



Pharaoh's Ascent Help Contents



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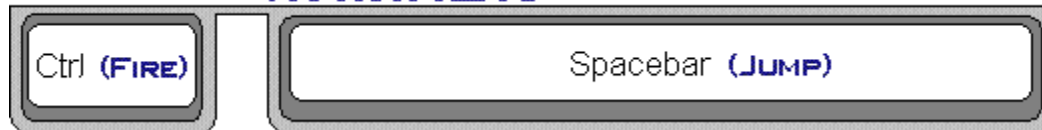
Quick Start

The very first time Pharaoh's Ascent is loaded, the computer will automatically run through an example level. After the example level is completed, the pyramid level appears. The first pyramid level is made up of 36 rooms. With the mouse, click on the room in the upper left hand corner of the pyramid. You will enter the *Welcome to the Crypt* room. Your objective is to push the round ankh stone into the keyhole stone. An exit tunnel will appear which you can walk through to advance to the next room.

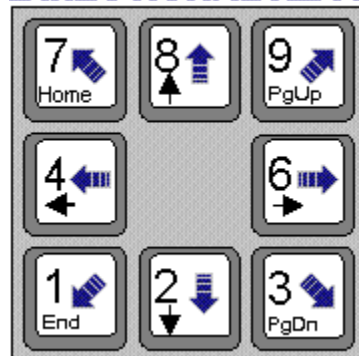


Pharaoh's movement can be controlled by the keyboard or joystick. When using the keyboard, the numeric keypad directs movement, with the spacebar jumping and control key firing. To jump, first press and hold down the spacebar and then press a directional key. The same method should be used with firing—both the control key and a directional key must be pressed at the same time. With the joystick, jumping is performed by the first button and firing by the second button. For a more detailed explanation of Pharaoh's movement, see the [Character](#) explanation.

ACTION KEYS



DIRECTIONAL KEYS



Initially, some of the rooms may seem somewhat daunting to the beginner. To see a demonstration of Pharaoh's abilities and techniques, view the example level. Choose *Example Level* from the *Help* menu. Soon you will be scrambling over boulders and leaping over chasms as you race through the pyramid, truly the master of your fate.

Background

In the beginning, Ra the Sun God reigned supreme over Egypt. As the eons passed he grew weary of the burdens of kingship, and passed his ruling mantle to his son and daughter. King Osiris and Queen Isis ruled for many years, and Egypt flourished under their wise and kindly leadership. But, as is ever the fate of those on earth, the evil that had laid hidden during the Sun God's reign, awoke and began to exert its fell influence. For Set, brother of Osiris, was jealous of his elder sibling, and plotted against him.

Isis, Mistress of Magic, was counted as wise, even among the gods, and suspected Set's treachery, though she had no evidence for her beliefs. Set knew of his sister's insight, feared her power and so put off his plots until she was away. During a court celebration, with the court half-drunk in revelry, Set brought forth a chest made of the finest woods, and vowed to give the chest to whosoever would fit within it. Now Set had made the chest to the King's measurements, and after all others failed, the king successfully placed himself within the chest. Set signaled his compatriots, and the chest was closed and sealed with molten lead. Thus perished Osiris, eldest son of Ra, Father of the Gods, at the hands of his brother.

Set took the throne, proclaiming himself King of Egypt. When Isis returned to find her beloved husband murdered, she vowed vengeance. Summoning her power she reanimated her dead husband and conceived a son. After her son Horus was born, she plotted to have Ra declare Horus rightful Pharaoh of Egypt. Following many ordeals, for Set was not without cunning, and with the aid of Isis, Horus outdueled his uncle and took his place as the rightful ruler of the Upper and Lower Lands of Egypt. Thereafter his descendants would rule Egypt.

As ruler of the two lands of Egypt, many were your enemies. Descending from Isis, your magic was potent and your just wrath feared by all miscreants. But not all in Egypt follow the path of Ra. Set, murderer of your ancient ancestor Osiris, still rails against your bloodline, venting his centuries of anger and frustration as the Lord of Storms. And Set is not without followers, for evil ever casts its shadow on the souls of men. The followers of Set are wise in evil, ever seeking to usurp your kingship. While alive you could keep them at bay but in death your power receded as your mortal body failed.

At death, an Egyptian's soul splits in two, the ka and ba. The ka remains with the body, while the ba undertakes the harrowing journey to the underworld. The followers of Set could not destroy your soul, for only Ra, Ruler of the Gods, has that power. Instead they trapped your ba in a huge immovable granite block, from whence it could not rise to the Underworld Kingdom of your forefather, Osiris.

Isis, Mother of the Pharaohs, was aware of your plight, and encouraged Ra to hold a council of the Gods. At the council she decried Set's machinations toward the Pharaohs of Egypt. After her speech, Ra turned to Set, asking him to answer Isis's charges. Set flatly denied Isis's accusations. If the Pharaoh is worthy of his position in the Kingdom of the Dead, he should be able to prove his worth.

Ra pondered what was said and at length he rose saying he agreed with both Isis and Set. He animated your ka and commanded your dead body rise. "The Pharaoh must bring his soul to the heavens. And he must do so alone. I will brook no interference from the gods." Isis acknowledged Ra's judgment but secretly bestowed a staff of power on you. Likewise, Set awakened the evil within the pyramid, seeking to stop you. In the end you must rely upon your own strength and wit, if you are to take your rightful place in the Kingdom of Osiris.

Installation

Pharaoh's Ascent comes on CD-ROM. To run, it must be installed onto your hard disk (fixed disk). After loading of Windows 95 (or NT), insert the Pharaoh's Ascent CD-ROM into your CD-ROM drive. The Pharaoh's Ascent installation program will start automatically.

If you wish to install Pharaoh's Ascent manually, insert the CD-ROM and select *Run* from the *Start* menu on the taskbar. Type in the CD-ROM's drive letter followed by *setup*. For example, if the CD-ROM was drive D you would type *D:\setup* and press the *Enter* key. You will see the installation program come up prompting you for the directory to place the Pharaoh's Ascent files. If you see a *Cannot find the file error*, check to make sure the CD is in your CD-ROM drive and that you correctly typed the CD-ROM's drive letter.

When the installation process is complete you should see the *Pharaoh's Ascent* folder under *Programs* on the taskbar. Click on the *Pharaoh's Ascent* icon to begin the game. Happy adventuring!

See Also

[Uninstalling](#)

[System Requirements](#)

Uninstalling

Pharaoh's Ascent takes between 12 and 22 megabytes on your hard disk, depending upon installation options. When you are finished playing the game, and wish to remove it from your hard drive, select the *Uninstall Pharaoh's Ascent* icon from the taskbar. All files and shortcuts will be removed from your hard disk. Your saved games, located in the *My Documents* folder, will remain. Should you wish to reinstall Pharaoh's Ascent at a later date you will be able to load your previously saved games.

System Requirements

- **System** Recommend 486/66, 586/Pentium running Microsoft Windows 95 or Windows NT 4.0.
- **Display** Pharaoh's Ascent will optimally be played at 1024x768 resolution with 256 colors. It also strongly supports 800x600 resolution with 256 colors. Pharaoh's Ascent can be played with any 256 color (or greater) display, though higher resolutions and bit depths may bring performance reductions.
- **Video Card** A local bus (PCI or VESA) graphics card is recommended for best performance.
- **Memory** Pharaoh's Ascent recommends 8 megabytes of RAM to run under Windows 95; 12 megabytes of RAM for Windows NT.
- **Hard Disk** Requires 22 megabytes for full installation; 12 megabytes for compact installation.

Game Play

When you begin the game, you are greeted with the 36 rooms on the base level of the pyramid. Notice that the room in the upper left hand corner is fully lit, while the remaining rooms are dimmed. This signifies that you can enter only the first room. Using the mouse, you can enter the room by clicking on it with the left mouse button. (Alternatively you can press the enter key on the keyboard or press the first button on the joystick.) After you have completed the first room you will have a choice of entering the three adjacent rooms. (To move the blue selection square with the keyboard use the arrow keys; moving the joystick will also move the selection square.)

Additional Items

- **Menu** - The menu on Pharaoh's Ascent is hidden so it won't interfere with the game play. To access the menu simply move the mouse cursor to the top of the screen. Note that some menu items are only visible while in the pyramid view, while others are only apparent when you are in a room. When you are done with the menu move the mouse cursor below the menu and the menu will disappear. See [Menus](#).
- **Level Names** - To see the level names while in the pyramid view, you can right click on each room you have access to. (Alternatively, you can press the control key on the keyboard or the secondary button on the joystick.)
- **Example Level** - If you are just starting to play Pharaoh's Ascent's and are having difficulties, be sure to check out the example level. Choose *View Example Level* from the Help menu.
- **Restart Room** - To restart the current room choose *Restart Room* from the *Actions* menu. Alternatively press CTRL-Z on the keyboard. This is useful when the room becomes unsolvable.
- **Exit Room** - To leave the current room choose *Exit Room* from the *Actions* menu. Alternatively press CTRL-X on the keyboard.

Game Saving/Loading

Pharaoh's Ascent automatically saves and loads the current game. If you wish to load another game you can choose *Load Game...* from the *Actions* menu. Similarly, if you want to save a game with a specific name you can choose *Save Game As...* from the *Actions* menu.

Hints

After you have spent 15 minutes on a level, the Gods will offer to show you a portion of the current room's solution. In time, if you still cannot complete the room, the Gods will show you a larger part of the solution, and will finally offer to solve the room for you. Try to limit taking the Gods' aid, for it will not help your score (see [Scoring](#)).

Character



The Pharaoh is an exceptional human being, on the verge of godhood if he is successful. Blessed by the gods, he has prodigious strength, hardy endurance, surpassing swiftness, and a staff of power bestowed by Isis, Mistress of Magic. His strength enables him to hold up whole columns and push immense blocks of rock. Not easily killed, he can survive long falls, leap broad chasms and make fingernail holds to outrun his pursuers.

Keyboard movement is controlled by the directional arrow keys. Note: If the directional keys have no effect make certain the *Num Lock* key is not set.



Movement - Pressing one of the directional keys will set Pharaoh into motion. It takes him one stride to accelerate into a run.



Jumping - Pressing the spacebar while holding down a directional key causes Pharaoh to jump. The distance jumped depends on Pharaoh's speed. When Pharaoh jumps straight up he can jump higher than when he jumps left or right.



Firing - Pressing the control key while pressing an arrow key discharges an energy bolt from Pharaoh's staff. For continuous fire hold the control key down. Remember that to fire, Pharaoh must have use of both hands.



Crawling - Pressing the down-arrow key and the spacebar at the same time will lower your character into a crawl position. To stand up, press the up-arrow key.

Joystick movement is controlled by the stick, together with the first and second button. The first button jumps; the second button fires.

Control configuration

You can customize the keyboard and joystick setting by selecting *Control Settings* from the *Controllers* menu.

Special Moves

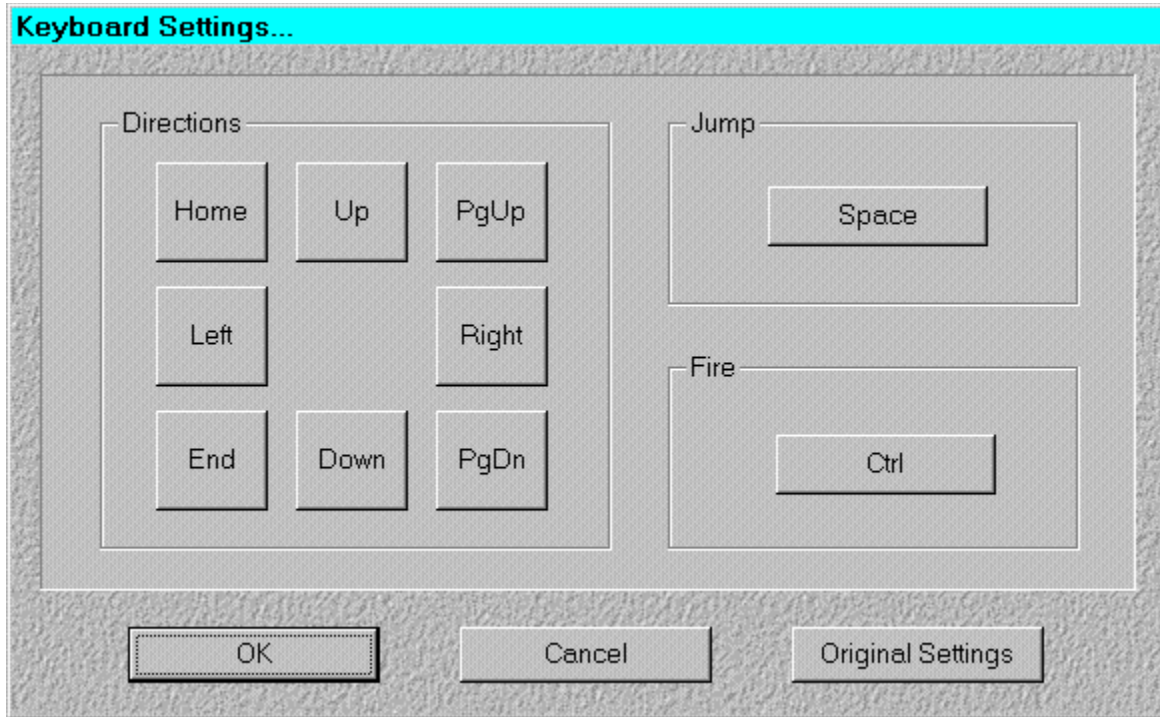
As your proficiency progresses and the room difficulty level increases you will have to master these

moves to successfully exit the pyramid.

- **Firing after pushing a granite block** - To move a granite block an extra distance, you can fire at it just before it falls. This will allow you to successfully move square blocks over wide chasms.
- **Crawling over gap** - Sometimes you need to travel over a gap without jumping. If you start crawling you will be able to go across small gaps.
- **Firing while on webbing** - Normally you cannot fire while climbing on webbing, since you need both hands to hold on. However, you can jump diagonally while on webbing. Once in the air both hands are free and you can fire.

Control Configuration

You can customize the keyboard and joystick setting by selecting *Control Settings* from the *Controllers* menu. If you have keyboard control selected you can change the keyboard settings; if you have joystick control you can change the joystick settings.



Click on whichever key you would like to change. The next key pressed will be substituted. If you press the *Original Settings* button all keys will be reset.



Here you can choose what each joystick button does.

Scoring

Scoring is based upon how quickly you can complete a room and the difficulty of the room. If you choose to take the aid of the Gods to complete a room, your score will be decreased for that room. If the Gods solve a room for you, no score will be earned for that room.



Each room has an associated best score which can be viewed by choosing *Top Room Scores...* from the *Help* menu. In addition, the top scores for the last two room will be displayed, with the last room played on top.

Top Game Scores...

1. Ptah the Creator	3,960,000
2. Ra, Ruler of the Gods	3,920,400
3. Osiris, Ruler of the Dead	3,762,000
4. Isis, Mistress of Magic	3,722,400
5. Horus the Avenger	3,564,000
6. Thoth, God of Knowledge	3,524,400
7. Set, God of Evil	3,484,800
8. Anhur, God of War	3,366,000
9. Anubis, Guardian of the Dead	3,326,400
10. Bast, Cat Goddess	3,286,800
Current Game Score:	1,120,000

OK

The total score for all the rooms is tabulated and can be viewed by choosing *Top Game Scores...* from the *Help* menu. If your character merits it, Osiris will instruct Thoth, Scribe of the Gods, to place your name on the immortal lists. Only successfully completed games will be entered on this list.

Terrain



Floor - The bedrock of the pyramid. It can be walked on safely but beware, some floors may not be as solid as they appear!



Webbing - Webbing can be climbed upon, but bear in mind that spiders are also at home on webbing. To fire while on webbing you must jump, freeing your hands to fire your staff.



Ladder - Left over by the pyramid builders, ladders allow one to climb up and down. Since both hands are engaged, the staff cannot be fired while climbing on a ladder.



Wooden beam - Traversing this beam with your arms allows one to jump over earthbound perils. Like webbing, you must free your arms by jumping in order to fire your staff.



Lift - Used by the pyramid builders to transport immense boulders, lifts can be used to carry stone blocks or humans across huge chasms or to the upper reaches of the pyramid. The lifts are extremely powerful and in their inexorable climb they may crush their contents, be they human or otherwise, when they run into the pyramid bedrock.



Granite blocks - Solid block of stone that can be pushed to facilitate your travels. So heavy are these stones that no mortal being can withstand their fall. Even Pharaoh's strength suffices to push only one granite block at a time. Stacking granite blocks enables one to form steps that can be ascended.



Clay blocks - These solid blocks can be pushed around if nothing is blocking their path. Under a sustained push they will be crushed if trapped beside another solid object.



Sandstone blocks - Sandstone blocks can be climbed on or dug through. Be careful, since sandstone blocks often hold up clay and granite blocks that can fall on the unsuspecting.



Columns - Stone columns can be pushed around. Since columns often hold up platforms of granite blocks look out for falling rocks whenever columns are moved.



Ankh Stone - This stone holds Pharaoh's imprisoned immortal soul. The ankh stone must be moved to the gateway in order for Pharaoh to escape the room.



Keyhole Stone - The target of the ankh stone. When the ankh stone is placed upon the

keyhole stone, it will be sucked in, creating an exit tunnel. Sometimes the keyhole stone is hidden behind blocks of rock.



Exit Tunnel - When you walk through the tunnel you can go to the next room. Pharaoh's soul is naturally drawn toward the tunnel so that if Pharaoh makes even the slightest contact, he will be sucked in.

Traps

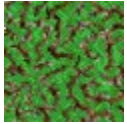


Blazing Fire - These ever-burning fires are a constant hazard in the pyramid.



fatal.

Spikes - Wooden spikes can be jumped over, but take care, for an ill-timed jump will be



Thorn Patch - Grown in the shadows of darkness, these poison thorns will kill the careless intruder.



Jagged Rocks - Placed by the pyramid architects to catch the unwary, these deadly rocks will be fatal if fallen upon.



Spears - Fired from hidden orifices, spears will kill when they strike. A single spear can be ducked under if one is quick and agile.



Gas - Gas traps are hidden traps, detonated a short time after being stepped on. Run quickly or run no more!



Portals - This trap will teleport anything coming in contact with it to another part of the room. A wise man tests the portal by firing into it before stepping into it. If the portal's destination is blocked, no teleportation will occur.



Blades - Placed to trap intruders, these poisonous blades run along the floor and are fatal if they strike you. Practice your jumping!

Tips: Keep in mind that some traps can be hidden behind blocks of rock. Rocks can also be used to shield Pharaoh from direct contact with the trap, like a platform over fire.

Pyramid Denizens

The pyramid is home to a variety of creatures who bear Pharaoh no good will. The Staff of Power has not the strength to kill them, though, being mortal, they will feel the blow. Only a falling block of rock imparts the necessary force to send these creatures's spirit into the next plane of existence, where they can do Pharaoh no harm.



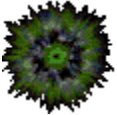
Vortex - Created by Set, Lord of Storms, these swirling masses of air and debris are capable of engulfing a human, smothering their lungs and quenching their breath. Without Set present to guide them, they move randomly with the wind, leaving death and destruction in their wake.



Mummy - When a pharaoh is interned in his pyramid, some of his servants are embalmed and buried with him, so they can continue serving him in his afterlife. Sometimes these servants are possessed by ancient undead spirits, hungry for living flesh. With cloth wrapped over their eyes, their vision is poor, and they tend to move methodically in their endless search for potential victims. When they strike, they quickly rend their victim, consuming bone and flesh alike.



Spider - Set's spirit has been infused into these spiders, causing them to grow to immense size. Despite their transformation, they have retained their spider abilities, and can climb on webbing to catch their prey. These Servants of Set are always thirsty for blood. Once they have caught their quarry their venom quickly quells their prey, even as their life's blood is sucked dry.



Guardian - Created by arcane sorcery to catch intruders, the guardian keeps watch over the specific spot the spell was laid. Once a human wanders within range of its supernatural senses, the guardian will relentlessly track down the intruder, wherever he may flee. Existing in otherworldly space, walls and stone pose no barrier to the guardian. The only hope of escape is to quickly flee outside the guardian's range. Enveloping the intruder, the guardian's fiery body temperature scorches the hapless victim.

Tips: Shooting one of these creatures with the staff will have a very brief stunning effect. This can be useful if you are standing still, waiting for a lift to arrive or an exit tunnel to open. All creatures, including the Pharaoh, can be killed by a falling boulder.

Introduction

Pharaoh's Ascent is a game of reflexes and wits. After enjoying a long reign as Pharaoh of Egypt, your mortal body perished. Faithful servants entombed you in the prepared resting spot, your pyramid. There your soul was to journey to the land of Osiris, ancient forefather of the Pharaohs, to live forever in the company of the gods. But even the best laid plans may go awry. Your immortal soul has been trapped in stone by the evil servants of Set. To free your soul, you will have to weather the wrath of the gods, evade the pyramid's undead denizens, elude traps and pitfalls, and navigate falling boulders in order to move the ankh stone to the heavens.

To solve each room and work your way up the pyramid you must place the ankh stone containing your immortal soul onto the keyhole stone.

Menus

The menu on Pharaoh's Ascent is hidden so it won't interfere with the game play. To access the menu simply move the mouse cursor to the top of the screen. Note that some menu items are only visible while in the pyramid view, while others are only apparent when you are in a room. After you are done with the menu, move the mouse cursor below the menu and the menu will disappear.

Actions Menu

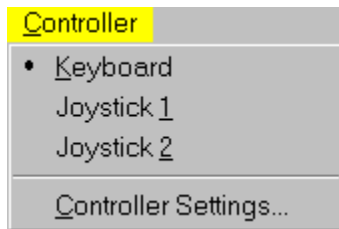


- **New Game** - Starts a new game. You will be prompted to type in your Pharaoh's name. This name will be used to record high scores.
- **Load Game...** - Opens a saved game. The last game played is automatically opened when Pharaoh's Ascent starts, so you will only need to use this command if you want to open a game other than the last one played.
- **Save Game** - Stores the current game on disk with its current filename and location. If no filename has previously been set, you will be prompted to enter in a filename and specify the location.
- **Save Game As** - Stores the current game with the filename and location you specify.
- **Enter Current Room** - Places Pharaoh inside the currently selected room.
- **Replay Room** - Lets you choose a previously completed room to replay. Pick the *Pyramid Level* whose room you wish to replay, and that pyramid level will appear. After the room is completed, the game will automatically resume its current status.
- **Return to Current Game** - Leaves the replay pyramid and goes back to the current game.
- **Jump to Random Room** - Transports you to a random room. The game keeps track of which rooms you have jumped to and will randomly transport you to a new room. It is not possible to finish the game, or accumulate an aggregate score using this method.
- **Exit Game** - Quits the game, returning you to Windows.
- **Restart Room** - Restarts the current room. This is useful when the room becomes unsolvable, and you need to start over.
- **Exit Room** - Leaves the current room and goes back to the pyramid level.

See Also

[Game Play](#)

Controller Menu

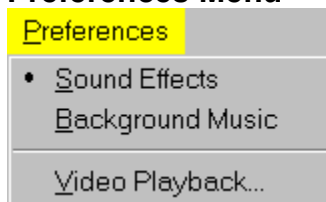


- **Keyboard** - Sets the keyboard to be the current control.
- **Joystick 1** - Sets the first joystick to be the current control.
- **Joystick 2** - Sets the second joystick to be the current control.
- **Controller Settings...** - Allows changing of keyboard or joystick settings, depending on the current control.

See Also

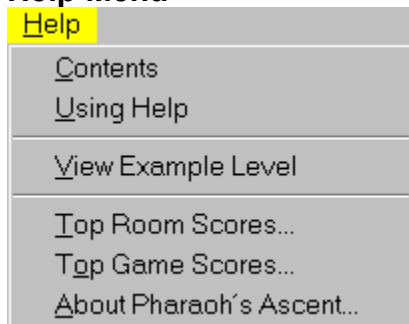
[Controllers](#)

Preferences Menu



- **Sound Effects** - Turns sound effects on and off.
- **Background Music** - Turns the background music on and off.
- **Video Playback...** - Allows you to set the size of the beginning and ending videos, or turn them off.

Help Menu



- **Contents** - Displays the Pharaoh's Ascent Online Help contents screen.
- **Using Help** - Displays the Using Help window. If you are unfamiliar with how to use help files, read this file.
- **View Example Level** - Displays and runs the example level. If you are just starting to play Pharaoh's Ascent's and are having difficulties, be sure to check out the example level.
- **Top Room Scores...** - Views the three best scores for the current room and lists the scores of the last two completed rooms.
- **Top Game Scores...** - Views the top ten completed game scores and lists the total score of the current game.
- **About Pharaoh's Ascent...** - Displays the Pharaoh's Ascent About Box containing information about the developers.
- **Solution Hint** - After spending 15 minutes playing a level, the Gods will offer to show you a portion of the solution. This menu item allows you to watch this solution portion multiple times.
- **Solve This Room!** - Allows you to view the solution for a previously completed room. First you must select the room by choosing *Replay Room* (and *Pyramid Level*) from the *Actions* menu. Then enter the room you wish to see solved. Finally, choose this menu item from the help menu.

See Also
[Scoring](#)

Credits

Game Design

Harold Habeck, Jeff Boeker

Program Development

Harold Habeck

Art Direction

Viet Pham

Music, Sound Effects

Jeff Boeker

Quality Assurance

Michael Yoshihara

Game Testing

Gary Cohen, Andre Fernandez, Roger Hounshell, Chris Hovis, James Intrater, Jung Kim, Jessie Mao, Martin Mueller, Terrie Rayl, Ven Redy

Published By



Internet: <http://www.ambertec.com>

Email: info@ambertec.com

Mail: Ambertec Inc.
P.O. Box 61345
Sunnyvale, CA 94088-1345

