



SPHINX

AND THE CURSED MUMMY™

INSTRUCTION BOOKLET

THE NORDIC

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IMPORTANT HEALTH WARNING ABOUT PLAYING VIDEO GAMES

Epilepsy warning

Some people may experience loss of consciousness or epileptic seizures when exposed to certain light effects or flashes of light. Certain graphics and effects in computer games may trigger an epileptic seizure or loss of consciousness in these people. Previously unknown predispositions for epilepsy may also be stimulated. If you or someone in your family has epilepsy, please consult your doctor before playing this game. If you experience symptoms such as dizziness, blurred vision, eye or muscle spasms, unconsciousness, disorientation, or any sort of involuntary motions or cramps while playing this game, turn the device off IMMEDIATELY and consult a doctor before playing again.

Epilepsie-Warnung

Es kann bei manchen Menschen zu Bewusstseinsstörungen oder epileptischen Anfällen kommen, wenn sie bestimmten Lichteffekten oder Lichtblitzen ausgesetzt sind. Bestimmte Grafiken und Effekte in Computerspielen können bei diesen Menschen einen epileptischen Anfall oder eine Bewusstseinsstörung auslösen. Auch können bisher unbekannte Neigungen zur Epilepsie gefördert werden. Falls Sie Epileptiker sind oder jemand in Ihrer Familie Epileptiker ist, konsultieren Sie bitte Ihren Arzt, bevor Sie dieses Spiel benutzen. Sollten während des Spielens Symptome wie Schwindelgefühle, Wahrnehmungsstörungen, Augen- oder Muskelzuckungen, Ohnmacht, Desorientierung oder jegliche Art von unfreiwilligen Bewegungen oder Krämpfen auftreten, schalten Sie das Gerät SOFORT ab, und konsultieren Sie einen Arzt, bevor Sie wieder weiterspielen.

Avertissement sur l'épilepsie

Certaines personnes sont susceptibles de faire des crises d'épilepsie ou d'avoir des pertes de connaissance à la vue de certains types de lumières clignotantes ou d'éléments fréquents dans notre environnement quotidien. Ces personnes s'exposent à des crises lorsqu'elles regardent certaines images télévisées ou lorsqu'elles jouent à certains jeux vidéo. Ces phénomènes peuvent apparaître alors même que le sujet n'a pas d'antécédent médical ou n'a jamais été confronté à une crise d'épilepsie. Si vous-même ou un membre de votre famille avez déjà présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en jouant à un jeu vidéo, veuillez consulter votre médecin avant toute utilisation. Si vous-même ou votre enfant présentez des symptômes suivants : vertige, troubles de la vision, contraction des yeux ou des muscles, perte de conscience, troubles de l'orientation, mouvement involontaire ou convulsion, veuillez immédiatement cesser de jouer et consulter un médecin.

Avvertenze in caso di epilessia

Alcune persone possono subire crisi epilettiche o svenimenti in presenza di particolari effetti luminosi o fenomeni intermittenti. In queste persone, crisi epilettiche o svenimenti possono insorgere in presenza di determinati tipi di grafi ca o effetti prodotti dai videogame per computer. Anche persone che non hanno mai subito una crisi, possono correre questo rischio. Se al giocatore o a un membro della famiglia è stata diagnosticata una forma di epilessia, se questi dovrebbe consultare il proprio medico prima di giocare. Se si dovessero avvertire sintomi quali vertigini, perdita di coscienza, contrazioni oculari o muscolari, svenimenti, senso di disorientamento o movimenti involontari e/o convulsioni, è necessario spegnere IMMEDIATAMENTE il computer e consultare il medico prima di riprendere a giocare.

ADVERTENCIA SOBRE LA EPILEPSIA

Alguna personas pueden sufrir ataques epilépticos o confusión mental al exponerse a ciertas luces estroboscópicas o parpadeantes. Estas personas pueden padecer un ataque o perder la consciencia con ciertos gráfi cos y efectos de videojuegos. Asimismo, estos factores podrían fomentar tendencias epilépticas previas ya existentes. Si tú o alguien de tu familia tiene antecedentes de epilepsia, consulta a tu médico antes de utilizar este juego. Si experimentas mareos, alteraciones de la visión, espasmos musculares u oculares, desmayos, desorientación o cualquier tipo de movimiento involuntario o calambres mientras utilizas este videojuego, deja de jugar INMEDIATAMENTE y consulta con tu médico antes de continuar.

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CONTROLS

Game Controls

Control Stick	Control character
Control Pad	Display the Items Menu
A Button	Jump
B Button	Attack (Sphinx only)
Y Button	Action (use items, open doors, etc.)
X Button	Assign item, captured monsters
R Button	Assign item, captured monsters
L Button	Assign item, captured monsters
C Stick	Rotate camera
START	Pause the game
Z Button	Inventory

Note: The game screen will display different button commands as you play through the game. These button commands will change depending on your position and circumstances in the game. For example, the Y Button will display "Open" if you approach a door, or it will display "Grab" if you are near an item that can be pushed or pulled.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned on, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



Controlling Sphinx

Movement

Control Stick	Control Sphinx
C Stick	Rotate camera
A Button	Jump (double tap for double jump)

Attack

B Button	Perform short attack
B Button (x2 or x3)	Perform chain attack
B Button (hold)	Backhand sword slash
Single Jump + Attack	High sword slash
Double Jump + Attack	Overhead slam

Swimming Controls

Surface

Control Stick	Normal speed swim across surface of water
Y Button (hold)	Faster swim speed on surface of water
A Button	Jump (double tap for double jump)
B Button	Dive underwater

Underwater

Control Stick	Orient character's direction
A Button	Swim forward, standard speed
Y Button	Faster swim underwater
B Button	Attack (if Sphinx has ability)

Climbing Ladders

To climb a ladder, simply walk up to it and press forward (or jump onto it), then:

Control Stick ↑	Move up the ladder
Control Stick ↓	Move down the ladder
A Button	Jump
B Button	Drop off the ladder

Climbing Walls, Vines, Ledges and Railings

Sphinx can climb certain wall surfaces, which are recognizable by distinctive markings and textures, or by special ledges and railings. Jump onto one of these surfaces to begin climbing, then:

Control Stick	Control Sphinx ↑ / ↓ / ← / → along surface
A Button	Jump (on most surfaces)
B Button	Drop down

Swinging Hand over Hand

Sphinx can swing hand over hand from certain ceilings, which you will recognise because they have vines or bars to distinguish them. Just jump to grab hold, then:

Control Stick	Press forward to move along the surface
B Button	Drop down

Grabbing Ledges

If Sphinx falls off a ledge, quickly turn him around while falling to face the edge of the ledge. Sphinx should grab the ledge automatically.

Assigning Buttons

By pressing the Control Pad in any direction, you can assign skills or abilities to the L, R and X Buttons. Press ↑, ↓, ← or → to change between items in your on-screen inventory. Once an item is highlighted, press the L, R, or X Button to assign that item to that button. To use any item you can select it in the item menu and then press the USE ITEM button (Y Button) to use it once. To use it more quickly or frequently, you may prefer to equip them through this interface. Press the CANCEL button (A Button) to close the item menu.

Note: Some actions require that you have gained certain skills or objects before you can use them. If an action is not possible, it will not show up on the button interface.

Controlling the Mummy

Movement

Control Stick	Control the Mummy
C Stick	Rotate camera
A Button	Jump

Crawling

In some situations, you will need to use the Mummy's crawl ability. While crawling:

Control Stick	Move the Mummy ↑ / ↓ / ← / →
X Button	Crawl (press again to stand up)



Climbing Ladders

To climb a ladder, simply walk up to it and press forward (or jump onto it), then:

Control Stick ↑	Move up the ladder
Control Stick ↓	Move down the ladder
A Button	Jump
B Button	Drop off the ladder

Hiding

Since the Mummy is unable to attack his enemies, you will need to use his ability to avoid them by hiding. You will have to find the ability before the Mummy can hide.

B Button	Hide (press again to come out from hiding)
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Sneak Across Ledges

The Mummy can shimmy or 'sneak' across certain narrow ledges.

Y Button	Begin sneaking across ledge
Y Button again	Stop sneaking across ledge

Note: If you are next to such a ledge, the context button 'SNEAK' will appear. Press the 'SNEAK' button to begin shimmying across the ledge. You can press the 'EXIT' button at any time to stop shimmying.

Grabbing Ledges

If Mummy falls off a ledge, quickly turn him around while falling to face the edge of the ledge. The Mummy should grab the ledge automatically.

AN ANCIENT EMPIRE

It is an ancient Egypt not told in the history books – the powerful Egyptian Universal Empire that once joined several worlds through Solar Disc portals. However, the old empire was destroyed and the magical crowns that held the portals together were scattered and lost. The civilizations in each world have become separate, each suffering its own fate. Some of the civilizations have retained contact with others; some have lost contact completely and have lost all memory of their former allies.

The legend says that two forces are trying to recover the old empire and all of its crowns. One is Osiris, who is a positive force. The other is the dark Set, whose intentions are believed to be destructive. Still, little is known of these gods and their true goals, or even if they really exist. But the signs are ominous, and it is clear that something is happening. News – disturbing news – is spreading... about normally peaceful villages at war, plagues of monsters overrunning the once peaceful countryside. Nobody knows why this is happening...

The chain of communication between the worlds remains largely abandoned and so unstable that to use it is likely to cause even more problems and dangers. Many people have used the portals but disappeared without a trace. Use of the portals is not recommended. You never know what you will encounter on the other side, or if you'll get anywhere at all.

Two heroes. One mission.

Their methods couldn't be further apart.

Get ready for intense, mind-boggling 3D action in the world of ancient Egyptian gods, goddesses, mummies and a host of supernatural creatures. Experience an unfolding mystery as you play Sphinx and his reluctant friend, the Mummy. Along the way, you'll uncover dark secrets, discover new abilities and items and encounter hundreds of fascinating creatures. Sphinx's journey will require his wits, agility, and a variety of special powers, as well as the aid of the Mummy, when being inconspicuous is the only solution. Sphinx's quest is an epic one - to find the lost sacred crowns of Egypt and stop the evil Set before he shrouds the world in darkness.





QUICK START

So, you want to get started right away, don't you? Well, here are the basics in just a few easy steps:

- Move your character using the Control Stick.
- Change the camera angle using the C Stick.
- Watch the Button Interface in the top right corner of the screen. It will change as you move, displaying your available options in any given situation.
- To assign an item to a button (L, R or X Buttons), press the Control Pad to display the Item Menu. Press **↑** / **↓** to scroll through the list of items. Highlight the item you want, then press the button you want to assign it to.

Note: Press the USE ITEM button (Y Button) to use the item once, without assigning it to a special button, or press the CANCEL button (A Button) to close the item menu.

- To release and control a capture beetle, select it from the menu (as explained above) and assign it to a button. When you release it, you can control it using the C Stick and use the Y Button to detonate it (release monster).
- To examine your inventory, view captured monsters or check n quests, press the Z Button.
- To change the game options, press START.
- Make sure you explore and pay attention to all messages and prompts you receive on-screen.
- If you want to know more, read through the manual.

MAIN MENU

When you first start Sphinx and the Cursed Mummy, you will have three choices from the Main Menu:

- New Game: Select to begin a game from the beginning.
- Load Game: Select to choose a game saved on your NINTENDO GAMECUBE Memory Card.
- Options: Select to modify some of the characteristics of game play (see below).

- Bonus: View the extras here.

New Game

When you select NEW GAME from the Main Menu, choose an empty slot on your Memory Card to save the game file. This will identify your saved games. Choose START GAME to begin. Choose CONTINUE WITHOUT SAVING to begin a new game without the ability to save your game.

Note: If you do not have a Memory Card with available space, you will not be able to save or load games.

Load Game

Select LOAD GAME from the start screen to view the Save/Load screen. Use the Control Pad to highlight your saved game file, then press the A Button to load your game.

Options

Choose OPTIONS from the Main Menu to customise the game's display and audio settings.

Screen Setting Options:

- Wide Screen (on/off): Toggle between wide and normal screen width.

Controller Setting Options:

- 1st Person Invert Vertical (on/off): Reverses controls for the C Stick - inverts the **↑** and **↓** controls for Blowpipe modes.
- 3rd Person Invert Vertical (on/off): Reverses controls for the C Stick - inverts the **↑** and **↓** controls for normal modes.
- 3rd Person Invert Horizontal (on/off): Switches the **→** and **←** camera controls (C Stick) in normal play mode only.
- Rumble On/Off: Set the Rumble Feature ON or OFF for your game.

Sound Setting Options:

- Sound Mode: Sets the sound mode.
- Sound Volume: Use the Control Stick or the Control Pad to adjust the volume of sound effects.
- Music Volume: Use the Control Stick or the Control Pad to adjust the music volume.



60Hz mode

This game can be set to a clearer display and better quality on TVs that support 60Hz mode.

When you connect NINTENDO GAMECUBE RGB Cable to a TV which has a RGB terminal and PAL60 function, you can enjoy a smoother game screen with less flickers.

To activate 60Hz mode, press and hold the B Button while the NINTENDO GAMECUBE logo is being displayed until the message "Would you like to display in 60 Hz mode?" appears. Select YES to activate the mode.

Important: 60Hz mode using official NINTENDO GAMECUBE RGB CABLE is not applicable for Australia and New Zealand.

THE GAME SCREEN



The Button Interface

Normally when you play the game, this is all you will see on your screen. This interface shows the main buttons on your controller and will change according to the context of the game, as explained previously. However, if you press the Control Pad in any direction, the Item Menu will appear.

The Item Menu

This menu displays certain usable items. Press **↑** and **↓** to highlight individual items on a menu. Press the USE ITEM button (Y Button) to use a selected item once. Or press the L Button, R Button or X Button to assign the highlighted item to the corresponding button on your controller.

Gold Health Ankhs

Sphinx will lose health when hit by enemies, certain objects and other hazards in the environment. Sphinx's total health is represented

by a number of Gold Health Ankhs. These are displayed at the top of the screen when he is hurt or healed, or when you press the Control Pad in any direction. If Sphinx runs out of Gold Health Ankhs, he dies. You can replenish Sphinx's health by retrieving Gold Health Ankhs from fallen foes or employing the services of a healer.

Money Scarabs

At the bottom right of the screen, you will see a display of the amount of money you currently have, in the form of Gold Scarabs. You will see this display when you press the Control Pad in any direction, or when you receive or spend Gold Scarabs.

PAUSING THE GAME

Press START at any time to pause the game and view the Pause Menu. The Pause Menu allows you to adjust the game options or end the current game. You can also return to the current game.



INVENTORY

Press the Z Button to access your current inventory. You'll notice that there are several tabs across the top of the screen. Use the Control Pad to move from one tab to another. Press the Control Pad **↑** or **↓** to access specific information within the inventory's tab, or to access specific items.



Artifacts

- **Quest Items:** Your currently held Quest Items will be shown here.
- **Ability Items:** Your currently held Ability Items will be shown here.

Monsters

- Captured Monsters: All currently captured monsters will be displayed here along with their Attack and Defense ratings.

Notes

- Display information on your current quests.

WEAPONS

- Blade of Osiris: Once Sphinx gains the Blade of Osiris, he can slash his enemies at close quarters.
- Shield of Osiris: The Shield of Osiris helps Sphinx guard against incoming blows and various magical attacks.
- Blowpipe: The Blowpipe will enable Sphinx to fire different types of darts, solve puzzles he will encounter, and defeat enemies from a distance. Various darts can be found in shops, on quests or in secret chests.

USING THE BLOWPIPE

To use the Blowpipe after you obtain it:

- Select the Blowpipe from the Item Menu.
- Press the USE ITEM button (Y Button) to use the Blowpipe one time.
- Or assign the Blowpipe to the R, L or X Button.
- If you have assigned it to a button already, press the assigned button to activate the Blowpipe. You will enter the first-person view.

Aiming and Firing the Blowpipe

- Use the Control Stick to aim **↑ / ↓ / ← / →**.
- Press the FIRE button (B Button) to fire.
- To change ammunition, press the Control Pad in any direction to open the Dart Menu, then scroll to select the type of ammunition you want to use.

Note: You have an unlimited supply of Standard Darts, but you will need to collect other types of darts as you explore.

- Press the CANCEL button (A Button) to put away the Blowpipe and return to the action.

Blowpipe Ammo



Standard Darts (Standard damage)

- Ordinary darts which can hit distant targets but are only powerful enough to damage explosive monsters.
- Unlimited supply.



Acid Darts (Will damage over time)

- Acid Darts continue to do damage to enemies even after they hit, and may have other uses, such as dissolving certain metal obstacles.



Bouncing Darts (Will bounce off walls)

- Bouncing Darts may come in handy when a straight shot isn't possible, or to attack from a safe position.
- Only powerful enough to damage explosive monsters.



Ice Darts (Cold damage)

- Shooting Creatures with this dart will freeze them into a block of ice.
- Only affects certain enemies.



Ka Darts (Special purpose)

- Shooting this dart at a Ka Ankh while standing on a special pedestal will transport Sphinx to the location of the Ankh.



ITEMS

You will encounter many items during your adventure. Here, we provide only a small sample of the kinds of items you may find.



Hands of Amun

This item will allow Sphinx to push and pull extremely heavy objects.



Wings of Ibis

This item will allow Sphinx to perform a double jump.

Capture Beetle

This item will allow Sphinx to capture other monsters. Select a capture beetle from the Item Menu, then press the USE ITEM button (B Button) to send it out. Control it with the C Stick and guide it into the monster you wish to capture.



Note: Monsters must be flashing yellow for you to be able to capture them. They will begin to flash yellow once they are partially damaged.



Scarabs

When you kill enemies or break certain containers, they can release Scarabs of varying colours. Different coloured Scarabs are worth different amounts and can be used to purchase items you need.



Releasing Captured Monsters

As you adventure through the world, you may find some special beetles and you may also find a way to capture some monsters. To release a captured monster or beetle fight for you:

- First, select a releasable monster from the Item Menu by pressing the Control Pad to scroll to the monster.
- Press the USE ITEM button (B Button) to use the creature once, or assign it to the R, L or X Buttons.
- Now press the assigned button to release a beetle containing the monster.
- Use the C Stick to control the beetle and press the B Button to detonate it and release the monster inside.

Note: Slim Burbles can be released to blow up cracked boulders or knock down poles. Fire Armadillos can be used to burn down wooden structures.

MAIN CHARACTERS

Sphinx

Abilities - Walk/Jump/Climb/Swim

Friends - Imhotep

Enemies - Set

As warriors go, Sphinx is young, brash, and impatient. Anxious to take action against the forces of evil, he sets off on his quest to restore the waning powers of the old gods. In his quest, his destiny becomes intertwined with that of Tutankhamen, now a mummy, and when he acquires the lost magical crowns, he will be able to face Set and fulfill an ancient prophecy.

Mummy

Abilities - Walk/Jump/Crawl

Friends - Nefertiti

Enemies - Set

Young, naive, and inexperienced, Prince Tutankhamen was led into a trap and changed into a shambling mummy. He will need the help of Sphinx to retrieve the Canopic Vases containing the fragments of his soul, return to life, and challenge the evil Akhenaten for his throne – and the love of Nefertiti.

Mummy Abilities

The duration of each ability is shown on an Ability Bar at the top of the screen. As the ability is being used, the Ability Bar will start to diminish. When the Ability Bar reaches zero, the ability will have worn off.

- Triple Mummy: This will create 3 instances of the Mummy. Switch control of them using the SWAP button (L or R Button). This has no Ability Bar.
- Paper-thin Mummy: This will create a very thin version of the Mummy, allowing him to be blown into the air by wind machines. It also allows the Mummy to get through narrow gaps in fences.
- Fire Mummy: In this mode, the Mummy is a walking torch. He

can burn flammable obstacles to open up new paths, light torches, walk safely through fire and across lava, and generally use his fiery personality in a variety of ways. He can also set some enemies on fire. This effect will disappear if the Mummy touches water.

- **Electric Mummy:** In this mode the Mummy can activate otherwise inoperative machinery and also electrocute certain enemies. This effect will disappear if the Mummy touches water.
- **Smoke Mummy:** Although the Smoke Mummy can't affect the physical world – for instance, he can't pull levers, climb ladders etc. – he gains the ability to walk through dangerous traps like spikes.
- **Bat Mummy:** Turning into a Bat Mummy allows the Mummy to fly. Obviously, this could come in handy.

SAVING THE GAME

Confirm you have a Memory Card inserted into Memory Card Slot A. To save your progress, you must find a save statue located conveniently throughout each level. Walk up to a save statue and activate it to save your game. Everything from your health and inventory to the information about your current objectives will be saved onto your Memory Card.



LOADING THE GAME

To load a previously saved game, select LOAD GAME from the Main Menu. Use the Control Pad to highlight your saved game file, then press the A Button to load your game. You will continue from your most recent position, with the same health, inventory and objectives from when you saved the game.

TIME TO GO!

This is just the beginning. As you explore the world, you will encounter new characters, new monsters, new challenges, and new abilities. The possibilities are endless, and the dangers are constant. Keep alert and pay close attention to your surroundings. There are clues everywhere. Good luck, adventurer! You'll need it!

PRODUCT WARRANTY

THQNORDIC

THQ Nordic GmbH will gladly replace any disc free of charge, whether accidentally damaged or due to manufacturer defect, within the first year of ownership. To obtain a replacement disc, please return the faulty disc with a check or money order for EUR 8.00 to cover postage and handling fees.

Please be sure to include the following:

- Full Name
- Address, City, State/Prov., Zip Code/Postal Code, Country
- Telephone Number
- Email Address (if applicable)
- Product Name(s)
- Brief note describing the problem

✉ THQ Nordic GmbH, Landstraßer Hauptstraße 1/Top 23, A-1030 Vienna, Austria

TECHNICAL SUPPORT

If you are experiencing technical problems with this software, and you have carefully followed the instructions in this manual, you may find further support in the following places:

- **Skype contact:** support.quantica.lab
- **Phone Support:** +1 (206) 395-3545 (toll charges may apply when calling from abroad)
- **Phone:** +40 (0) 364 405 777 (toll charges may apply when calling from abroad)

Please visit the Technical Support section of our Website where we have posted common problems and solutions that may help you at:

• **Online Support:** <http://www.thqnordic.com/company/contact>

Please note: We do not provide hints via technical support.

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