how to climb up the wall. Watch out for the Alert Spiders that are patrolling up and down the wall. Save if you want to. You now must climb up to the top of the wall. There are only three Alert Spiders, but they will hurt you and knock you off the wall if you get too close to them.

As you reach the top, you'll be in another cave, and a gate will raise, preventing you from returning to the save point. Beware of the two Laser Eyes that line the right wall of the cave. You can pass safely when the eyes are closed.

When you pass the second Laser Eye, you'll be at a gap and Horus will call to you from the other side of the gap, instructing you to grab ahold of the railing and use it to cross. Beware of the two Laser Eyes that are along the railing, though. Wait for them to fire and close their eyes before moving forward. Once you reach the other side, there will be three more Laser Eyes to negotiate before you reach the exit to the cave.

Upon exiting the cave, you'll find yourself among some stone platforms in a lake of lava. Follow the platforms until you reach a rope hanging down from above. Hop onto the rope and climb up to the top. You'll have to jump off when you reach the top, where Horus awaits.

He's found the Blade of Osiris in a shrine atop a rock pinnacle, but

it's unreachable. To Horus' right is a small cave with another of those blocks with a statue atop it. Grab the block and pull the block towards the mouth of the cave to raise two platforms leading up to the shrine.

Now to get the Blade of Osiris. To the left of the destroyed bridge is a rock path leading to a zip line. The game will instruct you on how to use it as you approach. Take the zip line across to the rock pinnacle, and hop up the elevating platforms to the shrine atop the rock pinnacle, where Sphinx claims the Blade of Osiris.

The game will instruct you on how to use it; how to perform a backhand sword slash, and how to perform a high sword slash, i.e., how to jump and hit things above your head, such as the lantern above your head right now.

Imhotep appears, and a cutscene will show you the location of a cave where there is a portal to transport you out of Uruk. Before he leaves, Imhotep tells you he hid a Portal Amulet many years ago outside the portal shrine, which will transport you safely back to the temple.

You now have use of the Blade of Osiris! Go down the elevating platforms you came up on, and you'll find a horned statue in front of a small alcove. Smash the statue, and it will open up access to another fount of the Blood of Ra. Hop in the fount and then cross the lava flow over to the rope you climbed up on earlier. Climb up the rope and head through the cave entrance to your right.

You'll run into another gate being guarded by a Watcher Eye. Now that you have the Blade of Osiris, you can just slash its eye and knock it out. Go through the gate and out of the cave and you'll find your path blocked by three fireflowers. Right next to the tree on your left is a pile of rocks. Throw the rocks at the fireflowers to detonate them, or you can simply jump over them and continue on.

In front of you is a gate leading into another cave. The gate closes behind you, and a cutscene reveals a treasure chest to your left, and three suspended cages to your right, each containing a Spike Spider. Open the chest to receive a Mysterious Amulet, and the cages will open. The Spike Spiders will attack you and try to latch onto you and drain your health, so shake them off and slash them quickly. Try to kill them before they can latch onto you. Three hits should kill them.

Continue through the gate to the right of the treasure chest, and you'll exit the cave. You'll find yourself on a ledge with a tall post, an Eye of Ra. Be careful, Eyes of Ra shoot instant-death beams.

Fortunately, this one is facing away from you, but you'll need to take care of it before you can get through here. The game will give you a hint on what to do about it as you approach it. To the left of the cave exit is another Slim Burble nest. You need to lead a Slim Burble to the Eye of Ra and blow it up.

After you've destroyed it, hop across the platforms through the lava flow to the cave entrance on the other side. It's guarded by a Skeletal Spider, so be careful. Four hits should kill it.

Enter the cave past the Skeletal Spider, and you'll find yourself faced with a Watcher Eye and a swinging rope on the left, and a spiked gate blocking the path on the right. Hop onto the swinging rope and swing to the other side, leaping off the rope into the gated area. Look out for

the Mummy Worm here, though. It spits damaging projectiles at you. Two hits should kill it. Hop across the gap next to the fireflower, and go to the left of the Watcher Eye.

You'll find yourself in an area with two palm trees, a fireflower, and another Skeletal Spider. Defeat the Skeletal Spider and move on through the doorway next to the fireflower. You will go through a short hallway and exit into an open area below a large stone structure to your left.

Go straight ahead out of the exit and a little to the left and you'll find a series of stone platforms leading down. Some of which have trees on them, and fireballs leaping up between some of the platforms. Jump when the fireballs pass.

After negotiating the platforms, you'll find yourself in a small shrine with targets hanging from four of the columns around a circular hole in the floor. Jump and hit all the targets to make a platform of light appear in the circular hole. Hop onto the platform to be raised up to the floor above.

On the floor above there is a horned statue in front of a gap in the balcony railing. Smash the statue to make a bridge of light appear to the large stone structure you saw as you entered this area. Cross the bridge and go straight ahead towards the treasure chest.

But before you can reach it, the ray from the Castle of Uruk sets its sights on you and blows a hole in the side of the building, knocking Sphinx inside the portal chamber without the Portal Amulet. Imhotep appears and instructs you to use the Mysterious Amulet you found earlier. There is a Save Statue to the right of the great Portal God statue. When you are ready, step on the circular sun-shaped platform in front of the Portal God statue and use the Mysterious Amulet.

2-C Luxor Palace

Now it's time to introduce the other hero of our story, Prince Tutankhamen, as he wakes up in his room. A servant girl informs you that Lady Nefertiti, the Prince's girlfriend, has asked him to meet her in the Courtyard.

The servant girl won't let you leave the room without getting dressed, though, so go to either alcove to the right or left of the fountain in the middle of the room and choose one of the two outfits on the dressing dummies you'll find. In the left alcove is a blue outfit. In the right alcove is a pink outfit. Though she won't let you leave the room if you wear the pink outfit either, so just put on the blue one.

If you approach some objects in the room, such as small tables or the statues on either side of the doors to your room, the game will instruct you on how to move them. If you push the table away from the wardrobe in the right alcove, to the left of the dressing dummy with the blue outfit, and open up the wardrobe, you'll find the Courtyard Key. The other wardrobe in this alcove is locked with a gold padlock. You'll need to find a key to open it.

Ignore the other locked wardrobe. It has no padlock, so you'll have to find the door that opens it from the other side. You can also knock over the flowerpots around the room, but the servant girl will scold you. When you're ready, leave the room.

When you leave the room, you'll see a cutscene in the Courtyard with Lady Nefertiti and the ever-slimy Menes, who is the right-hand man of Prince Akhenaten, Tutankhamen's brother. Menes stomps off, accidentally dropping a letter as he leaves. The wind blows the letter out of Nefertiti's reach, though, and onto a platform high above.

When control is returned to you, Tutankhamen is standing in the hallway outside the door to his room. Walk past the guard to find a middle-aged woman, the Prince's Aunt Seti, speaking with a young girl. Speak with Seti and she will ask you to find eight Old Amulets, which are hidden around the palace.

If you pull out the statue behind the young woman who is speaking to Aunt Seti, a secret passage will be revealed, but it's been blocked up. The young woman and Aunt Seti will tell you that there are many secret passages hidden throughout the palace. You'll have to search out them all in order to find all the Old Amulets.

The first Old Amulet is in Tutankhamen's room, behind the statue to the left of the door.

The second Old Amulet is also in Tutankhamen's room, in the left alcove, in the wardrobe to the left of the dressing dummy wearing the pink outfit.

In the hallway straight past Aunt Seti and the young lady are the State Rooms, but a guard is blocking the way and won't let you pass until you go see Lady Nefertiti. So go back to the room with Aunt Seti and use the Courtyard Key on the door to your right.

Go through the door, and into the Courtyard. Nefertiti is by the fountain. She'll ask you to go get the letter that blew up to the foot of the statue above her. Climb up the ladder on the left hand side of the door to the Courtyard, and approach the fence.

The game will instruct you on how to sneak across narrow ledges. Sneak across the narrow ledge to the ledge with the large statue, and you'll find when you get there that one of the blackbirds has snatched it. You'll have to chase after the bird to retrieve the letter.

It will fly away from you to the other side of the fence on the other side of the statue. To follow it, knock one of the flower pots off one of the pedestals and push the pedestal up to the fence. Hop up onto the pedestal and jump over the fence after the bird.

After you jump over the fence, it will fly to the bench halfway down from where you jumped over. When you reach the bench, it will keep flying away down to the other end of the fence from where you jumped over. The bird will then fly down to the planting bed on the ground right beneath you.

Jump down after it, and it will fly to one of the benches directly across from you. Run after it, and it will fly to the planting bed diagonal to the bench where it was, and drop Nefertiti's Letter. Give the letter to Nefertiti. You can now resume your quest for the Old Amulets.

Now that you've met with Nefertiti, the guard outside the State Rooms will finally let you through. On the other side of the door, you'll meet Akhenaten, Tutankhamen's brother.

Going up the stairs, you'll find the doors to the Banquet Hall. (Both doors lead to the same place.) Between the two doors you'll find a servant girl dusting a Sarcophagus, which is locked. Make a note of its location and go into the Banquet Hall. On the wall in between the two doors into the Banquet Hall is another locked Sarcophagus.

The third Old Amulet is behind the statue in the left corner of the Banquet Hall, next to the throne. Pull it all the way out to claim it.

Pull out the statue's twin in the right corner next to the throne, and it will open a grate behind the throne itself. Pull the throne out from in front of the passage, and the game will instruct you on how to toggle between walking and crawling.

Crawl into the passage, and you will find yourself in one of the Dungeons. There is a Rat wandering around here, but don't worry, he won't attack you. There is a grated hole in the middle of the room, and three fences in the other three directions.

Go straight past the grated hole, all the way to the back of the room and crawl underneath the bent fence to find a lever. The game will instruct you on how to pull levers, so go ahead and pull this one.

It will open a gate on the left side of the grated hole. Go through the gate to find another lever. Pull on it and the wall will turn around, transporting you directly into Akhenaten's chambers.

You'll be able to listen in on Menes reporting to Akhenaten. He leaves a Sarcophagus Key on the table before the two of them leave. Go and snatch the Sarcophagus Key.

The fourth Old Amulet is behind the statue in the far right corner, next to the lever in Akhenaten's chambers. Pull it all the way out to claim it.

Pull on the lever to return to the Dungeons. Ignore the third area with the treasure chest for now and return to the Banquet Hall via the small passage.

The fifth Old Amulet is in the first cabinet along the wall to your left as you exit the small passage behind the throne and re-enter the Banquet Hall. The other cabinets are empty.

Now that you have the Sarcophagus Key, you can find out what those Sarcophagi that Akhenaten has been decorating the palace with are for! They're actually shortcuts that transport you around the palace. Approach one and the game will instruct you on how to use them.

The Sarcophagus in the Banquet Hall will transport you to another Sarcophagus at the top of the eagle carving above the throne. From this new vantage point, you can see that there are six small alcoves around the top of the room.

To the right of the Sarcophagus you just came out of, in one of these small alcoves, is another Sarcophagus, which will transport you to yet another Sarcophagus two alcoves down from where you previously were.

Walk towards the ledge in front of you, which has a narrow railing on it, and the game will instruct you on how to grab ledges and railings.

Grab this railing and go to the left.

Jump up and you will be in an alcove with a treasure chest containing the sixth Old Amulet.

Go back the way you came, back to the eagle carving above the throne, and head to the alcove to the left this time. There is another narrow railing along the ledge here. Grab it and make your way to the left, over to the next alcove, where there is another Sarcophagus.

This Sarcophagus will transport you to the alcove directly to the left of where you were, where there is another small passage you must crawl through. You will find yourself in a small room with a statue of Anubis on a pedestal and a treasure chest. A grate will fall down, closing the passage you just came out of.

Open the treasure chest to find the seventh Old Amulet.

Upon claiming the seventh Old Amulet, pull the Anubis statue back, revealing a small hole in the floor. Jump through the hole and you'll fall downward, landing on the grated hole in the Dungeons behind the throne. Exit the Dungeons via the small passage and you'll be back in the Banquet Hall.

Exit the Banquet Hall and go to the Sarcophagus in between the two doors to the Banquet Hall, the one the servant girl is dusting. Enter the Sarcophagus and you'll exit it into the third area of the Dungeons, the one with the treasure chest you couldn't get to before. The chest contains a Wardrobe Key.

There is a door to the right of the Sarcophagus you just came out of that leads directly into Tutankhamen's room; specifically, it leads out of the other locked wardrobe, the one on the right of the dressing dummy with the pink outfit. Now you can use the Wardrobe Key on the padlocked wardrobe.

Opening the padlocked wardrobe reveals another secret passage into another Dungeon area. Go straight ahead and pull on the switch in front of you. The wall will turn around, stranding you in a large secret area with a number of ladders and platforms.

Make your way up the ladder to your left, and jump across the gap to the platform next to the column. You'll have to sneak across the small ledge on the column to a platform on the other side.

Drop down to a platform below this one to find a treasure chest containing the eighth Old Amulet.

After claiming the eighth Old Amulet, grab the railing around the column to the right of the alcove with the chest and use it to make your way around the column. Halfway, the railing will end and you'll have to drop down to another rail directly below you. This railing will end too, and you'll have to drop down to yet another rail before you reach a safe platform.

From this platform, jump to another platform next to yet another column with a small ledge you'll have to sneak around to another platform on the other side.

There are two railings sticking out from the wall on the other side.

Grab ahold of the lower one, and jump up to the higher rail above you when you reach the end of the lower railing. Then jump up to a railing above this one, and make your way to a safe platform to the far right. Go through the door on the platform, and you'll find yourself coming out of a secret door outside the Treasure Room.

Now that you have all eight Old Amulets, take them to Seti. She will give you the Treasure Room Key and ask you to put them in the Treasure Room for her. Unlock the Treasure Room and go inside.

You'll find the Captain of the Guards and the guard that is normally stationed outside the Treasure Room inside, and they inform you that the Treasure Room has been robbed. The only thing left is an odd Sarcophagus.

Go past the Captain and into the room beyond, and into the Sarcophagus the thieves left behind.

2-D A Mysterious Location

The story returns to Sphinx, as he arrives via Portal God statue at a Mysterious Location. You'll find a door straight ahead of you, a Save Statue to your left and a side passage leading to a door to your right. Do not go to the right! The door to the right is guarded by an Eye of Ra, and you can't get past it right now. Go through the door straight ahead for now.

When you walk through the door, you'll view a cutscene with the captured Prince Tutankhamen, Nefertiti, Menes and Akhenaten.

Control is returned to Sphinx, and you will be in a long, high hall. On either side of you are platforms. The one on the left is raised up so it is currently on the level above you, while the one on the right is at ground level. Note the small cage with the skeleton in it on your left, right next to the platform, and note the ladder behind the cage.

Just past the cage, near the end of the floor, are two alcoves on either side of you with a gold recess where a hook-shaped item needs to go: a Glyph Key. You'll be seeing a number of these throughout the game, so let's just call them Glyph Key Pedestals.

Pick up the cage with the skeleton in it, and place it on the lowered platform to your left. Go up the ladder where the cage was, and climb up to the level above. Go to the right, and you'll find a swinging rope. Jump onto the rope and swing to the other side.

You'll find a lever; pull it and it will raise the platform that you placed the cage on, and lower the other platform down to the ground floor. Pick up the cage and place it against the wall near the lever. Climb up on top of the cage and jump up to the alcove high in the wall above you.

You'll notice that there are three lanterns hanging down in this alcove. Jump and hit all three of them and a wall will roll back revealing a statue. Smash the statue to receive a Glyph Key.

Jump down out of the alcove, pick up the cage and throw it down to the ground floor. Try to throw it onto the platform on the other side; it'll save you some trouble. If you miss, jump down after it and pick it up and place it on the platform on the other side.

Once the cage is on the lowered platform, go back to the lever and pull it again, which will raise the platform you just put the cage on and lower the other one again. Jump down and climb up the ladder again, and pick up the cage. There's another alcove high up on the wall just like on the other side.

Drop the cage just below it, and jump up on top of the cage. You can now jump up to the alcove, where there are three more lanterns hanging down. Hit all three of them and the wall will roll back revealing another statue. Smash it for another Glyph Key.

Jump down and place the two Glyph Keys in the Glyph Key Pedestals, which will start a rope moving back and forth across the gap in the floor. Jump on the rope when it gets close and hang on until it reaches the other side.

Jump off, and you'll be in front of a locked gate with a strange shrine in front of it. There are five platforms in the shrine: yellow, blue, gold, green, red. Step on the gold platform in the middle and the other four colored platforms will light up in a certain pattern.

Step on the colored platforms, matching the sequence that they lit up in, and you'll be able to open the gate. It's basically a game of Simon Says. Complete it successfully and a chime will sound. To open the gate, just jump and slash the red glowing center of the gate.

Proceed through the door and you'll be in a narrower hall with four targets hanging from the columns, powering a force field guarding the door at the other end of the hall. Two of the targets are low enough for you to jump and slash them, but the other two are just out of reach. Go towards the door at the other end of the hall, and a rope will be hanging down from the ceiling.

Pull on the rope and a cage containing a skeleton will fall down. Pick up the cage and drop it under the two higher targets. Get up on top of the cage and you'll be able to jump and slash the two higher targets. Once you've hit all four targets, a chime will sound, the force field will deactivate and two ropes will lower on either side of the color sequences shrine in the last room. But you cannot proceed into the next room because two walls of spikes block your way. You have no choice but to return to the previous room and investigate the ropes that just dropped.

Upon returning to the previous room, climb up either of the ropes on either side as you exit the target room. It doesn't matter which. Both sides are exactly the same. A mass of spikes will pop up as you try to pass, blocking your way. Notice a small railing along the ledge. Drop down and edge along the railing until you pass the spikes. Jump up and you'll find a Pull Switch. Grab ahold of it and pull, and one of the walls of spikes in the target room will drop. Jump down and climb up the rope on the other side, and do the same thing on the other side. Once both Pull Switches are pulled, you can go to the next room past the target room.

Past the target room and the two lowered walls of spikes, you'll view another cutscene where Menes awakens the undead enemies throughout the place. The skeletons you've seen lying around will now come to life and attack you if you come near them; except for the ones in cages. They stay dead, thankfully.

Control is returned to Sphinx as he explores the room past the target room. A few Skeletal Axemen will appear around the room; five or six hits should kill them. Defeat all the Skeletal Axemen, and a bridge leading to the small ark in the center of the room will appear. Open the ark to receive the Shield of Osiris!

I'd suggest you immediately assign it to your button of choice, because you're going to get a lot of use out of it. The game will instruct you on how to equip it and how to use it. Now that you've got the Shield of Osiris, you can get past the Eye of Ra in the first room, so head back to the room with the Portal God statue and the Save Statue. Watch out for Skeletal Axemen. Save if you like, and head to the left down the side passage. When you hear the Eye of Ra charging up, raise the Shield of Osiris, and you'll be protected from the instant-death beam.

Once past the Eye of Ra, you'll find yourself on the upper level of a the circular room you've been seeing in these last few cutscenes. The door will close behind you. Run to the other side of the room, and you'll find a shimmering rope holding up a giant relief on the wall. Cut the ropes with the Blade of Osiris to trigger another cutscene.

You'll now have to fight three Skull Worshipers. This might be a hard battle if you're inexperienced. Six to seven hits will kill Skull Worshipers, but they can deal a lot of damage if you're not careful, since they attack in groups, and can use their staves to block your sword.

Nefertiti gives you the first of the seven Canopic Vases and the Abydos Amulet. Imhotep will appear and instruct you to find a way to get to Heliopolis as soon as possible, and presents you with a Gold Ankh, which will increase your health by one Ankh.

The doors to this room will open again, and a rope will drop down from the ceiling, allowing you to go back to the upper level of the room. Return to the Portal God statue and use the Abydos Amulet.

2-E Abydos (First Visit)

Sphinx will be transported to a hidden Portal God shrine in the waterways underneath the city of Abydos. Follow the path to the exit, noting the fenced-in area on your left. You can't get into it now, but remember where it is.

Upon exiting the waterways, you will be on a small platform. There is a ladder to the right. Climb up, and you'll be in Abydos Plaza. A bird-woman will warn you about the electrified water in the city; which means no swimming here! There is a Save Statue to your right.

Make a note of the well in the center of the plaza. Abydos Plaza is home to the Corridor of Champions mini-game shop, which you can't play until you obtain the necessary ability item, and the Abydos Museum, which is closed right now until the unveiling of the Abydos Jewel Collection.

Also, the door to the upper level of the plaza is locked, so what can you do? To the right of the Corridor of Champions are two rich men who are standing around. One of them will ask you to look for three Abydosian Pearls.

On the ledge behind the two men is a narrow railing. Drop down and grab ahold of it, and edge your way past the fence. There are three vases here. One of them contains the first Abydosian Pearl.

Return to where the two Abydosian men are, and across from them, high up on the wall, is another railing. Jump up and grab ahold of it and edge your way around the building until you reach a ledge. Drop down and run along the ledge until you reach a small fenced-in area. There are three vases here. One of them contains the second Abydosian Pearl.

To find the third, you'll have to jump into the well in the center of the plaza. Once you jump into the well, you'll be in the waterways beneath the city again, in the fenced-in area you couldn't get to before. There is a ladder leading to a low platform with a pot and a vase on it. The vase has the final Abydosian Pearl in it.

Walking around the fence surrounding this area, notice a green plant on the ground. It's a Healing Herb. You can't pick it up right now, but remember where it is. You'll need it later.

The gate to leave this area has a gold padlock on it, so you'll have to search for a key. The Old Key is at the bottom of the pool that you fell into. You'll have to dive for it.

Note the five bubble icons on the right side of the screen as you're diving. They represent Sphinx's air supply. Get back up to the surface before his air runs out, or you'll drown. Once you have the Old Key, you can unlock the gate and get out of here, leaving by the exit to the waterways that you used when you first arrived in Abydos.

Take the three Pearls to the Abydosian man next to the Corridor of Champions, and he'll give you the Stairs Key, which will unlock the door to the upper walkway, allowing you access to more of the city. The Abydos Museum is now open, so you can go check the place out!

Going into the Abydos Museum, the Hall of Jewels isn't open yet. So go downstairs to see the Mayor's speech commemorating the opening of the first wing of the Museum. But in the middle of the speech, it is discovered that the Jewel Collection has been stolen! (You can talk to the Sarcophagus in the Hall of Jewels, but she won't admit to anything until you've retrieved at least one of the Abydos Jewels.)

After the cutscene, only the Museum's resident jewel expert and the curator are left. The curator will ask you to make a donation to the Museum's Natural History exhibit, and the jewel expert will ask you to keep an eye out for the stolen jewels. You'll receive a gift for donating one monster to the Natural History exhibit, so let's go get one!

Use the Stairs Key on the door to the right of the man you gave the Abydosian Pearls to, and the upper walkway is now open to you. Walking around the upper level of Abydos Plaza, you'll see another green Healing Herb on the ground. Make a note of its location and continue on.

The first shop you'll come to on the upper walkway is Montu's Monster Shop. Go inside and buy one. Montu only sells monsters that can't be captured anywhere in the world. I'd suggest you purchase the most inexpensive one, the Small Frog for 70 Gold Scarabs, as you probably don't have that many Scarabs at this point.

Give your purchase to the curator of the Abydos Museum, and he'll reward you with a Zip Line Handle, which will allow you to use the many zip lines around the city.

Return to the upper walkway and go past Montu's Monster Shop. Take the first right you see, and you'll be in Abydos Grand Canal, in front of Paneb's Pair Matching Place mini-game shop. You can't play, though, until you get a Blowpipe. Next door to Paneb's Place is Sorkon's Sequence Shack mini-game shop. Sorkon's game you can play now. See section 3-E1 for more information.

You can get a Gold Ankh Piece now, too, if you've got at least 30 Scarabs. Give 10 Scarabs to the bum outside Paneb's Place three times, and he'll thank you with a Gold Ankh Piece. Though it will be awhile before you can get to the Bedouin Outpost and use it to upgrade your health.

Next to Sorkon's shop is a bridge. Go halfway across the bridge, and there will be a zip line to your right. You won't be able to get past the guards on the other side of the bridge until you get some proper identification, so you can't go any further.

Take the zip line down and you'll be at a dock. Khonsu, a bird-man, runs a boat service here and will take you to Heliopolis for 25 Gold Scarabs. When you're through exploring the city, come back here and pay the man so you can get to Heliopolis. As soon as you set sail, you'll view a cutscene with Akhenaten and Menes, and Tutankhamen's body is dumped in a cell inside the Castle of Uruk.

2-F Heliopolis, Cursed Palace Area (First Visit)

Upon arriving in Heliopolis, Khonsu leaves you to sail back to Abydos. You won't be able to return to Abydos until Khonsu comes back, which won't be for a good while yet.

As you step off the dock, to your left is the Cursed Palace. A Farmer is sitting outside the palace. He tells you that his brother is trapped inside the Cursed Palace, and it was Anubis who cursed the palace and placed Eyes of Ra around the area, making it extremely dangerous to navigate around here.

The Farmer also tells you that Anubis is living in a tower beyond the Great Wall opposite the Cursed Palace. There is a Save Statue behind the Farmer. Save if you like, then head towards the Great Wall entrance opposite the Cursed Palace, to the right of the boat dock.

You'll pass a circular blue stone platform as you walk along the edge of the water, heading towards the Great Wall. This is an Eagle Disc. Make a note of its location. You'll also pass a zip line, but you can't use it right now because you can't jump high enough to reach it yet.

2-F1 Great Wall Entrance I

The Great Wall separates Heliopolis, the land of light, from Uruk, the land of darkness to the north. This entrance to the Great Wall leads to Anubis Tower. As you walk through the twin obelisks on either side of the entrance, Sphinx will be hailed by Horus, who somehow managed to survive in Uruk.

Before he leaves, he tells you that Imhotep is on Sun Shrine Island and is looking for you. Your next goal is now to get to Sun Shrine Island and see Imhotep.

But before you leave, inspect the wooden crate to your right. The game will tell you that it might burn if a source of fire got near it. The pots to your left hide a Fire Armadillo nest, so be careful when you smash them. Lead the Fire Armadillo over to the crate, and it will burn, revealing an Eagle Stone. This will allow you to summon a Mummy Eagle when you stand on an Eagle Disc.

When you're ready, head back out of the Great Wall entrance and head toward that Eagle Disc you passed on the way. Stand on the disc and use the Eagle Stone. A Mummy Eagle will pick you up and drop you off on a cliff next to a rope.

Climb up the rope and jump off. You'll be high on top of a huge rock formation right next to the Great Wall. Right ahead of you is a boulder balanced precariously on top of a rock scaffolding. Make a note of its location and go past it to find another Eagle Disc.

There's nothing else up here except an obelisk inscribed with ancient writing. Make a note of the obelisk's location and use the Eagle Stone. A Mummy Eagle will pick you up and drop you off on the far side of the Riverside Farm, right next to a tunnel which leads to Heliopolis South Beach and Sun Shrine Island.

However, the tunnel is blocked up by boulders. To the left of the tunnel is a pot which hides a Slim Burble nest. Smash the pot to bring the Slim Burble out, and lead it over to the boulders. Head through the tunnel to South Beach.

2-F2 South Beach

Straight ahead of you as you exit the tunnel is a jackal-man who is running a swimming course. Swim through each of the green lights on the surface of the water between South Beach and Sun Shrine Island, and the red light ends the course. Complete the swimming course in less than 80 seconds and he'll reward you with the Crocodile Scales, an item that will allow you to swim quickly underwater.

To the left of the jackal-man is a house, home to a Nomad couple. The pot in their house contains an Atun Eye. Collect two Atun Eyes and place them in the sockets of one of the many skull-shaped statues around Heliopolis to activate an Atun Disc. Step onto an Atun Disc to boost your speed temporarily, as signified by a cloud of dust around your feet. Atun Discs make getting around Heliopolis much faster.

To the left as you exit the Nomad couple's house is one of the many skull-shaped statues, and a cliff that you'll be able to climb up once you get a double jump. At the top of the cliff is a lantern. Make a note of its location.

Now you need to head for Sun Shrine Island. There is a save point outside the Shrine. Once you're ready, go inside. Imhotep will set about devising a way to transport the Canopic Vase you have into the Castle of Uruk to revive Prince Tutankhamen. To that end, he creates Bas-Ket.

2-G Castle of Uruk (First Visit)

Bas-Ket arrives in the Castle of Uruk with the Vase, which partially revives Tutankhamen, though he's still pretty much dead. As such, he can't actually die again, and thus he has no health bar. Bas-Ket explains that Tut will need the rest of the Canopic Vases to return to his original form, and asks him to search for any items or information in the Castle of Uruk that could help them. Bas-Ket then leaves, and you now have control of the Mummy.

There is a save point to the right. The door to the cell you're in is locked, and there is a suspended cage directly behind you. Hop up onto the cage and you can jump to a ladder leading up.

You will be in a bottomless room that goes in two directions: straight ahead, and off to the right. These are the bottomless catacombs. Don't worry about the right half of this room right now. For now, go straight ahead. Jump out onto the suspended cage directly in front of you (the cages swing back and forth, so time your jumps carefully) and jump from there onto a railing on the left wall, edge over and drop down onto a platform.

From there, jump to another platform right in front of you, and jump onto another suspended cage. From there, jump to a platform on the other side of the room. Jump up and grab ahold of a railing along the wall, and take it to another platform to your left. From there, you can jump to a third suspended cage, and climb up to a door on your right.

Go through the door and you'll be in a side passage along the walls of a pit. A column of red light is shooting straight up out of the pit; the ray of the Castle of Uruk. To your left and right are metal posts sticking out of the wall. Jump up and grab either of them, and they will take you upward. When it stops, you can jump up to grab another post directly above it, which will take you up to the top of the pit. Jump up quickly and grab ahold of the final metal post directly above you, and use it to pull yourself out of the pit.

As you emerge from the pit, you will see a cutscene with Menes, talking about the Abydosian Jewels.

When the cutscene is through, you will be in front of a large relief on the wall that looks like a portal amulet, and three doors guarded by four Watcher Eyes. Don't try and go through those doors yet. The doors you need to go in are in the opposite direction of where you saw Menes. It's the pair of doors to the right of where you are. It's guarded by only one Watcher Eye, and there are no fences around it, making it that much easier to sneak by the Watcher Eye.

Just hide behind the statues and run past the Watcher Eye through either of the doors when it's not looking. (Both doors behind the lone Watcher Eye lead to the same place.) If you happen to be seen, the Watcher Eye will close the doors, and you'll have to step on a nearby switch to open them again, and hide and wait for the Watcher Eye to look in the other direction. Run past the Watcher Eye and through either of the doors to reach the Planetarium.

2-G1 The Planetarium

You will find yourself in a circular room with symbols of Suns, Moons, and Planets inscribed on circular plaques on the floor. You'll also notice triangular-shaped wooden crates with glowing lights inside.

These crates contain Onyx Scarabs. You'll have to light yourself on fire and burn the crates to claim the Scarabs inside. There are a total of 90 Onyx Scarabs in the Planetarium. Collect as many as you can. Sphinx will need lots of them to shop at Gebel's Glyph Shop in Heliopolis.

In the middle of this room is a circle of serrated teeth, and opposite the door you came in is a metal post with a sphere on top of it. Posts like this are Electric Switches. You'll need to electrocute yourself and electrify this post in order to activate the switch.

You'll notice there's water on the floor behind the Electric Switch, and a gate protecting a niche on the wall containing an object directly in front of you as you stand next to the Electric Switch. To the left of the switch is a gate blocking a small room with a treasure chest and a lever.

To the right of the switch, in the water, are two platforms. These are moveable. There is also a gated door, and an open door that leads into a small room with a treasure chest and a Sarcophagus to your right. In the back of this room, behind the chest, is a lever protected by a wooden fence.

Before you proceed into this room, though, I'd suggest you move one of the platforms in the water so that it is positioned between the open door and the floor of the Planetarium, so you can jump cleanly from the open door onto the platform and onto the floor without falling into the water. Once you've done that, go into the room and go towards the treasure chest.

The chest is a trap, of course, the first of many in the Castle of Uruk, and drops through a trap door in the floor before you can claim its contents. Instead, a lightning rod rises up out of the floor in its place, and a metal grate blocks the back end of the room.

You are electrocuted, and the Sarcophagus-person explains to you that the electricity cannot hurt you. If you want to avoid being electrocuted in this room in the future, jump into the Sarcophagus and wait for the lightning rod to discharge before getting out.

Before your charge runs out (keep an eye on the blue gauge at the top of the screen) run to the Electric Switch and touch it to pass the charge to it. It will activate the floor and make an item appear in the circle of serrated teeth in the middle of the floor. Go over and pick it up; it's the first Stolen Abydos Jewel!

But as soon as you claim it, the floor launches you over to an alcove high above. Go through the door in front of you, and you'll be in a hallway. Right around the corner directly to your left is a Watcher Eye. If it wakes up, it will start the floor trap; the floor will split, and open and close. Note that there are safe alcoves along the wall between the Watcher Eye and the other side of the pit. You'll see in the pit below that there is a treasure chest.

Make sure you remember that in the Castle of Uruk, there are hardly any chests that don't have traps around them. With that in mind, jump down, and the walls will flatten you. The treasure chest at the bottom of the pit is an illusion, so don't bother with it. Just run towards the exit at the opposite end of the pit from the chest.

Keep an eye on the white gauge at the top of the screen. When it runs out, you'll return to normal. Now that you're flat, though, you can get through bars and other grates, such as the one on the other side of the door at the exit to the pit. Pass through the bars and you'll be back in the main room of the Planetarium.

Quickly run to the gated door on the other side of the Electric Switch, and pass through the bars into the small room with the lever and the treasure chest. If you run out of time, you'll simply have to step into the circle of serrated teeth, launch yourself back up, and return to the trap pit in the Watcher Eye hallway to get yourself flattened again.

The treasure chest in the small room with the lever contains the Exit Key. Pull the lever behind the chest and it will open the gate over the shrine in the alcove on the wall, as well as the gate over the room you're in now.

Leave the item in the shrine there for now, and step into the circle of serrated teeth in the middle of the room again. This time you need to cross over the pit behind the Watcher Eye, taking refuge in the two alcoves along the walls as the floor opens and closes. On the other side there is a door leading into another room.

The Solar Room

The door locks as soon as you step inside. Water covers the floor of this room, and metal platforms on top of metal columns are on either side of the room on the ground level.

Directly above you is a handle you can jump up and grab ahold of, but it's not moving right now. You need to get some power to it so you can reach the treasure ark on the other side of the room.

There is a ladder leading down directly in front of you, but there is an Alert Spider that's taken up residence on the ladder. (This is the only actual enemy you ever encounter in the Castle of Uruk. I don't really count the Watcher Eyes as enemies, incredibly annoying as they may be.)

Jump down off the platform to the left or the right, and you'll find a tunnel underneath with lasers that will electrocute you. After you electrocute yourself like this, climb up the ladder to kill the Alert Spider. This will net you 5 Onyx Scarabs and make it easier for you to climb up.

Keep an eye on the blue gauge at the top of the screen, and jump on the set of metal platforms out in the water on the right side of the room. (There are two sets of platforms, one on the right side of the room and one on the left. You'll need to do this for both sides.) As you jump on them, they'll rise up, so keep jumping from one to the next until you reach the last one. Stay on this one until it raises you up to the upper level.

There is an alcove right next to you. Run into it and out onto a metal grate. Water will be shooting up from below, so be careful not to let yourself be doused. At the end of the grate will be a metal plate on the floor.

Step on it and a platform will start rotating in front of you. On the

other side of the rotating platform will be an alcove with another Electric Switch. You must get to that Electric Switch before your charge runs out.

Once you've activated the Electric Switch, you must do the same thing for the other side of the room. Both sides are alike, except the left side doesn't have a water obstacle and it has two rotating platforms instead of one.

Once both Electric Switches are activated, the handle in front of the door to this room will activate and transport you over to the ark, which contains the Lunar Planetarium Key. The door to this room will unlock so you can return to the central hall of the Planetarium.

Once you return to the central hall of the Planetarium, go up to the shrine in the alcove on the wall and remove the Solar Planetarium Key from its place in the shrine and replace it with the Lunar Planetarium Key. This will change the configuration of the Planetarium so that the floor launches you to a different area.

Step into the circle of serrated teeth to find out where you're going next. You'll be launched to a different alcove along the top of the room. Go through the door and you'll see another pyramid-shaped crate with Onyx Scarabs.

Round the corner to the right is another Watcher Eye. When this one wakes up, the floor traps it activates in this hallway are moving platforms: fire jets that shoot up when you pass through the red light beams, and water jets that will shoot up when you pass through the blue light beams. To keep yourself on fire, duck under the blue beams so the water jets don't activate.

I'd suggest you play with fire now that you've got easy access to it and collect some Onyx Scarabs from the crates around here and the central hall. On the other side of the gamut of colored beams is another crate of Onyx Scarabs and a wooden fence. Burn the wooden fence so you can proceed to the next room.

The Lunar Room

This room also has water covering the floor, and more of those moveable circular platforms. Drop down to the floor below the ledge you are standing on when you come into the room to find another crate of Onyx Scarabs. Behind the crate is an alcove that has a stream of gas emanating from it. You'll need to light it on fire.

On either side of the room from you as you face this alcove are levers. The one on the left is blocked by a wooden fence. The one on the right is not blocked. Pull it and it activates an elevator platform between the two floors.

Walk around behind the central column and you'll find two blocks with horned statues on top of them. Move the blocks and they will release switches that will raise two platforms around the room forming bridges to two more gas alcoves exactly like the one behind the crate of Onyx Scarabs.

Now you need to burn the wooden fence in front of the other lever. Move the circular platforms so that you can jump across them to the wooden fence cleanly without falling into the water. If you fall in the water,

you can relight yourself in any lit gas alcove.

Once you're on fire, before you burn the wooden fence, quickly go and light the two accessible gas alcoves on fire. This will extend two stone bridges to the upper level of the central column. Then come back, burn the wooden fence, and pull the switch, which will move the central column so you can reach the third gas alcove without falling into the water.

Go and set the third gas alcove on fire, which will extend all the bridges all the way to the top of the central column. Take the elevating platform back up to the upper level, and take the bridge to the top of the central column. A fence divides it in two, and you can see a treasure ark on the other side of the fence.

Keep going straight, and take the bridge to the other side of the room. To the left is a small ledge that you must sneak across. Spikes will pop out and knock you off the ledge, so be careful and memorize their pattern.

Once you get to the other side, take the third bridge to the other side of the fence, and open the treasure ark. You'll receive the Earth Planetarium Key.

Return to the hallway with the water and fire beams and set yourself on fire again. Quickly head back to the central hall, and jump down to the floor below, making sure to land clear of the water.

If you're having trouble making the jump, there's a small ledge to the right as you exit the door from the fire and water beam room. If you make the jump from this ledge, you'll land clear of the water. Now you must run to the room with the Sarcophagus, and quickly get in the Sarcophagus before the lightning rod discharges.

If you don't make it, you'll be electrocuted and you'll have to start over again. You need to stay on fire and hide in the Sarcophagus until the lightning rod discharges and raises the metal grate. You'll stay on fire while in the Sarcophagus, and you'll be protected from the electricity.

Once the metal gate raises, run over and burn down the wooden fence in front of the lever. The Sarcophagus will recharge your fire gauge so you can burn down the wooden fence and still run around the central hall burning the crates of Onyx Scarabs.

Pull the lever and a gate will lower in front of a locked door somewhere. Go back over to the shrine and remove the Lunar Key, and replace it with the Earth Key. This will change the configuration of the Planetarium so that the floor will launch you to a different area.

Step inside the circle of serrated teeth on the floor to find out where you're going next. You'll be launched to another alcove high on the wall. Make sure you've collected all the Onyx Scarabs beforehand, because you'll be launched to the exit, and once you go through the locked doors and claim the contents of the treasure chest beyond, there's no returning to this area ever again. The chest on the other side of the locked doors contains the Wings of Ibis. And with that, the Mummy's life energy runs out again and he is returned to the room he started in.

2-H Heliopolis, Cursed Palace Area (Second Visit)

Bas-Ket gives Sphinx everything the Mummy collected in the Castle of Uruk: the first Stolen Abydos Jewel, whatever Onyx Scarabs he picked up, and the Wings of Ibis. The game will instruct you on how to do a double-jump.

Imhotep comments that you could send Bas-Ket to the Castle of Uruk anytime you found a Canopic Vase, if you only had the Book of the Dead. The book is being held by one of the unfortunate inhabitants of the Cursed Palace, and so he instructs you to pay Anubis a visit in Anubis Tower.

Return to the Cursed Palace area via the same way you came to the South Beach area, or Khonsu the boat captain (who is back from Abydos now) can transport you there for 5 Gold Scarabs. Once you've unlocked an area, Khonsu will ferry you anywhere around Heliopolis for only 5 Scarabs. He'll also transport you back to Abydos for the usual 25 Scarabs.

Or, if you don't want to pay, just use the Portal God statue and warp back to Abydos. You'll have to pay to get back to Heliopolis, though. If you return the first Stolen Abydos Jewel to the museum, you'll be rewarded with a Gold Ankh Piece. Now that you have the Wings of Ibis, you can try your skill in the Corridor of Champions. See section 3-E1, Abydos Mini-Game Shops, for more information.

Now that you've got the Wings of Ibis, you can do a lot of things! On the right side of the Cursed Palace, swimming back behind the palace as far as you can go, there is a ledge that you can jump to that contains a chest with 100 Gold Scarabs and a number of pots, one of which contains an Atun Eye.

Now that you can jump higher, you can reach that zip line next to the boat dock in front of the Cursed Palace. As you get off the zip line, you'll be on a stretch of land high up out in the water. If you go off to the left, along the Great Wall you'll find three pots. There's a hidden alcove here with a wooden fence blocking a treasure chest. You can't get it now, but make a note of its location. If you go off to the right as you get off the zip line, you'll run into a switch that can only be activated by performing a Slam Attack. The game will instruct you on how to perform a Slam Attack.

Slam the switch and a bridge will activate. Cross the bridge and you'll reach another jackal-man. This one's running an obstacle course. Complete it in less than 79 seconds to win a Gold Ankh Piece. When you're ready, head to the Great Wall Entrance I.

2-H1 Great Wall Entrance I (Interior)

Now that you can double-jump, you can make it up to the ledge with no problem. At the top of the ledge is a slam switch and a gate. Slam the switch and the gate will drop, allowing you to enter the Great Wall Entrance I dungeon.

As you enter, you will find yourself in a room with a column of smoke. You'll have to fight a trio of Almost-A-Bulls in this room. Be careful, they restore their health by standing in the column of smoke. Go through the doors past the column of smoke after you defeat the Almost-A-Bulls, and go straight.

A cutscene will give you a bird's eye view of the layout of the main area of the dungeon. Go down the wooden bridge to the central area. There is a Glyph Key Pedestal as you step off the bridge, a light platform, and a pair of Fire Armadillos that respawn infinitely. Lead one of the Fire Armadillos up the wooden bridge (don't worry, it won't burn) and get it to burn the lone wooden crate to the right of the door to this main area, revealing a Glyph Key.

Place it in the Glyph Key Pedestal to activate the light platform. It will now lead up to the second level. There is a save point as you get off the light platform at the top, a small statue which you can pick up and carry, and another wooden bridge.

Ignore the small statue for now, and go up the wooden bridge. You'll find another Simon Says magic sequence shrine here. You know the drill. Step on the center platform and the other four colored platforms will light up in a pattern. Duplicate the pattern to solve the puzzle, and slash the gate with your sword to open it up.

Inside you'll find a treasure ark with the Blowpipe! The game will instruct you on its use. I'd suggest you immediately equip it to your button of choice, as you'll be getting a lot of use out of it. There is a lever to the left of the treasure ark. Pull it and a bridge will extend a third of the way across the gap to the main column area.

Return to the area with the save point and pick up the small statue. Take it across the wooden bridge and set it down in either front corner of the platform with the Simon Says shrine. The game will point out that targets like the ones on the far platforms can be shot with the Blowpipe. Shoot either target and when it flashes green a light platform will come over to you.

It doesn't matter which direction you go first, but let's start with the target platform on the right. Shoot the target on the right platform to bring a light platform over to you. Throw the statue out onto the light platform when it stops, then get on the light platform and shoot the right target again. This will transport both you and the statue out to the far right platform. Here, a Crabhands and a Knives Cat will attack you. Dispatch them and set the statue down on the switch here. This will unlock the door.

Open the door, but don't go in just yet! Jets of fire are shooting across the floor. You need to jump up and grab a hold of the ladder suspended across the ceiling and make your way across above the flames. On the other side, a Wasp Spider is waiting. Dispatch it and pull the lever, extending the bridge another third of the way. The pots here contain Bronze Ankhs if you need them.

Return to the door and pick up the statue. You can either take it back with you or simply toss it off the edge. If you toss it off, it will respawn where you first found it, next to the save point. It's up to you. But whatever you do, don't leave it there, or else you won't be able to weigh down the switch on the other target platform on the other side of the room.

Returning to the Simon Says shrine, shoot the other target on the platform on the left side of the room. Carry the statue over to the other platform exactly like before. On the left platform, a pair of Crabhands will attack you. Use the statue to weigh down the switch here

too, and it will unlock the door.

You'll be attacked by a Cyclops in the room beyond this door. Be careful, because Cyclops can teleport and will split in two after you hit them once, and they can attack from two directions at once with their devastating eye beams. One hit to each of the halves should kill them.

Go up the stairs and pull the lever at the top, which will extend the bridge all the way. Now return to the save point. I'd seriously suggest you save your game at this point if you haven't already. Go across the bridge to the area beyond.

You'll be attacked by a Big Bull. These things are extremely powerful and extremely dangerous, because one swing of its hammer damages you for a full Ankh of health. It will chase you, swinging its hammer three or four times. Stand still and it will try to bring the hammer down on your head. When it does, move out of its way, and it will plant its hammer in the ground, leaving its back vulnerable. Slash its back as many times as you can and repeat the process until the Big Bull is dead. A gate will drop, winning you entry into Anubis Tower.

2-H2 Anubis Tower

Enter and step toward the circular sun-shaped pedestal on the floor to talk to Anubis. He will agree to free some of the inhabitants of the Cursed Palace if you can capture three Fire Armadillos for him. Anubis will present you with the Beetle Pouch, which carries Capture Beetles.

The game will then instruct you on how to use Capture Beetles. I'd suggest you equip it to the button of your choice. Return to the save point area and go down to the level below. The Fire Armadillos around the Glyph Key Pedestal respawn infinitely for just this use.

Capture yourself three of them and return to Anubis. Remember, you must weaken them in order to capture them. When they start sparkling gold, then they are weak enough to capture. Four hits should weaken Fire Armadillos enough for you to capture them.

Upon returning to Anubis with the Fire Armadillos, Anubis will reward you with two Curse Stones, a yellow one and a red one. These will break the curse on two of the inhabitants of the Cursed Palace. You can now capture any kind of monster, but only ones with face icons next to their name in the Monster menu can be released and used as tools to solve puzzles; i.e., Fire Armadillos and Slim Burbles.

You'll also start finding Capture Beetles in pots and the like. Before you leave the Great Wall Entrance I dungeon area, I'd suggest you grab two Fire Armadillos so you can get two more Gold Ankh Pieces in the area around the Cursed Palace; and if you feel like it, go back and capture a Wasp Spider, because it will help you get a Gold Ankh Piece later.

As you leave the Great Wall, Horus will greet you and present you with the Dark Stone of Invisibility. The Dark Stone will cause instant death to anyone who uses it, but Tutankhamen can use it without danger to himself. Sphinx will keep the stone for now, and send it to the Mummy when he gets the chance.

Now you can grab a couple more Gold Ankh Pieces in the Cursed Palace area. Head over to the zip line to the left of the boat dock, and go to the left when you get off. You can now burn down the wooden fence across the hidden alcove off to the left using a Fire Armadillo, revealing a chest with a Gold Ankh Piece. The crate here contains an Atun Eye.

There are three small islands next to the boat dock, each with a red target on it. Quickly shoot all three targets with the Blowpipe so that they are all three green at the same time. Succeed and a chest containing a Gold Ankh Piece will appear.

Stand on the Eagle Disc again and use the Eagle Stone. It will drop you off on the cliff next to the Great Wall again. Climb up the rope and set a Fire Armadillo down next to the wooden scaffolding, and the boulder will roll down, crashing into the obelisk to the left of the entrance to the Cursed Palace, revealing a chest with a Gold Ankh Piece.

When you're ready, head to the Cursed Palace. As you enter, a pair of Cyclops will attack you. Slay them and the doors on either side will unlock. Go through the door on the right, and stand in front of the stone statue with a yellow recess at its base. Place the yellow Curse Stone in the recess and the Pharaoh's Scribe will return to normal, and present you with the Book of the Dead, a magic spellbook that will allow you to send Bas-Ket to the Castle of Uruk without Imhotep's help.

Now go back to the main area and go through the left door to the other wing of the palace. The first pot to your right contains an Atun Eye. Place the red Curse Stone at the foot of the stone statue with a red recess at its base, which will free the Farmer's Brother. He tells you to come visit them at their farm.

Leave the palace and the two brothers will thank you for helping them, but they can't return to the farm with those Eyes of Ra around the place. Which means you'll have to do something about them. Now that you have Capture Beetles, you can catch Slim Burbles, which are the best and only tools for demolishing Eyes of Ra.

Use the Eagle Discs to get back to the rocky area behind the Riverside Farm, where there's a Slim Burble nest. Catch yourself five of them (you don't have to weaken them to catch them) and release them behind the five Eyes of Ra. Make sure you approach the Eyes from the rear, or else you and your Slim Burble will get zapped. Look up and make sure the skull on top of the Eye post is facing away from you.

There are two pots on the shore directly below the Eye of Ra closest to the Slim Burble nest. One of the pots contains an Atun Eye. Once all five Eyes of Ra are destroyed, talk to the brothers and they'll return to their farm.

But before you go pay them a visit, grab another Slim Burble and head over to the bridge linking the two fields of the farm. Jump down, and behind the waterfall below the bridge is a small cave blocked up by boulders. Release a Slim Burble, and blow up the boulders, revealing a chest with a Gold Ankh Piece. There is also a pot behind the Brothers' farmhouse that contains an Atun Eye.

Take this opportunity to go visit Abydos again if you haven't already. Now that you have a Blowpipe, you can play at Paneb's Pair Matching Place, and you can try your skill at the Corridor of Champions now that you have the Wings of Ibis. See section 3-E1, Abydos Mini-Game Shops, for more information on these mini-games.

Remember, the museum jewel expert will give you a Gold Ankh Piece for the return of the first Stolen Abydos Jewel. When you're ready, save and head over to the Riverside Farm. The brothers will give you a Canopic Vase that they found while digging. Now that you have the Book of the Dead, you can send Bas-Ket immediately to Tutankhamen inside the Castle of Uruk.

2-I Castle of Uruk (Second Visit)

Bas-Ket delivers the second Canopic Vase to the Mummy, and gives him the Dark Stone of Invisibility. Now you can sneak past Watcher Eyes! You start out in the locked cell full of sand and skeletons as usual. If you're going to save and turn off the game, do so at the Save Statue in this room, because you'll soon be encountering the infamous "glitch door" at the next Save Statue you come to, and you do NOT want to save there if you plan on turning off the game. I'll warn you again when you come to it.

Hop up onto the suspended cage and jump onto the hanging ladder like you did before. You'll be back in the bottomless catacombs. Go straight like you did last time, and climb up the castle ray well using the metal posts again.

You'll be back in the room with the three sets of doors going in different directions, all guarded by Watcher Eyes. The door you went through last time has been sealed shut, so you have no choice but to go in one of the other two directions. Head toward the remaining open doors that are guarded by only one Watcher Eye; the ones to the left of the doors guarded by four Watcher Eyes.

There are gates blocking either side of the steps leading up to the doors you want, making it more difficult to sneak past the lone Watcher Eye. You'll have to run forward when it's looking the other way, and quickly turn invisible just before it looks your way. If you're seen, as usual, hit a nearby switch to reopen the doors.

Once you've made it past the Watcher Eye, you will be in a hallway with two more Watcher Eyes. You'll need to sneak past these two in the same fashion. There is a door at the end of the hallway around the corner that you must reach. Once you've snuck past the first Watcher Eye in this hall, duck into the far corner of the hallway across from the entranceway, and from there sneak past the second Watcher Eye. If you're seen, there is a switch on the floor at the entrance to this hallway where you came in that will reopen the doors.

Once you've snuck past the two Watcher Eyes and through the doors you will be in Set's private chambers. You'll get to see a cutscene with Set, Menes, and Horus. It seems that Horus has joined the bad guys, and Menes has locked the way to Heliopolis Point with the magical Seal of Atun, which can only be broken by using the Atun Statue that is stored upstairs under heavy protection.

Well, now you know what you're going after next and where you have to go to get it! Set and his entourage leave, so go up the stairs to the

left. At the top of the stairs is a Save Statue and an open door.

Do not, I repeat, DO NOT save here if you plan on turning off the game and quitting for now. If you save at this Save Statue and turn off the game, when you turn it back on, the door here will be closed and locked, and you will not be able to continue in the game. This is a known bug, the infamous "glitch door". I warned you to save in the cell you start in for this exact reason. So ignore the Save Statue entirely and go straight through the door next to it and into the Fire Rooms.

2-11 The Fire Rooms

You will emerge from the door in another hallway, and the door will close and lock behind you. To your right is a crate of Onyx Scarabs. There are 45 Onyx Scarabs total in the Fire Rooms. Collect as many as you can.

Go through the doorway near the crate of Onyx Scarabs and up the ramp in front of you. The Mummy will be split in three by blades dropping down from above. You can swap between the three Mummies and use them to solve the puzzles in the rooms beyond. Take the first Mummy and go to the top of the ramp and hang a left. You will come to a lava room.

The floor is flooded with lava, and there are lava-rock stepping-stones. On the other side of the lava is a high ledge and a rock platform carved with a face. On either side of the carved rock platform are hidden side passages blocked by obstacles. The side passage to the left is blocked by bars, while the passage to the right is blocked by a lava fall. Take the Mummy across and have him stand on the carved rock platform.

Switch over to the second Mummy and head out and to the right, going down to the other end of the hall from the lava room. The walls here will flatten you. Turn right around and head straight for the lava room. Leap from solid surface to solid surface, keeping yourself out of the lava while keeping an eye on the white gauge at the top of the screen.

While flat, you can go through the metal bars blocking the side passage on the left side of the lava room. Past the metal bars is a ladder. Climb up to the top, and there will be a series of fences and two metal fans on the wall. Run past the fences when the fans aren't blowing, or else you'll be knocked back down into the lava.

To the left as you clear the second fan is a switch. Stand on the switch, and it will raise the first rock platform in the lava room, the one that the first Mummy is standing on. Swap over to the first Mummy, and have him get on the second stone platform. Leave the first and second Mummies where they are for the moment, and swap over to the third and last Mummy.

Take the third Mummy up to the top of the ramp and head to the right again, past the wall press that flattens you. Keep going straight and hang another right. Sitting on a grate in the middle of the room in front of you is a treasure chest.

Open it, and claim the second Stolen Abydos Jewel. After opening the chest, though, the trap in the room will set off, enclosing you in a cage, and you'll be set on fire. The cage will open after torching you, and now you need to go up the ladder directly in front of you to the

level above.

While on fire, creep along the ledge on the wall to the right, avoiding the spikes that will pop out and try to knock you off the ledge. Keep going and you'll be on a platform above the walls that flatten you, allowing you to get past the walls without being flattened. While on fire, you can make the rounds of the Onyx Scarab crates in this area.

Head down to the lava room at the other end of the hall. While on fire, you can safely cross the lava. Go up the lava flow on the right side of the room, and through the hidden door on the other side of the lava fall.

Climb up the ladder and you'll find yourself in front of a small pool of water. Circular platforms rise and fall out of the water. Leap from platform to platform, keeping yourself out of the water and on fire. If you fall into the water, you can jump between the pillars on the right and you'll fall back down into the lava room, so you can go back and relight yourself. There will always be a way to get back to a source of fire or electricity or what have you, if the effect wears off or you fall in water or something. As you reach the other side of the pool, head to the right and through the lava fall.

Right on the other side of the lava fall is a ledge with a switch on the ground. Stand on the switch, which will raise the first Mummy up to the top level, so he can claim the treasure chest at the top, which contains the Atun Statue. Remember to clean out the place of all the Onyx Scarab crates before you reach the top, because once you open the chest, you can never return to this area of the castle ever again. After claiming the Atun Statue, once again, the Mummy's life energy runs out and he collapses, returning to the room he started out in.

2-J Great Wall Entrance II

Bas-Ket returns to Sphinx with the items the Mummy collected in the Castle of Uruk: the Atun Statue, the second Stolen Abydos Jewel, and whatever Onyx Scarabs he managed to collect. Talk to the elder of the two farmer brothers and he will offer to give you whatever treasure they find if you choose a plot on their farm. Go to section 3-E2 of the Mini-Games & Side Quests section for what you can dig up and where you can dig them up in Riverside Farm Digging. There are two Gold Ankh Pieces and several small fortunes in Gold Scarabs to be had, so try it out!

I would put off going back to Abydos to return the second Stolen Abydos Jewel until you complete this next dungeon that's coming up, but that's up to you. You'll be rewarded with another Gold Ankh Piece for the jewel's safe return to the museum.

As you leave the Riverside Farm, hang a left and head up to the Great Wall entrance at the top of the hill, blocked by a veil of purple smoke. There is a gold pedestal for a statue of some sort, so place the Atun Statue on it to dispel the veil of purple smoke and open up the way to Heliopolis Point.

You'll immediately hear the loud sobbing of the Nomad man you met before in the house on South Beach. He's to the left of the pedestal where you place the Atun Statue. Go talk to him. He will tell you his wife, Ketta, has been kidnapped, and will ask you to rescue her. She is in Uruk Canyon, and to get there you must go through Great Wall

Entrance II, to your left.

As you walk through the entrance, you will be in a room with a high ceiling and a path leading upward around the room. There are three Mummy Chihuahuas on the ground floor that will attack you. Mummy Chihuahuas use similar tactics to Spike Spiders, only they're far stronger. Attack and kill them before they can latch on to you. If they manage to get ahold of you, they'll drain your health until you can shake them off.

A Green Giant Worm is guarding a statue in the center of the room. These giant creatures can get very nasty. Wherever you see green smoke on the ground, you can be sure a Green Giant Worm is hiding there. Approach them carefully, because they'll pop out and grab you without warning, shake you around and throw you a good distance away, inflicting some heavy damage. To combat them safely, lure them out and then quickly jump away before they can grab you. Then slash their heads. Four or five hits should do it. Slay the Worm and smash the statue to find an Atun Eye.

On the far left wall are two platforms with two Mummy Worms on them. They will spit projectiles at you. Two hits should kill them, but I'd suggest you capture one, because it will help you get a Gold Ankh Piece later. You can easily sniper them from a distance, too. Double-jump up to the platform furthest from the entrance to this room, and turn right at the pots.

As you proceed along this way you will be attacked by a Half Brute. Half Brutes can only be damaged after they have discharged their electrical energy, i.e., after they perform a slam attack on the ground. Three hits should slay them, but I'd suggest you capture one, because it will help you get a Gold Ankh Piece later.

The pot on the other side of the Half Brute contains another Atun Eye. Hang a right and there will be a series of stone platforms that will slide in and out of the wall. Hop from platform to platform until you reach the other side. On the other side will be a gamut of four ropes leading upward. Jump from rope to rope until you reach the third level.

The pot directly in front of you as you get off the last rope contains yet another Atun Eye. Hang a right and continue on. You will be attacked by another Half Brute. Past the second Half Brute is another Glyph Key Pedestal. To the right of where the Half Brute appeared is a rope hanging down between two columns.

Jump out onto the rope and climb up to an alcove on the fourth level, where you'll find a statue. Smash the statue for a Glyph Key and climb back down. Place the Glyph Key in the Pedestal to activate the second set of stone platforms, which will slide in and out of the wall leading up to the fourth level. There is a Mummy Worm spitting projectiles at you from the fourth level, so look out. Go through the door at the very top.

As you enter the next room, there will be a Save Statue on your far left. To the far right is an alcove with another Glyph Key Pedestal, and a small room with a lever and bars over its door. Go across the bridge next to the Glyph Key Pedestal, but be careful, a mass of spikes will pop up in the middle of the bridge and prevent you from passing.

There is a narrow railing along the edge of the bridge on either side,

so use that to get across. As you step across, you will be attacked by a Skull Worshipper. Six blows should kill it, but I'd suggest you capture one, because it will help you get a Gold Ankh Piece later. Head to the far left, and a gate will pop up, fencing you in.

You will be attacked by four groups of two enemies. The first group is a Sharpbeak and an Electric Armadillo. The second group is a Skull Swordsman and an Electric Armadillo. The third group is a Half Brute and a Sharpbeak. The fourth group is another Skull Swordsman and a Half Brute. This can be a tough fight if you're not prepared.

Once you've defeated all the enemies, the gates will drop. Proceed to the far left end of the platform and you'll find a small alcove with a treasure chest. The chest contains a Glyph Key. Return to the other side of the bridge of spikes and use the Key on the Pedestal. It will lower the bars in front of the lever alcove and cause a Sharpbeak to appear in front of the lever.

Defeat the Sharpbeak and pull the lever to unlock the door on the opposite side of the bridge of spikes, and start a rope moving back and forth across the wall. Go back across the bridge of spikes and through the door to your right.

As soon as you enter the room, a pair of Cyclops will attack you. To your right as you enter the room is a strange ankh-shaped pillar with a platform at its base. This is a Ka Ankh. You'll be seeing a good number of these around in dungeons from here on out.

There are four levers next to the Ka Ankh, and four pots along the back wall. To the right of the pots, down below where you are, is a small ledge with a door and a small circular platform. Jump down onto the ledge and stand on the platform for a small tutorial on how to use Ka Ankhs. Go through the door on this ledge to find another small ledge with a treasure chest containing 100 Gold Scarabs. After emptying the chest of its contents, use the circular platform to teleport back up to where those four levers are.

The levers control four stone platforms between five fire jets high up on the wall on the level above you. Pull the levers until all the stone platforms between the fire jets are out of the wall.

Go back out through the door you came in, and turn directly to your left. There is a rope that is sliding back and forth along the wall between where you are and a platform high above on the other side. Grab the rope and take it to that platform. Go through the door on the platform, and you will be on a ledge high up above the area with the Ka Ankh and those four levers.

Proceed to the other end of the ledge and you will be attacked by two Knives Cats. At the other end there is a locked door and a Glyph Key Pedestal. To the left of the door are those four stone platforms and the fire jets. You must jump from platform to platform between the fire jets and reach the treasure chest on the other side.

Jump just after the fire jet in front of you stops. This can be a bit tricky, as you must double-jump in midair to reach the next platform before the fire jet knocks you out of the air. The treasure chest on the other side contains a Glyph Key. Once you claim it, a gate will pop up, fencing you in. You'll have to fight three Spike Spiders to get the gate to drop again. Three hits should kill them, but I'd suggest you

capture one, because it will help you get a Gold Ankh Piece later.

Once you've defeated them, make your way back across and place the Glyph Key in the Pedestal. This will unlock the door and allow you to reach the next room. This next room contains the exit to Uruk Canyon, but a gate blocks you from proceeding. If you approach the gate, an unfortunate Crabhands will demonstrate what nasty fate will befall you if you try to pass. There are two targets hanging from columns on either side of the gate, but they're just out of reach. Straight ahead of you as you entered this room is a lever along the back wall. As you walk toward it, two Crabhands will attack you.

To the left of the lever is a light platform moving back and forth from the lever to a chute suspended over a pit. Wait until the light platform is directly beneath the chute, and pull the lever. This will drop a cage containing a skeleton onto the light platform. When the platform brings the cage over to the lever, grab it and carry it over to the two targets on either side of the gate. Use the cage to jump up and slash both the targets, deactivating the gate. As you slash each target, a Sharpbeak will attack you. As you go through the gate to the exit, two more Sharpbeaks will attack you. Defeat them and go through the exit to Uruk Canyon.

2-J1 Uruk Canyon

There is a save point directly to your left, and a smashable statue to your right. The statue contains Bronze Ankhs, and it respawns every few seconds. Directly in front of you is a cage containing Ketta, the Nomad's wife. If you talk to her, she will tell you that the three colored beams coming from each direction are powering the force field imprisoning her. You must find a way to deactivate each of the colored beams.

Slim Burbles will start spawning around the cage as you approach it, and I'd suggest you catch yourself a few. You'll need a total of six of them to destroy obstacles and demolish the statues that are generating the colored beams in all three of the areas. Let's start with the area directly to the left of the cage, which is the most difficult of the three areas. You'll need two Slim Burbles for now.

Pools of lava separate you from the areas around the cage. To get across, you'll need to solve puzzles to get platforms to rise up. Stand in front of the arch to the left of the cage and look up. High up on the wall on the other side of the lava pool are three targets. Shoot them with the Blowpipe to make two platforms appear in the lava. Cross them to the other side and go through the archway.

You will be in a rocky, circular area. There is a switch on the ground directly in front of you and a fence in the middle of the area. A Fire Armadillo is around the fence. It will continually respawn, which will get very annoying very fast.

To your left are two platforms leading up to a tunnel blocked up with boulders. To your right is a smashable statue containing Bronze Ankhs or Capture Beetles that also continually respawns every time you smash it.

Directly across from the entrance is the statue that's generating the purple beam, but a gate is blocking the way. There are columns of colored light on ledges around this area. You will have to block all

the columns of light with small statues of the same color in order to lower the gate in front of the statue.

Be warned, though, the columns of light are all guarded by Green Giant Worms. There is a rope directly to the left of the gate blocking the statue. Climb up it to the ledge with the blue column of light. Defeat the Green Giant Worm, and go to the left. You will come to a boulder blocking up a hole. Use a Slim Burble on the boulder.

You can now carry statues up the elevating platforms and through this hole to reach the blue and orange colored columns of light. Continue to the right of the boulder you just destroyed and you'll come to the orange column of light, which is also being guarded by a Green Giant Worm. Clear it out and return to the main area with the statue and the Fire Armadillo.

Next to the smashable statue is a tunnel. Go through it and on either side of you are metal platforms. Straight ahead of you on a rock platform is a Sunflower. Be careful; it will spit stun spore at you. Its head is its only weak spot, so shoot it in the face to stun it and give it three hits with your sword to finish it.

Hop across the rock platforms to reach a Ka Ankh firing point. There is a Ka Ankh high up on a ledge to your left. Teleport up to it and you will be next to the yellow column of light, which is being guarded by a Green Giant Worm. Clear it out and go to the left of the yellow column of light, you will see there is another Ka Ankh on a ledge that you can't jump to. Use the Ka Ankh you just teleported up to to teleport over to it.

When you arrive at the far Ka Ankh, directly in front of you will be a lever, and to your right there are two metal platforms, one on the ledge closest to you, and the other on a ledge on the other side of a gap. These are the platforms you saw in the area with the Sunflower earlier. Pulling the lever manipulates the platforms. Pull it once so that the platform closest to you lowers down to the level below. You'll need to use these platforms to lift statues up to the green and yellow columns of light, but let them be for now and go to the left of the lever to find the green column of light, which is being blocked by a small green statue, and guarded by a Giant Green Worm.

Clear out the Worm, pick up the small green statue and toss it off the ledge down into the central area below. Jump down after it and use it to weigh down the switch in front of the entrance to this area. This will lower the fence in the middle of the central area, and allow you to pick up the other three small colored statues. Toss them all out of the fenced area and return the small green statue to the green column of light via the platforms through the tunnel next to the smashable statue.

Place the green statue on the platform to your right as you exit the tunnel, and take the Ka Ankhs back to the lever, and pull it, raising the platform with the statue up to where you are. Carry it back to the green column of light and replace it cleanly on the green switch, deactivating the green light. Now you need to do the same for the yellow statue.

Return to the circular area, grab the yellow statue, and carry it through the tunnel. Place it on the platform to the left, and take the Ka Ankhs back to the lever. Pull it, which will raise the yellow statue

up to the other side. Take the Ka Ankh to the other side and grab the yellow statue and place it on the yellow switch, which will deactivate the yellow light.

Now jump back down to the central area and pick up the small orange statue. Place it on the lowest elevating platform, and hop onto the platform with it. From here, toss it onto the higher elevating platform, and finally, through the hole that you cleared out with the Slim Burble. Carry it to the left and place it on the orange switch, deactivating the orange light.

Do the same for the small blue statue; carry it up the two elevating platforms, turn right, and place it on the blue switch, which will deactivate the blue light. Once you've placed all four statues on the four lights, the gate will open, allowing you access to the statue that's generating the purple beam.

Use a Slim Burble on the statue and blow it up, deactivating the beam. Before leaving this area, grab one of the Fire Armadillos. You'll need it to get to the next area. Once you've got one, you can now return to the main area around Ketta's cage.

Save if you wish, and head for the area directly behind Ketta's cage, which is blocked by a wooden fence. Set that Fire Armadillo down and burn the fence. You'll need three Slim Bubbles for this next area. Platforms rise up and down out of the lava behind the fence. Memorize their pattern and quickly hop across and go through the archway.

The puzzle in this area is much simpler than in the first area. There is a shrine on an island directly across from you as you enter, which contains the statue generating the yellow beam, but there's no bridge. Directly in front of you are three Electric Switches in a circle with spikes around them.

To your right is a smashable statue, and a tunnel blocked by a boulder. To your left is a path leading to a switch, that is guarded by a Nose Needler. The Nose Needler will pop out of the ground and spit projectiles at you. Try to anticipate where it will pop up next so you can slash it.

Make a note of the switch's location, and blow up the boulder that is blocking the tunnel to the right of the entrance to this area. You will find a small green statue inside and another boulder. Blow up the boulder with a Slim Burble and you'll be directly behind a Tree Creature. The phosphorescent light on top of the Tree Creature's head is its weak spot. Shoot it with your Blowpipe to stun it and you'll be able to attack it. I would suggest you capture this one, as it will help you to get a Gold Ankh Piece later.

Grab the small green statue and use it to weigh down the switch where you fought the Nose Needler. This will lower the spikes around the Electric Switches.

Walk down into the center of the Electric Switches, and an Electric Armadillo will appear. You need to lead it to each of the switches and get it to electrocute each of them. Once all three switches are electrified, a bridge to the shrine will extend, and you can reach the statue that's generating the yellow beam.

Set a Slim Burble on the statue and blow it up. Now you can return to

Ketta's cage to tackle the third and final area. Make sure you save now, because while the last area has no actual puzzles, you'll have to fight a number of rare and powerful enemies, and you'll need to be at full health to take them all on.

You'll need just one Slim Burble for the last area. Once your preparations are complete, head to the area to the right of Ketta's cage. The archway to the right of the cage has a lantern hanging from it. Jump and slash it to cause platforms to be raised in the lava pool and quickly jump across.

As you enter the third and final area, a bridge to a shrine just like in the previous area will retract and a gate will close over the entrance to this area. A trio of fat green creatures will appear. These are the infamous Smiling Burbles. You'll only get a few chances at these monsters, so if you're planning on tackling the Monster Collecting side quest and want to complete the Abydos Museum, try to catch a Smiling Burble now, because it's the only monster that's not available at the end of the game.

After you defeat the Smiling Burbles, a Half Brute and a pair of Skull Swordsmen will appear. After you defeat that lot, a Big Bull will appear. Once you've defeated them all, the bridge will extend back and the gate will open again. Cross the bridge and set a Slim Burble down next to the statue that's generating the blue beam and blow it up. This will deactivate the cage imprisoning Ketta.

Return to the area around the cage. Jump up and hit the lantern above your head to raise the platforms in the lava again, and walk up to Ketta. You will be immediately transported out of Uruk Canyon and back to the Nomad couple's house on South Beach. Ketta's husband rewards you with an Abydos Pass Card, and tells you that Imhotep wants to speak with you. So head to Sun Shrine Island when you're ready. If you like, you can explore Heliopolis Point. You can't do much there now, but you can get two more Gold Ankh Pieces and open up a shortcut.

2-J2 Heliopolis Point

Now that you have access to Heliopolis Point, you can get some more Gold Ankh Pieces! Off to your left as you enter this area is a fenced area, Sekhmet's Squirt Pen. If you agree to herd Sekhmet's four Squirts into the pen, he'll reward you with a Gold Ankh Piece. All you've got to do is walk slowly behind them, and guide them into the pen. Pretty easy. No need for Capture Beetles or anything. Capture Beetles don't work on Squirts anyway.

Going down towards the beach, you'll see Khonsu's boat dock. Head to the left of the boat dock and there will be another jackal-man, a skull-shaped statue, and a little further down the beach, two buildings. The buildings are Ben-Ben's Bazaar and Gebel's Glyph Shop.

The jackal-man here is running a marathon race. Completing his marathon race in less than 70 seconds will net you a Gold Ankh Piece. You must run from the jackal-man to South Beach, climb the cliff on the other side of the Nomad couple's house, hit the lantern hanging at the top of the cliff, and run back. You need four Atun Eyes to activate the two Atun Discs along the race course, and 10 Onyx Scarabs to buy the Cave Door Key from Gebel's Glyph Shop.

Gebel is paranoid that everyone is trying to steal his merchandise, so

he requires you pay a 10 Onyx Scarab cover charge just to do business with him. (You'll only have to pay him the cover charge once.) Buy the Cave Door Key and use it open up the shortcut between Heliopolis Point and South Beach. It's in a cave just down the beach to the right of Gebel's Glyph Shop. Watch out, because the cave is guarded by two Half Brutes. You can't buy anything at Ben-Ben's Bazaar until you get a wallet upgrade, so don't worry about it.

When you're ready, head to Sun Shrine Island. Imhotep will inform you that Anubis wants to see you, and he will give you the Anubis Amulet that will allow you to warp directly to Anubis Tower. So walk up to the Portal God and use the Amulet to pay Anubis a visit. Upon arriving in Anubis Tower, you'll notice that you are on a ledge directly below where you previously spoke with Anubis last time you were here.

To your left is a rope leading up to the level above. Climb up and approach the sun-shaped platform on the floor to speak with Anubis. He offers to free more of the inhabitants of the Cursed Palace if you will retrieve an object for him that he entrusted to the Mayor of Abydos many years ago: the Sacred Crown of Abydos. Now that you have the Abydos Pass Card you can access the rest of the city and pay the Mayor a visit in the Council Chambers. Go back down to the Portal God statue on the level below and use the Abydos Amulet to warp back to Abydos.

2-K Abydos (Second Visit), Part I

As soon as you exit the waterways beneath Abydos Plaza, a bird-woman will tell you that the Mayor has taken ill. If you haven't already, return the second Stolen Abydos Jewel to the museum and you'll receive a Gold Ankh Piece as a reward. You now have all the abilities, tools and key items needed to play all the mini-games in Abydos. To reach Tefnut's Target Tavern, take the second right past Montu's Monster Shop and show your Abydos Pass Card to the guard at the end of the bridge.

You'll pass through a tunnel with water dripping down from the ceiling. Note the Healing Herb on the floor here. Keep going straight and you'll be on the upper level of a Narrow Canal. Tefnut's Target Tavern is straight ahead of you. But before you go and do any mini-games, head towards Khonsu's boat dock, and keep going straight rather than take the zip line down to the dock.

Talk to the guard at the gate at the end of the bridge, and show him your Abydos Pass Card. He'll warn you that the Narrow Canal is infested with Piranha, and ask you to clear them out in exchange for a Portal Amulet. There are five Piranha around the Narrow Canal. Kill them all, don't bother trying to catch any of them, and return to the guard to claim your reward: the Heliopolis Amulet! He'll also give you a Piranha and an Exo-Piranha for your monster collection in the museum, so you didn't have to catch any of them yourself.

Now go to the Council Chambers, which is at the right end of the Narrow Canal on the lower level. There is a save point outside the entrance and a guard. Save your game and go through the archway to the Council Chambers.

There are four Wasp Spiders around the Council Chambers area, and you'll have to clear out them all or else you won't be able to get in. I'd suggest you catch one of them if you haven't already got one, as it will help you to get a Gold Ankh Piece later. Defeat them all and you

can enter the Council Chambers.

Go inside after the bird-man you saved from the Wasp Spiders and talk to him on the stairs and he'll reward you with an Atun Eye. Go into the Mayor's chambers and you'll witness a cutscene with the dying Mayor, his two buzzard advisors, and his frazzled Physician. The Physician asks you to go see Kemmet the Inventor to ask him to help find five Healing Herbs, and gives you a Physician's Note.

Kemmet lives on Abydos Grand Canal. The fastest way to his place from the Council Chambers is to return to the Narrow Canal and go all the way to the right end of the canal. Climb up the stationary rope to the second level and head to the right. Once you exit the tunnel take the zip line directly to your left. Kemmet is standing outside his home. He informs you that you need a Medicine Bag to carry Healing Herbs, and he doesn't have anything like that. But he does have a Canopic Vase.

2-L Castle of Uruk (Third Visit)

You will view a cutscene with Menes reporting to Set. Menes also will show off a new trap that you'll be seeing quite a lot of during these next few excursions into the depths of the Castle of Uruk: a ray that will turn its target into a Mummy Bat.

Bas-Ket will deliver the third Canopic Vase to Tutankhamen, and send him on his way. Exit the room via the usual route, and once you enter the bottomless catacombs, you will see a quick cutscene showing a statue of Anubis that wasn't there before.

This is one of the new traps that Menes was showing off. If you stand in front of it, it will turn you into a Mummy Bat. You should also take this as a hint that you need to be going to the right this time instead of going straight ahead like usual. Jump out onto the suspended cage directly in front of you, and go to the platform to your left. Jump out onto the second suspended cage, and to the platform on the other side. Once you've made it, instead of jumping to the platform to the left, sneak along the ledge to your right.

Stand in front of the Anubis statue and you'll be turned into a Mummy Bat. You can now fly to the door at the far right end of this room, except it's locked. Land in front of the door, and you'll be transformed back into the Mummy. There are several Anubis statues and two levers on platforms around the right half of the bottomless catacombs. The Anubis statues with red torches above them will turn you into Mummy Bats, while the statues with green torches above their heads will turn you back into the Mummy.

You need to transform into a Mummy Bat, fly to the two levers on either side of the exit, use the green torch statues to turn yourself back, and pull the levers, which will unlock the exit. Use the red torch statues to turn yourself back into a Bat and fly to the exit. Let's start with the lever to the left of the door.

Standing in front of the door, to your right are two suspended cages leading up to a red torch statue. Turn yourself into a Bat, turn around and fly to the green torch statue to your right. From there, there are four railings in succession to the statue's right that you need to climb up, and from there drop down onto the platform with the lever. Pull it, and drop down onto a platform below you and to the right.

The red torch statue there will turn you into a Bat. Now fly to the green torch statue on the other side of the room. Climb up two railings to the statue's right and drop down onto a ledge next to a column. Sneak around the narrow ledge around the column and pull the lever on the other side, unlocking the exit. To the lever's right are two suspended cages leading up to a red torch statue. Use it to turn yourself into a Bat and fly to the exit.

You will be on a ledge high up on the exterior of the Castle of Uruk. To the left is a walkway. You will come to a locked doorway, and two more walkways going in different directions: one leading off to the left, the other leading down a ladder straight ahead of you. Take the walkway leading to the left. You'll come to a block sitting on a switch. Push the block off the switch and the door will partially unlock. Now go back to the door and take the other walkway, leading down. Climb down the ladder to the left of the door, and climb up the ladder on the other side. There will be another block weighing down a switch. Push it off and the door will unlock all the way. Go back and go through the door.

2-L1 The Elemental Rooms

You will be in a room with a raised platform in the center with an Electric Switch. The floor floods with water and drains every few seconds. Past the Electric Switch is a doorway leading to a room with a treasure chest guarded by a force field. The field is powered by three colored beams: yellow, blue and purple. There are three statues around the force field generating the three beams. There is a recess on each of the statues for an amulet-shaped item; meaning, you'll have to find three Glyph Keys to deactivate the force field around the chest. Returning to the first room, you'll notice a ladder on the wall to the left of the door you entered this area through.

The hallway through the door to the left of the Electric Switch is an electric generator. Pass through this hallway if you need electric power. You can run through it quickly to the room on the other side and avoid being electrocuted. The door at the other end of the hallway is locked right now, though.

The hallway through the door to the right of the Electric Switch is a fire pit with a treasure chest. Once you step through, you will be on a grate suspended above the fire pit. Open the treasure chest and claim its contents, the third Stolen Abydos Jewel, to activate the trap in the room that will lower you down into the fire pit and set you on fire. There are railings above you next to each door in this hallway that you can jump and grab ahold of if you don't want to be set on fire. The door at the other end of this hallway is also locked.

Your first order of business now is to get power to the Electric Switch in the middle of the first room. Remember that the floor around the Electric Switch floods every few seconds. Go in the electric generator hallway and get yourself electrocuted. Once you've got power to the Electric Switch, a handle will start moving on a set track around the rooms, and water jets will activate along the track.

Your next order of business is to unlock the doors at the end of the fire pit and electric generator hallways. Climb up the ladder to the left of the entrance to this area, and there will be three crates of Onyx Scarabs. There are 100 Onyx Scarabs total in the Elemental Rooms. Collect as many as you can.

The handle that is making its way along the track around the rooms will pass by these crates, so wait here and grab a ride on it. It will pass through a flooded hallway with one water jet shooting up. Note the water jet's location. You'll have to come this way while on fire very shortly, and you can't afford to get doused. Passing into the room past the water jet hallway, you'll run into a spiked column and be knocked off the handle.

You'll be in a room with two spiked columns standing on wooden scaffolds, three levers in the center of the room, two crates of Onyx Scarabs, and a block in a rut on the floor between two switches on the floor. In alcoves on the wall are two gas sconces that you will have to light on fire, and an electric switch behind a grate. There is a lever to the left of the locked door near the block. Pull the lever, which will unlock the door and allow you to reach this room via the electric generator hallway.

Return to the fire pit hallway and set yourself on fire. Now quickly run back through the electric generator hallway to the room on the other side, making sure you don't get trapped inside before the generator goes off. Once you return to the room with the two spiked columns, pull the block onto one of the two switches. This will raise a platform in the water allowing you to reach the wooden scaffolding underneath the spiked column.

Torch it, and the column will fall down, revealing an alcove with a lever high up on the wall along the handle's track. Go back and pull the block onto the other switch, raising a platform on the other side, allowing you to reach the other wooden scaffolding. Torch it as well, and another alcove with another lever will be revealed.

Return to the central area and climb up the ladder, getting back on the handle. When you pass the water jet hallway into the spiked column room, drop down on top of the spiked column and throw the lever in the alcove to your right. This will open a gate partway high above the door in this room.

Grab the handle when it comes around again and ride it to the other spiked column. Throw the switch in the other alcove, which will open the gate all the way, revealing a sparkling object that's currently beyond your reach. Grab the handle when it comes around again and it will take you through another water jet hallway, this time with two water jets.

Exiting the second water jet hallway, you will pass over a ledge in the central room with two gas sconces and a locked door. Do not get off the handle just yet. Make a note of the location of the locked door and the two sconces. The handle will take you through a third water jet hallway, this one has two water jets as well.

Once you pass the third water jet hallway you will be in the room beyond the fire pit hallway. There are two spiked columns in this room blocking the handle's track as well, so drop down onto the platform directly below you as you enter this room and go down the ladder to your left.

There are three crates of Onyx Scarabs here, an Electric Switch, a gate blocking off a sparkling amulet-shaped object, and the two spiked columns also sitting on wooden scaffolding. You'll have to torch these

scaffoldings as well.

There is a lever to the right of the door across from the Electric Switch. Throw it to open the door to the fire pit hallway. There is a moveable circular platform in the water behind the waterfall in this room, but spikes in the water prevent you from moving it. You'll have to get power to the Electric Switch here to lower the spikes.

Take the fire pit hallway to the main room, and head to the electric generator hallway. Electrify yourself and run back, grabbing ahold of the railings near the doors in the fire pit hallway to keep yourself from being burned. Once you have power to the Electric Switch, the spikes will lower and you can move the circular platform between the floor and the wooden scaffolding.

Set yourself on fire and use the platform to reach the scaffolding to torch it, and do the same thing to the other scaffolding. This will lower the two spiked columns, revealing a passage around the waterfall which sprays out over the handle's course in this room.

While you're still on fire, climb up the ladder and grab the handle as it comes around. Drop down onto the spiked column and quickly run through the passage around the waterfall to the spiked column on the other side. If you miss the handle as it passes, you'll have to wait for the next one. You must reach the alcove on the opposite side of the room from the ladder while still on fire.

There is a wooden floor grate in this alcove. Burn it and you'll fall down into a gated area with a Glyph Key. Claim the Key and the gate will open, allowing you to leave. The Glyph Key you just found will deactivate one of the statues powering the force field around the treasure chest off the main room.

Now for the next Glyph Key. Return to the room beyond the electric generator hallway. The three levers in the middle of the room control three circular platforms in the flooded section of the floor. You now need to manipulate the three levers until all three platforms are aligned in front of either of the two gas sconces in the alcoves on the wall.

Set yourself on fire in the fire pit hallway and run back through the electric generator hallway, make sure you make it to the other side before the doors close and you get electrocuted. Hop across the platforms and light the gas sconce. Hop back and pull the levers until the platforms are aligned in front of the other gas sconce, and light it too.

This will lower the grate in front of the Electric Switch in front of the levers. Pull the levers until the platforms are aligned in front of the Switch. Now go back and get yourself electrocuted in the electric generator hallway and get power to the Electric Switch. This will cause a wall in an alcove directly above you to pull backward.

Go back to the main room, climb up the ladder, and ride the handle to that alcove. Walk up to the wall and you'll be launched to the alcove above the door with the two gates that you unlocked earlier. Claim the second Glyph Key behind the gates.

Time to get the last Glyph Key. Set yourself on fire in the fire pit hallway and return to the main room. Climb up the ladder and grab a

handle as it comes by. Avoid the water jets and let it carry you around to the ledge with the locked door and the two gas sconces. Jump down and jump into the gas sconces, lighting them on fire.

This will unlock the door between them. Go through the door and there will be a switch in a water pool directly in front of you, and a turnstile of red lasers. Stepping on the switch will lower a gate directly opposite a turnstile of yellow lasers in the room to your left. Make your way to that gate, avoiding the lasers.

If you touch one, all the gates will close and you'll have to start over again. (Turning invisible does not work.) If that happens, step on the switch in the pool of water by the door you came in. Step on the switch behind the gate and another gate will open in a room with a turnstile of blue lasers, to the right of the room with the red lasers. Make your way to that gate and step on the switch, which will open the gate in the room with the red lasers. Make your way to that gate and claim the last Glyph Key.

Place the last Glyph Key in the last statue and you can claim the contents of the treasure chest: a Medicine Bag! But before you open the chest, make sure you've collected all the Onyx Scarabs in this area of the castle. When you open the chest and claim the Medicine Bag, the Mummy will run out of life energy again, collapse, and be returned to the room you started in once more, and you'll never be able to return to this area of the castle ever again.

2-M Abydos (Second Visit), Part II

Bas-Ket gives Sphinx all the items that the Mummy collected in the Castle of Uruk: the Medicine Bag, the third Stolen Abydos Jewel, and whatever Onyx Scarabs he collected. Now that you have the Medicine Bag, you can collect Healing Herbs! There are five around the city. I've been pointing them out to you as we've been going along, but let's review:

The first Healing Herb is in the fenced area in the waterways beneath Abydos Plaza, in the small room at the bottom of the well.

The second Healing Herb is on the upper walkway around Abydos Plaza, next to the zip line.

The third Healing Herb is in the tunnel on the upper level between Abydos Grand Canal and Abydos Narrow Canal, on the way to Tefnut's Target Tavern.

The fourth Healing Herb is on a ledge on the upper level of the Narrow Canal. From Tefnut's Target Tavern, go straight past the bird-man with the Goofy Lizard and you'll see a platform against the wall with a vase on it. Double-jump to the platform and there will be a rope swinging back and forth. Jump on the rope and swing to the other side to reach the ledge containing the Herb.

The fifth and last Healing Herb is in the Council Chambers building itself. On the lowest level there is a Glyph Key Pedestal between two pools of water. You'll have to find a Glyph Key to use on it. Outside the Council Chambers building is a moat. Dive into the moat, watching out for the two Spinefish that live in the water here, and swim underneath the walkway. You'll see three sparkling lanterns hanging down. Jump up and slash all three lanterns to make a treasure chest

appear in front of the Council Chambers building.

Double-jump back up to the area where the treasure chest appeared. This can be a little tricky, as you must grab the ledge in between the palm tree planting beds near the large statues in order to climb out of the water, and the Spinefish will probably try to ram you while you're trying to make the jump. The chest contains a Glyph Key.

Use it on the Glyph Key Pedestal inside the Council Chambers building and it will make gates open on either side of you in the pools of water. Go through either of the gates (they both lead to the same place) and you'll be in a tunnel beneath the Council Chambers. There are a few Rats down here that will attack you. One hit should kill them. There is a chest containing 100 Gold Scarabs, and the fifth Healing Herb.

Now that you've collected all the Healing Herbs, save at the Save Point on the upper level of the Council Chambers, make sure you're at full health, and go in to see the Mayor. Give the Herbs to the Mayor's Physician and he'll use them to whip up a cure. After a short scene, the Mayor will ask you to meet him in the hall outside. The Mayor will present you with the Sacred Crown of Abydos, but the two buzzard advisors will steal it before you can lay your hands on it and escape down a secret passageway. Go after them!

You'll land in a cave underneath the Council Chambers. Go down the metal walkway in front of you (watch out for the sheer drop halfway down the walkway) and you'll reach a rock platform. There is a crystal in the middle of the platform surrounded by four small stone obelisks. You're about to enter into this game's first real boss fight. Approach the traitor buzzard brothers and they will transform into a large winged skeleton demon. You'll have to defeat it to retrieve the Crown.

2-M1 Boss Fight: Skeleton Demon

Run immediately toward one of the four obelisks. A short cutscene will ensue, consisting of the Skeleton Demon throwing a fireball at the obelisk. It will disintegrate the obelisk, leaving a blue jewel in its place. The Demon has a set attack pattern: it will throw a number of fireballs at you, then flap its wings to try and blow you off the platform. When it starts flapping its wings, start running toward it. You'll run in place and you won't be blown off. If you do get blown off, you'll be returned to the walkway leading to the central platform.

Run to the next obelisk and hide behind it until the demon throws another fireball at you, hitting the obelisk and disintegrating it, leaving another blue jewel. Do the same with the last two obelisks. Once they're all destroyed and the blue jewels are in place, you can start going on the offense.

Run to three of the four jewels and strike them, which will cause them to shoot a beam into the red crystal at the center of the platform. Wait until the Demon is directly over the red crystal to strike the last jewel, which will cause the red crystal to fire a powerful beam directly upward and into the Demon. You need to do this three times. Once the Demon's been shot by the red crystal three times, it will die and you will receive the Abydosian Crown. As soon as you pick it up, a mysterious entity will speak to you and give you a Gold Ankh as a reward for your efforts.

Afterward, you will be transported directly to Heliopolis and Imhotep's temple on Sun Shrine Island. Imhotep instructs you to take the crown to Anubis, so use the Anubis Amulet and warp straight to Anubis Tower. Anubis rewards you with two more Curse Stones, a blue one and a green one, for the return of the Sacred Crown of Abydos, and asks you to search for the Sacred Crown of Uruk. He also gives you Acid Darts to help you on your new quest.

Acid Darts will melt certain metal objects, like chains. Time to head to the Cursed Palace again and free two more people. Go to the right wing of the palace and place the blue Curse Stone in the blue recess at the foot of the only remaining statue in this wing. It will free a toad-woman augur who will read your future, giving you hints about where you're supposed to go next and what you're supposed to do, and she will tell you the story of how the Great Wall came to separate Heliopolis, the land of light, from Uruk, the land of darkness to the north. Both Uruk and Heliopolis were once peaceful, prosperous lands, but then strange monsters appeared in Uruk and the landscape changed, transforming Uruk into a dark land of volcanoes and monsters.

Go to the left wing of the palace and place the green stone in the green recess at the foot of the statue of a thin woman. It will free the Pharaoh's Wife, who will tell you that the Pharaoh mentioned an important artifact that is in a place called the Lost Temple of Heliopolis somewhere in the South Desert. She will also give you the South Desert Key which will open the gate between Heliopolis Point and the South Desert. Time to go explore a new area!

But before you leave the Cursed Palace area, grab a Slim Burble from the nest on the far side of the Riverside Farm. It will get you a Gold Ankh Piece once you get to the South Desert. When your preparations are complete, head for Heliopolis Point.

From the entrance to Heliopolis Point, turn left and head toward Sekhmet's Squirt Pen. Past the fenced area is a gate with a statue next to it. To the left of the gate, high on a cliff, is another obelisk. Make a note of its location and use the South Desert Key on the statue by the gate. Go through the gate and you will be in the Heliopolis South Desert area.

Directly to your left is a boulder plugging up a cave. Use a Slim Burble on the boulder and go through the cave. You will be on a ledge high above the Riverside Farm with a treasure chest. Open it and claim its contents: a Gold Ankh Piece! Return to South Desert, and go to the right. You will see an Atun Disc, and just past it, an area with three hanging targets and a platform.

Be careful, this area is guarded by a Half Brute. You must use the Atun Disc to boost your speed, jump and hit all three targets in succession. This will cause the platform to start going up and down. Get on the platform and there will be another golden obelisk and a treasure chest on a ledge containing an Obelisk Gate Key. This is the key to open the gate between South Desert and the Great Obelisk area. The gate to the Great Obelisk area is to the left of where you found the Key, just a little further down.

South Desert is infested with Knives Cats, and on the far left side of the desert there is a Nose Needler. Head back towards the entrance to

South Desert from the Great Obelisk gate (take care not to fall down the cliff to your right, or else you'll end up back on South Beach), make a right and head towards the beach.

Once you reach the beach, head right again and you will be at the Bedouin Outpost. Here you'll find Khufu's Capture Beetle Shop, Urbain the Archaeologist's tent (he's not home right now, though), and Shetta the Healer's tent. If you have four Gold Ankh Pieces, talk to Shetta and she'll reform them into Gold Ankhs for 200 Gold Scarabs a pop! Khonsu has a boat dock here, and there is a beach bum in the watchtower complaining that it's too hot to lie out on the beach. Make a note of his location.

The crate behind Shetta's tent contains an Atun Eye. Use a Fire Armadillo on the crate to burn it. Khufu, who runs the Capture Beetle Shop, is missing his Beetle Breeder Jar. Make a note of this. There is also a monster collector in Khufu's shop who will ask you to become his assistant. If you agree, you can undertake a side quest that will get you a Gold Ankh Piece. See section 3-E3 of the Mini-Games & Side Quests section for all the information on collecting monsters for this guy.

When your preparations are complete, head out to the right of Khufu's Capture Beetle Shop out of the Bedouin Outpost, hang a left and go straight. In the middle of the area in front of you is an Atun Disc. Straight ahead of the Atun Disc and to the left is a stone ramp leading down into a hidden area. It's partially blocked by a rock formation so it's a little hard to see. Go down into this hidden area and you will be at the entrance to the Lost Temple of Heliopolis.

2-N1 Lost Temple of Heliopolis

The two crates in this area each contain Atun Eyes. You'll need Fire Armadillos to burn them. There is a deep pit off to your left, and the actual entrance to the temple is down at the bottom of the pit. If you jump off, you'll die for sure, so how will you safely get down there? Well, hanging over the pit is a wooden platform. Stand on the platform, turn around and look back at the rocks surrounding the edge of the pit. There are three pipe-shaped gargoyles with their mouths plugged up by rocks held in place by metal chains.

Remember those Acid Darts that Anubis just gave you? Shoot the metal chains with Acid Darts and the three gargoyles will empty a bunch of water into a pool at the bottom of the pit. Now you can jump down and you won't die from the fall! Dive down into the pool from the wooden platform.

At the bottom, you'll find the gates are locked. Read the stone tablet in front of the doors, which will inform you that you will have to prove yourself worthy in combat in order to gain entrance to the temple. You will now have to fight a pair of Half Brutes. Once you defeat them, the doors to the temple will unlock. Go on and go inside.

Inside, you'll meet Urbain the Archaeologist. He will tell you that the six pieces of the legendary Rosetta Stone are inside this temple, but they're hidden and guarded by monsters. He will ask you to search for them. To the left of the room where Urbain is, there is a Save Statue.

Past the Save Statue is a door that has been chained shut. Shoot an Acid Dart at the chains to unlock the door. Go through and you will be in a small room with a statue and three pots. Smash the statue to find

the first Rosetta Stone Piece.

Return to the first room of the temple, and go to the door on the opposite side of the room from the Save Statue. It is chained shut as well. Shoot it with Acid Darts to open it up. Go through and to the end of the hallway on the other side. You will come to a Slam Switch, a bottomless pit, and two light platforms. Slam the switch and hop on the light platform in front of you to be transported to the other side, where there is another chained door. Acid Dart it open and go through.

You will be in a large room with two platforms in the center of the room and there is a statue on each of these platforms with a recess for an amulet-shaped item. You'll need to find two Glyph Keys for these statues. Light platforms are circling around the center platforms. Hop on the light platform when it passes you, and hop off onto the platform directly to the right of the first glyph statue.

There is a chained door. You know what to do. Go through the door and down a long hallway. You will come to another Slam Switch, another bottomless pit and more light platforms. Slam the switch and hop onto the light platform in front of you. This time the platform won't take you all the way to the other side. You'll have to hop onto the next light platform when you reach the halfway point.

When you reach the other side, you'll be in a circular room with a giant skeleton in a cage suspended over a bonfire. On the other side of the cage are four shrines to place items of some sort in. Shoot the chain holding up the cage with Acid Darts, and two Skeletal Axemen will appear. They'll drop two items as you defeat them: a Skeletal Pelvis, and a Skeletal Skull. When they're both slain, two more Skeletal Axemen will appear. These two will drop a Skeletal Arm and a Skeletal Leg.

When they're all slain, a tablet will appear. Read it and it will instruct you on what to do with these four items. You need to put them in the four shrines in a certain order from left to right: the Skeletal Skull goes in the far left shrine, then the Skeletal Arm goes in the one next to that, then the Skeletal Pelvis in the one next to that, and the Skeletal Leg goes in the far right shrine.

Once they're all in place and in the proper order, it will cause sections of the wall to move out, providing platforms for you to climb up so you can reach the upper level. Double-jump up the lowest platform and double-jump again onto the ledge directly to its left. There are two crates of Gold Scarabs here.

Keep going to the left, and double-jump to the next platform and the next ledge, going higher up around the room. On this next ledge you'll be attacked by a pair of Dark Worshippers. Projectile weapons don't work on Dark Worshippers, and they can block your sword with their staves. I'd suggest you capture one, as it's one of the monsters you'll need to give the monster collector at the Bedouin Outpost for a Gold Ankh Piece.

On the next ledge, there are three crates of Gold Scarabs, and two metal doors. Shoot the chains high up on the walls to lower the metal doors, revealing two alcoves with pots in them. The one on the left contains Capture Beetles, whereas the one on the right contains Acid Darts, a Cobra, and a Fire Armadillo. Continue on to the next ledge, and you will have reached the top of the room. On either side of the room as you reach the top there are gates framed by metal chains. Shoot

the chains to lower the gates. The one on the left contains a statue which holds the second Rosetta Stone Piece. The one on the right only contains a crate of Gold Scarabs.

Continue through the chained door at the top and you'll come out on a ledge high above the room with the two glyph statues. To your right is a fenced area and a pillar. Walk around the pillar and look up. There is a block suspended from a metal chain, a groove on the ground directly below it, and a switch. Shoot the metal chain to make the block drop, and push the block onto the switch to make a platform slide out of the wall. Now you can go around the fence to the area on the other side. On the other side is a statue guarded by a Green Giant Worm. Slay it and smash the statue to receive the first Glyph Key.

Jump down off the ledge you're on to the level below, and you'll be in front of three metal doors with chains. The door in the middle contains a statue with the third Rosetta Stone Piece, guarded by a Knives Cat. The other two doors contain pots. From here, leap out onto the light platform and let it take you to the other side, where there are three more metal doors with chains. The door to the far left contains another statue with the fourth Rosetta Stone Piece, guarded by another Knives Cat. The other two doors contain pots. To the left of the three metal doors are wooden bridges and another chained door.

Go through it and you'll come to yet another Slam Switch, another bottomless pit and another pair of light platforms. This time, the light platforms will circle around one another when they reach the halfway point, and you'll have to jump to the next one before they pass one another. This can get a little tricky.

Once you reach the other side, you'll be in a square room with four metal chains, and four metal doors. As you Acid Dart each of the metal chains, the metal doors will drop and reveal levers. Two of the doors have Sharpbeaks behind them as well, so watch out. As you pull the four levers, it will lower a large block down to the floor. When it gets low enough to the ground, shoot the chain it's suspended from with Acid Darts and the block will drop to the floor.

Now you can climb up to the second level of this room. There are a pair of Mummy Worms when you get to the top. Head to the right, and you'll come to a chained door. Acid Dart the chains and go through to find another statue containing the fifth Rosetta Stone Piece, guarded by a Dark Worshipper.

Once you have the fifth piece, head in the opposite direction to the other side of the room. There is another chained door. Go through and you'll be in a room with a column of smoke in the center. Two Almost-A-Bulls will attack you. Remember that they regenerate their health by standing in the column of smoke. I'd suggest you capture one, as it's one of the monsters you need for the monster collector in the Bedouin Outpost.

Once the two Almost-A-Bulls are slain, a Fire Armadillo will appear in the room. It will continually respawn. Capture one and proceed out of the room to the left. You will be on a ledge high above the glyph statue room. There is a wooden fence to your right and a metal fence to your left. Use the Fire Armadillo to burn the fence, revealing a pull switch. Pulling on the switch will raise a metal casing up from around a pair of metal chains suspended from the ceiling above you. Heavy stones are suspended from the chains.

Quickly shoot the chains with Acid Darts, dropping the stones and lowering a railing that you can use to cross over to the other side of the metal fence. If you take too long, the casing around the chains will drop again and you'll have to start over. When both stones drop, jump up and use the railing to cross over to the other side of the metal fence. Drop down and there will be another statue guarded by another Giant Green Worm. Slay it and smash the statue, which will yield the other Glyph Key.

Jump down off the ledge you are on to the level below, and place the Glyph Keys in the two statues on platforms in the middle of this room. Each Glyph Key will extend a bridge from the last platform to the gate at the end of this room. Make your way over there, and shoot the chains on either side of the gate.

Go through and you'll descend down a long corridor into the final area of the temple. You'll be in a circular arena-like room with the final statue containing the sixth Rosetta Stone Piece in the center. Smash the statue and claim the Piece, and gates will raise up, trapping you in the arena. You will now have to fight three groups of two enemies. The first group is a pair of Sharpbeaks. The second group is a pair of Knives Cats. The last group is a pair of Big Bulls. Your reward for surviving is a Gold Ankh Piece. The gates will drop and you can now leave.

Return to the room where Urbain is waiting, and give him the Rosetta Stone Pieces. He will give you the Underwater Projectiles, which will allow you to leave the Lost Temple area. He tells you to come visit him at his tent at the Bedouin Outpost later. To the right as you exit the temple is a cave with a pool of water. Dive down and you'll come to a gate blocking the way. Shoot the target with the Underwater Projectiles and you'll be able to swim to freedom. You'll surface in an underwater cave on South Beach, near the Nomad Couple's house.

2-N2 The Great Obelisk

Now that you have the Underwater Projectiles, you can attack underwater enemies like the Spinefish that live around Sun Shrine Island, and smash submerged pots and targets. You can open up the shortcut between the Riverside Farm and the Bedouin Outpost now.

There is a pool of water behind the far field, next to the Slim Burble nest. Dive down and you'll come to a gate and a target. Shoot the target to raise the gate and swim through. You'll surface from an underwater cave just down the beach from the Bedouin Outpost. Go visit Urbain and he will give you the complete Rosetta Stone. This will allow you to translate the writing on those strange gold and blue stone obelisks you've been seeing around Heliopolis. There are five total, and they each have a piece of a message on them: the Prophecy of Ra.

The first is right outside the Bedouin Outpost on the beach to the left of Shetta's tent.

Follow the coast north to reach the second one on a cliff high above South Beach.

The third one is on the ledge where you found the chest containing the Obelisk Gate Key.

The fourth one is up atop a cliff at Heliopolis Point, to the left of the gate to South Desert and Sekhmet's Squirt Pen.

The last one is at the very top of the large rock opposite the Riverside Farm in the Cursed Palace area, uphill from the second Eagle Disc.

Once you have all five pieces of the Prophecy, return to Urbain and he will put the pieces together and give you the Hathor Statue, which will unlock the Great Obelisk. There's a gate to it north of the Lost Temple area, and a tunnel to it from Heliopolis Point, to the right of Sekhmet's Squirt Pen. Speaking of Heliopolis Point, you now have everything you need to complete the obstacle course next to Great Wall Entrance III.

The Heliopolis Point Obstacle Course

Make sure you have at least one Fire Armadillo in inventory. In the water here there is a large sparkling target. Hit it and a large column will lower, creating a platform you can jump to. Climb up the ramps and jump to the column platform you just lowered.

Jump to a platform on the other side, and you'll be attacked by two Half Brutes. Defeat the two Half Brutes and a rope will lower down, allowing you to climb up to the next level. To your right is a wooden gate blocking access to a zip line. Burn the gate with a Fire Armadillo and take the zip line up to the top. At the top of the zip line is a crate with an Atun Eye, and a rope.

Climb up the rope and there will be another zip line. Take it to a far platform with a treasure chest. It contains Khufu's Beetle Breeding Jar. Return it to him at the Bedouin Outpost, and he'll reward you with a Loyalty Card, which entitles you to 50% off all his merchandise, including the bigger Beetle Satchel.

Once you're ready, head for the Great Obelisk. Now that you have the complete Rosetta Stone, you can talk to the people circling around the Great Obelisk. They will tell you that there is an item inside the obelisk that the one of prophecy will need. So put the Hathor Statue on the pedestal in front of the obelisk and let's see just what kind of item we're going to need! The obelisk unlocks and you will receive...a Canopic Vase.

2-0 Castle of Uruk (Fourth Visit)

Menes and two of the castle Guardians pay a visit to the cell you start out in, and depart for the North Wing, leaving the door to your cell unlocked. You should take this as your first hint that you'll be going to the North Wing this time. Save at the Save Statue and go out the now-open door and to the left. There is a small passageway at the base of the wall that you can crawl through.

You'll emerge on a ledge high above the central room with all the doors guarded by Watcher Eyes. To the left of the passageway you just came out of is a railing along the wall. Jump up and grab ahold of it and make your way to the left around the corner. The railing ends on a ledge above the doors guarded by four Watcher Eyes. You can now jump down and quickly run through the doors without them seeing you.

If you are seen, you'll have to climb down the ray well (the pit with

red light coming out of it) and make your way back to your cell to try again. (If this happens, you may have to make use of the Anubis statues in the bottomless catacombs to turn yourself into a Mummy Bat so you can get back to your cell.)

Once you've made it through the door behind the four Watcher Eyes, you'll be in the North Wing.

2-01 The North Wing

You'll start out on a ledge above a large hall. There are a total of 95 Onyx Scarabs in the North Wing. Collect as many as you can. Jump down to the floor below. In front of you are four floor switches, two on either side of the room. To your left there is a lever and a side passage blocked off by a gate. Behind you there is another side passage. And to your right there is yet another side passage.

Walking past the four floor switches, to the right is another side passage blocked off by a gate, and directly in front of you is a bridge across a pit. There is a ladder next to the bridge, and at the bottom of the pit the floor is flooded with water and there are three platforms.

Cross the bridge and there will be five torches in an upside-down star formation around a Sarcophagus. Talk to the Sarcophagus and he will introduce himself as the King of all the Sarcophagi people, Rameses. He will offer to give you an artifact if you can light all five torches around him; though the task is going to be a little more difficult than it sounds.

Return across the bridge past the floor switches and go down the side passage to your right. The walls will flatten you as you reach the gate. Run back to the main hall and pull the lever to your right. This will close a metal floor panel over a large grate on the floor in the side passage to your right. Go through and avoid the five small grates on the floor and quickly run through the bars on the other side of the metal floor while you're still flat.

As soon as you pass through the bars, a fan will turn on and you'll be sucked through a slicer, splitting you in threes again. You'll have to swap between the three Mummies to solve puzzles again. You'll be in a sewer-like room. Directly in front of you on the other side of the waterway are two floor switches.

Have two of the Mummies stand on the floor switches and it will activate an elevator. Have the third Mummy get on the elevator and go to the top. At the top there is a lever. Pull it and it will power the elevator so the other two Mummies can get to the top. Go toward the gate blocking the exit to this room and the gate will drop, allowing you to leave. Go to the left to return to the main hall.

Have one of the Mummies stand on the first floor switch on the left, and the other on the second floor switch on the right. This will lower the gate on the side passage next to the lever, the one where the walls flatten you. Have the third Mummy go down that side passage and you'll come to a room with a treasure chest, a claw suspended from the ceiling and a large bonfire.

Open the treasure chest and you'll receive the fourth Stolen Abydos Jewel. In keeping with the tradition of traps around the Abydos Jewels,

a cage will close around you and the claw will pick up the cage and drop it into the fire, setting you ablaze. If your fire gets put out, return to this room and stand on the cage to be set on fire again.

There is a ladder to the left of the bonfire. Climb up it and jump up the stairs to your left. At the top there are two crates of Onyx Scarabs, metal gates blocking you from leaving, and a lever. Pull the lever and the bridge over the water pit linking the rest of the hall to King Rameses and the five torches will withdraw and the gates preventing you from leaving will drop, allowing you to jump down to the floor below.

Now that you've got a source of fire, go down the side passage opposite the lever. Halfway down the passage there will be another side passage on the right, where you came up from the sewer room. Keep going past it and turn left. You will come to a small waterway with a stepping stone in the middle of it and a lever on the other side.

There is a hidden stone stairway leading down directly to your right, and there are two crates of Onyx Scarabs on either side of the waterway. Hop across to the other side and pull the lever, which will raise two wooden platforms leading to two alcoves around the top of this room. The alcove to the right is blocked by a wooden gate, and the alcove straight ahead is blocked by a metal gate.

If you want some Onyx Scarabs, take the hidden stairway to the right, and you'll come to a ladder leading down to the bottom of this room. The floor is flooded, but there are walkways around the edge of the room with several crates of Onyx Scarabs.

Otherwise, jump across the platform leading to the alcove on the right side of the room while you're on fire. Be careful to jump on the right one, as the wooden platforms will burn if you're walking across them while on fire. Burn the wooden fence in the alcove, and go through. You'll come to a pool of water.

On the other side of the pool of water is a room with an electric generator. Stand still for a few seconds and it will electrify you. Go through the door opposite the pool of water, and you'll come to another waterway. This one has five platforms that rise up and down out of the water. Wait for them to come up out of the water to jump across them.

On the other side of the five platforms is an Electric Switch. Put power to it and it will open the gates directly behind it. This will allow you easy access to electric power. Swap back to the other two Mummies and have them stand on the other two switches; the second switch on the left and the first switch on the right. This will lower the gate in front of the side passage to the left of the bridge to King Rameses. Switch back to the third Mummy and electrify him again. Run back across the remaining wooden platform and back to the main hall.

Go down the side passage that you just opened. At the end of the passage is an Electric Switch. Put power to it and it will activate the three platforms in the water pit between King Rameses and the rest of the main hall. They will start going up and down. Now you can reach the five torches around King Rameses with fire.

Switch back to the other two Mummies and have them stand on the other switches again, opening up the gate in the side passage to the right of the lever. Switch to the third Mummy and set him on fire. Climb up the

ladder next to the bonfire and jump down to the main hall again. Cross the elevating platforms in the water pit to the area with the torches.

When you light one torch, it will shoot two fireballs at the two torches opposite it. If a fireball shoots at an unlit torch, it will light that torch; but if it shoots an already-lit torch, it will extinguish that torch. Keeping all that in mind, here's how to solve the puzzle.

The five torches are in an upside-down star formation, so to make it easier to describe I'll liken the setup to the numbers on a clock. The torch directly in front of Rameses is the 6:00 torch, the one directly to its left is the 8:00 torch, the one to its left is 10:00, then 2:00, and finally 4:00.

Light the 2:00 torch, then 10:00, then 6, then 2 again, then 8, then 2 again, and lastly light the 4:00 torch, completing the puzzle.

Once you've lit them all, King Rameses will give you the Hands of Amun. Remember, make sure you've collected all the Onyx Scarabs before you complete this last puzzle and claim the treasure, because the Mummy will run out of life energy and collapse again, returning to the usual cell you start in, so you can never return to this area of the castle ever again.

2-P Great Wall Entrance III

Bas-Ket returns, bringing a message from Imhotep in addition to the usual haul from the Castle of Uruk. The Sacred Crown of Uruk is in the Uruk Islands, and to get there you'll have to go through Great Wall Entrance III at Heliopolis Point. After Bas-Ket delivers the message, he'll turn over everything the Mummy collected in the Castle of Uruk: the fourth Stolen Abydos Jewel, whatever Onyx Scarabs you collected, and the Hands of Amun. Now you have the power to move extremely heavy objects.

Return the fourth Stolen Jewel to the Abydos Museum to receive a Parasol. Trade it to the beach bum in the watchtower at the Bedouin Outpost to receive a Large Scarab Bag. Now you can carry up to 900 Gold Scarabs!

When you're ready, head for Heliopolis Point. Down the beach to the right of Khonsu's boat dock is the obstacle course where you found Khufu's Beetle Breeding Jar and Great Wall Entrance III. There's a save point outside the place.

Double-jump up to the entrance and there will be a gate, and in front of the gate there will be three large blocks of different sizes with faces on them and three circular symbols on the ground. Move each of the large blocks on top of the circular symbols (make sure to push the blocks into the center of the symbols so that the eyes of the faces on the blocks are glowing) to drop the gate. Go inside to enter the Great Wall Entrance III dungeon.

Straight ahead of you as you enter is a wooden fence enclosing a statue. You'll need a Fire Armadillo to burn the fence. To your right are two spots where a Fire Armadillo and a Skeletal Spider will continually respawn. Catch one of each; a Fire Armadillo to burn the fence and a Skeletal Spider for the monster collector at the Bedouin Outpost.

Next to the two spots where the two monsters respawn are three large blocks that are too high to jump up onto. On top of each of the blocks is a Glyph Key Pedestal. You'll need to find three Glyph Keys, and a way to get up to the Pedestals. Ignore them for now, though, and burn the fence near the entrance and smash the statue to find the first Glyph Key.

Go past the three large blocks and the monster respawn points and up the stairs to find a locked door and a Simon Says matching sequences shrine. Match the sequence of colored lights to open the door, revealing a treasure chest. As the door opens, a Crabhands will emerge and attack you. Defeat it and open the chest, which contains Ice Darts.

You can use Ice Darts to freeze certain monsters; for instance, the Skeletal Spiders that continually spawn around the Glyph Key Pedestal blocks. Freeze them with the Ice Darts and you can push them up to the pedestals and climb them to the top. Freezing Fire Armadillos will create small blocks that you can pick up and carry. But monsters will only stay frozen for so long before thawing out.

Past the door to the room where you find the Ice Darts are three large water jets that impede your progress. If you get close to them, they will knock you into the water of the canal running through the Great Wall. If you get knocked in, there is a ladder near the Glyph Key Pedestal blocks and the monster respawn points.

Freeze one of the Skeletal Spiders and use it to climb up and place the first Glyph Key in any of the Pedestals to stop the first water jet, allowing you to move forward. Go past the first water jet to find a Ka Ankh firing point. Stand on the platform and teleport over to either of the Ka Ankhs on the other side of the canal. It doesn't matter which.

If you choose to tackle the one on the far right first, the one closer to the entrance, you'll need two Fire Armadillos. As soon as you have them, teleport over to the far right Ka Ankh. There will be a Slam Switch and three levels of ledges with wooden fences and spikes behind them. The first level in front of the Slam Switch doesn't have a wooden fence in front of it.

Slam the switch to make the spikes retract. Double-jump up to the next level and burn the wooden fence. Double-jump from there up to the third level, and again burn the fence. From the third level you can double-jump to the top. You have a certain amount of time to get to the top before the spikes pop out again, preventing you from getting to the top.

On the top level there will be a gateway with three fire jets in front of it and three fire jets on the other side of it. Above the gate there is a handle hanging down. When the fire jets stop, run and jump and grab ahold of the handle. This will lower the gate. Quickly run past the fire jets to the other side when they stop again, and there will be another gate and another handle. Jump and grab ahold of the handle to lower the gate. There will be one more gate and one more handle after this, and you'll reach a small room with a statue. Smash the statue to find the second Glyph Key. Run back through the tunnel when the fire jets stop, and return to the Ka Ankh.

Teleport over to the next Ka Ankh to the far left, the one furthest from the entrance. In this area, there are four pillars, two on each

side. In between the two pairs of pillars is a target hanging above the entrance. Beyond the pillars are four floor switches, two on either side of a locked door. Shooting the hanging target with a Standard Dart will make a Fire Armadillo appear.

You must freeze it, pick it up, and set it down on one of the floor switches. Once it's in place, shoot the hanging target again and repeat the process two more times. Once three of the four switches are weighed down with frozen Armadillo blocks, step on the fourth one yourself and the locked door will open. Remember, though; the monsters will only remain frozen for so long before they will thaw out again, so you must do this quickly.

Go through the door and you will be in a small room with a statue. Smash the statue for the third Glyph Key. Once all three Glyph Keys are in place, all three water jets will stop, and you can proceed to the exit to this dungeon.

Once you pass the second water jet, two Knives Cats will attack you. Once you pass the third water jet, you will be at a doorway with a strange light and mist coming from a symbol on the ground. This is a magical teleport. Step into the light and you will be transported to the Uruk Islands.

2-P1 Uruk Islands

You will arrive in Uruk Islands on an isolated island with no obvious means of getting off. On either side of you on the building you walk out of are two green targets. Shoot each of them with a Standard Dart to make a platform move back and forth between the island you are on and another island straight ahead of you.

The island the platform takes you to has a Ka Ankh firing point on it and a Save Statue. There is a strange one-eyed wolf-man straight ahead of you. Speak with him and he'll tell you that the Sacred Crown of Uruk is being held by the Geb Queen, and in order to get to her you'll have to undertake a challenge in the temple behind him. Agree to take on the challenge and the doors to the temple will open. Save and go in.

2-P2 Uruk Temple

As you step into the temple, notice that there are three gated doors leading in the three other directions. There are grids of panels above each of the gated doors. In the middle of the room is a platform with the letter "T" written out with yellow tiles. A woman will call to you from behind the gated door to your right, and ask you to rescue her and her little brothers.

Shoot the grid of panels above the door directly across from the entrance, and they will light up with yellow lights. You must make them light up in the shape of the letter "T" in order to raise the gate on the door. Go through the door and you will be on a ledge outside.

To your left are two moving platforms leading to another ledge with a Mummy Worm, and to your right are monkey bars patrolled by an Alert Spider. Shoot the Mummy Worm with an Acid Dart and it will die instantly. Shoot the Alert Spider with a Standard Dart to knock it off the monkey bars and into the lava below.

Take the climbing bars to the ledge on the far right, and go in the

doorway. There will be a wooden door with a sparkling seal on it. Slash the seal with your sword and the doorway will break, revealing another letter, "H", written out in red tiles. A Smiling Burble will appear and attack you. This is the LAST chance you'll have at a Smiling Burble if you're planning on completing the monster gallery in the Abydos Museum, so capture it if you haven't already got one!

Return to the first room of the temple. Spell out the letter "H" in red lights in the grid of panels above the door to the right of the entrance to make the gate raise on that door. The woman inside will thank you for your efforts...and transform into a Skeletal Swordsman, which will attack you. Another Skeletal Swordsman will appear after you slay the first one.

In the middle of the room is a statue being guarded by a Green Giant Worm. Slay it and smash the statue to receive Bouncing Darts. These will ricochet off objects to hit remote targets, such as the one behind the fence to the left of the statue. Shoot the fenced target (this can be very tricky...I have no advice for you other than to try and shoot from the left side at an upward angle...) to cause a rope to lower.

Climb up the rope and slash the shimmering rope to cause the first part of a letter written out in blue tiles to appear on the wall. To the right of the statue are three pull switches attached to blocks in the wall. Pull the blocks out and quickly hop up them to a ledge high on the wall with another shimmering rope. (If you're having trouble, pull out the lowest block first, then the highest, and then the middle. The lowest block is the slowest, and the highest the fastest.) Slash the rope to cause the next part of the letter to appear on the wall.

Behind the statue where you found the Bouncing Darts is another shimmering rope suspended between two more statues. Slash the rope to cause the final part of the letter to appear on the wall. It's the letter "O" written out in blue tiles. (It's actually "Q", as in "THQ", the the company that made this game...but you can't feasibly spell that out using only a 3x3 grid of lighted panels...) Once all the letter is viewable, you can go down the ramp next to the fenced target, and hang a right to reach a remote lever in the corner of the room. Pull the lever to raise a gate over a Slim Burble nest in another room.

Return to the main room and go through the door to your right, the one with the "T" above it. Once you're back on the ledge outside, go to the left. Hop from platform to platform until you reach the ledge on the far left where the Mummy Worm was. Inside the door here is the Slim Burble nest. Catch yourself five of them and return to the main room.

Shoot the panels above the door to your right and spell out the letter "O" in blue lights. This will raise the gate above the door. Go inside and you'll be in a room with green tiles all over the floor. There is a huge Crabhands in this room as well that will climb the walls and try to drop down on you from above. Once you've slain it, a Skull Swordsman will appear. Kill it and look to the left of the door to this room.

There is a circular symbol on the wall. Next to the symbol is a cracked pillar. Use a Slim Burble on the pillar, causing it to fall and make a ramp up to the next level. (If you run out of Slim Bubbles and you need Capture Beetles, there is a smashable statue in this room opposite the circular symbol on the wall, which will give you Capture Beetles and continually respawns.)

Climb up to the next level and another pair of Skull Swordsmen will attack you. There is another cracked pillar on this level. Use another Slim Burble and the pillar will fall creating a bridge to the other side of the room.

Cross over and you'll be at a smashable statue. Right of the statue is yet another cracked pillar. Use a Slim Burble on it and it will make a ramp up to the next level.

Go up and you'll be attacked by yet another Skull Swordsman. There is a lever here. Pull the lever and it will open a gate over a grid of panels above the entrance to the temple. To the right of the lever is another cracked pillar. Use a Slim Burble on it and the pillar will make a bridge to a ledge on the opposite side of the room.

There will be a floor switch and a cracked wall. You must stand on the floor switch, which will make a ledge appear in front of the cracked wall. Set a Slim Burble down and guide it over to the cracked wall. The Slim Burble must be directly facing the cracked wall in order to blow it up. (Direct the Burble out to the exact center of the ledge, then turn it so it faces the wall on the left before letting it go off.)

When you blow the wall up, light will stream down into the room and onto a 3x3 section of green tiles on the floor, showing you the pattern you must make the panels above the entrance light up in. It looks like a plus sign ("+") with the center missing.

Return to the first room of the temple and duplicate the pattern in green lights in the grid of panels above the entranceway. This will cause a Glyph Key to appear in front of the entranceway. Grab the Glyph Key and the gate will drop, allowing you to leave the temple. When you leave, you'll never be able to go into the other rooms of this temple again, so if you didn't get that Smiling Burble, your last chance is now gone.

As soon as you exit the temple, you'll view a cutscene with Set and the Geb Queen. Approach the one-eyed wolf-man and he'll explain that the Glyph Key activates the Ka Ankh here, and give you a hint about how to defeat the Geb Queen: other creatures may give you the opportunity you need to defeat her.

Use the Glyph Key on the statue next to the Ka Ankh to activate it. Now you can teleport to the other two islands in this area.

The island to the far right of the Uruk Temple is where you'll find the lair of the Geb Queen. The door to her lair is guarded by a Skull Worshipper and a Skeletal Axeman, and the door itself is locked with a gold padlock. You'll need to find a Gold Key.

So head to the island to the far left of the Uruk Temple. As you teleport in, to your left is a gate, guarded by a Nose Needler and a Skull Swordsman. To the left of the gate is a floor switch that will open the gate. You'll need something to weigh it down with.

To your right, high up above you is a target. Directly ahead of the target is an island with a small green statue guarded by a Tree Creature. You can't reach the island, so hit the target above you. This will make two light platforms appear, but keep in mind that they'll disappear after awhile.

Cross over to the island and defeat the Tree Creature. Remember, shoot the light on top of its head to stun it. Then you can attack it. Four or five hits should kill it. Now you can pick up the small green statue. If the light platforms have disappeared by now, shoot the target again to make them reappear. If you drop the statue over the edge, as usual, it will respawn where you first found it.

Carry it over to the switch to the left of the gate and set it down on top of the switch. This will open the gate. Go through the gate and you'll be attacked by a pair of Spike Spiders. Defeat them and claim the contents of the treasure chest here: a Gold Key! Now you can open the door to the Geb Queen's lair.

Save, make sure you're at full health, and teleport over to the island to the far right of the Uruk Temple. The Geb Queen can be a pretty nasty fight, and you'll need every Ankh of health you can get. Use the Gold Key on the padlocked door and go through to enter into the game's second boss fight.

2-P3 Boss Fight: Geb Queen

The Queen addresses you from a ledge high up. There are two cages on either side of her containing Spike Spiders, and switches next to the cages. Make a note of this, as it is extremely important to winning this battle. The ledge is too high up for you to reach, so you'll have to wait until the right opportunity.

The Queen has a force field around her, so you can't attack her until you find a way to disrupt her force field; all you can do for now is run and try to stay out of her range. She has a set attack pattern, though it does vary: she will walk slowly at you and try to slash you with her razor forearms, then she will hurl blue fireballs at you for a few seconds.

After hurling fireballs at you, she'll spin around the room after you and spit green acid. Watch out for the pools of green acid on the floor as you run from her; you'll take damage if you walk across them. If you get hit by the blue fireballs you will be turned into a Small Frog.

Small Frogs have no attack capabilities, but they can jump very high and they can walk in the acid that the Queen spits without getting damaged. You'll turn back after a few seconds, so quickly jump up onto the high ledge with the two cages and step on the switches, releasing the Spike Spiders.

If you get too close to the Urukite Crown, a laser beam will shoot you and you'll take damage and turn back into Sphinx. Jump back down to the floor and lead the Spiders to the Geb Queen while she is standing still and lets down her force field. They'll latch onto her and start draining her power. Now's your opportunity to strike.

Slash her abdomen before she shakes the Spiders off and starts after you again. Remember she starts spinning around the room right after throwing the blue fireballs, and she will probably crush the Spike Spiders before they get a chance to latch on. Keep at it, though. The Spike Spiders in the cages respawn after the released ones are killed.

After three hits on her abdomen, she drops the gates in the side alcoves, releasing a pair of Skull Swordsmen that will continually respawn. The Skull Swordsmen will attack you and the Spike Spiders,

trying to keep them away from the Geb Queen. You don't want to bother too much with the Skull Swordsmen, unless you're hurting for health and need Bronze Ankhs, or if they're going after the Spike Spiders way too much for your own good.

After six hits on her abdomen, the Geb Queen goes down in flames. Her death causes two light platforms to appear, leading up to the ledge with the Crown. Go up and claim the Urukite Crown, and the mysterious entity who spoke to you when you claimed the Abydosian Crown will speak with you once more, and reward you with a Gold Ankh.

You will be instantly transported back to Imhotep's temple on Sun Shrine Island after the battle. Imhotep tells you to deliver the Urukite Crown to Anubis. So use the Portal God statue and warp over to Anubis Tower. Deliver the Urukite Crown to Anubis and he will explain to you a little more about Ra, Set and Osiris, and charge you with retrieving the third crown: the Sacred Crown of Heliopolis, which is being held by the Pharaoh of Heliopolis in the Cursed Palace.

Anubis gives you three Curse Stones: white, purple, and greenish-blue, to free the last inhabitants of the Cursed Palace. Head to the Cursed Palace. Use the greenish-blue Curse Stone on the statue of the two guards in the first room of the Cursed Palace. They will thank you for freeing them, but they won't let you in to see the Pharaoh without an Invitation.

There's nothing else you can do now except free the last remaining inhabitant of the left wing of the palace. Use the white stone on the statue of the fat woman at the far left end of the left wing, and she will ask you to find her three Chihuahuas. There's one in each room of the palace. You don't have to weaken them or do anything special to capture them, just use a Capture Beetle on them. It's easiest to stand at a distance, just out of their range of vision, and send a Capture Beetle over to catch them, as they have a tendency to run from you when you get close. Once you have all three, bring them back to the lady and she'll reward you with a Canopic Vase.

2-Q Castle of Uruk (Fifth Visit)

This time, Tutankhamen's not alone in his cell. An unfortunate Urukite has been captured by Set's men and imprisoned in a cage with a gold padlock. Which means there must be a Key nearby. The door to the cell has been left unlocked, so go out the door. The Cage Key is right in front of you, so grab it and unlock the cage with it. The Urukite introduces himself as Khensu. He then shows you a secret door that links the dungeon with the other areas of the castle. He and you then separate. Go through the secret door into the Water Rooms.

2-Q1 The Water Rooms

You will come out of the secret door into an electric generator hallway like you saw in the Elemental Rooms. Go through and you'll be electrocuted. You'll exit the hallway onto a balcony on the second level of a large room. There is a crate of Onyx Scarabs on this balcony. There are 65 Onyx Scarabs total in the Water Rooms.

The floor below you is flooded. There is a metal structure on the bottom floor in the middle of the flooded floor with three alcoves, each alcove containing an Electric Switch. There are platforms in the water linking the alcoves to the walkways around the bottom of this

room. There is a wooden mast sticking out of the top of the metal structure with four handles suspended from it. The first handle is right above the wooden platform that juts out from the balcony you're on.

There are gaps in the balcony floor on either side. The gap on the right side has a ladder leading down. Go down the ladder and to the right is a pull switch in a pool of water. Pull on it and platforms will raise up in the water in front of the first Electric Switch alcove in the middle of the room. Go back to the electric generator hallway, electrify yourself, and run across the platforms and put power to the first Electric Switch. The platforms will only stay up for a limited amount of time.

Directly on the opposite side of the room from the pull switch is a lever that controls the platforms to the remaining two Electric Switch alcoves. However, there are two water obstacles preventing you from just electrifying yourself and walking over there. On the left side of the room are three water jets shooting out over the walkway. Past the water jets is a doorway with a purple force field over it. On the right side of the room there is a gap in the walkway. Past the gap is a doorway.

Go in the doorway on the right and you'll come to an area with a flooded floor, moving ladders and water jets. There is a metal panel on the floor. As you step on the metal panel, it will open and fire will shoot up from below, setting you ablaze.

Directly on the opposite side of the room from you is an alcove with a lever, surrounded by a wooden fence. You must set yourself on fire and ride the ladders to the other side, while keeping yourself out of the water. There is a ladder directly in front of you leading down. In alcoves along the bottom of this flooded hall are three levers which control which water jets shoot out onto the ladders.

I would suggest you mess with the levers until all the water jets are shooting out along the top of the ladders' course. That will make the going much easier. Set yourself on fire and ride the bottom of the ladder to the other side and set the wooden fence ablaze. Pull the lever, which will raise a platform in the gap in the walkway in the center room with all the Electric Switches.

Now you can reach the Electric Switch alcove on the right side of the room. Go and pull the lever that controls the remaining two platforms until the platforms on the right side are raised. (It will be to your right as you exit the room with the water jets and ladders.) Now go electrify yourself and put power to the Electric Switch. Only one left.

Go to the opposite side of the room and through the doorway covered with a purple force field. Don't worry, you can pass through. You'll go down a short hallway and come to an obvious trap with a treasure chest in the middle of it. Open the treasure chest to claim the fifth Stolen Abydos Jewel.

Once you have it, the trap will spring and a gate will close, blocking your way. Rays will shoot out of the wall, turning you into a Mummy Bat. High up above the gate is a sparkling switch. Fly up and touch it to open the gates.

Keep flying forward until you come to a three-way divide with tunnels

going off to the left and right and forward. Go to the right first, it's simplest. You'll go down a hallway, and at the other end of the hallway is another sparkling switch. Touch it to open a grate on the wall to your right. Fly through and you'll reach another sparkling switch. Touch it to open a grate on the wall to your left.

Fly through and you'll come to a room with a waterfall. At the top of the waterfall is one final sparkling switch. Touch it and it will stop the waterfall, deactivating one of the three water jets in the central room. To leave this room, go through the archway opposite the waterfall. There is a switch on the floor in front of a closed door. Step on it to open the door. There's one more switch and door before you'll return to the three-way divide.

The Mummy Bat effect has likely worn off by now, so go get yourself turned back into a Bat in the room where you found the Stolen Jewel, come back to the three-way divide and take the left path this time. The left path is a little more complex, as there are a lot more obstacles, such as wooden beams, in your way and the sparkling switch is placed at an angle that is fairly awkward to get to.

Fly down a long hallway with many ornamental grates hanging from the ceiling and many wooden beams. The sparkling switch is high on the wall to your right. It will open a grate right in front of you. Fly through into a room with another waterfall and more wooden beams in your way. There's another sparkling switch at the top of the waterfall that will deactivate another water jet in the central room.

Opposite the waterfall is another floor switch in front of another door. Step on the switch to open the door. Get yourself turned back into a Bat as soon as the effect wears off again, and this time go straight ahead. You'll have to negotiate two beams blocking your path; the first is down low, the other up high. These beams will turn you back into the Mummy if you hit them.

On the other side of the beams is the third waterfall with the final sparkling switch. Fly up and touch it to deactivate the last water jet in the central room. Now you can go back and put power to the final Electric Switch. Pull the lever that controls the platforms to the Electric Switch alcoves so that it raises the set of platforms on the left side of the room. Go and electrocute yourself and put power to the final Electric Switch. Once you do, the mast with the four handles will start rotating around the room.

Climb up and catch a ride to the opposite side of the room, where there is another wooden platform jutting out from another balcony with a treasure chest. As usual, make sure you've collected all the Onyx Scarabs in the Water Rooms before you open the chest, because you'll never be able to return here ever again. The chest contains a Royal Invitation. As usual, as soon as you claim the treasure, the Mummy runs out of life energy, collapses, and returns to the starting room.

2-R Cursed Palace (Final Visit)

Bas-Ket returns with all the loot the Mummy picked up in the Castle of Uruk; the fifth Stolen Abydos Jewel, whatever Onyx Scarabs you managed to collect, and the Royal Invitation. The Royal Invitation is what you need to get in to see the Pharaoh of Heliopolis. The jewel expert at the Abydos Museum will reward you with another Gold Ankh Piece for the return of the fifth Stolen Jewel.

When your preparations are complete, save outside the Cursed Palace, make sure you're at full health, and go in and show the Royal Invitation to the two guards. They'll let you in to see the Pharaoh now. Place the final Curse Stone in the purple pedestal at the base of the ramp in front of the Pharaoh's throne to free him. However, it turns out that the man sitting on the throne is not the Pharaoh at all, but an impostor! He'll steal the Helian Crown and escape through a door to the right. Follow him and you'll go down a spiral passageway to a cobweb-filled tunnel shaft with a rope hanging down. Slide down the rope and you'll be at the entrance to an ancient-looking cave full of elephant tusks and skulls.

Go inside to confront the impostor and enter into the game's third boss fight. You'll jump down into a large chamber of the cave with no way out. The impostor will revert into his true form: a green beast that looks something like a cross between a reptile and a spider, the Pharaoh Spider. You'll have to defeat him to retrieve the crown!

2-R1 Boss Fight: Pharaoh Spider

The Pharaoh Spider's nastier than the Geb Queen in some ways, but the method of defeating him is a bit simpler. When he comes at you, just run. Your sword is useless on him at the moment. He has a set attack pattern, but it does vary: he will chase you, then he'll pound the ground, causing stalactites to fall from the roof of the cave and shatter on the floor, leaving a few small rocks that you can pick up and carry. Grab one and get ready.

When he comes toward you, he'll reach to grab ahold of you. When he's reaching for you, toss the rock into his open hand before he can grab you. This will stun him long enough for you to slash him with your sword. If he does grab you, he'll crush you and throw you across the room.

He'll then come at you again, grating the air with his claws. When he does this, run like heck and try to get ahold of another rock to try again. Tossing the rock into his hand before he can grab you is very tricky, you'll probably take a good bit of damage before you can get it off correctly.

After you hit him once, a pair of Spike Spiders will drop down from the ceiling; they will continually respawn. They're not there to help you this time, though, they're here to help their Pharaoh. They're nothing to worry about, but they can get annoying if they manage to latch on to you, because you then become an easy target for Pharaoh Spider to grab. Ignore them unless you're hurting for health and need Bronze Ankhs, or if they're getting in your way too much.

After one hit, Pharaoh Spider will start breathing fire at you at intervals. When that happens, just run and keep out of range of the fire jets. After three hits, he will start launching projectiles from the stinger on his tail. Again, just keep out of range and keep moving and you'll be fine. After five hits, Pharaoh Spider will go down for good, and you can claim the Helian Crown. As soon as you pick it up, that mysterious entity will speak with you again, and reward you with another Gold Ankh for your achievement.

2-S Castle of Uruk (Sixth Visit)

Three Urukites enter Tutankhamen's cell, carrying a Canopic Vase. The Vase revives the Mummy and the elder Urukite introduces himself as Sobek, chief of the Urukites. They show him to the place where the ray emanating from the Castle of Uruk draws its strength. If you remove the source of the ray, Set will lose most of his strength and allow you to fight him on a more even playing field. The Urukites show Tutankhamen to the rooms that lead to the Ray Generator.

2-S1 The Ray Generator

The Urukites leave you next to a Save Statue. The doors close behind them, so you're stuck in the Ray Generator rooms. Go forward towards the Anubis statue on the wall and a gate will close, blocking you from returning to the Save Statue. To the left of the Anubis statue is a lava room. To the right of the statue is a water room. Go to the right and into the water room.

The floor in this room is flooded and there are water jets on the walls. As you go through the doorway into the water room, to your left is a narrow ledge with a water jet shooting out over it. The narrow ledge leads to a small platform with three wooden crates on it. There is another narrow ledge on the other side of the crates, with another water jet shooting out over it. This ledge leads to the top of a door along the left wall on the floor below.

To your right are two crates of Onyx Scarabs. There are 80 Onyx Scarabs total in the Ray Generator rooms. Along the right side of the room there are a series of large stone blocks balanced on top of wooden scaffoldings, each a different size. On the floor below near the blocks is a submerged platform in front of a doorway across from the entrance to this room.

Jump down to the flooded floor below. To your left is another doorway. This doorway leads down a narrow hall to an Electric Switch. Back in the water room, in the corner of the room next to the doorway to the Electric Switch is a hidden lever. Pull on the lever to raise the submerged platform in front of the doorway near the blocks, and quickly go through that doorway. The platform will only stay up for a limited amount of time, so you need to hurry.

Through the doorway near the blocks is an obvious trap room with a treasure chest in the center of it. Open the chest to claim the sixth and last Stolen Abydos Jewel, and the trap will activate. Fire jets will shoot out of the walls, setting you ablaze. If you get doused, return to this room to set yourself on fire again.

Run back to the water room, cross the raised platform, and burn the wooden scaffoldings under the large blocks, causing them to drop down and make a stairway leading up. While still on fire, climb up the block stairs and sneak across the narrow ledge to your far right, avoiding the water jet. Burn the three wooden crates, which will allow you to sneak across the next narrow ledge to the top of the door leading to the Electric Switch hall. Now that you've got a way to safely get electricity to that switch, you need to find a source of electricity.

If you've been extinguished, set yourself on fire again and head to the lava room. (Remember, you must pull the lever in the water room every time to raise the platform if you want to safely cross the water while on fire.) If you'll recall, while you're on fire, you can walk on lava.

As you enter the lava room, notice the Electric Switch in the alcove to your left. Run across the lava while still on fire to the doorway on the other side. Go through the doorway and you'll come to a floor switch and a locked door at the end of a hallway.

Step on the switch and the door will open, and three sets of lasers will activate on the walls of the hallway. If you touch the lasers, the door will close and you'll have to start again. Once you pass through the door on the other side of the lasers, the door will close behind you. The lasers will be deactivated and you won't have to do that ever again, but you will have to step on that floor switch each time to open the door.

Directly in front of you is a lever. Pull on it to raise a series of platforms in the lava room. To the left of the lever is a ladder. Climb up it and you'll come to another gamut of lasers. This time, if you trigger one, you will be electrocuted by the electric generator at the end of the hall in front of you. (You'll also be electrocuted if you stand long enough in front of the generator while remaining perfectly still.)

To the left of the electric generator is an open doorway with a small ledge hanging out over the lava room. While electrified, jump down onto the platforms in the lava, and run to the door to the right, back to the water room.

Sneak along the ledges on the left wall again, avoiding the water jets. Once you reach the top of the doorway, jump down and run to the Electric Switch at the end of the hallway. Put power to it and it will activate a giant fan on the other side of the fence in front of you. Go back to the lava room and return to the electric generator to get re-electrified.

This time, jump down onto the platforms in the lava and go to the alcove with the Electric Switch that's directly behind you. Put power to it and it will cause a bridge to appear from the ledge next to the electric generator to the other side of the room.

Go back up to the electric generator, electrify yourself and go across the new bridge. The door on the other side of the bridge will flatten you if you're not fast enough. Go through quickly and you will be on the second level of another two-level room. A press in the middle of the room will flatten you if you're not fast enough.

Run to the other side, keeping clear of the press, and go down the ladder to the right while still electrified. The floor will be flooded and there will be four floating platforms leading to an Electric Switch in an alcove on the other side of the room. Hop across and put power to it and it will activate another giant fan in another room.

Climb up the ladder to the right of the Electric Switch alcove, and there will be a lever. Pull the lever to cause a metal panel to cover a grate on the other side of the bridge with the giant press, and it will lower the gate next to the lever. Go out to the middle of the bridge and get yourself flattened. Now go straight, and across the metal panel.

You will be in a bottomless room with a giant fan below, and an unreachable doorway to your right. While flat, you're light as air, so you can jump into the fan and float across on the updraft to the

unreachable door. If you fall, you'll be returned to the room with the press, so if you run out of time and become unflattened, just jump into the bottomless pit to return to the press room and get flattened again.

You'll go past a side passage to the left. Don't go down it yet. It's blocked by a wall of spikes that you can't pass, even though you're paper-thin. Instead go straight and you'll come to another giant fan room. This one with two ways you can go. Go through the door to your left, and you'll find a lever. Pull on it to activate a strange skull-shaped furnace in the next room.

Quickly run back to the giant fan and go through the door to your left. You'll come to the skull-shaped furnace room. Approach the furnace and stand still to be transformed into a cloud of smoke. You're light as air while smoke, and can pass through certain solid objects, such as that impassable wall of spikes.

Keep an eye on the black time gauge at the top of the screen, and ride the fan back to the area with the wall of spikes. This is the point of no return. Make sure you've collected all the Onyx Scarabs that you want from the other rooms before you proceed any further. Go through the wall of spikes and you'll come to a door. Go through, and you'll be instantly transformed back into the Mummy. There is a Save Statue to your right. There is no returning to the lava or water rooms now.

There's a treasure chest on top of the head of a statue in front of you, but it's a trap chest. Go towards it and the floor will fall out from beneath you, and you'll fall into a slicer, which will slice you in threes again. You will now be in the Ray Generator itself.

A sparkling object on a platform in the center of a circular lava pit is generating the giant red ray. There are three levers around the edge of the lava pit. Have the first Mummy pull the first lever, and a stationary platform with a floor switch will rise up out of the lava next to the lever. Have the other two Mummies pull the other two levers, and two more platforms will rise up next to the levers.

Have each Mummy step out onto the platforms. As you step out onto the three platforms, three smaller platforms with floor switches will rise up out of the lava and start circling slowly around the center column. Have each Mummy jump out onto the three circling platforms, and three more, smaller, platforms will rise out of the lava, each with another floor switch.

Should you fall into the lava, you'll have to start all over again. Have each Mummy jump out onto the third set of platforms, and the ray will deactivate, allowing you to jump and claim the sparkling object: the Sacred Crown of Set. However, deactivating the ray has alerted Set to your activities, and Tutankhamen will be captured.

Bas-Ket gets away with the loot the Mummy collected, including the Set Crown, so while Menes reactivates the ray, it isn't as powerful as it was before.

2-T Castle of Uruk (Final Visit)

Sphinx arrives back in Imhotep's temple on Sun Shrine Island. Bas-Ket delivers everything the Mummy collected during the last trip to the Castle of Uruk, the sixth Stolen Abydos Jewel, whatever Onyx Scarabs you managed to collect, and the Set Crown. Imhotep warns you to

take care of any unfinished business before delivering them to Anubis.

So take care of any side quests, collect any Gold Ankh Pieces and buy any upgrades you haven't already. The jewel expert in the Abydos Museum will reward you with a Gold Ankh Piece for the return of the sixth Stolen Jewel.

I'd recommend you capture at least two Slim Burbles before you go to see Anubis. There is a hidden Slim Burble nest at the place you're going to next, but it's a pain to get at. Having a number of Slim Burbles in inventory beforehand will make the going that much easier when you get there. When your preparations are complete, save and head to Anubis Tower.

As soon as you set foot in Anubis Tower and turn over the last two Crowns, you'll be at the point of no return, so make absolutely sure you save BEFORE you go. Anubis will use the Crowns to revive Osiris, the same mysterious entity who spoke to you each time you retrieved one of the Crowns. Osiris will explain everything to you and charge you with defeating Set. He will then transport you to the gates of the Castle of Uruk.

You will materialize in a pit, on top of a circular symbol. There is now no going back to Heliopolis. In front of you is a ladder. Approach the ladder and a cutscene will show you the layout of the area you'll have to negotiate to reach the castle gate. Near the gate are two cracked pillars. Make a note of their locations.

In the cutscene, a Smiling Burble will be shot by an instant-death beam atop the gate. (Probably the programmers' idea of a bad joke on those unfortunate players who missed the only two chances to catch a Smiling Burble in the game.) That instant-death beam will fire at anything moving in the area.

Climb up the ladder and in front of you is a wall protecting you from the instant-death beam, and a Save Statue. Do not use it unless you're okay with being stuck in this area with no way of returning to Heliopolis. There is a smashable statue to your left containing Capture Beetles that will infinitely respawn.

Go out from behind the wall and quickly run for the large rock structure to the right before the beam detects you. When you see a reddish-white light above the gate, that means the beam is active. When you hear a surging noise, that means the beam has turned itself off, and when it goes silent, it's safe to run.

Past the rock structure is a gap in the floor. At the bottom of the gap there is a flow of lava. Quickly run out and jump, grabbing ahold of the ledge on the other side so you hang down in the gap and out of sight. As long as you stay out of sight, the beam won't detect you. Climb up when the beam has turned itself off, and run to the next gap.

The next gap has two stone platforms in the middle of it that will sink down partway if you stand on them. As before, grab a ledge and hang down in the gap and wait for the beam to turn itself off so you can move forward. When it's safe, climb up.

There will be another rock structure to your left, and one of the cracked pillars to your right. Run and hide behind the cracked pillar before the beam catches you. Set down a Slim Burble, knocking over the

pillar and providing you with a wall you can hide behind as you make your way to the second cracked pillar. Stay behind the wall and send a Slim Burble over to detonate on the other cracked pillar.

This can be a bit tricky, as you must negotiate a narrow space between the end of the fallen pillar and the edge of the lava pit to your left. If you run out of Slim Burbles, there is a hidden Slim Burble nest in a small cave in the wall of the lava pit to the left of the second rock formation. Look down in the pit while standing behind the rock formation and you'll see a series of ledges leading down to the cave. It's fairly hard to see.

Once the second pillar falls, it will provide you with another wall to hide behind, letting you get closer to the gate. Go to the end of the second fallen pillar, and when the beam goes off, run to the gate. Once you reach the Save Statue, you will be out of range of the beam. Again, don't save unless you're okay with being stuck here. To the right of the Save Statue is a smashable statue with Bronze Ankhs if you need it. It will respawn every few seconds. Make sure you're at full health, then step into the magical teleport to be transported directly into the Castle of Uruk, and Set's lair. It's time for the final boss fight!

2-T1 Boss Fight: Evil God Set (True Form)

The arena is a circular pool of lava, with a wide ring-shaped platform in the middle of it. Set will revert to his true form, a shadowy giant who will spend the entire fight standing in the middle of the ring-shaped platform in the pool of lava. Set will start the fight by turning around slowly and shooting jets of fire at you from both hands. Run and stay clear of the fire jets, because they'll hit you for a full Ankh of damage each time. At intervals around the platform are smaller, circular raised platforms. Make a note of them.

Also around the ring-shaped platform are two robots wielding twin propeller blades that will come at you if you come near them. The robots can be destroyed, but you have to attack them from behind. Three to four hits will take them down, and they will usually drop Bronze Ankhs. (Thanks to Scotty B. for discovering this!) They will respawn, but I would not recommend messing with them at all unless you're in desperate need of health.

After one full rotation roasting the arena with his fire jets, Set will raise gates around the arena, dividing up the ring-shaped platform. After he raises the gates, he will invariably go to the opposite side of the arena as you, lean down, and start sending low hurdles around the platform at you. The gates will now go down. If you hit the hurdles, you'll take damage, so leap over them and run around the arena towards Set while he's leaning down and within reach of your sword. If you've played the Corridor of Champions mini-game at all, this will start feeling very familiar to you. Once you reach Set, stand directly in front of him and the hurdles won't hurt you. Slash him when he opens his hands, and he'll stop sending out hurdles.

He'll now sink back into the lava and start launching a few fireballs around the arena. Keep clear of the fireballs and the robots and you'll be fine. He'll shortly come back up and raise the gates again. This time he will send high and low hurdles, so you'll have watch out and only jump over every other hurdle. Once again, slash him when he opens his hands and he'll stop sending out hurdles.

He'll now send out a volley of fireballs around the arena. The fireballs this time will leave red puddles of lava around the arena that will damage you if you walk across them. Just keep clear of his target range, avoid the red puddles of lava on the floor, and keep moving.

Afterward, he'll raise the gates again and start sending out more hurdles. This time they're high walls with gaps in them for you to jump through. If you've played the Corridor of Champions mini-game, this should be extremely familiar to you. Jump through the gaps in the walls and watch out for the red puddles of lava and the robots as you run towards Set. Slash him when he opens his hands, and he'll stop sending out hurdles. Instead of fireballs, this time he goes back to shooting jets of fire, which will melt parts of the arena, making more red puddles of lava. Keep moving and stay clear of both them and the jets of fire, making sure to look out for those annoying robots.

Afterward, he'll raise the gates again and start sending out hurdles again. This time, they're wide panels that cover entire sections of the floor. To clear them, you'll have to jump up onto the circular raised platforms that are around the arena. Jump from circular platform to circular platform as you make your way to Set again. Slash him as he opens his hands and he'll stop sending out hurdles, and start shooting fire jets again.

Afterward, Set will raise the gates again, and start sending out low hurdles again. As usual, slash him when he opens his hands, and he'll stop. He'll sink into the lava and start launching fireballs again. When he comes back up, he'll raise the gates again and start sending out high and low hurdles again. As usual, slash him when he opens his hands to make him stop, and the cycle will keep repeating until you have hit Set six times. After six hits the evil god will go down, you'll have rescued Tutankhamen, and beaten the game! Enjoy the short n' sweet ending, and hope for a sequel!

3-A Quest Items

This section is for items that are found in the Quest Items subsection on the Artifacts page in the Book of Sphinx, listed in alphabetical order.

3-A1 Sphinx's Quest Items:

Abydos Amulet - A Portal Amulet with oceanic symbols indicating transport to Abydos.

Abydosian Crown - The Sacred Crown of Abydos. Acquired after defeating the winged Skeleton Demon.

Abydos Pass Card - Abydos identification pass. Used to gain access to Abydos Narrow Canal and the Council Chambers. Acquired from Ketta's husband after you rescue her from Uruk Canyon.

Abydosian Pearls - Beautiful, rare pearls found only in Abydos. There are three hidden around Abydos Plaza.

Anubis Amulet - A Portal Amulet with ancient symbols indicating

transport to Anubis Tower. Transports you directly below Anubis's statue. Climb up the rope to the right of the Portal God statue to get to Anubis.

Atun Eye - Placing two Atun Eyes in the sockets of one of the many skull-like statues around Heliopolis will activate an Atun Disc. See section 3-F for where all the Atun Eyes are found.

Atun Statue - A golden statue of the god Amun. Used to break the Seal of Amun on the gate to Heliopolis Point. Aquired on the second Mummy mission in the Castle of Uruk.

Bas-Ket - Bas-Ket is a magical object that can transport items between Sphinx and the Mummy once you have the Book of the Dead.

Beetle Breeding Jar - Found in a chest at the end of an obstacle course at Heliopolis Point to the left of Great Wall Entrance III, once you've got Underwater Projectiles. (See section 2-N2) Trade to Khufu at the Capture Beetle Shop in the Bedouin Outpost for a Loyalty Card.

Blue Diamond - A blue diamond that belongs to the Corridor of Champions game master. Return it to him to prove your worthiness to compete in the corridor's gauntlets.

Book of the Dead - This tome contains incantations to send Bas-Ket to Uruk Castle with Canopic Vases for the Mummy. Acquired after you free the Pharaoh's scribe from the Cursed Palace.

Canopic Vase - A sacred vase which contains a fragment of Tutankhamen's soul. There are seven total, found at various points in the game.

Cave Door Key - A key to open a stone door in a cave between Heliopolis Point and South Beach. Purchase for 10 Onyx Scarabs from Gebel's Glyph Shop at Heliopolis Point.

Coconut - Prized delicacy of Urukan lava toads, dropped by palm trees in Uruk Valley at the beginning of the game.

Curse Stones - Magical stones that will lift the curse from one inhabitant of the Cursed Palace. There are seven total.

Eagle Stone - Charmed stone which allows you to summon a Great Eagle at special Eagle Discs in Heliopolis.

Gold Ankh Piece - Collect four of these and take them to Shetta the Healer in the Bedouin Outpost to increase your health by one Ankh.

Gold Key - A golden key. Opens the door to the Geb Queen's lair.

Glyph Key - Gold Glyph which will fit in certain key pedestals. Found in various dungeons.

Hathor Statue - A golden statue of the god Hathor, imbued with magical powers. Received from Urbain the Archaeologist once you have all five pieces of the Prophecy of Ra. Used to unlock the Great Obelisk.

Helian Crown - The Sacred Crown of Heliopolis. Acquired after defeating

the Spider Pharaoh.

Heliopolis Amulet - A Portal Amulet with sand-etched symbols indicating transport to Heliopolis. Transports you directly to Sun Shrine Island.

Hunter Class Certificates - Certificates given to you for donating ten monsters to the Abydos museum. There are Bronze Class, Silver Class, Gold Class, and Master Hunter certificates.

Loyalty Card - Entitles you to a 50% discount at Khufu's Capture Beetle Shop at the Bedouin Outpost.

Medal of Champions - Medal proving you are the Champion of Corridors. Won in the Corridor of Champions. (See section 3-E1)

Marksman Medal - Medal proving you are a master of the Blowpipe. Won in Tefnut's Target Tavern. (See section 3-E1)

Medal of Memory - Medal proving you won Paneb's Pairs game. Won in Paneb's Pair Matching Place. (See section 3-E1)

Medal of Sequences - Medal proving you won Sorkon's Sequences game. Won in Sorkon's Sequence Shack. (See section 3-E1)

Medicine Bag - Used to carry delicate Healing Herbs. Acquired on the third Mummy mission in the Castle of Uruk.

Monster Lists - There are three monster lists: I, II, and III, of four monsters each. You will be given these lists if you undertake the Bedouin Outpost monster collector's side quest.

Mysterious Amulet - A Portal Amulet with strange symbols indicating transport to a Mysterious Location.

Obelisk Gate Key - A key to open the gate to the Great Obelisk of Heliopolis. Obtained in South Desert.

Old Key - An old key. Used to unlock the gate in the waterways underneath Abydos Plaza.

Parasol - Your reward for the safer return of the fourth Stolen Abydos Jewel. Trade it to the beach bum in the watchtower at the Bedouin Outpost for a wallet upgrade.

Physician's Note - A note to Kemmet the Inventor from the Mayor's Physician. Received in Abydos Council Chambers.

Rosetta Stone - The ancient Rosetta Stone allowing translation of ancient text written on the Gold Obelisks and spoken by the ancients who live around the Great Obelisk. Acquired in Urbain the Archaeologist's tent in the Bedouin Outpost after you complete the Lost Temple of Heliopolis and bring Urbain all the Rosetta Stone Pieces.

Rosetta Stone Piece - Pieces of the Rosetta Stone. There are six total, found throughout the Lost Temple of Heliopolis.

Set Crown - The Sacred Crown of Set. Acquired during the sixth Mummy mission inside the Castle of Uruk.

Skeletal Arm - The arm of a Skeletal Axeman.
Found in the Lost Temple of Heliopolis.

Skeletal Leg - The leg of a Skeletal Axeman.
Found in the Lost Temple of Heliopolis.

Skeletal Pelvis - The pelvis of a Skeletal Axeman.
Found in the Lost Temple of Heliopolis.

Skeletal Skull - The skull of a Skeletal Axeman.
Found in the Lost Temple of Heliopolis.

South Desert Key - A key to open the gate to the South Desert of Heliopolis. Obtained from the Pharaoh's Wife after retrieving the Abydosian Crown.

Stairs Key - A key to open the door to the upper level of Abydos Plaza. Obtained in Abydos after collecting three Abydosian Pearls.

Stolen Jewel - One of the jewels stolen from the Abydos Museum. There are six total, each found in a different area of the Castle of Uruk.

Urukite Crown - The Sacred Crown of Uruk. Acquired after defeating the Geb Queen.

Zip Line Handle - A detachable handle that lets you use zip lines around Abydos and Heliopolis and in the various dungeons. Acquired from the Abydos Museum curator as a gift for donating one monster to the museum.

3-A2 The Mummy's Quest Items:

Cage Key - The key to the Urukite's cage.
Obtained on the fifth Mummy mission in the Castle of Uruk.

Courtyard Key - Key to the Courtyard in the palace of Luxor.
Found in a wardrobe in Tutankhamen's room.

Earth Key - The Earth Planetarium Key. Used to change the configuration of the Planetarium in the Castle of Uruk.

Exit Key - A large door key. Key to the exit to the Planetarium room in the Castle of Uruk.

Glyph Key - Gold Glyph that will fit in certain key pedestals.

Lunar Key - The Lunar Planetarium Key. Used to change the configuration of the Planetarium in the Castle of Uruk.

Nefertiti's Letter - Letter that Nefertiti asks you to retrieve in the Courtyard of the palace of Luxor.

Old Amulet - Old Amulets found in the palace of Luxor.
There are eight total, hidden throughout the palace.
See section 2-C for their locations.

Sarcophagus Key - Key to open magical Sarcophagi that will transport

2. Heliopolis, Cursed Palace - As soon as you get the Blowpipe, you can shoot the targets on the small islands near the Cursed Palace. You must shoot all the targets quickly, so that they are all green at the same time. A chest will appear with a Gold Ankh Piece.

3. Heliopolis, Cursed Palace - High up on the rocks across from the Riverside Farm, next to the Golden Obelisk, is a large boulder sitting precariously atop a wooden scaffolding. As soon as you get Capture Beetles, catch a Fire Armadillo and set one down next to the wooden scaffolding. The scaffolding will burn and the boulder will tumble down and smash into one of the giant obelisks outside the Cursed Palace, revealing a chest with a Gold Ankh Piece.

4 & 5. Heliopolis, Cursed Palace, Riverside Farm - As soon as you rescue the Farmer's Brother from the Cursed Palace, and demolish all five of the Eyes of Ra around the Cursed Palace area, the brothers will return to their farmwork, and will give you whatever they find if you choose a plot of ground on their farm. There are two Gold Ankh Pieces buried here. There is a Gold Ankh Piece in the plot that's the second furthest away from their farmhouse, closest to the tunnel to the Heliopolis South Beach area. It's the one right next to the farthest plot that has a small puddle of water in it. There is another Gold Ankh Piece in the fourth plot from the farmhouse.

6. Abydos Museum - Your reward for the safe return of the first Stolen Abydos Jewel to the museum jewel expert is a Gold Ankh Piece.

7. Abydos Museum - Your reward for the safe return of the second Stolen Abydos Jewel to the museum jewel expert is a Gold Ankh Piece.

8. Abydos Museum - Your reward for the safe return of the third Stolen Abydos Jewel to the museum jewel expert is a Gold Ankh Piece.

9. Heliopolis, Heliopolis Point - Completing the jackal-man's marathon race in less than 70 seconds will net you a Gold Ankh Piece. You must run from the jackal-man to South Beach, climb the cliff on the other side of the Nomad couple's house, hit the lantern hanging at the top of the cliff, and run back. You need four Atun Eyes to activate the two Atun Discs along the race course, and 10 Onyx Scarabs to buy the Cave Door Key from Gebel's Glyph Shop at Heliopolis Point, and open up the shortcut between Heliopolis Point and South Beach.

10. Heliopolis, Heliopolis Point, Sekhmet's Squirt Pen - Herding all four of Sekhmet's Squirts into the pen will get you a Gold Ankh Piece.

11. Abydos, Upper Level - Outside Paneb's Pair Matching mini-game shop is a bum who will ask you if you can spare some Scarabs. Give him 10 Gold Scarabs three times and he'll thank you with a Gold Ankh Piece.

12. Heliopolis, Bedouin Outpost - Agree to be the assistant of the monster collector who hangs out in Khufu's Capture Beetle Shop at the Bedouin Outpost, and he'll assign you three different lists of four monsters he wants you to capture for him. Complete Monster List 1, Monster List 2, and Monster List 3, and he'll reward you a Gold Ankh Piece. See the Side Quests section (3-E3) for details.

13 & 14. Heliopolis, Heliopolis Point - Gebel's Glyph Shop at Heliopolis Point is selling two Gold Ankh Pieces for 150 Onyx Scarabs each. You'll need 300 Onyx Scarabs total to buy them both.

3-E1 Abydos Mini-Game Shops

There are four mini-game shops around Abydos, each with a medal as a prize. If you get all four mini-game medals, you can trade them to a guy outside Tefnut's Target Tavern for a Goofy Lizard. His is the only one in the game, so if you're going for the Master Hunter certificate and want to complete the monster gallery in the Museum, take him up on his offer. There are plaques on the wall inside each of the mini-game shops that tell you your best time for that game, except for Sorkon's Sequence Shack, which has no time limit.

Paneb's Pair Matching Place

Required to Play: Blowpipe

Reward: Medal of Memory

This mini-game is basically a simple game of Memory. It costs 10 Scarabs to play. Shoot the panels on the wall with the Blowpipe, and a symbol will pop out. Match two symbols to make a pair, and match all the symbols within 60 seconds to win the Medal of Memory. The clock starts once you take the first shot, and does not stop until you have finished the mini-game, so you can really take all the time you want, you just won't get any prizes (not even Scarabs) if you take longer than 200 seconds. You win 20 Scarabs for completing the game within 100 seconds, and 10 Scarabs for completing the game within 200 seconds. Take any longer than that, and there's no prize.

Sorkon's Sequence Shack

Reward: Medal of Sequences

This mini-game is basically Simon Says. It's a mystical sequence game where you step onto a shrine with four platforms of different colors, like the puzzles found throughout the dungeons in the game. Walk onto the center platform, and four different colored platforms of yellow, blue, red, and green will light up in a certain pattern. Duplicate the patterns four times to win. There is no time limit. Step on the center platform and the game will repeat the pattern in case you forgot, but it will only do it once.

There are three levels of skill; you must clear all three levels to receive the Medal of Sequences. Clear a level of difficulty once to unlock the next skill level.

Beginner - only costs 5 Scarabs.

Prize: 10 Scarabs.

The pattern is simple, only three platforms light up.

Intermediate - costs 10 Scarabs.

Prize: 20 Scarabs.

The pattern is a little harder, four platforms light up.

Expert - costs 20 Scarabs.

Prize: 45 Scarabs.

The pattern is hard, five platforms light up.

Corridor of Champions

Required to Play: Wings of Ibis

Reward: Medal of Champions

You must complete a small trial before the crocodile-man who runs

this game will allow you to compete. You must jump over a fence, retrieve a Blue Diamond and return it to him within 20 seconds. To jump over the fence, you need the Wings of Ibis. Once you've passed his trial, the crocodile-man will allow you to compete in his mini-game. It costs 10 Scarabs to play.

There are three gauntlets you can run, and you must clear all three gauntlets to earn the Medal of Champions. Clear a gauntlet once to unlock the next gauntlet. Believe it or not, this mini-game is good training for the final boss of the game.

Each gauntlet basically consists of running down a corridor, dodging wooden walls and larger wooden structures that will roll towards you on set tracks in specific patterns. Memorize the pattern that the wooden obstacles come at you in. They are constantly moving at you toward a bottomless pit at the far left end of the corridor behind you. Be careful that they don't sweep you into it, or you'll fail automatically. When you reach the wall of lasers at the far right end of the corridor, head off to the right or left of the lasers to find a passageway around it.

You must smash the four gold statues that are in alcoves along the corridor, and reach the goal within the specified amount of time to clear the gauntlet. None of the statue alcoves are in the stretch of the corridor past the wall of lasers. The first time you compete in a gauntlet, you will get a cutscene showing you where all the statue alcoves are. Be sure to remember where they all are.

Gauntlet 1 - Very Easy.

Time Limit: 100 seconds.

Prize: 30 Scarabs.

All the alcoves with the gold statues are low to the ground and within easy view and easy reach. The only obstacles are thin wooden walls that roll toward you. You need only run or jump through the holes in the walls to clear them.

Gauntlet 2 - Harder.

Time Limit: 200 seconds.

Prize: 30 Scarabs.

The first alcove is now high up on the wall directly in front of you as you begin the gauntlet, far beyond reach. You'll have to ride one of the large wooden obstacles to reach it. The second is lower down and on the opposite wall from the first alcove, but you'll have to ride one of the medium wooden obstacles to reach it. The last two are low to the ground and within easy reach. The obstacles this time are a mix of the thin wooden walls from Gauntlet 1, and some larger wooden structures with stairs so you can reach the statue alcoves that are higher up.

Gauntlet 3 - Extremely Hard.

Time Limit: 300 seconds.

Prize: 30 Scarabs.

This gauntlet is almost insane. Just memorize the patterns that the wooden structures come at you in, know all the passages through the structures, and remember where all the statue alcoves are from Gauntlet 2 and you'll make it. There are none of those easy thin wooden walls in this gauntlet. The obstacles are all large wooden structures with ramps, stairs or complex passages in them designed specifically to slow you down. If you're having trouble, after you've lost at least once, save and reset the game and immediately try again. This will cause the

wooden obstacles to start as far away from your starting point as possible, allowing you more time to climb up them to reach the higher alcoves.

Tefnut's Target Tavern

Required to Play: Blowpipe

Reward: Marksman's Medal

You won't be able to reach Tefnut's Target Tavern without the Abydos Pass Card. It's on the upper level of the Narrow Canal. This is basically a simple shooting gallery. Score 40 points or more within the time limit of 30 seconds to win the Marksman's Medal. You'll win 1 Gold Scarab for every point you score, rounded down to the nearest ten; whenever you make a new high score, you'll win 40 Gold Scarabs no matter how high a score it is. You lose points and time off the clock by hitting the skull and crossbones. Here's what each target is worth:

Round Red Target - 1 Point

Square Target - 2 Points

Round Green Target - 3 Points

Tree - 5 Points

Skull & Crossbones - Lose 5 Points & 5 Seconds off the clock.

3-E2 Riverside Farm Digging

After you've freed the Farmer's Brother from the Cursed Palace, demolished the Eyes of Ra around the Cursed Palace area, received the second Canopic Vase from the two farmers and completed the second Mummy mission, talk to the two farmers again and they will offer to dig up any plots on their farm that you choose and give you whatever treasure they find. Don't forget you must talk to the farmers each time you want to dig at a new spot. The various plots on the farm have different treasures hidden in them, including several hundred Gold Scarabs and two Gold Ankh Pieces. It takes them about 12 minutes in real time to dig up a plot.

There is a Gold Ankh Piece in the fourth plot from the farmhouse, and another in the plot that's the second furthest away from their farmhouse, closest to the tunnel to the Heliopolis South Beach area. It's the one right next to the farthest plot that has a small puddle of water in it.

The first plot in front of the farmhouse has 50 Gold Scarabs in it. The third plot out from the farmhouse has 200 Gold Scarabs in it. The plot closest to and to the left of the Eye of Ra in the first section of the field has 100 Gold Scarabs in it. The fourth plot from the Eye of Ra in the first section of the field has 400 Gold Scarabs in it. The plot right in front of you as you step off the bridge onto the second section of the field has 600 Gold Scarabs in it. The two plots that have puddles of water in them have large caches of Gold Scarabs in them, 500 Gold Scarabs in the plot furthest away from the farmhouse and the other has 200. The others all have Silver Ankhs, Capture Beetles, and varying smaller amounts of Gold Scarabs if you have the patience to dig them all up.

3-E3 Monster Collecting

The Abydos Museum will reward you with a Zip Line Handle for

3-G Monster Lists

Here are lists of all the Monsters that are needed to complete the monster gallery in Abydos Museum, and all the Monsters that you'll be required to capture as part of the game in side quests and such. If you're missing some and can't tell which ones, scroll down past this section to section 3-G2, the Museum Guide, which is a list of what monsters are in each room of the museum and what order they're displayed in.

3-G1 Monster Locations

I'm mostly listing locations where you can find them at the end of the game, since most people will probably put off doing the monster-collecting side-quests until the end of the game. All the monsters at the locations listed here respawn, unless otherwise specified. They're divided up by type: monsters capturable in the wild, special monsters that can only be purchased or traded for, and uncapturable monsters that the museum already has. They're listed in alphabetical order.

Monsters Capturable in the Wild:

Almost-A-Bull

Found: Lost Temple of Heliopolis (turn left after you climb up the huge stone block you had to lower down, and go through the door. They're in the room with the column of smoke.)

Note: Regenerates health from standing in column of smoke.

Big Bull

Found: Uruk Canyon (in the area to the right of the cage where Ketta, the Nomad's wife, was held.)

Note: You can only attack them from behind.

Blade Scorpion

Found: Pots in various locations (i.e., pot in the right wing of the Cursed Palace, Great Wall Entrance III dungeon in the pots around the transporter to Uruk Islands.)

Cobra

Found: Pots in various locations (i.e., Great Wall Entrance II dungeon before you jump on the ropes, Great Wall Entrance III dungeon in the pots around the transporter to Uruk Islands.)

Crabhands

Found: Anubis Tower (far platforms where you must shoot targets to reach them), Great Wall Entrance II dungeon (in the last room, just before the exit to Uruk Canyon)

Cyclops

Found: Anubis Tower (far room off to the left of the place where you found the blowpipe. Shoot the target and carry the statue across on the light platform to weigh down the switch to get inside.), Great Wall Entrance II dungeon (in the room to the right just past the bridge of spikes)

Note: Cyclops split in two after being struck once.

Dark Worshipper

Found: Lost Temple of Heliopolis (room where you must collect the four skeleton pieces.)

Note: Projectile weapons are useless against them.

Electric Armadillo

Found: Uruk Canyon (in the area straight past the cage where Ketta, the Nomad's wife, was held.)

Exo-Piranha

Found: Abydos Narrow Canal

Note: The guard outside the Narrow Canal will give you one of these for free for killing all the Piranha in the Canal. No need to catch any.

Fire Armadillo

Found: Great Wall Entrance I (nest to the left of the platform to get inside, smash the pots to reveal it), Great Wall Entrance III dungeon.

Green Giant Worm

Found: Uruk Canyon (in the area to the left of the cage where Ketta, the Nomad's wife, was held; it's guarding the colored switches.)

Half Brute

Found: Great Wall Entrance II dungeon, Heliopolis Point beaches.

Note: They're only vulnerable after they've discharged all their electrical energy - i.e., after they pound the ground.

Knives Cat

Found: South Desert, Great Wall Entrance I dungeon (far right target platform), Great Wall Entrance II dungeon (room where you must jump across four stone platforms between fire-spitting stone reliefs on the wall), Great Wall Entrance III dungeon (around the magical teleport to Uruk Islands.)

Mummy Chihuahua

Found: Great Wall Entrance II dungeon.

Mummy Worm

Found: Great Wall Entrance II dungeon.

Nose Needler

Found: South Desert (area to the left of the Bedouin Outpost), Uruk Islands (area where you find the Gold Key), Uruk Canyon (area straight past the cage where Ketta, the Nomad's wife, was held)

Piranha

Found: Abydos Narrow Canal

Note: The guard outside the Narrow Canal will give you one of these for free for killing all the Piranha in the Canal. No need to catch any.

Sharpbeak

Found: Great Wall Entrance II dungeon (in the last room, just before the exit to Uruk Canyon)

Skeletal Axeman

Found: Uruk Islands (area in front of the door to the Geb Queen's lair)

Skeletal Spider

Found: Great Wall Entrance III dungeon.

Skull Swordsman

Found: Uruk Islands (area outside gate where you find the Gold Key)

Skull Worshipper

Found: Uruk Islands (outside the door to the Geb Queen's lair), Great Wall Entrance II dungeon (area past the spike bridge)

Slim Burble

Found: Heliopolis Cursed Palace area (above the Riverside Farm's far field), Uruk Canyon (around the cage where Ketta, the Nomad's wife was held)

Note: You don't have to weaken them to capture them. They explode easily (i.e., one shot from the blowpipe), so be careful.

Smiling Burble

Found: Uruk Canyon (in the area to the right of the cage where Ketta, the Nomad's wife, was held), Uruk Islands temple (area to the left in the "T" room straight ahead as you walk in)

Note: There are only a few places in the game where Smiling Burbles can be found, and they do not respawn. You cannot get this monster at the end of the game.

Spike Spider

Found: Heliopolis Point deserts, path to Great Obelisk.

Note: Spike Spiders will pounce you and suck out your health, so shake them off if they get on you.

Sunflower

Found: Uruk Canyon (in the area to the left of the cage where Ketta, the Nomad's wife, was held.)

Note: This is the only one in the game, and does respawn. Its head is its only weak spot. Shoot it in the face to stun it.

Tree Creature

Found: Uruk Islands (outside the gate where you find the Gold Key), Uruk Canyon (in the area straight past the cage where Ketta, the Nomad's wife, was held.)

Note: Only vulnerable when you shoot the light on its head to stun it.

Wasp Spider

Found: Anubis Tower (far room off to the right of the place where you found the blowpipe. Shoot the target and carry the statue across on the light platform to weigh down the switch to get inside.)

Note: This is the only one in the game that respawns.

Special Monsters:

This section is for special monsters that you can only get through completing side-quests or by purchasing from Montu's Monster Shop.

Featherless Turkey

Found: Monster Shop in Abydos (700 Gold Scarabs)

Note: Not capturable. Can only buy from the Monster Shop.

Goofy Lizard

Found: Abydos Narrow Canal

Note: To get this monster, trade its owner (who is outside Tefnut's Target Tavern in Abydos) the four medals from all the mini-game shops around Abydos.

Mummy Bird

Found: Monster Shop in Abydos (300 Gold Scarabs)

Note: Not capturable. Can only buy from the Monster Shop.

Rat

Found: Monster Shop in Abydos (100 Gold Scarabs), Water passage in Council Chambers in Abydos.

Note: Not capturable. Can only buy from the Monster Shop. The museum already has one of these.

Shell Critter

Found: Monster Shop in Abydos (360 Gold Scarabs)

Note: Not capturable. Can only buy from the Monster Shop.

Shuttlecock Bird

Found: Monster Shop in Abydos (900 Gold Scarabs)

Note: Not capturable. Can only buy from the Monster Shop.

Small Frog

Found: Uruk Islands, Monster Shop in Abydos (70 Gold Scarabs)

Note: Not capturable. Can only buy from the Monster Shop.

Monsters the Museum Has Already:

This section is for monsters that the museum has already, and you can't capture in the wild unless otherwise noted.

Alert Spider

Found: Uruk Valley, Castle of Uruk.

Note: Not capturable.

Chihuahua

Found: Cursed Palace

Note: You don't have to weaken them to capture them.

Electric Eel

Found: Waters in and around Abydos.

Note: Not capturable.

Geb

Found: Uruk Islands

Note: Not capturable.

Manta Ray

Found: Waters between South Beach and South Desert areas.

Note: Not capturable.

Mummy Eagle

Found: Heliopolis Cursed Palace area. (Stand on an Eagle Disc and use the Eagle Stone to summon one.)

Note: Not capturable.

Sea Turtle

Found: Waters between South Beach and South Desert areas.

Note: Not capturable.

Spinefish

Found: Waters around Heliopolis Point and South Beach, Moat around Council Chambers in Abydos.

Note: Not capturable.

Spitting Toad

Found: Uruk Valley
Note: Not capturable.

Squirt
Found: Heliopolis Point (Sekhmet's Squirt Pen)
Note: Not capturable.

3-G2 Museum Guide

Missing a monster from the museum and don't know which one it is? This section of the walkthrough details each room of the Natural History wing of the Abydos Museum, listing what monsters are displayed in each room. Refer to the lists above for where each monster is found.

Left Wing

The room to your left as you walk into the Natural History wing of the museum. As you walk into the Left Wing, here's the order the monsters are displayed in, starting on your left:

Skeletal Axeman
Half Brute
Slim Burble
Goofy Lizard
Cobra
Almost-A-Bull
Squirt
Cyclops
Sea Turtle
Smiling Burble
Spitting Toad
Big Bull
Geb
Spinefish

North Wing

The room straight ahead of you as you walk into the Natural History wing of the museum. As you walk into the North Wing, here's the order the monsters are displayed in, starting on your left:

Rat
Mummy Chihuahua
Electric & Fire Armadillo
Skeletal Spider
Nose Needler
Shell Critter
Mummy Worm
Wasp Spider
Spike Spider
Exo-Pirahna
Piranha
Mummy Eagle
Sunflower
Tree Creature
Small Frog
Alert Spider

Right Wing

The room to your right as you walk into the Natural History wing of the museum. As you walk into the Right Wing, here's the order the monsters are displayed in, starting on your left:

I get about the game.

- Added a more detailed strategy for solving the torch puzzle in Uruk Castle's North Wing, since it's what I get the most email about.

- Added a tip from Scotty B. about Set's robots during the final boss battle.

Version 1.51, posted on GameFAQs.com on 06/02/04.

- Fixed remaining problems with document formatting...

- Added tips from Kody DeDona about defeating Cobras at the beginning of the game, and advice on what not to do when encountering the infamous "glitch door" in the Castle of Uruk.

- Added detail on where to find Mummy Eagles in the game.

Version 1.52, posted on GameFAQs.com on 08/15/04.

- Added more information about other known glitches and frequent problems I get asked about to the FAQ section.

- Added the "If You Liked Sphinx..." section.

Version 1.53, posted on GameFAQs.com on 08/24/04.

- Finally fixed the Quest & Ability Items sections. Both are now listed in alphabetical order! Yay! I'm so lazy.

- Edited out all major spoiler content, and fixed whatever remaining typos and formatting problems that somehow got missed in previous updates.

- If You Liked Sphinx, You Might Like These Games...

I get asked fairly often if there are any other good games like Sphinx out there, and I figure it's about time I added a section to the walkthrough listing some of my top recommendations. Be warned, though, I'm biased towards GameCube. ^_~

If the Mummy segments of Sphinx and the Cursed Mummy were your favorite, you'll like "Beyond Good & Evil". Beyond Good & Evil is a Sphinx-like story-driven platforming game with less emphasis on fighting and more on puzzle-solving and stealthy sneaking around. It's sci-fi themed instead of semi-historical fantasy, but it's got wonderful characters, excellent voice acting, and a great story that will keep you hanging on 'til the end. It's a really fun game. I highly recommend it to anyone who likes Sphinx. Beyond Good & Evil is available for GameCube, PlayStation 2, and Xbox.

If the Sphinx segments of Sphinx and the Cursed Mummy were your favorite, you'll like "Prince of Persia: the Sands of Time". Prince of Persia is another semi-historical fantasy epic action platformer, with heavy emphasis on action and fighting, but with plenty of puzzles too. The focus of the game is on action and not so much on the story, but it's still got great characters, and a great story. Prince of Persia: the Sands of Time is available for GameCube, PlayStation 2, and Xbox.

If you're fortunate enough to own a GameCube, give the Legend of Zelda series a spin if you haven't already! It's the game series that inspired THQ to make Sphinx. "Legend of Zelda: Ocarina of Time" and "Legend of Zelda: the Wind Waker" are both excellent games that are the archetype by which practically all action-adventure platforming games are judged by anymore.

If your tastes are more inclined toward RPGs, give "Tales of Symphonia" for the GameCube and "Kingdom Hearts" for the PlayStation 2 a try. Tales of Symphonia and Kingdom Hearts are both action-RPGs with some platforming and puzzle-solving, but they both place emphasis more on fighting. Nevertheless, they're both excellent games with wonderful characters and wonderful stories that even adventure platform game lovers can get into.

- Copyrights & More Legal Stuff

This walkthrough is copyrighted January-February 2004 by Megan Story (A.K.A., Tsuruhime/NinjaWhite), NinjaHowaito @ Netscape.net. If I've left out anything, or if I've left in a major mistake, feel free to drop me a line and I'll update the walkthrough.

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