

COMPACT
disc
DIGITAL AUDIO

Panasonic®

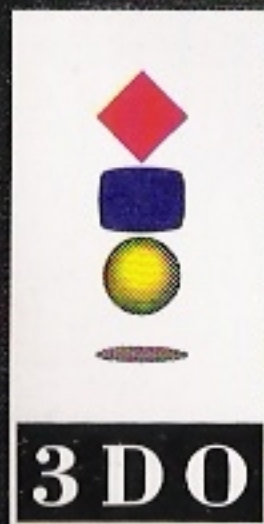


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Panasonic®

**Seal
of
the
Pharaoh**



FZ-SM1751
For use with 3DO™ systems

MEDICAL PRECAUTIONS:

1. Physical activities involving regular repeated movements of the wrists, hands and/or fingers may possibly cause repetitive stress injury. Such injury may also affect muscles in the arms, wrists, hands, fingers, shoulders and neck, chest and abdomen, and the legs and back.
2. There have been reports that some people may experience epileptic symptoms or even seizures while concentrating on flashing lights. It is possible that persons with no previous epileptic experiences may, nevertheless, have an undetected condition. To avoid a possible medical problem, if you have an epileptic condition, consult your physician before playing video games or any other visually intensive software products.

To avoid either of these situations, and as sound practice, if you should use this equipment for a extended period of time, it is suggested that you take periodic breaks of 10-15 minutes each hour. Unit should be used in a brightly lit room. Operating in a close distance to the TV should be avoided.

In any event, stop using the Interactive Multiplayer and consult your physician if you detect involuntary muscle movements (such as twitching), altered vision, mental or visual confusion, convulsions, muscular pain, numbness of fingers, palms or other areas.

PROLOGUE

**"THE PHARAOH IS CALLING ME...
IT WAS MY FATHER WHO APPEARED IN MY DREAMS."**



"THE PHARAOH IS CALLING ME..." YOUR FATHER LEAVES YOU WITH THESE MYSTERIOUS WORDS IN THE DIARY AND DISAPPEARS INTO THE PYRAMID. WRITTEN IN THE DIARY, WERE THE LEGENDS OF THE CURSED PHARAOH, RASSIUS III.

THE EVIL GODS ARE BURIED AND THE EVIL SPIRITS SHALL NEVER RISE AGAIN. WHAT ARE THE SECRETS OF THE PYRAMID?

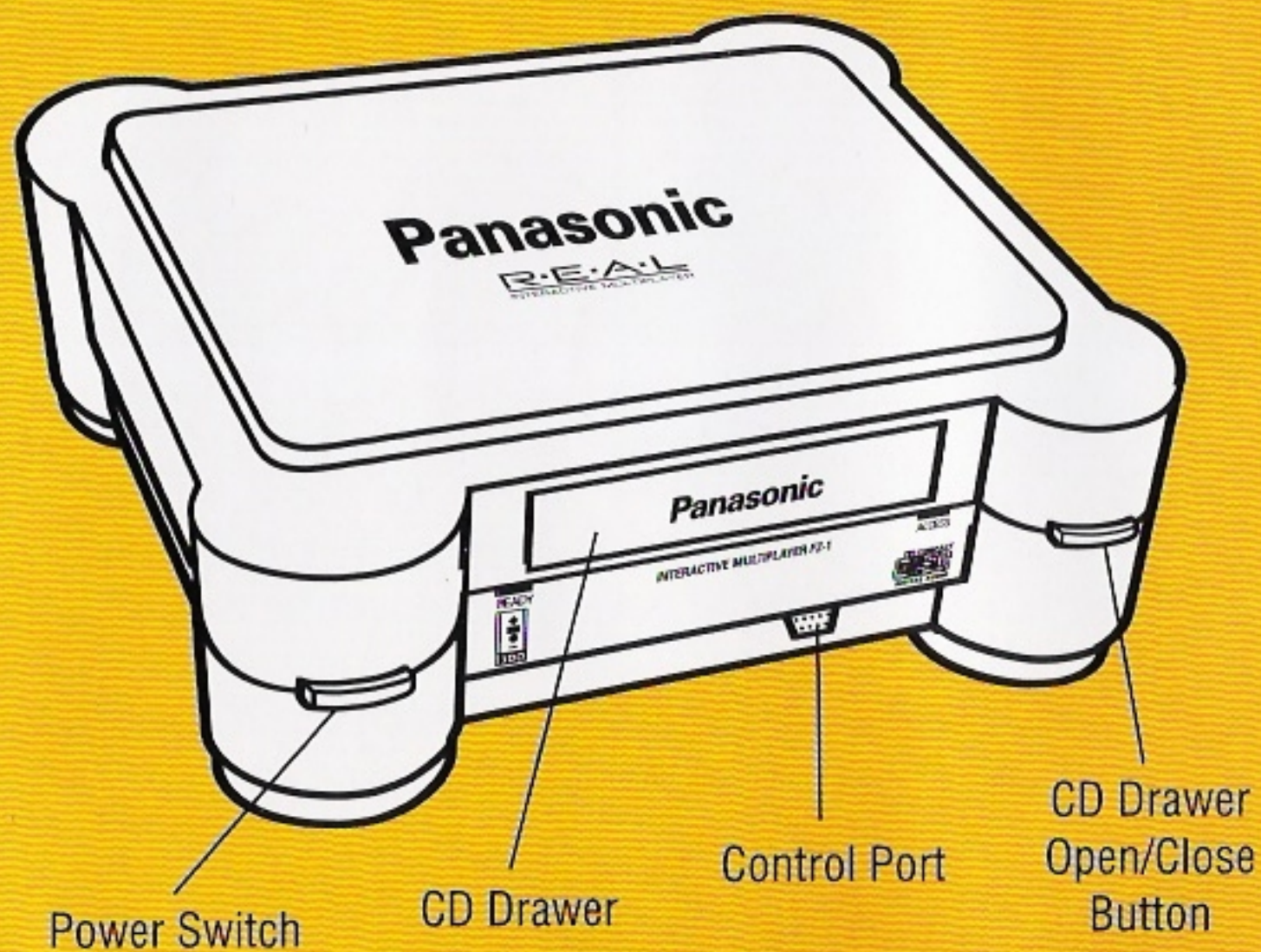
MEANWHILE, THERE WAS DISASTER IN THIS LAND. THE SUN WAS COVERED BY DARK CLOUDS AND THE TREES WERE DRAINED OF ALL LIFE. EVIL FROM THE UNDERWORLD ESCAPED TO PLAGUE ALL MANKIND.

HAS SOMEONE BROKEN INTO THE PYRAMID AND DISTURBED THE ETERNAL PEACE OF THE PHARAOH?

WHERE HAS YOUR FATHER GONE? WHAT CAN BE DONE TO STOP THE EVIL? THIS IS WHERE YOUR ADVENTURE BEGINS...

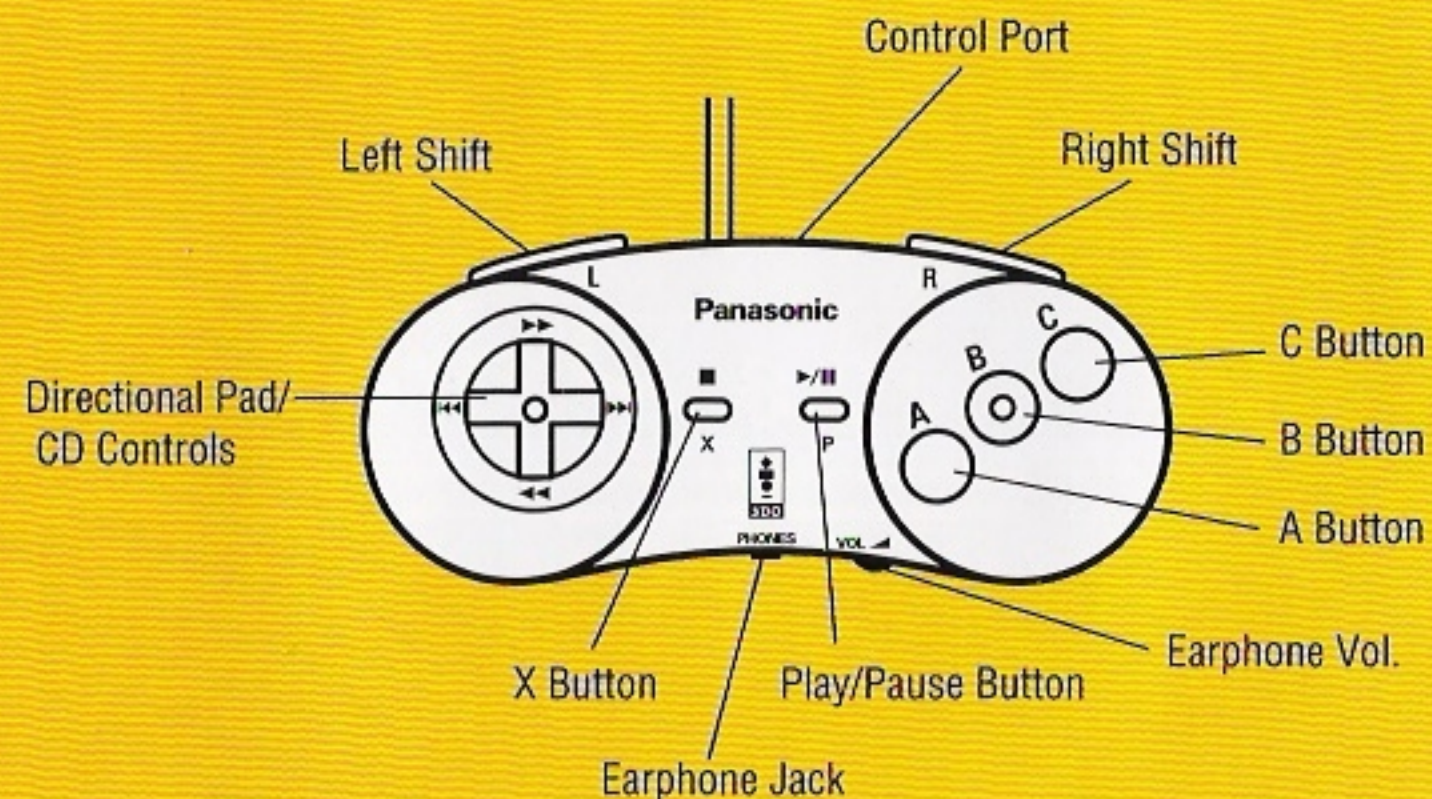
SET UP

LET'S START THE ADVENTURE



- 1) Connect the control pad properly into the control port.
- 2) Turn the power of the 3DO™ on.
- 3) Push the Open/Close button so that the CD drawer will eject. Then place the CD-ROM label side up on the CD drawer and close the tray.

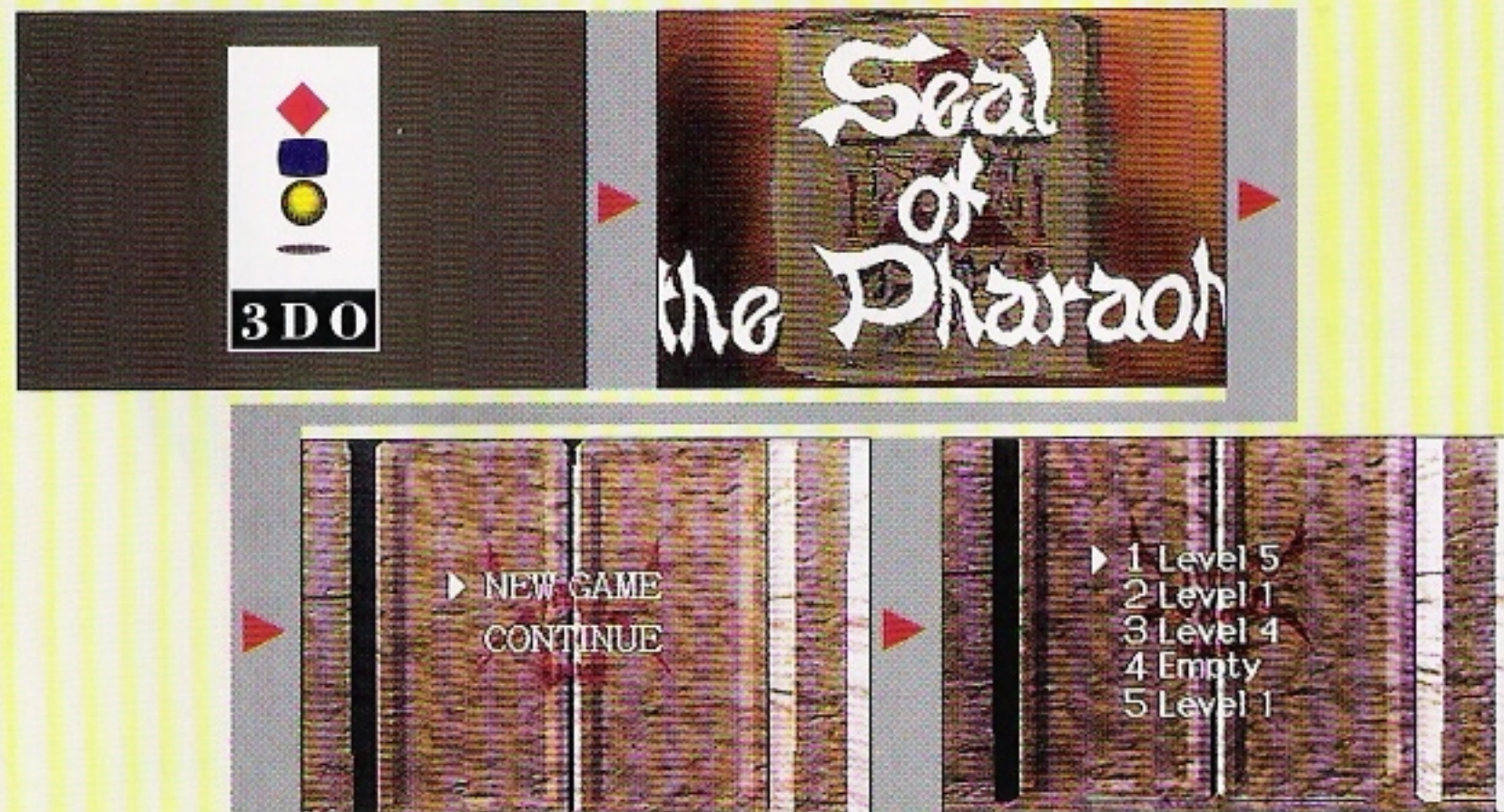
HOW TO USE THE CONTROL PAD



- a) Directional pad-allows you to travel in the dungeon. It is also used to browse through inventory. In combat, press right or left to escape the battle.
- b) A-button- is the attack command, during the battle. When you select the item, it acts as a yes/no command.
- c) B-button- activates inventory during combat or travelling.
- d) C-button- turns the music on/off.
- e) Right shift- displays status.
- f) Left shift- displays available inventory.
- g) X and P- button- are not used in the game.

THE ADVENTURE BEGINS

WELCOME TO THE ANCIENT MYSTERY



The opening demo can be cancelled by pressing the A-button or the left key on the direction pad. To start a new game, select NEW GAME and press the A-button, then choose the slot you wish to save and press the A-button to start the game.

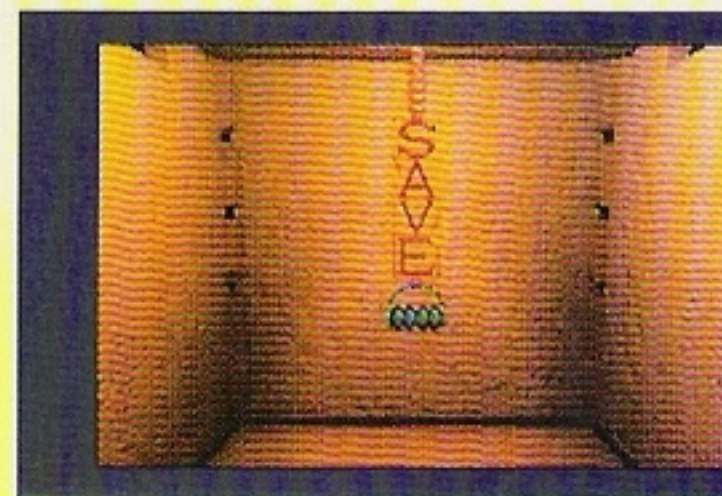
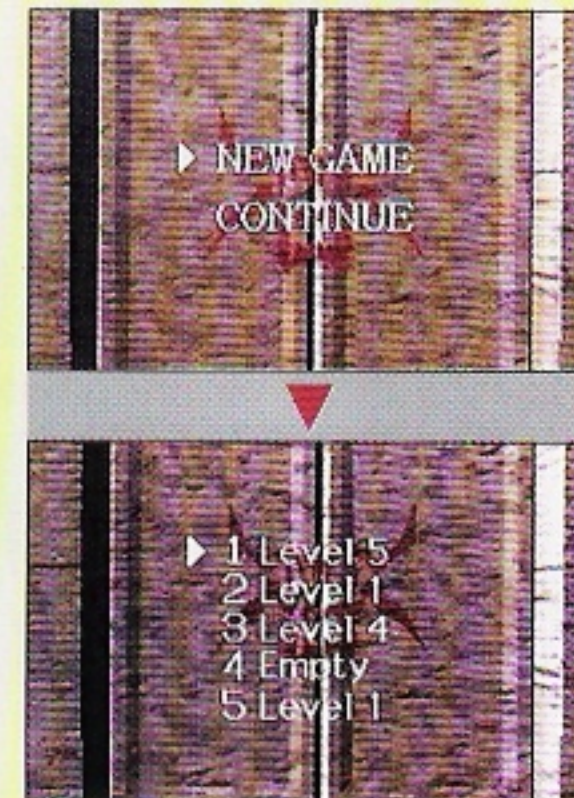
If you want to quit the adventure...

To exit game, press the open/close button to eject the CD-ROM then press the power switch after closing the CD drawer.

If you want to continue the adventure...

There are save points in the game but in the case of an important event, it will automatically save the current status. When you want to resume the adventure, select CONTINUE on the game select screen. There are 5 slots for saving your adventure. Select 1,2,3,4 or 5 to save and to resume the adventure. Simply press the A-button at the slot you have saved on your previous adventure. The adventure starts right after the combat of the boss character or the save point which you have previously saved.

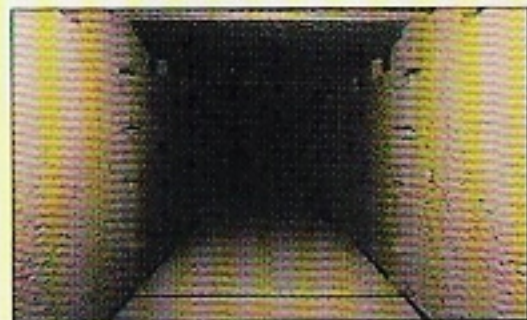
When you select NEW GAME, be sure to save the game in the empty slot or you will lose the data of the previous adventure.



You will encounter several save points in the game. Press the A-button to save the game when you come across a save point,

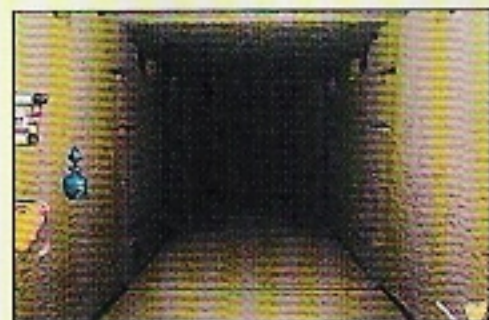
SCREEN

ENTERING THE DUNGEON



You will enter the dungeon with a first person perspective. There is no written text. The items are expressed as the itinerary icons on page 12.

The appearing characters will narrate the messages. Listen carefully.



PRESS LEFT SHIFT TO SEE CURRENT EQUIPPED ITEM.

PRESS B → SELECTING ITEMS

Press B to activate your inventory. Use your directional pad left or right to browse through your inventory. The item furthest to the right is the item you may activate, throw away or use.



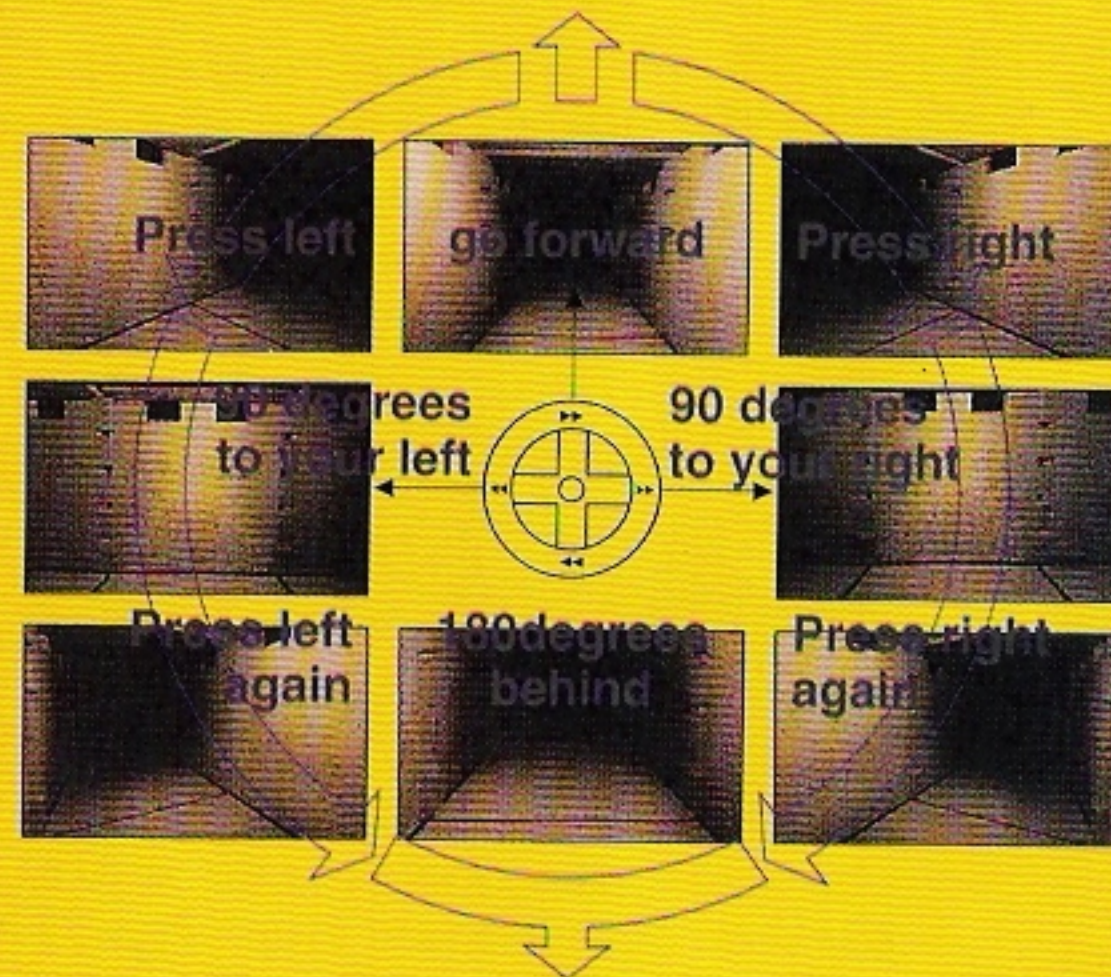
PRESS RIGHT SHIFT → STATUS INDICATOR

The top left corner of the screen displays the player's hit points and level. The blue gauge represents the player's hit points. The gauge will diminish when you receive damage. The pink gauge represents your level. The pink gauge will increase when you defeat the boss characters.

The top right corner of the screen displays the monsters' hit points. When the monster appears, the gauge turn with pink. As you attack the monster, the pink in the gauge will decrease. When the gauge is empty, that means the monster has been defeated and the combat is over.

ACTION !

MASTER YOUR MOVEMENT-HOW TO USE THE DIRECTIONAL PAD



PRESS AND HOLD THE UP ON THE DIRECTIONAL PAD TO CONTINUALLY GO FORWARD. BY PRESSING ONLY ONCE YOU MOVE ONE STEP AT TIME. IF YOU PRESS LEFT OR RIGHT YOU WILL TURN 90 DEGREES IN THAT DIRECTION. BY PRESSING RIGHT OR LEFT AGAIN YOU WILL BE FACING BACK. AT THE TURNS IN THE DUNGEONS PRESS THE DIRECTION PAD IN THE DIRECTION OF WHERE YOU WANT TO GO YOU CAN NOT WALK BACKWARDS.

USE YOUR ITEM EFFECTIVELY!



When the monster appears, you will be in a combat mode automatically. Press the A-button to use the weapon you have ready. To combat with an item, press the B-button to enter equipment menu. Then

use the up and down directional pad to bring new item to the center. Press the A-button to use the new item.



NOW USE THE ENCHANTED POTION!



NOT ALL ITEMS ARE FOR FIGHTING MONSTERS

Some items can be used on the player during and after combat. Knowing the items can aid the player during the game. (See page 12-13)

For example, the player can enter the item menu by pressing the B-button, select the "Enchanted Potion" by using the up and down directional pad and bring the desired item to the center. Then press the A-button to use the new item. Be careful, some items can only be used once while others may have more than one usage.



AVOIDING COMBAT MAY BE IMPORTANT TOO.

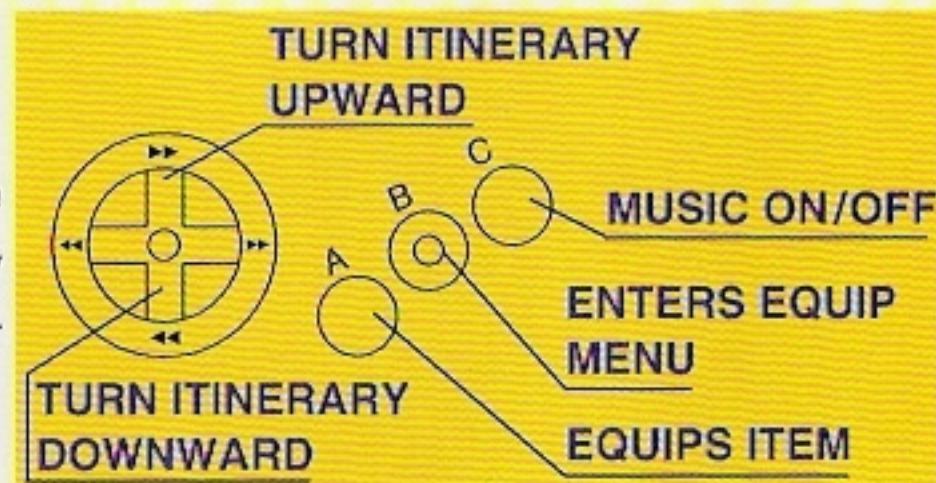
THOSE WHO RUN AWAY...

To flee from combat, press left or right on the directional pad, but some monsters may still strike. Some monsters may be waiting for you when you return.

THROW ITEMS DURING COMBAT

Find out what works best. Some monsters are damaged more by items than by an attack. Learn your foes (See page 17-18).

HINT:



Pyramid Slime appeared! Holy Water works better than weapons!



Press B to activate inventory. Find your Holy Water by using the up and down directional pad.



Center the Holy Water. Now you are ready to use this item.



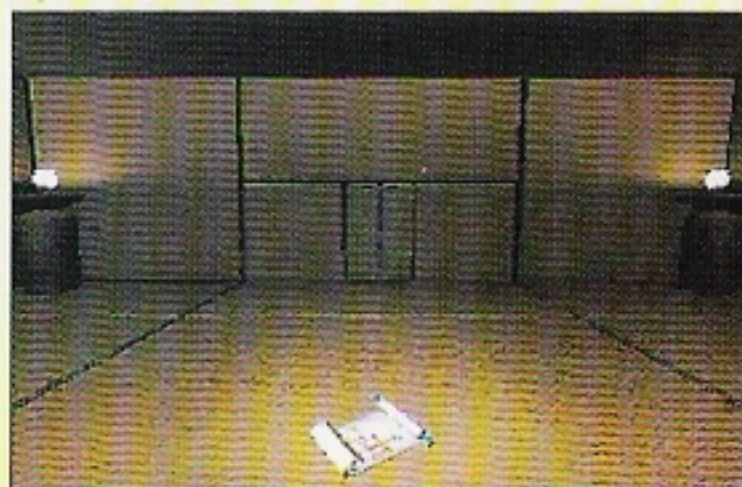
Press A to attack. See the item flying to the monster.



YES! You have nailed the Pyramid Slime!

ITEMS

THE DUNGEON IS FULL OF TREASURES!



ITEMS MAY APPEAR WHILE TRAVELING IN THE DUNGEON AND WHEN SEARCHING IN ROOMS. PRESS THE A-BUTTON TO TAKE THE ITEM. ONCE A SOUND EFFECT IS HEARD, THE ITEM WILL BE IN YOUR INVENTORY. IF YOU DO NOT PICK UP AN ITEM, IT MAY NOT BE THERE WHEN YOU RETURN.



CLUB
Equipped at the beginning. A weapon used to strike.



STEEL DAGGER
Stronger than the club.



SILVER AXE
Stronger than the steel dagger.



GOLDEN AXE
Strongest striking weapon.



FATHER'S DIARY
Secrets of the dungeon are written here.



WOODEN SHIELD
Equipped at the beginning.



STEEL SHIELD
Higher defense than the wooden shield.



SILVER SHIELD
Higher defense than the steel shield.



GOLDEN SHIELD
Strongest defense shield.



MAP
A guide to the floor plan of a dungeon level. Each floor has a unique map.



HOLY WATER
Throw at monsters, some are not affected by this item.



ENCHANTED POTION
Recovers hit points.



GOLD
Used to make deals.



GEMS
Used to make deals.



LAMP
Can be used as a weapon.



MIST OF JOY
Used to remove cursed mask.



HAND OF THIEF
?



FLUTE OF DISPEL
Used to dispel monsters.



CRYSTAL SCYTHE
?



ROPE
Used to throw at monsters.



RING OF HEAL
Used to recover hit points.



FLASK
Used to throw at monsters.



RING OF THE PHAROAH
?



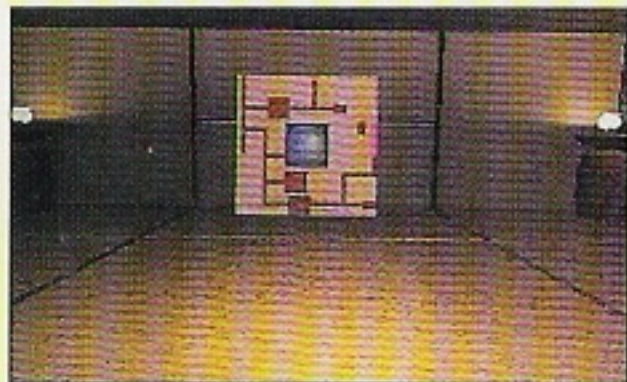
LAPIS STATUE
Used to disarm traps.



KEY
Used to open gates.

MORE ITEMS

MAP



PRESS A-BUTTON TO CLEAR MAP.

Usually this item is used to view the layout of each floor. Each floor has a unique map. Clues to the level 8 map are a mystery to be solved...



When viewing the map, the player can see their location as a white dot.

DIARY



COULD THERE BE HINTS ON HOW TO DEFEAT THE BOSS?

This is the diary that was shown in the opening sequence. The diary holds the hints to solving the mysteries of the game. To turn the pages of the diary, press the directional pad. Your father's clues are very unusual, but if deciphered correctly they may prove to be useful.

THE SECRETS OF THE PYRAMID

To uncover the veil of the mystery, there are several important items you must find in your adventure. Each item has its own use. Here are some of the items you will find:



The flask of Tefnut



Tear of Geb



Sphere of Inferno



Acid Sword

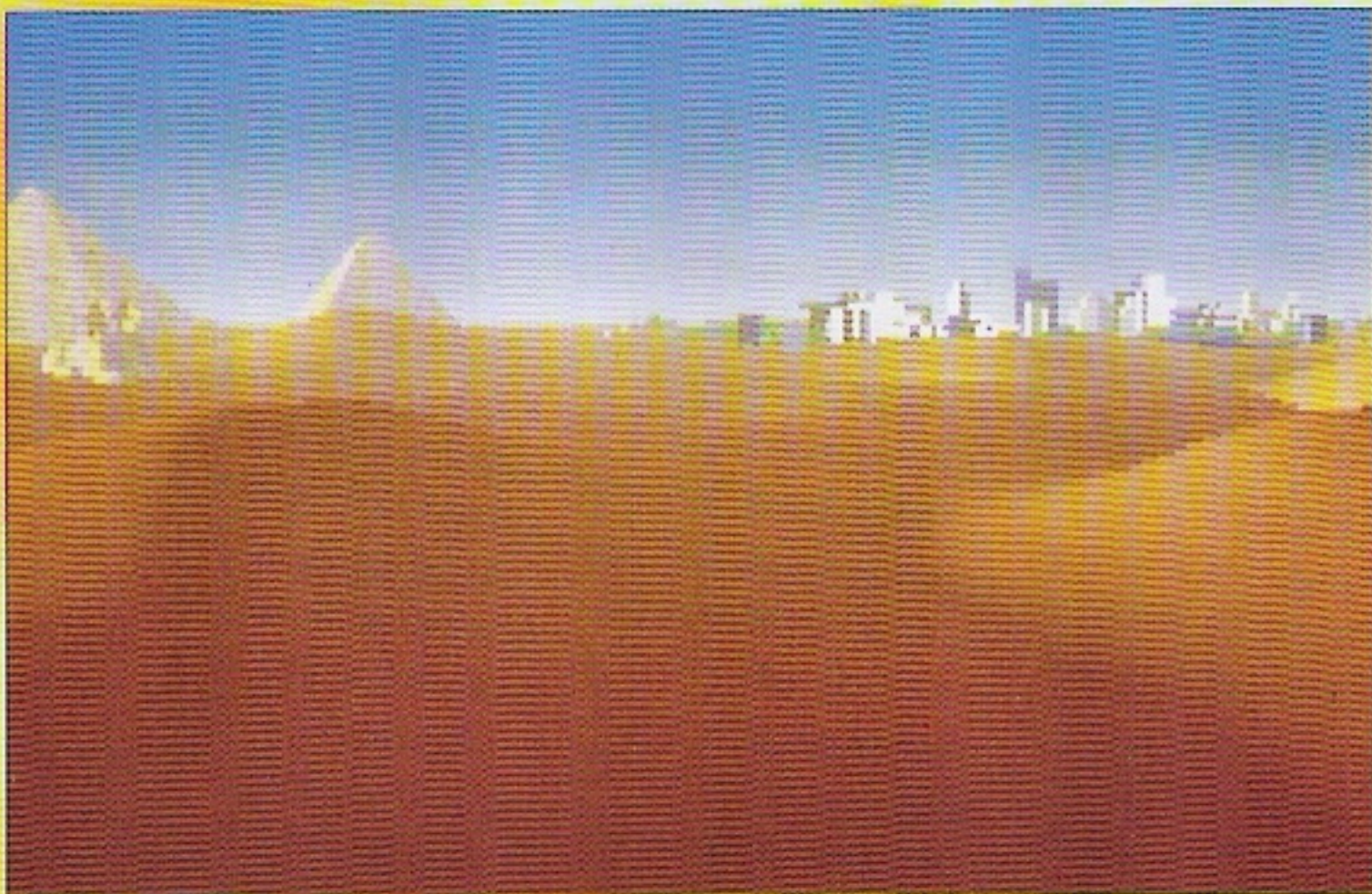


Bow of Ra



Pyramid Power Holder

ADVENTURE GUIDE



THE MONSTERS

There are many monsters which would try to prevent you from completing your quest.



FIRE ELEMENTAL
Created from the will of an evil fire elemental.



NEGRO-GUARDIAN
Evil Skull with scythes that guards the dungeons from intruders.



METAL SCARAB
An evil-minded creature which has hatred against any life



WARRIOR MUMMY
Ancient warriors which guarded their pharaoh.

THERE ARE ONLY SOME OF THE MONSTERS LURKING IN THE DUNGEON. HOW TO DEFEAT THESE MONSTERS IS UP TO YOU.



POISON WASP
Attacks intruders swiftly with their poisonous needle.



NECRO-WARRIOR
The skull warrior from the underworld. It floats and gives the smile of death to attack intruders.



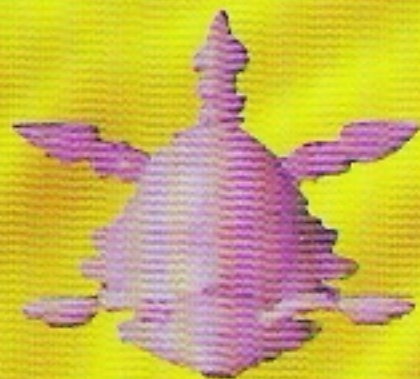
DEMI-ANNIBUS
Guardian of the underworld. Has multiple devastating attacks.



OTIM
Urn used in mummification rituals.



LUCUS POCUS
Evil insect which eats up all green land. Beware their various attacks!



PYRAMID SLIME
An offensive substance which attacks with their body.

TRAPS AFTER TRAPS

Not only are there doors that block the player. Traps and puzzles are set to block the intruding adventurer.



A red alert light appears before a dangerous trap. You need the proper item to disarm a trap. If the appropriate item is used the blue light will appear to let you know that the trap is disarmed. If the blue light does not appear, it means that the wrong item was used and as a result the trap has not been disarmed. Be careful.



Aside from the traps, there are keys needed to reveal the mysteries. During the adventure, you will come across keys and hints to reveal the hidden secrets. Listen to the hints carefully and make sure all the keys are turned.

NOT ALL ARE MONSTERS...



THE SNAKE

Lives in the dungeons especially near the treasures. May have been former mistress of the Pharaoh.....??



IMUZ-ISHOY

Through the walls and the floors, they appear in agony. Are they cursed people who have been imprisoned or evil creatures ?



SCORPION

A gold loving greedy creature who knows much about the pyramid.

THEY ARE THE INHABITANTS OF THE PYRAMID. THEY HAVE GREAT KNOWLEDGE OF THE PYRAMID. LISTEN WELL TO THE ADVICE, BUT REMEMBER YOU ARE AN INTRUDER IN THEIR REALM.

...SOME WILL GUIDE YOU

WHEN THEY APPEAR, THEY SPEAK WORDS OF WISDOM. LISTEN CAREFULLY!



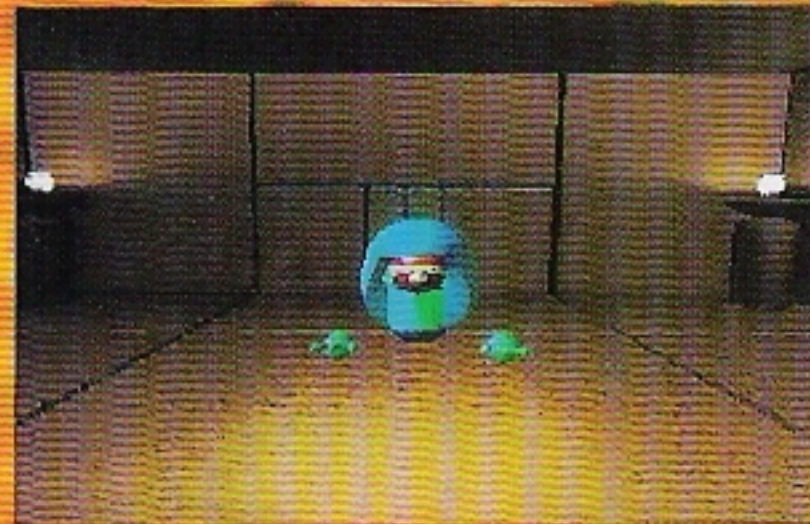
RASSIUS III

Former pharaoh. He is the one who called the father to seal the evil but...



FLAMEY

The spirit of your father who gives advice like Rassius III.



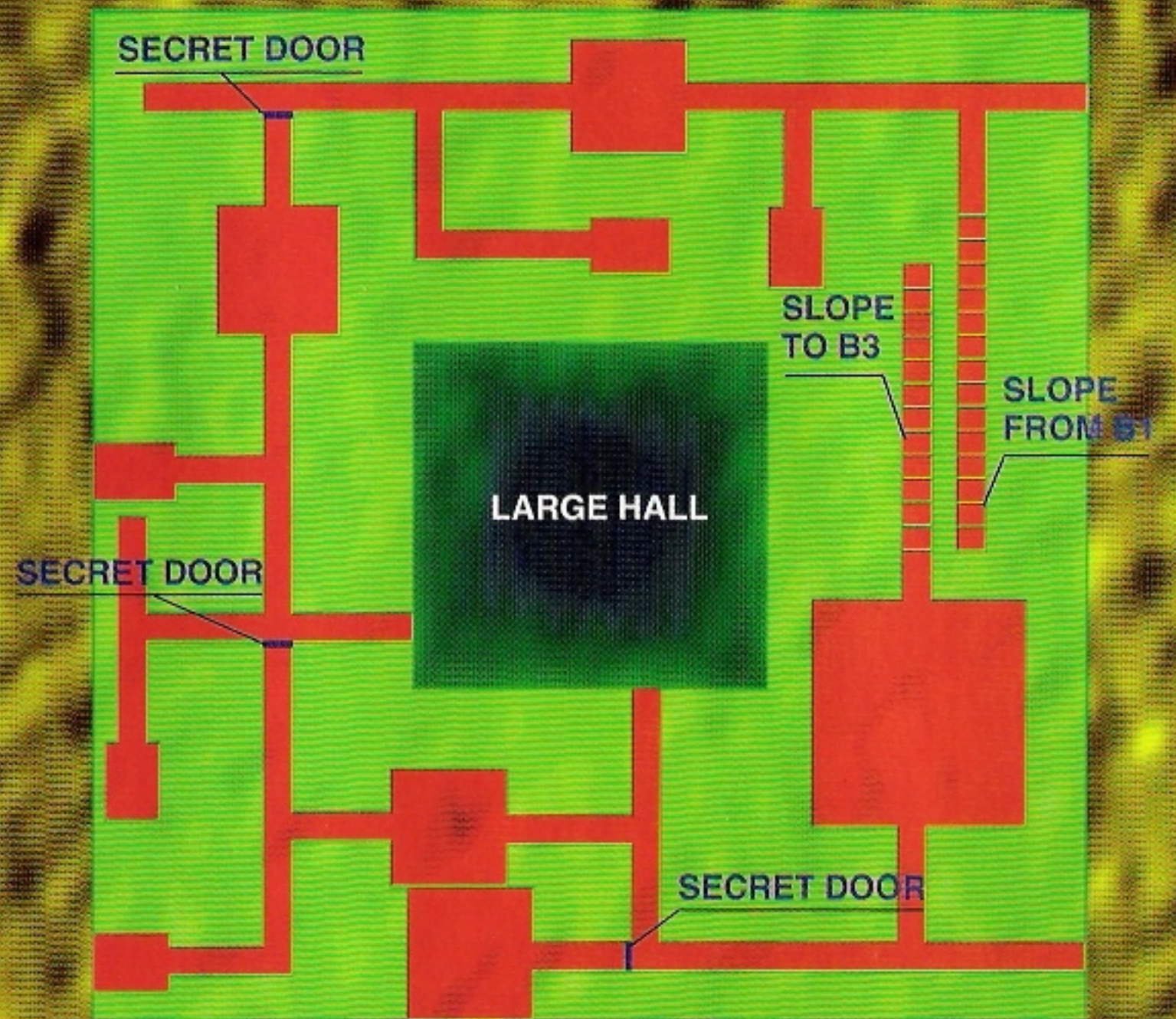
MAPS OF DUNGEONS

B1



THIS IS THE MAP WHICH THE FATHER LEFT IN THE DIARY. AS YOU GET IN DEEPER, THE DUNGEONS GET MORE COMPLICATED.

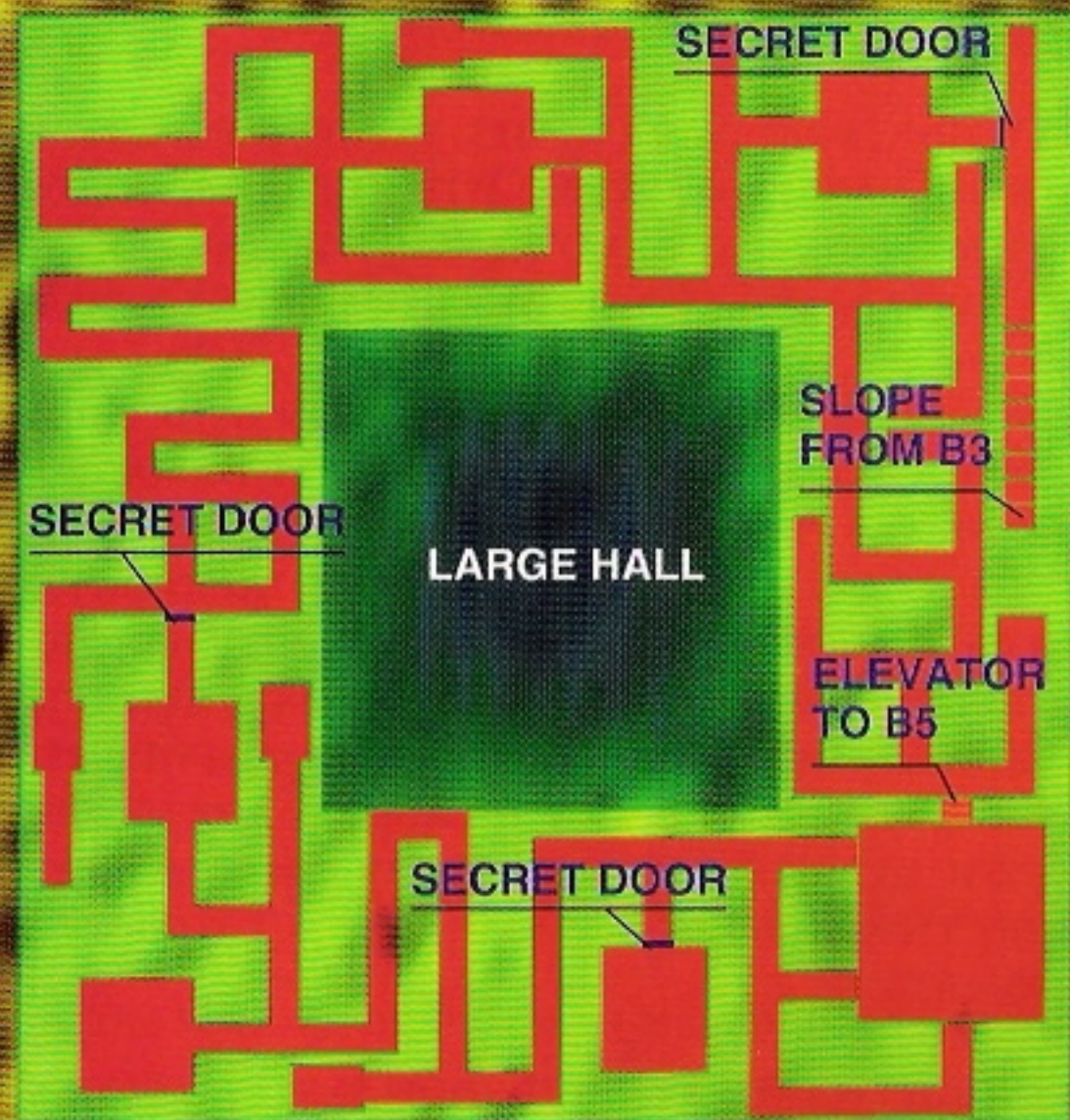
B2



B3



B4



END USER NOTICE

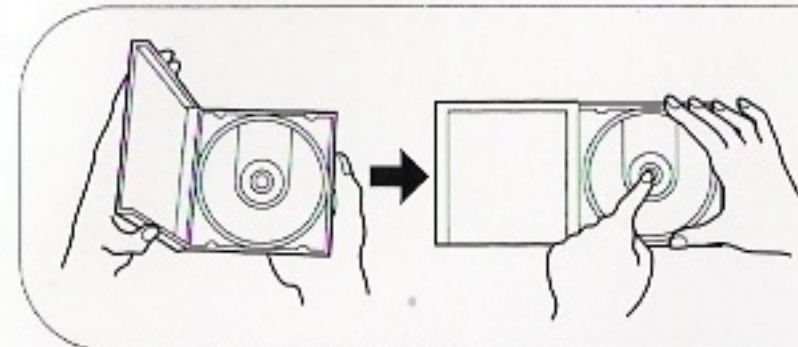
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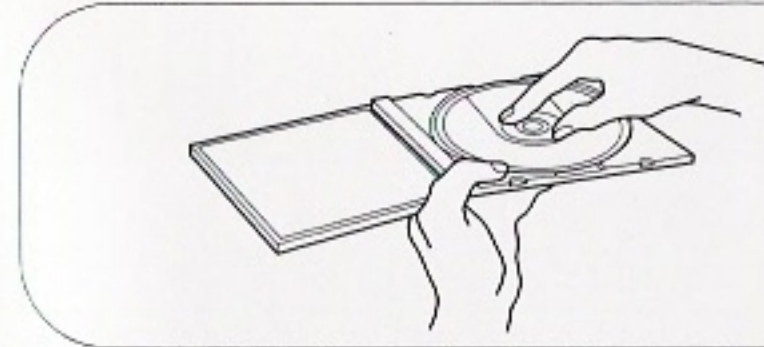
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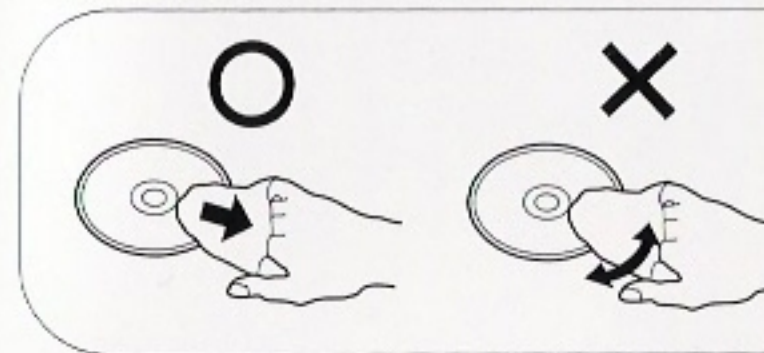


TO OPEN THE CASE, GENTLY PRESS BOTH SIDES OF ITS TOP.

TO REMOVE THE CD FROM THE CASE, PRESS THE CENTER HOLDER AND LIFT THE CD, HOLDING BY THE EDGES.



TO RETURN THE CD TO THE CASE, INSERT THE CD WITH THE LABEL FACING UPWARD, AND PRESS DOWNWARD AT THE CENTER.



IF THE SURFACE IS SOILED, WIPE GENTLY WITH A SOFT, DAMP CLOTH (DAMPENED WITH WATER ONLY). ALWAYS MOVE THE CLOTH DIRECTLY OUTWARD FROM THE CENTER OF THE CD, NOT IN A CIRCULAR MOTION.

DO NOT USE RECORD CLEANING SPRAYS, BENZINE, THINNER, STATIC ELECTRICITY PREVENTION LIQUIDS OR ANY OTHER SOLVENT.

DO NOT WRITE ON THE SURFACE OF THE CD WITH A BALL POINT PEN OR OTHER WRITING INSTRUMENT.

BE SURE TO STORE CDS IN THEIR CASES TO PROTECT THEM FROM DUST, SCRATCHES, AND WARPING. DO NOT PLACE OR STORE CDS IN THE FOLLOWING PLACES:

- ❖ LOCATIONS EXPOSED TO DIRECT SUNLIGHT, HUMID OR DUSTY LOCATIONS.
- ❖ LOCATIONS DIRECTLY EXPOSED TO A HEAT OUTLET OR HEATING DEVICE.