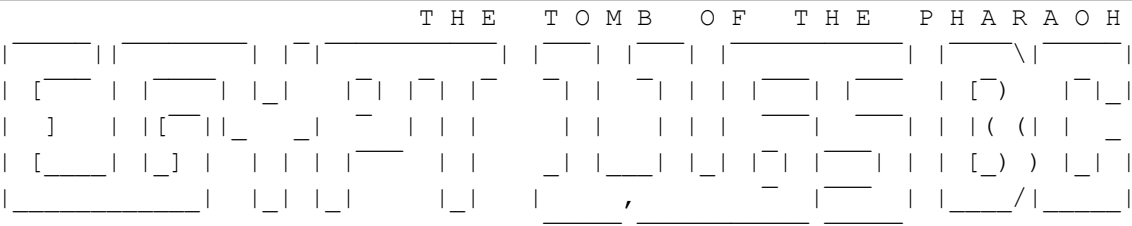


Egypt 1156 B.C.: Tomb of the Pharaoh FAQ/Walkthrough

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I. CONTROLS [CNTR]

Like a lot of point-and-clickers, especially ones from Cryo Interactive, the controls are pretty simple. Square toggles the inventory menu; X-button has a "confirm" function for interactions; d-pad moves the cursor around.

The cursor icon will change depending on certain actions.

ICON	FUNCTION
Arrow	General icon (when moving camera around)
Eye	Object or location can be inspected with a close-up
Fist	Selected item/area can be taken or used
Finger	Movement in the directed area is allowed

Additionally, when items are selected and brought from the inventory, the icon will turn white if there's an interaction available. For instance, showing a note to an NPC. This doesn't always mean the interaction will be correct, but for PS1 players, this will be worth remembering as they have way less help than those on PC.

Finally, PC players can select items from the inventory and use them in conjunction with the question mark icon, inspecting them further. This is a nice help for refreshing memory on items and getting puzzle info. PS1 folk don't have this option for some reason, making it much harder for neophytes to go through the game. (Oddly, some PS1 Cryo Interactive games do have a similar icon available and it works just fine, so it's not sure if they just got sloppy here or what...)

II. WALKTHROUGH [WLKT]

This guide can be used for both PS1 and PC versions, although there are some key differences that make the former harder. Notably, hovering the icon over certain objects/landmarks in the PC version actually tells what they are; PS1 players will be in the dark on most everything.

1) TOMB OF SETHI I

Default Items: Coded Message

The game begins on the world map, a 360-degree vista around a river. The only place available is a tomb in the mountainous region's right-hand side. The arrow icon changes to a pointing finger when in the correct place.

- Select the tomb on the world map
- Speak to Montoumes, Chief of the Medjai (automatic)
- Question the Chief further
- Obtain the Torch (automatic)
- Try entering the torch on screen's left-hand side while holding Torch

Note: in many cases, especially for PS1 players, the game won't indicate that an item or entrance can be interacted with by default. Brandishing inventory items (the icon will change to denote this) while sweeping the cursor over the scenery is a smart idea. Said icon will change to white if interactable in this fashion.

- Advance down the tomb's corridor (×1)
- Turn around and take the Plank resting against the corridor archway
- Advance (×6) further down into the tomb
- Use the Plank on the pit
- Advance (×3) past the pit

Trying to cross the gap without the makeshift bridge leads to death. If done right, players eventually reach a larger chamber with two routes: a left-hand stairway leading to the next area and a straightforward route (opposite the plank pit) into an antechamber.

- Advance straight ahead (×2) into the antechamber
- Advance straight ahead (×2) again
- Turn and pocket the forked Rod
- Backtrack to the three-path room's entrance
- Facing the far anteroom, turn and move one screen to the left
- Inspect the pillar mural (called 'Ptah' on PC version) via eye icon
- Use the Coded Message on mural to record the Ptah portion

NOTE: Updating the Coded Message to find the thieves is something done a few times in the game. Always make sure to do this, as it's possible to screw up a portion later (irreparably on PS1; perhaps the same on PC) if one slacks off.

- Move (×2) to the room's left-hand stairway
- Advance (×5) down the sloping passage
- In the new chamber, enter the right-hand antechamber
- Use the Rod on the floor cobra to coldcock it
- Take the broken Amulet beneath it

Handling the cobra without the handy-dandy stick is instant death.

- Backtrack into the previous room
- Advance (×3) toward the two talking men for an automatic eavesdrop scene

- Advance (×2) toward the rubble pile near the duo
- Inspect rubble further
- Clear away (×3) boulders
- Take the Ostrakon underneath
- Show Ostrakon to Immenakht (man on left)
- Show Amulet fragment to Immenakht

When both items are shown to Immenakht, players will be directed to snoop in the workmen's village. A trinket ("Ring for Finger") is given as a sign of safe passage. Note that Inherkhaou, the man on the right, reacts when shown items but barely helps with anything, at least in the PS1 version. (Further conversation with the two via the lips icon isn't necessary, but does flesh out the plot a bit.)

- Backtrack to tomb's entrance
- Try exiting tomb (automatic scene with Montoumes)
- Exit tomb for real this time (automatic roll call FMV)
- Put the Roll-Call List (taken automatically) into the inventory

2) VILLAGE OF DEIR EL-MEDINEH

The next destination is the workmen's village, located at the foot of a mountain, on the opposite side of the range from where Sethi's tomb is. This is pretty easy to find in the PC version; in PS1 copies, it's a blur (though not as hard to find as the next level's). Remember to look for where the icon changes to a pointing finger -- voila!

- Show "Ring for Finger" to Pentaour (gate guard) to advance into town
- Advance (×5) up the street
- Enter the empty house on the left-hand side
- Advance (×1) into central room, which splits right and left
- Advance (×2) down right-hand path to kitchen area
- Take the "Fire-Lighter and Tow" sitting on the floor
- Backtrack two screens and enter left-hand room
- Inspect object on floor further
- Use Coded Message on item to record 'Pedjet', the second major clue

As mentioned before, recording major clues is...well, major. Ignoring that aspect will stall the game later, so don't procrastinate!

- Exit empty house
- Advance (×1) deeper into town

Going down the right-hand alleyway at this point leads to Penmenefer, the village guardian. He can be questioned and shown objects, but gives little useful aid. Remember his location for later (visiting now is optional).

- Advance (×1) deeper into town via main street
- Turn and go down left-hand alleyway (×1)
- Turn and take the Ladder half-hidden by the environment
- Backtrack to main street
- Follow main street (×2) to find a woman standing in front of some doors

The woman is an innkeeper. She can be questioned overtly in the PC version, but that functionality is mostly removed in the PS1 version. Either way, the house she stands by is indeed Hori's house. (The sign above it mentions this, technically.)

- Use Ladder on indicated spot to left of Hori's front door
- Try climbing ladder (innkeep raises a racket)

- Give her the "Ring for Finger" to buy her silence

Giving her anything else, or talking to her normally on PC version, mentions she only desires "things that glitter," which is a good clue for proceeding.

- Use ladder to infiltrate Hori's house via the ceiling
- Advance (×1) into central room #1
- Approach and inspect far shrine
- Use Ostrakon on sketch fragments
- Move into the disorderly adjacent room
- Inspect woven basket
- Take top off basket
- Use Amulet fragment on the fragment within
- Approach other side of this room
- Inspect red wall cabinet
- Inspect statuette within
- Take the Silver Urn hidden beneath it

Finally, inspect the couch-looking furniture near the silver urn's hiding place to uncover a secret passage. Descend it to find Hori. Inspecting a certain portion of his arm gives the "Papyrus of the 7-Knot Necklace" item, which can be taken.

- Exit Hori's house
- Advance upstreet (×2) further to a doorstep

There's usually an elderly NPC blocking the area here, but he'll be gone if Hori's house was just cleaned out. Note that he may RETURN if one goes off and does other stuff, like speaking to Penmenefer. In that case, try entering and exiting Hori's house again to clear it up. Once the old-timer's gone, the next step can be done.

- Inspect the Pin atop the exterior doorway
- Use Pin (where indicated) near the doorhandle area
- Inspect bottom of yellow thread (pulls pin out)
- Inspect brown-colored pin
- Inspect yellow thread again
- Inspect pink thread twice

The primitive lockpicking will work and automatically move Ramose inside.

- Steal the Lamp right inside (left-hand side of new red-framed doorway)
- Move into central room
- Move through the doorless red-framed doorway (dark inside)
- Combine "Fire-Striker and Tow" with the "Lamp" in inventory

If done right, and in that order, the room lights up.

- Inspect the casket for Oushebtis (looks like cabinet) on the floor
- Inspect the revealed dagger inside
- Take the "Casket for Oushebtis" itself afterwards
- Exit house (it's nighttime now)
- Visit Penmenefer's alley
- Knock on door right near where he used to stand (automatic scene)
- Show "Casket for Oushebtis" to Montoumes
- Inspect floor mat to sleep (automatic weird FMV)

Ramose is kicked to the world map shortly after.

The next step is finding the embalmers' workshop -- it's also in the mountain range, between the first two levels' location. Look for a rectangular-shaped building with a small white one (the destination) abutting it. It can be hard to find on both versions, though PS1 is obviously harder.

- Advance (×3) to the side entrance
- Knock on door
- Speak to the embalmer (optional)
- Give "Casket for Oushebtis" to the embalmer
- Enter building, then the adjacent embalming morgue

There will be several bodies here, all covered in salt on slabs. Inspecting their heads will reveal the faces underneath.

- Inspect Tchai's body (left side, middle)
- Use "Papyrus of the 7-Knot Necklace" on the corpse's revealed necklace
- Speak with the embalmer who's reappeared
- Obtain the "Two Debens" payment
- Enter the adjacent room, newly opened
- Approach the embalmer

A puzzle is posed to test Ramose: among eight relics, pick the four linked to the god Seth. These will need to be taken and put in the inventory. The PS1 version doesn't display the names of the items inherently, and the Documentary Info tab on the main menu is pretty crappy in terms of help, so I'll just give a description as well. (PC players can use selected items in conjunction with the inventory's question mark icon to see back story, easily solving this part of the riddle.) Three incorrect tries is a game over.

- Select the Oudjat-Eye (blue, irregular-shaped object)
- Select the Tit-Knot (red ankh-looking thing)
- Select the Oudj-Small Column (greenish, oblong object with a pointy tip)
- Select the Djed-Pillar (light blue pillar with fringes at top)

The second half of the puzzle is organizing the objects in a 2x2 array that follows the clue: "That which has been broken that which has been wounded. Under the belt of the widow is to be found the body of the victim." Though cryptic, the clues refer to the items' historical meaning (tit-knot is the widow's belt, for instance). Again, PC players can solve this a lot easier than PS1 players, who are mostly in the dark.

- Put the Oudjat-Eye in the NW square
- Put the Tit-Knot in the NE square
- Put the Oudj-Small Column in the SW square
- Put the Djed-Pillar in the SE square

As before, three incorrect attempts leads to a game over. Success, however, accepts Ramose as one of the faithful.

- Move to the room's other side (i.e. opposite direction of embalming room)
- Approach the green sarcophagus
- Inspect the top of the sarcophagus' heiroglyphics (where indicated)
- Use the Coded Message to record "Heri," the third clue.

Exit the room via the nearby door to join the cortege in an FMV. Note that stealing the golden urn on the floor by the sarcophagus leads to a game over, so definitely don't do that.

Unlike previous chapters, Ramose is automatically brought to the next area and accidentally gets trapped due to a cave-in.

- Use the "Fire-Starter and Bow" to light the nearby lamppost
- Take the Boomerang on the chair
- Take the Knife on the chair
- Use the knife on the cavern wall (near pottery-stuffed corner) to find exit
- Crawl through the exit
- Speak to the draftsman working (optional)
- Advance (×2) out of the nobleman's tomb
- Approach the weeping woman in the courtyard

She agrees to help Ramose in his quest for the culprit, but first tests his mettle in a puzzle to name the guilty party. He must look at a 10x3 grid and select the tile that completes the "Coded Message" he's been filling in the whole time.

The correct solution is the eighth (from left) tile on the top row. Players find this out by comparing the Senet relief to the one found on the "Coded Message" -- the 8th tile mentioned is a discrepancy.

- Select the eighth tile on the top row
- Use the Coded Message to record 'Nefer,' the 4th and final clue
- Give the completed Coded Message to the weeping woman

If successful, the duo moves to the next location. However, skipping even one of the previous clues in previous levels renders the solution UNSOLVABLE, and forces a complete reset of the game to continue. (This happens even if three of the clues are collected, including the final one.) It's unfortunate, but it happens to the best of us.

5) HOUSE OF PANEHESY

This time, the destination is on the civilized side of the river, towards the middle. Unfortunately, though the weeping woman made it sound like Ramose'd be welcome here, he'll quickly find it's the exact opposite situation...

- Speak to the gate guard (technically optional)
- Exhaust gate guard's dialogue options (technically optional)
- Give the "Two Debens" to the guard to gain entry

Players will automatically advance further into the courtyard

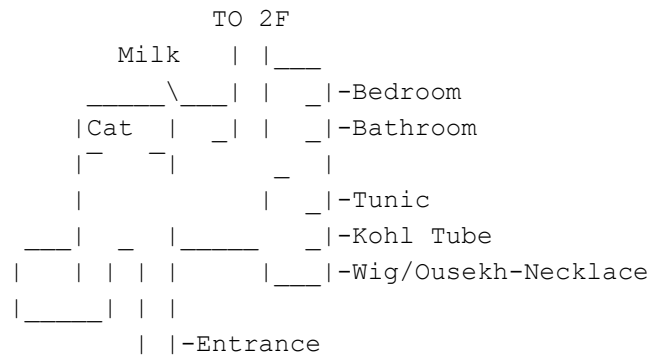
- Advance (×1) toward the manor
- Advance (×1) toward the yellow-framed side door
- Turn and advance (×1) to the right, down the sidewalk
- Enter the door with two 'X's on it

Ramose will be in a pool area.

- Try advancing in any direction (attempted murder by archer FMV)
- Use Boomerang on archer by tree alongside pool's rim (another FMV plays)
- Advance (×1) clockwise around the pool
- Enter the yellow-framed door from the other side

Trying to evade the archer a second time manually leads to death, note, so be sure to boomerang him well. There are several spots to use it on, but only one gives the second FMV.

The yellow-framed door leads into the manor's first floor. This place can be a mite confusing, so I'll make a small map.



First things first, deal with the cat stuff.

- Advance (×3) into the room marked 'milk'
- Take the Bowl from the floor
- Advance (×4) into the room marked 'cat'
- Place the bowl on the floor (calls feline into room)
- Inspect docile cat
- Take the Open Ring (earring) on its head
- Use the Open Ring to unlock the hidden wall compartment in this room
- Read the note inside (automatic)
- Take Ivory Square from inside

Now that we have a clue for a senet board, we need to get into the upstairs shindig. However, Ramose looks like a ragamuffin, so he'll need new duds to fool the servant nearby.

- Speak to servant (optional, but don't lie to her about being a servant!)
- Enter either door near servant
- Enter the southernmost room
- Take the Wig
- Take the Ousekh-Necklace
- Take the Tunic from the nearby room
- Enter the bathroom marked 'Kohl Tube'
- Take the Kohl Tube from the box atop the drawer
- Inspect any mirror (both bathrooms have one)
- Apply Kohl Tube
- Apply Wig
- Return to servant
- Show her the Ousekh-Necklace
- Try heading upstairs (automatic convo with servant)
- Continue upstairs to 2F

There'll be a party going on, but most isn't important.

- Enter the party room
- Move through area (automatically stop to listen to women's conversation)
- Optional: speak to the nearby noblewoman
- Optional: overhear the noblemen's conversation nearby
- Optional: speak to Ptahembab, the drunken nobleman, and drink with him

Note that showing Ptahembab the knife will raise an alarm, leading to a game over. He doesn't do this for other objects, though.

- Exit onto the terrace
- Inspect the senet board
- Use the Ivory Square on the board's empty space

- Press the Heri tile (middle row, tile #7)
- Press the Pedjet tile (top row, tile #3)
- Press the Ptah tile (bottom row, tile #4)
- Press the Nefer tile (bottom row, tile #6)
- Inspect the newly opened secret compartment
- Take the "Map of the Hypostyle Room"

The PC version will show which tiles are which when the cursor hovers over them. PS1 players get an overlaid on-screen diagram, which is a lot better than what they've been getting (i.e. nothing) most of the plot.

After claiming the map, Panehesy himself appears and challenges Ramose to a life-or-death senet battle. Winning is completely optional, though, and it's good to save time by just fleeing, since Ramose'll have to do that either way.

- Optional: play the boring senet game
- Optional: win the game
- Optional: quit the game (try leaving the game board like usual)
- Exit the terrace by jumping off the balcony (reach world map automatically)

6) DOMAIN OF AMON-RE

The final level takes place in the Amon-Re temple. It's on the civilized side of the river, a bit "left" of Panehesy's house.

- Speak to Aamerout (white-clothed woman) by the temple exterior
- Speak to Aamerout a second time after exiting conversation
- Enter the temple by Aamerout (try walking along left-hand exterior)

The temple is a great hypostyle hall, filled with confusing columns and tons of darkness. To begin, locate Aamerout and face the opposite direction.

- Advance forward (×8)
- Turn left and advance (×2) to find the staircase
- Follow the corridor and ascend (×6) to the roofs
- Approach the astronomers (automatic dialogue)
- Acquire the Mekhet, a measuring instrument (automatic)
- Use the Mekhet on the seated assistant nearby

A star-spangled backdrop will be seen now. Note that the instrument will be measured manually in the PC version, while one just looks for the "icon is changing to white" tip-off in the PS1 version.

- Place the instrument below the yellow star (it's above astronomer's head)
- Backtrack (×3) into the temple stairwell
- Enter the newly opened room the astronomer's in
- Tell the astronomer the yellow star was measured
- Inspect the clepsydra on the floor
- Speak to the astronomer again (he leaves)
- Take the Cup off the floor
- Inspect the clepsydra again
- Use the Cup on the clepsydra (×2-3) to drain it
- Use the Knife on one of the round rock-looking items at the bottom
- Take the "Element from the Chest Necklace of Sethi I" inside the hole

There's one final thing to do: locate the booty indicated in the hypostyle map found at Panehesy's.

- Reenter the hypostyle hall

- Advance to the right (×2); a priest should be visible nearby
- Face the priest, turn to the right of him and advance (×2) to the corner
- Turn to the right and advance once
- Inspect discolored base of pillar (on the immediate right-hand side)
- Inspect the uncovered hiding spot
- Take the "Element of the Chest Necklace of Sethi I" from hiding spot

For PC players, moving in any direction will lead them to be evicted from the temple, expediting things. PS1 players have an extra set of steps: going back to Aamerout and showing her the two collected pieces of Sethi I swag found so far. (For those who forgot her position, locate the priest from before, then move in the opposite direction eight or nine times to the other entrance.) Eventually, PS1 players are evicted as well, leading to the final "showdown" on the festival day.

- Speak with To (automatic)
- Accuse Ptahnefer (rip his shirt; he's the one in the middle)
- Use any "Element of the Chest Necklace of Sethi I" on the Ptahnefer's revealed gold band, then repeat the action with the remaining piece

THE END! For more Egypt goodness, be sure to check out the second Egypt game, The Heliopolis Prophecy.

III. FREQUENTLY ASKED QUESTIONS

[FAQZ]

[Q] - Is this game worth getting?

[A] - Ehh, it's passable for a PS1 point-and-clicker, but it can't hold a candle to the regular version, which itself is a bit lackluster. It's a rare find and worth having on that note, but there are certainly better games of this ilk to collect. Unfortunately, even the PC version seems a bit hard to find nowadays, so...

[Q] - Where is the first missable clue?

[A] - The first is Ptah inside the initial level. After crossing the pit via plank, move left (i.e. along route that goes to stairway) once, then face the nearest pillar, which can be inspected. Use the Coded Message on the mural to record the clue.

[Q] - Where is the second missable clue?

[A] - 'Pedjet' is in the workmen's village. After gaining access from the gate guard, advance five screens upstreet, then turn and enter the left-hand house. (It's one of the only few that can be entered fully, so it's not hard to find.) Enter the central room; where it briefly forks, go left and inspect the candlelit object on the floor mat. This has the inscription that can update the Coded Message to show a bowman.

[Q] - Where is the third missable clue?

'Heri' is within the embalmers' workshop. After solving the tedious Seth-related puzzles and getting out unscathed, move to the room's other side and approach the green sarcophagus. The top part of the heiroglyphics can be inspected and recorded via the Coded Message.

[Q] - Where is the fourth missable clue?

'Nefer' is in the final puzzle itself, located in the courtyard of the nobleman's tomb. When inspecting the 10x3 grid of heiroglyphics, pick the eighth one on the top row and record it in the Coded Message. Note that plot progress will irreparably stall when presenting the answer to

the weeping woman if other clue(s) were forgotten.

[Q] - If I forget a clue, do I really have to start over?

[A] - Yeah. The game is pretty unforgiving in this regard. It even happened to me the first time playing. PC players also have to put up with this nonsense, so it's not just a slight between versions.

[Q] - How do I defeat the pool archer at Panehesy's house?

[A] - After he tries killing Ramose, use the boomerang from the nobleman's tomb to knock him out. His position is on the other side of the pool, half-hidden by the trees. (There are several spots Ramose can try using the boomerang on, though some don't do anything. The "archer gets KO'd" FMV will play on the right spot.)

IV. UPDATES & CONTRIBUTORS

[UPDT]

5-05-2017 -----+ Started walkthrough

5-08-2017 -----+ Finished walkthrough

THANKS TO...

- Sailor/Ceej, for hosting my crap
- Being able to kill Ramose, one of the blandest protagonists ever. Who knew pulling knives on random people would end up poorly?

V. LEGALITY

[LGLT]

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E N D O F D O C U M E N T

