



Discover visually spectacular architecture.



Over 30 hours of compelling gameplay.



Visually spectacular 3D graphics.

## Journey To The Ancient Past, To A Time Where Kings And Goddesses Ruled The Land...

Heliopolis, the City of the Sun and one of the most important capitals of Egypt is in crisis, as a terrifying epidemic threatens to destroy this prestigious city.

Begin your quest for the truth and search for the remedy to save the inhabitants of Heliopolis. Travel through the land of the pyramids and marvel at the wondrous architecture. Witness the beautiful graphical backdrops as you attempt to solve interwoven puzzles and challenges.

Explore and discover that ultimately, all is not as it appears.

- Discover the wonders of Egypt.
- Interact with numerous characters and explore many exciting places.
- Full screen panoramic graphics in first person perspective.
- Fluid animation and realistic voice-sync technology.
- Original soundtrack beautifully mixing ancient sounds and modern composition.



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MADE IN CANADA



# EGYPT™

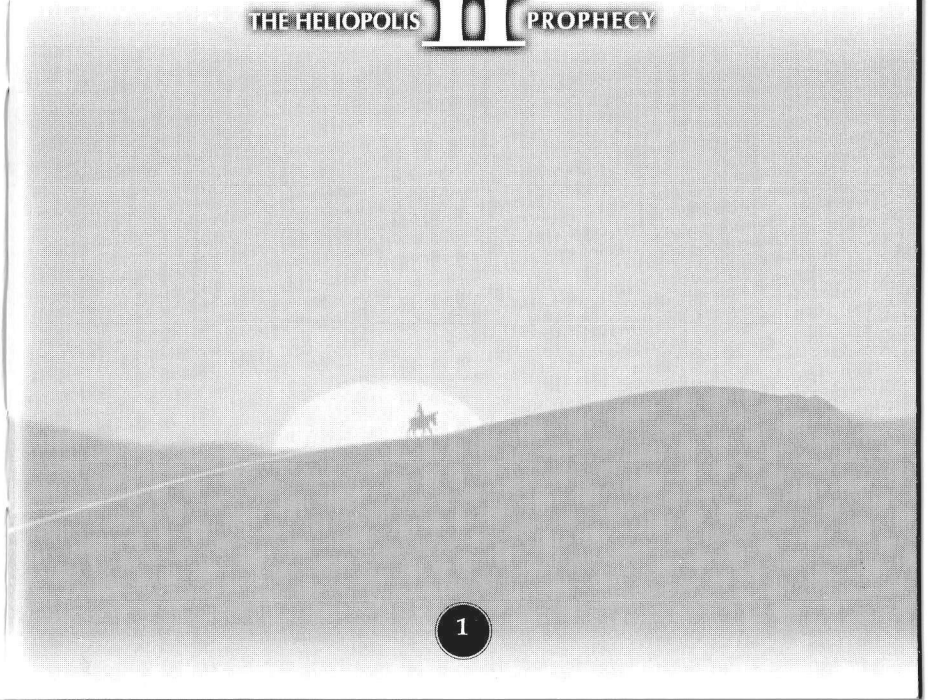
## THE HELIOPOLIS II PROPHECY



Windows  
95/98/ME

# EGYPT™

THE HELIOPOLIS **II** PROPHECY





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## The Prophecy of Heliopolis, Between Archaeology and Fiction

Archaeology has taught us enough about ancient Egypt to enable us to reconstruct monuments and aspects of Egyptian civilization, but when it focuses solely on relics, archaeology stands in the way of pure knowledge. Within these constraints, the Prophecy of Heliopolis was conceived. We had to make choices between a strict adherence to the often lifeless historical truth, and the imaginary framework given to the game, which had to be resituated in an authentic context.

The ancient city of Heliopolis, a large part of which lies under present-day Cairo, offers little in the way of ruins. However, in the context of a game, it was still possible to give an overall impression of the famous city, within certain conditions. The city's geographic characteristics have therefore been respected. The buildings have been recreated from examples that date from the same period, which can be studied today on sites that are better preserved. Tell el-Amarna, for example, which dates roughly from the same period as that in which the game takes place, provides an excellent model of the civil architecture and décor that existed at this glorious time in Egypt's history. The Theban tombs have also taught us much about the clothes, jewellery and other accessories that were 'in fashion' during the reign of Amenophis III.

In contrast to Tell el-Amarna, the capital of Akhenaton, the ancient City of the Sun, had existed for more than a thousand years. Its winding streets and occasionally dilapidated houses bear witness to the life and evolution of the city over the course of time. We have imagined how Heliopolis' major sanctuary, the castle of Benben, might have looked, basing it on the famous solar temple of Abou Gorab, a well-preserved building with a massive stone obelisk at its center. The appearance of this obelisk, built not far from the famous city, was itself inspired by the real Benben, which dates back at least as far as the Ancient Empire. As for the temple's main sections, these are inspired by other sanctuaries of the New Empire.

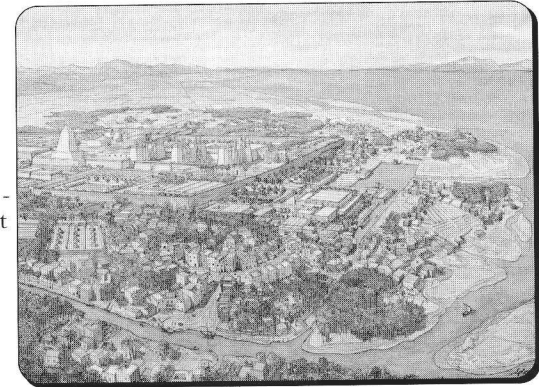
Aside from the locations, the scenario itself fits within a plausible framework that in some respects, however, departs from strict historical truth. While the characters, for example, are imaginary, their duties, roles, and also their weaknesses are supported by textual evidence. Even in the land of the Pharaohs, there were unscrupulous civil servants, power struggles and misappropriation of property. On the other hand, the disease that is mentioned is not known to have existed in ancient Egypt. As for its cure, the ginkgo plant, in this period, only grew in China. Of course there was no contact between the two countries at that time. However, because of the many trade routes traced across the ancient world, it is not beyond the realms of possibility that a product might have passed between

two such distant regions. The temple's wheat alone could not have put the whole city in jeopardy, but the text of the (imaginary) prophecy heightens the heroine's anxiety.

The image of Heliopolis that we have created is hypothetical yet conceivable. The story that unfolds is a fictional scenario through which we were able to evoke one of the most famous religious capitals of ancient Egypt, giving the player a plausible glimpse of a real eighteenth-dynasty city. Only the framework of a game offers the freedom necessary for such a reconstruction, providing a unique opportunity to go in search of the lost City of the Sun and meet the people who lived there.

Isabelle Franco  
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Professor, Kheops  
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Louvre

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Doctor of Archaeology -  
Director of Research at  
the CNRS (French  
National Center for  
Scientific Research)





## Minimum System Requirements

Windows 95/98/ME

Pentium 200 MMX (PII 233 recommended)

32MB RAM

25MB Minimum Free Hard Disk Space (250Mb recommended)

4MB SVGA Video Card, supporting 65,000 colors

Sound Blaster compatible Sound Card

8x speed CD-ROM Drive (16x speed CD-ROM recommended)

Mouse

Microsoft DirectX™ 7.a (included on the CD)

Please note: Your computer system must be fully compatible with DirectX 7.a.

## Installation Instructions

It is strongly recommended that you turn off all programs running in the background, including anti-virus software running on your system, to avoid any conflicts which might arise.

To run this game, your system must be fully compatible with DirectX 7.a. You may check the compatibility of your system

with the "dxdiag.exe" program, which is in the "DirectX" folder of the CD-Rom. Please read the "Readme.rtf" file for more details.

If you have AutoRun enabled on your computer:

- 1) Insert CD1 into your CD-ROM drive.
- 2) The installation program will begin automatically.
- 3) You will be given a choice of the type of installation you wish to perform:

Minimum Installation requires 25MB on hard drive.

Medium Installation requires 100MB on hard drive.

Maximum Installation requires 250MB on hard drive.

We suggest you perform the Maximum Installation, if space on your hard drive permits.

Follow the on-screen instructions.

- 4) When the installation is complete, you may launch the game by clicking the 'Start' button, then 'Programs' and then selecting 'Egypt 2' or by selecting 'Play Egypt 2' from the screen, which appears on your screen. If you have AutoRun disabled:
  - a) Insert CD1 into your CD-ROM drive.
  - b) Click on the 'Start' button, select 'Run' and type 'd:\setup.exe' if 'd:' is your CD-Rom Drive.

- c) You will be given a choice of the type of installation you wish to perform:

Minimum Installation requires 25MB on hard drive.

Medium Installation requires 100MB on hard drive.

Maximum Installation requires 250MB on hard drive.

We suggest you perform the Maximum Installation, if space on your hard drive permits.

Follow the onscreen instructions.

- d) When the installation is complete, you may launch the game by clicking the 'Start' button, then 'Programs' and then selecting 'Egypt 2' or by selecting 'Play Egypt 2' from the screen, which appears on your screen.

### Uninstall Instructions

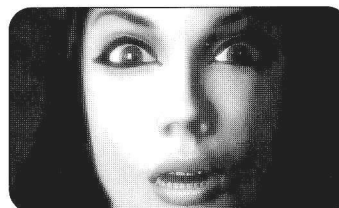
Click on the 'Start' button, then 'Programs,' then 'Egypt II,' then select 'Uninstall.'

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### The Story...

**E**gypt, under the reign of Amenophis III, has never been so prosperous: it is a time of peace, good harvests, and a constant inflow of gold and wealth.

Heliopolis, whose Egyptian name is "Iunu", the "City of the Lun Pillar", known to the Greeks as "the city of the sun," is a large religious capital, ideally situated on a trade axis that is vital in exchanges with foreign countries. It is also a seat of learning and the libraries of its temples contain knowledge about local mythology that centers around Re and his manifestations. Many Egyptian and foreign merchants (including Syrians and Nubians), young priests and scribes come to Heliopolis to benefit from the climate of peace...



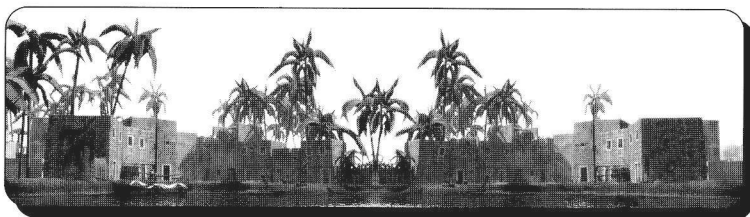
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Your character is Nefermaat, known as Tifet, a young doctor from the town of Bubastis. You receive a message from your father, who remains in Heliopolis. Severely weakened by illness, he asks to see you one last time. When you arrive, you learn that the illness he suffers from may well spread to the whole of the city.

You must race against time to find the origin of this disease and equally as important, find its cure.

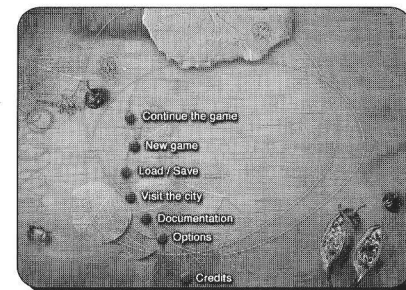
With power struggles on one side and a looming epidemic on the other, chaos threatens to strike Heliopolis. The further you go in your quest, the more vital the following question becomes: Who and why?

The Prophecy of Heliopolis is first and foremost an epic adventure game, but it is also a historical voyage into one of the greatest civilizations that has ever existed...



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## Gameplay



### Main Menu

The first screen, which appears after you select to play the game, is the Main Menu. From here you have the option to:

- Continue the Game - Clicking on this option allows you to return to gameplay from the Main Menu.
- Start a New Game - Click here to start a new game.
- Load a Saved Game/  
Save your Game - Click here to load or save a game.
- Visit the City - Discover and explore the magnificently reconstructed setting of Heliopolis.

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View the Documentation

Change the Gameplay Options

View the Credits

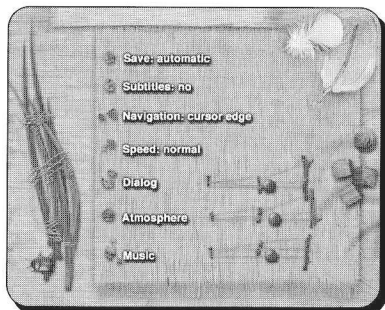
-Features detailed information on all topics in the game.

-Here you may personalize your gameplay to your own specifications.

-Click here to see the names of all the people who made Egypt II.

Click on the scurrying Scarab beetle to leave menu screens.

### Personalizing Gameplay



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From the Main Menu, select 'Options' to:

- Select auto or manual saving of gameplay
- Turn sub-titles on or off
- Select the type of game movement: cursor centered or not centered
- Select the speed of the navigation and movement, from very slow to very fast
- Adjust the volume level of the dialog (conversations)
- Adjust the volume level of the surrounding and atmospheric sounds
- Adjust the volume level of the ambient music played during the game

### Cursor Descriptions

The cursor will take on different forms throughout the game. Each cursor has a specific meaning:



Indicates areas you may access.



Indicates that you may take an inventory object, store an object or clue in your inventory, or use the object you have found.

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Indicates that you may speak with another character.



Leave the current menu to go back to gameplay.



Available only when in Visit mode: This cursor appears when you pass over a monument or an object and indicates that you may access one of the documentation sheets.



This icon activates the 'Map' screen, which allows you to move between the game's various locations. Different locations will become activated as you progress in your adventure.

## Inventory

To place an inventory item into the Inventory Menu:



When you have picked up the item, right-click the mouse to access the Inventory Menu. Place the item in an available slot. The item will automatically be placed there.

To retrieve an item from the Inventory Menu:

Access the Inventory Menu by right-clicking the mouse, select the item you want by clicking on it and it will become available to you for use in gameplay.

When the cursor passes over an object stored in the inventory, the name of the object will be displayed.



Access the information contained in the documentation.



View the parchments you have collected full screen, by dragging the item that you wish to see onto this icon and click once.



As you progress through the game, each decisive step you take is recorded in your personalized journey log book.



Clicking on the Scarab beetle returns you to the Main Menu.

## **Saving Your Game and Loading a Previously Saved Game**

There are two methods of saving your game: Automatic or Manual.

On the Main Menu, select 'Options' to choose one of the two methods. Automatic mode is the default.

### **Automatic Mode:**

Saving occurs automatically as you progress through the game.

If you wish to load a game that has been saved automatically, at the Main Menu, select 'Options' and switch to 'Manual' mode. Return to the Main Menu, and select 'Load/Save' to access the saved games. Select the game you wish to load (to help you identify the saved game, a title, date and the time are provided). Click on the 'Load' icon (diskette and down arrow). The selected saved game will then be loaded.

At the beginning of each game you may choose between replaying the last game saved or one of the previously automatically saved games. To access these saved games choose 'Load/Save' on the Main Menu.

### **Manual Mode:**

To save your game manually, return to the Main Menu, by right-clicking to access the Inventory Menu and then clicking on the Scarab beetle icon.

Select 'Load/Save' at the Main Menu.



Click on the left-most icon (diskette and up arrow icon); the image showing where you are in the game is displayed and your game is saved.



To load a game that has already been saved, access the Main Menu and select 'Load/Save'. On the saved list, select the game you wish to load (to help you identify the saved game, a title, date and the time are provided). Click on the 'Load' icon (diskette and down arrow). The selected saved game will then be loaded.

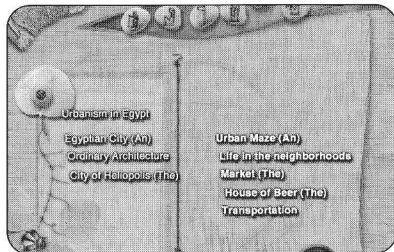


If you wish to delete a saved game, select it and click on the 'Delete' icon (red cross).

We suggest that you save your game often!



## Documentation



The Documentation represents Tifet's memory, and is her account of Egyptian culture and daily life. Hypertext links, and over one hundred pages, grouped into 7 main themes, will allow you to journey through the world of ancient Egypt.

### Main Themes in the Documentation:



Urbanism in Egypt



Medicine



Egyptian Society



Scenes from Daily Life



Women in Egypt



The Reign of  
Amenhotep III



At the Service of the Gods

### Navigating the Documentation Pages:



Provides a summary of the game



Provides a summary of the documentation



Access the other files in this heading



Provides a history of what you have read



Provides an alphabetic index of documentation pages



Allows you to hyperlink to another page

## Technical Support

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

Online Support – <http://www.dreamcatchergames.com>

Please visit the Technical Support section of our Web site at [www.dreamcatchergames.com](http://www.dreamcatchergames.com). We have posted common problems and solutions that may help you.

We also suggest that you complete the Technical Support form located at our Web site. Please provide a detailed description of the problem you are experiencing. (i.e. error message, where in the game the problem occurs, etc.) This will help our Representatives find a solution much quicker.

Email Support – [techsupport@dreamcatchergames.com](mailto:techsupport@dreamcatchergames.com)

A Representative will return your email by the following business day. Please be as detailed as possible, providing information about your computer and a detailed description of the problem you are experiencing. You may also use the Technical Support form at our Web site for more efficient service.

Phone Support – 416-638-1170

If you would like to speak with one of our Technical Support Representatives, our hours of operation are from 9am to 9pm EST, Monday through Friday.

Please have the following ready:

- 1) Information about your computer's configuration. (i.e. RAM, MHz, video and sound cards) You may use the Technical Support form at our Web site as a guide.
- 2) A detailed description of the problem. (i.e. error message, where in the game the problem occurs, etc.)
- 3) Immediate access to your computer so the Representative may walk you through the steps.
- 4) Pen and paper to take any notes.

## Product Warranty

DreamCatcher – The Adventure Company will gladly replace any disc free of charge, despite the reason (lost, accidentally damaged, or 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 US\$8.00 to cover postage and handling fees. (Please Note: Add US\$2.00 for each additional disc.)

Please be sure to include the following:

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

Mail To:

DreamCatcher – The Adventure Company  
1658 North Milwaukee Ave., Suite #450  
Chicago, IL 60647  
United States

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## EPILEPSY WARNING

### Please read before using any video game or allowing your children to use.

Some people could have an epileptic seizure or loss of consciousness when exposed to flashing lights or certain normal conditions of everyday life. Such persons could risk a seizure while watching televised images or while playing certain video games, and this can occur even if there have been no previous medical problems or history of seizures. If you or a member of your family has ever shown symptoms (seizure or loss of consciousness when exposed to flickering lights), consult your doctor before playing. Parents should supervise their children's use of video games. If you or your children experience any of the following symptoms – dizziness, altered vision, eye or muscle twitches, loss of consciousness, disorientation, involuntary movements or convulsions – discontinue use immediately and consult your doctor.

### Please Take the Following Game Precautions When Playing Video Games:

Do not sit too close to the television or computer screen. Position yourself with the linking cable at full stretch or at a full arm's length from the computer screen. Play video games preferably on a small screen. Do not play if you are tired or have not had much sleep. Make sure that the room in which you are playing is well lit. Rest for 10 – 15 minutes per hour while playing video games.