

# DAY OF THE PHAROAH

## Loading Instructions

Please ensure that your disks are write-protected before you begin. Only then can you be sure that the program will not be damaged by viruses.

**Amiga:** Insert the disk in the internal disk drive and follow the instructions which appear on the screen.

**PC:** The program must be begun using DOS commands. When the cursor 'A>' appears, type 'Pharaoh' and press return. Precise loading instructions exist in the README file on disk 1. To access these type 'README' and then press return.

## Controls

Pharaoh can be played with the mouse, joystick or keyboard. You can switch between these during the game - parts of the game can be played with the mouse, others with the keyboard or joystick etc.. We advise the use of a joystick during the action sequences.

**Joystick** : To play using the joystick, confirm by pressing the joystick firebutton. This can be done at any point in the game.

**Mouse** : To play using the mouse, confirm by pressing the left mouse button. This can be done at any point in the game.

**Keyboard** : To play using the keyboard, confirm by pressing the spacebar. Use the cursor keys.

For slower, more precise movements, press the left SHIFT key.

## Additional Note

To turn the sound on and off, press the 'S' key.

The 'ESC' key has several functions:

- If pressed during the title screen, the introduction will be skipped.
- The rolling and unrolling of the scrolls can be quickened.
- The entry of your ship into a port can be quickened.
- It acts as the pause button during the action sequences.
- It interrupts the loading and saving sequences.

To begin the game you must choose your name. This can be one of various Egyptian names, like Menes, Djoser, Sneferu, Thutmose or Ramses. Afterwards you must choose the name of your home town. Here you will find your store to where you can bring your goods which you will hopefully accumulate in the future.

## Main Menu

The main menu is divided into four parts. In the top, right hand quarter of the screen you can see yourself. The clothes that you are wearing are a reflection of your current social rank. To the left of your portrait you will find three further menu parts. At the top is the Economic Menu, in the middle is the Play Menu and at the bottom is the Social Menu. With these menus you can influence the course of the game by clicking on the various icons.

In the Economic Menu there are six different icons:

1. The building of a ship, with which you can bargain for certain goods.
2. Camel racing, on which you can bet the load of your ship (See 'Betting on your Ships Load').
3. The construction of a chariot of war, in case you lose one at war and own enough goods.
4. The ships course and trading.
5. Conferring with a business consultant who you can employ when you have a higher social position (See 'Business and Other Tricks').
6. Inspecting your stores, so that you can discover the amount of stock that you have.

In the Play Menu you can see:

1. On the left side the loading symbol (for disk or hard disk)
2. In the middle the date
3. On the right side the saving symbol

In the Social Menu there are four icons which allow you demonstrate your position and power or which offer you the chance to the ascend socially. However, you must use them skillfully to achieve your aim.

1. Architecture (See 'Your Construction')
2. Religion (See 'The Gods')
3. Haram (See 'The Haram')
4. War (See 'War')

#### **The Map**

On the map there are 14 Egyptian towns represented by red dots. To discover the names of the towns, you must click on the red points - the name of the town will then appear on the screen. Apart from these towns, 6 large settlements abroad and the desert are depicted. To travel from town to town your merchant ship is at your disposal. At the beginning of the game you have just one ship which has been given to you by the Gods. This ship can be found at your home town and is represented by a white dot. If you want to go to sea with your ship, click on the white dot. A window will appear with the following information:

Top: The name of your ship

Middle: The possible directions in which you can sail

Bottom: The name of the town where your ship is currently docked.

You can only reach other towns by sailing in the appropriate direction. When you wish to trade with your goods, click on the name of the town which appears at the bottom of the window (- the window which appears after you have clicked on the white dot).

#### **Trade**

If you wish to buy goods, click on the 'load ship' symbol. The goods displayed above will show you what this particular town has to sell. On the display below you will see the amount of each good that you currently have. If you now click on the goods above, you will be able to adjust the the quantity that you wish to buy on the abacus in the middle of the screen. You will see the amount of that good that you now have change at the bottom of that screen.

If you wish to sell goods, click on the 'unload ship' symbol. Now the goods displayed above will show you what this particular town wishes to purchase. You can only sell goods to a town if there is a demand for that particular good there.

If you wish to deposit goods in your store, you must simply click on the name of your chosen home town at the top of the menu.

#### **Your Ship and its Navigation**

You will find yourself controlling the rudder of one of your merchant ships. Using the joystick (mouse, keyboard) you must avoid the floating obstacles in the water. Touching them will put your ship and its load in danger. If you touch more than three obstacles in one journey, your ship is destroyed along with its load!

#### **Phoenician Thieves**

Occasionally you will come across a band of thieves who want to steal as much of your ships load as possible - it is your task to prevent them doing this. The thieves will swim across to your ship and try to board it by climbing up the side on one of three ladders which hang down to the water. By carefully watching the water and skillfully using your paddle, you must try to stop the thieves from boarding the ship.

#### **Betting with your Goods**

During your adventure you will be given the chance to bet on the camel races. You are required to control your camel who will be competing against the fastest Egyptian camels. The stake will be the complete load of one of your merchant ships. You can ensure victory by using skillful and fast joystick movements to and fro.

#### **The Harem**

At some point you can visit the harem where you will be introduced to various women. You can choose between the daughters of scribes, officers, princes and many more. But be careful - when you ask for the hand of a woman, you will first be expected to bring specified gifts to her father, gifts that are appropriate for her family's social standing. Only then may you marry into this family.

#### **The Gods**

As soon as you begin the game you are obliged to show the Gods the respect that they deserve. Honour your chosen God with a valuable gift that is fitting with your social rank, or perhaps somewhat higher. Later on in the game you may dedicate a temple or a building to a God.

<b>The Gods:</b>	AMON-RE	God of the Sun
	NOUT	God of the Sky
	SHOU	God of the Wind
	OSIRIS	God of the Eternal Life and of the Nile
	ISIS	God of the Fertile Earth
	SETH	God of the Desert and of Evil
	HATHOR	God of Music and Happiness
	HORUS	God of the Stars
	MAAT	God of Justice and Truth
	ANUBIS	The Bearer of the Dead
	THOT	The Godly Scribe
	PTAH	God of Craft

It is possible for you to make sacrifices to the Gods. After clicking on the 'Religion' symbol you must select your God using the screen cursor. You must then select the sacrifice that you wish to make from a choice of three. If you do not have the goods, you must obtain them and gather them in your store within the given period. You must then consult the God once more in order to make the sacrifice. If you should forget this obligation, or be unable to fulfill it, you will be cursed by the Priest. You must then take the cleansing examination. Only in this way are you able to regain the favour of the Gods.

The cleansing examination takes place in the big pyramids. You must discover the placed traps. By building a path through successive rooms you will display your skill. This skill will be the deciding factor - will you be redeemed or will your existence will be threatened by the seven Egyptian plagues (drought, locusts, famine, fire, war, shipwreckage)?

#### **Your Constructions**

You now have the power to build the rightful temple. During the next months or years you will use enormous amounts of granite, chalk, wood, alabaster and gold to build a temple to honour the protective Gods.

#### **War**

If foreign people invade the land, and you are in possession of one or two chariots of war, you can attack without further ado. You must try to hit the enemy from your chariot using a bow and arrows simply by clicking at the correct moment. Be careful to avoid the arrows which fly towards you - they are dangerous and can kill you, leaving Egypt to the hands of the foe. At the top left of the screen you can see how many chariots of war you have left. At the top right you can see how many enemies you have yet to hit. It is possible for you to declare war yourself by clicking on 'WAR' in the main menu. You can then define the name of the people you wish to attack.

