THE GREAT MYSTERY OF CHEOPS

Translation and adaptation from original by rrebel & Jope / Kasettilamerit

This is a graphical adventure game which is situated in the most famous landmark in Egyptian history, the pyramid of the pharaoh Cheops(Khufu), aka. the Great Pyramid of Giza. When archeologists entered the pyramid for the first time, they found a room, which was later given the name King's Chamber and which is widely thought to be the tomb of Pharaoh Cheops. The barren, undecorated room contained a rectangular sarcophagus, the cover of which had been moved slightly out of place. The sarcophagus was empty. Some experts believe that this room had been built as a decoy, and the real main chamber would be somewhere else in the depths of the pyramid. This game is based on this idea.

The player takes on the role of the protagonist, an English egyptologist (a researcher specializing in Egyptian history) who has received information about a secret passage found in the lowest room of the pyramid, and decides to explore the passage. This is the beginning of an adventure he will never forget.

The game is not a role-playing game, despite some similarities with some representatives of that genre. The object of the game is to survive with the tools you find, your ingenuity, problem-solving skills, and combat skills. From the depths of the pyramid you will find opponents, most of which are based on ancient Egyptian mythology. Magic also plays a part in the course of the game.

HARDWARE REQUIREMENTS

Display:	The game requires a VGA, MCGA, SVGA or compatible video card.
Sounds:	In addition to the internal speaker, the game supports a SoundBlaster sound card (unfortunately Adlib does not work) and a Covox Speech Thing - a D/A converter or a compatible device that connects to the printer port (a compatible device is easy to also manufacture yourself). The sound is not stereo. The effects obtained through the built-in speaker are more scarce than with the other devices listed above.
Controls:	The game requires a mouse with at least two buttons.
Memory:	The game requires at least 533,500 bytes of free RAM. You can check the amount of free RAM e.g. with the DOS-program CHKDSK. If you do not have enough memory, you may want to remove any memory-intensive TSR programs from your Autoexec.bat and Config.sys files. If you do not want to change your files on the hard drive, you should make a bootable floppy with only the files to start your computer. The instructions for the creation of a boot disk can usually be found in the description of the format command in your DOS manual.

INSTALLATION

The game can be played from a 5.25" or 3.5" high density (HD) floppy disk, but it is recommended that you copy the game to your hard drive if one is available. The files are copied as is (no separate copier is included with the game). Next, you need to run SETUP.EXE, which will ask you for information about your hardware configuration. You can then launch the game with the command GAME. If you want to see the intro of the game, you can start it with the command INTRO.
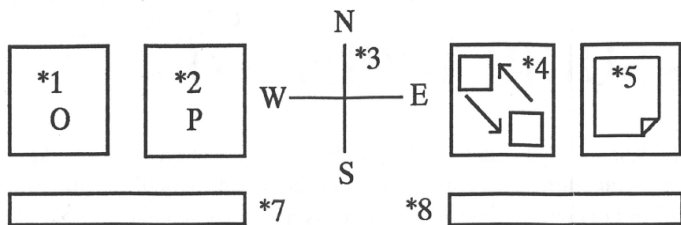
PLAYING THE GAME

The game area is visible "through the player's eyes", i.e. the game character is not displayed on the screen. You move around the game area either by clicking the arrows at the bottom right of the screen with the mouse or using the corresponding number keys (see the Actions subheading). Usually the left mouse button is used, unless a brief description of an item is desired. The items in the player's possession are displayed in a drawer that can hold 40 objects (these are divided into two pages on screen). An object is picked up from the ground by clicking it with the mouse, which moves it to the drawer. You can also get a brief description of the signs, paintings, etc. on the walls by clicking that item on the screen with the mouse. If there is a button somewhere, you can try to click on it with the mouse. Objects in your item drawer are used by clicking on their images in the drawer. The player enters the game already holding a few items. Among these items is a packet of chalk. If you click on the image of the chalk, the marking function is activated. This means that places you visit are marked with a chalk mark. This way, you can better understand which places you've already visited in the mazelike environment, and it's not necessary to draw a map of the game area. If you have two objects that you think could be combined in some way, you can try to use the combine function on them (see Actions subheading).

Combat: As said, you will encounter enemies in the game. Effective fighting techniques vary depending on what opponent you have encountered. In order to survive, the most important thing is to try to block your opponent's attacks. The main form of the combat in the game is fencing. Some long range weapons can also be used, for example by throwing. In melee, weapons are used like any object; that is, by clicking on the weapon's image from the drawer. There is no need to touch the image of the opponent with the mouse cursor after selecting the weapon. When a weapon is used, a blue frame briefly appears around it and any other weapons you may have. Weapons cannot be reused until the frame disappears. In this way, a better sense of realism is achieved in the fight, ie. the player cannot, for example, wave his sword faster than would actually be possible.

ABOUT SAVING AND LOADING

It is a good idea to save the game situation to disk often in case you lose in a battle or fall into a trap, etc. To access the game's save menu, click on the icon in the upper left corner of the screen. You can save the game in four numbered slots. Based on the number, you can later find the saved game you wish to load.

ACTIONS

* 1 MENU: Here you can save, load or restart the game from the beginning.

* 2 PAUSE: Here you can pause the game for a moment. NOTE! On some machines, despite the game prompt, you must press the right mouse button to continue the game.

* 3 COMPASS: The top letter shows the direction you are looking towards (N = north, S = south W = west, E = east).

* 4 COMBINE FUNCTION: If you have two items that can be combined, you can use this function to do so.

* 5 PAGE CHANGE: You can flip between the pages of your item drawer using this action.

* 6 DRAWER: All the items you are carrying are displayed here. Here you can also use the items by clicking the item with the left mouse button. The right mouse button gives a brief explanation of the item.

* 7 ENEMY VITALITY: When you hit your enemy with this bar goes down.

* 8 PLAYER VITALITY: When the enemy hits you, this bar goes down.
When you lose all of your vitality, you will die.

* 9 UP AND DOWN (arrows in the game): When you are above an opening on the floor and you want to go down, click on the down arrow. If there is an opening above you and you want to climb up, click on the up arrow (you can only go up, if you have found the necessary tools to do so).

* 10 ARROWS: Use these arrow buttons to go forward, backwards or sideways. You can also turn 90 degrees to the left or right. You can also use the numeric keypad (NumLock must be on), in which case

7 = turn 90 degrees to the left
8 = step forward
9 = turn 90 degrees to the right
3 = step left
5 or 2 = step backwards
6 = step right right

COPYING THE GAME

If you have any comments about the game, the authors can be reached at:

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