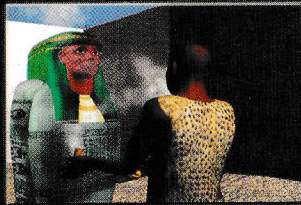


Over 25 hours of compelling gameplay.



Visually spectacular 3D graphics and animation.



Accurately detailed cinematic scenes.

Experience Ancient Egypt As Never Before.

Prepare yourself for an adventure in a 3D world, in a time and place full of intrigue and mystery. You are Ramose, an ordinary man in extraordinary circumstances. Your father has been accused of stealing treasures from a royal tomb. Unless you can show the Pharaoh proof of innocence, your father will be executed and his name erased from history. Live everyday life in Egypt over 3,000 years ago, as you experience the splendor, the passion and the mystery of a very special moment in time. Save your father by proving his innocence. You have no time to lose. Go now... into the tomb of the Pharaoh!

- Investigations, Puzzles, and Challenges.
- Encounter fascinating characters.
- Over 25 hours of compelling gameplay.
- Visually spectacular 3D graphics and animation.
- Accurately detailed cinematic scenes.

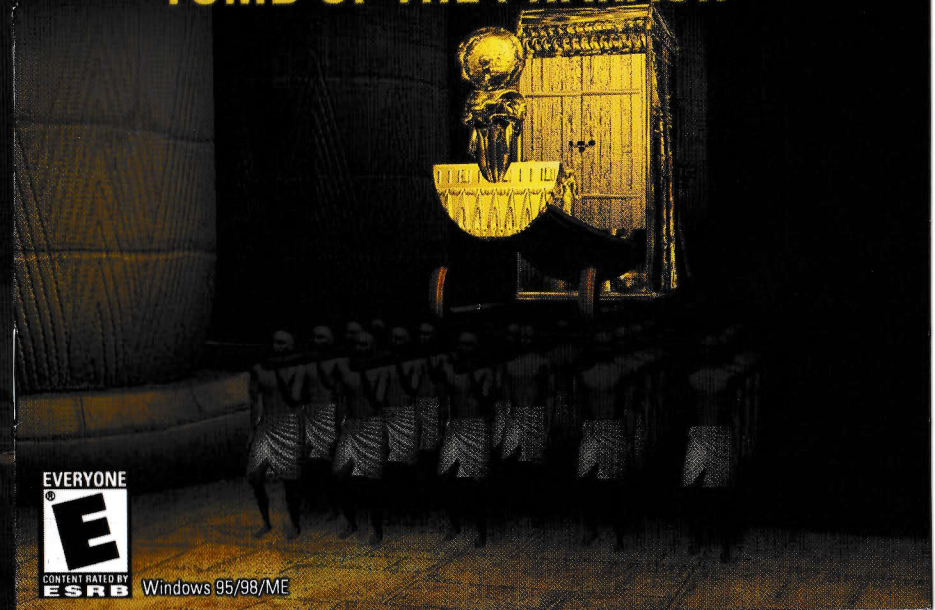


www.dreamcatchergames.com

Software copyright ©2001 Cryo Interactive Entertainment. All Rights Reserved. Package design copyright ©2001 DreamCatcher Interactive, Inc. All Rights Reserved. Windows® is a registered trademark of Microsoft Corporation. All other product names are trademarks of their respective manufacturers. MADE IN CANADA

EGYPTTM

TOMB OF THE PHARAOH



Windows 95/98/ME

EGYPT™

TOMB OF THE PHARAOH

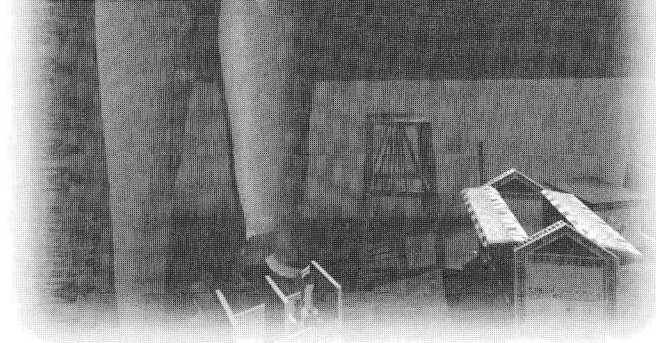


TABLE OF CONTENTS

Forward	3
System Requirements	5
Installation Instructions	5
To Uninstall	7
The Main Menu and Game Setting Options	9
Game Menu	11
Icon Definitions	12
The Game of Senet	13
End-User Software License Agreement	15
Technical Support	17
Product Warranty	18

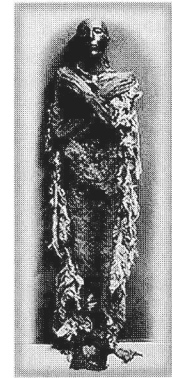
EGYPT™

TOMB OF THE PHARAOH

Thanks to the work carried out by Jean-Francois Champollion, the decipherer of hieroglyphics and to numerous and sometimes very spectacular archaeological discoveries, Egypt has been able to live once again in the minds of men from beyond the centuries. Yet the studies of Egyptologists are sometimes powerless to give back the environment, a face, a hand, or voice. To these objects taken from the sands or to the monuments that housed them, to these texts written on blocks of stone or on shards, technology is there to fill this absence and to repair the ravages of time. This game therefore invites you to an evocation of this past: an evocation rather than a reconstruction, since it would be misleading to think that in 4,000 years, the civilization on the banks of the Nile has remained unchanged. As time goes by and at the whim of chance events of History, ideas, mentalities, and lifestyles, alter, adapt, develop or seek to rediscover the references of an ideal past.

The period during which the action takes place, 1156 B.C. in the reign of Ramses III, and its site, now called Luxor, are somewhat better known to us from the documents and monuments which have been handed down over time. However, some elements are and will remain unverifiable.

This evocation gives an account of a situation which results from the work of Egyptologists, and this understanding is likely to change when new discoveries are



made. For example, we have only just recently learned with any certainty that the hypostyle room of the temple of Amon was entirely painted right from its construction and what actual colors were used. The reconstruction presents a different picture and has only taken into account certain elements which will be very useful to you.

Furthermore, the use of time in the game will be broken down into two types. The first type is related to spaces and will be linear. In fact, access to the places you will explore was subject to strict rules which explain that you will only be able to go through them once. The second type is related to duration and will follow the rhythm of the ride of the Sun King Ra over the three days that you will spend in Ousset, the "city of cities".

Of course, there will not be the odors and sounds of this distant period which were never written down in detail. For these, we have substituted here the music of modern Egypt which mingle with the heritage of the Pharaonic and Greek past, as well as Arabic and Ottoman traditions.

In ancient Egypt, writing or pronouncing a word meant giving reality to an object, an idea or a character. The Egyptians were thus the inventors of the virtual reality we now experience by other means, two thousand years later. This game is dedicated to them, a game which was and will be an encounter with the eyewitnesses of their civilization and of passion, the passion of the game, of dreams, discovery, graphics, archaeology and Egyptology.

Marc Etienne

Curator of the Department of Egyptian Antiquities of the Louvre Museum.

SYSTEM REQUIREMENTS

Windows 98/95

Pentium 133

16 MB Ram

8x CD-ROM Drive

SVGA Video Card (displaying 65,000 colors)

DirectX™ 5 compatible Sound Card

Microsoft DirectX™ 5 compatible (included on CD)

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.)

If you have Autorun Enabled on your computer:

Step 1) Insert the CD-ROM in your CD-ROM drive.

Step 2) If autorun is enabled on your computer, the Egypt-Tomb of the Pharaoh installation program will start automatically.

Step 3) Follow the on-screen instructions.

Please note: You will be asked to choose a 'type of install': Minimum (which requires 10 MB of Hard Disk Space) or Maximum (which requires 80 MB of Hard Disk Space). We recommend that you select the Maximum install, if space on your hard drive permits.

If you have Autorun Disabled on your computer:

Step 1) If Autorun is not enabled, double-click on the CD-ROM drive (usually D:) to open the contents of the disc.

Step 2) Find the Setup.exe file, then double-click on it to start the installation.

Step 3) Follow the on-screen instructions.

Please note: You will be asked to choose a 'type of install': Minimum (which requires 10 MB of Hard Disk Space) or Maximum (which requires 80 MB of Hard Disk Space). We recommend that you select the Maximum install, if space on your hard drive permits.

The game will be listed as Egypt 1156 B.C. when installed.



TO UNINSTALL THE GAME

Step 1) Click on the Start button, then Programs, and then Egypt 1156 B.C. Select "uninstallShield."

Step 2) Follow the on-screen instructions.

Please Note: Your saved games will not be deleted from your hard drive.

DirectX Installation and DirectX Compatibility:

For this game to run correctly, it is necessary that DirectX™ is installed and that your system is DirectX™ compatible.

If you have a more recent version of DirectX already installed on your system...

During the installation of the game, you will be asked if you wish to install DirectX 5. If you have a more recent version of DirectX already installed, you may select not to install DirectX 5. The installation of the game files will proceed.

If you are unsure if you have a more recent version already installed, select to install DirectX 5. You may receive a message box indicating that a more recent version already exists. DirectX 5 will not overwrite a more recent version of DirectX, and the game will run smoothly with any newer versions of DirectX.

Verify the compatibility of your system by completing the following steps:

Step 1) Double click on "My Computer" and then your hard drive (usually C:).

Step 2) Double click on the "Program Files" folder, then the "DirectX" folder.

Step 3) Double click on the "Setup" folder, and then on "Dxsetup.exe" or "DXDiag.lnk" (you will have either one or the other) to launch the verification application.

Step 4) Check under "Display" and under "Sound," that the version number starts with "4" and is followed by "05" or higher.

Note: In the case of a lower version number or the indication "Not Installed," reinstall DirectX directly from the CD.

Step 1) Double click on "My Computer."

Step 2) Right click on the Egypt CD icon to open the CD contents.

Step 3) Double click on the "DirectX" folder.

Step 4) Double click on DXSetup to launch the Direct X installation process. Follow the on-screen instructions.

THE MAIN MENU & GAME SETTING OPTIONS



Please note: The Main Menu and the Game Menu are different from one another. See page 12 for the Game Menu.

At the beginning of playing Egypt-Tomb of the Pharaoh, the Main Menu will appear allowing you to select one of the following:

Start the Game:

Start a new game from the beginning.

Load a Game:

Load a previously saved game.

Select the name of the game you wish to load and you will go directly to that place in the game.

Visit the Site:

Visit the various areas of gameplay: The Tomb of Sethi I, the Village of Deir el-Medineh, the Embalmers Workshop, the Noble's Tomb, the Noble's House or the Great Temple of Karnak.

Consult the documentation:

Learn about life in Ancient Egypt at the time of Ramses III.



The Earth



Time



People



The Pharaohs



The Gods

You may use the index to view all the topics. Select the topic or page that interests you. When you access a page, the highlighted keywords will give you the option of accessing related topics.



Options:

Omni 3D – To adjust the speed of the navigation.

Subtitles – To activate or remove the display of subtitles.

Music – To turn the background music on or off.

Help – Provides explanations of the various cursors.

Leave the Game – Will exit the program and return you to the desktop.

THE GAME MENU



(Pressing the Escape key or the Right mouse button during gameplay will access the Game Menu.)

Save the Game:

Select a space labeled 'Free.' Type in a name for the game you wish to save and select 'Confirm.' You will resume gameplay where you have just saved.

Load a Game:

Load a previously saved game by selecting the name of the game you wish to load. You will go directly to that place in the game.

Resume a Game:

To return to gameplay.

Abandon the Game:

To return to the Main Menu.

Options:

Same as in the Main Menu. (See Page 10)

Icon Definitions:



Indicates that you may speak with the character.



Indicates that there is an inventory item to pick-up.
(To display or hide the inventory bar, click on the right mouse button.)



Indicates that you must look closely in the environment for a hidden clue – for example: checking the parchment from inventory against a drawing in the tomb.



Indicates that you may use an inventory item, view an object, a clue, or the Documentation.

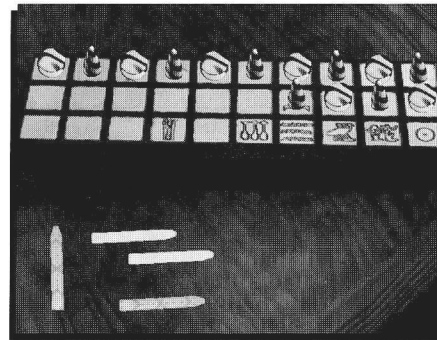


During the game, discover the importance and meaning of the various environments and reconstructions when you see this icon.



To access the game menu, press the Esc key on your keyboard, press the right mouse button, or click on this icon on the inventory bar.

THE GAME OF SENET



This game was very popular with the ancient Egyptians. In the game, the computer will move the round shaped markers. The character you play, Ramose, will move the cone shaped markers.

The rules of Senet are as follows:

- Each of the 2 players has 7 pawns set out alternatively on the first 14 squares of the board. The first to remove all his pawns from the board wins.

- To move forward, throw the four small sticks decorated on 1 side. Each blank side gives one point.
- If the small sticks show 4 decorated sides, you can move the desired pawn forward 5 squares.
- A square can only be occupied by one pawn, you can therefore block your opponent.
- If you throw a 1 or line up 4 identical sides, you may play again.
- You **MUST** pass square 26 before removing your pawn.
- A throw of 4 decorated sides from square 26 allows you to remove your pawn automatically.
- If you land on square 27, "the house of water" you automatically return to the starting square 15.
- If it is occupied, your pawn is sent back as soon as the square is freed.
- From square 28 you must throw a 3 to remove your pawn.
- From square 29 you must throw a 2 to remove your pawn.
- From square 30 you must throw a 1 to remove your pawn.
- If you throw a 4 or 5, and you decide to play the pawn on one of these three squares, you are automatically sent to square 27. If this square is occupied, the pawn is blocked for this turn.
- If you cannot move your pawn during the game, you must, depending on your throw, either play again or skip a turn.

DREAMCATCHER INTERACTIVE, INC. END-USER SOFTWARE LICENSE

Copyright (c) 1997-2001 DreamCatcher Interactive, Inc.

Please read this license carefully before using the software. By using the software, you are agreeing to be bound by the terms of this license. If you do not agree to the terms of this license, please return the product to your point of purchase for a refund.

1. License. The application(s), demonstrations, data files, graphic images, and other software accompanying this License, whether on disk, compact disc, in read-only memory, or on any other media (the "Application Software"), and the related documentation are licensed to you by DreamCatcher Interactive, Inc. (DreamCatcher). You own the media on which the Application Software is recorded but DreamCatcher retains all rights to the Application Software and related documentation.

This License allows you to use the Application Software on a single computer and make one copy of the Application Software in machine-readable form for backup purposes only. You may transfer all your license rights in the Application Software, the backup copy of the Application Software, the related documentation and a copy of this License to another party, provided the other party reads and agrees to accept the terms and conditions of this License.

2. Restrictions. The Application Software contains copyrighted material, trade secrets and other proprietary material. In order to protect them you may not decompile, reverse engineer, disassemble or otherwise reduce the Application Software to a human-perceivable form. You may not modify, network, rent, lease, distribute or create derivative works based upon the Application Software in whole or in part. You may not electronically transmit the Application Software from one computer to another or over a network.

3. Termination. This License is effective until terminated. You may terminate this License at any time by destroying the Application Software and related documentation and all copies thereof. This License will terminate immediately without notice from DreamCatcher if you fail to comply with any provision of this License. Upon termination you must destroy the Application Software and related documentation and all copies thereof.

4. DreamCatcher Media Warranty. DreamCatcher warrants that for one year from date of purchase, the compact disc used to distribute the Application Software shall be free of all manufacturing defects. Additionally, for the same one year period, DreamCatcher will replace, free of charge, any compact disc that may be damaged in any way. You must return the defective or damaged compact disc along with proof of purchase and signed warranty card. A postage and handling charge of US \$8.00 must accompany the order. (Please note: Add US \$2.00 for each additional disc.)

5. Disclaimer of Warranty on Application Software. You expressly acknowledge and agree that use of the Application Software is at your sole risk. The Application Software and related documentation are provided AS IS and without warranty of any kind, and DreamCatcher expressly disclaims all warranties, expressed or implied,

including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose. DreamCatcher does not warrant that the functions contained in the Application Software will meet your requirements, or that the operation of the Application Software will be uninterrupted or error-free, or that defects in the Application Software will be corrected. Furthermore, DreamCatcher does not warrant or make any representations regarding the use or the results of the use of the Application Software or related documentation in terms of their correctness, accuracy, reliability, or otherwise. No oral or written information or advice given by DreamCatcher or a DreamCatcher-authorized representative shall create a warranty or in any way increase the scope of this warranty. Should the Application Software prove defective, you (and not DreamCatcher or a DreamCatcher-authorized representative) assume the entire cost of all necessary servicing, repair or correction. Some jurisdictions do not allow the exclusion of implied warranties, so the above exclusion may not apply to you.

6. Limitation of Liability. Under no circumstances, including negligence, shall DreamCatcher be liable for any incidental, special or consequential damages that result from the use or inability to use the Application Software or related documentation, even if DreamCatcher or a DreamCatcher-authorized representative has been advised of the possibility of such damages. Some jurisdictions do not allow the limitation or exclusion of liability for incidental or consequential damages, so the above limitation or exclusion may not apply to you.

In no event shall DreamCatcher's total liability to you for all damages, losses, and causes of action (whether in contract, tort (including negligence) or otherwise) exceed the amount paid by you for the Application Software.

7. Controlling Law and Severability. This License shall be governed by and construed in accordance with the laws of the province of Ontario and adjudicated in a court of that province. If for any reason a court of competent jurisdiction finds any provision of this License or portion thereof to be unenforceable, that provision of the License shall be enforced to the maximum extent permissible so as to effect the intent of the parties, and the remainder of this License shall continue in full force and effect.

8. Complete Agreement. This License constitutes the entire agreement between the parties with respect to the use of the Application Software and related documentation, and supersedes all prior or contemporaneous understandings or agreements, written or oral, regarding such subject matter. No amendment to or modification of this License will be binding unless in writing and signed by a duly-authorized representative of DreamCatcher.

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. 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

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

LICENSE REMINDER & COPYRIGHT INFORMATION

By using Egypt™ Tomb of the Pharaoh, in this JewelCase, you agree to the terms of the Software License located on the CD-ROM disc.

Software copyright ©2001 Cryo Interactive Entertainment. All Rights Reserved.
Package design copyright ©2001 DreamCatcher Interactive, Inc. All Rights Reserved.

PLEASE NOTE:

DREAMCATCHER INTERACTIVE, INC. AND ITS LICENSORS MAKE NO WARRANTIES, EXPRESSED OR IMPLIED, INCLUDING WITHOUT LIMITATION THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, REGARDING THE SOFTWARE. DREAMCATCHER INTERACTIVE, INC. AND ITS LICENSORS DO NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATIONS REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. THE ENTIRE RISK AS TO THE RESULTS AND PERFORMANCE OF THE SOFTWARE IS ASSUMED BY YOU. THE EXCLUSION OF IMPLIED WARRANTIES IS NOT PERMITTED BY SOME JURISDICTIONS. THE ABOVE EXCLUSION MAY NOT APPLY TO YOU. IN NO EVENT WILL DREAMCATCHER INTERACTIVE, INC. OR ITS LICENSORS, AND THEIR DIRECTORS, OFFICERS, EMPLOYEES OR AGENTS BE LIABLE TO YOU FOR ANY CONSEQUENTIAL, INCIDENTAL OR INDIRECT DAMAGES (INCLUDING DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, AND THE LIKE) ARISING OUT OF THE USE OR INABILITY TO USE THE SOFTWARE EVEN IF DREAMCATCHER INTERACTIVE, INC. AND ITS LICENSORS AND THEIR DIRECTORS, OFFICERS, EMPLOYEES OR AGENTS HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. BECAUSE SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OR LIMITATION OF LIABILITY FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES, THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

Under copyright laws, this manual may not be copied, either in whole or in part, without the written permission of DreamCatcher Interactive, Inc. DreamCatcher design and mark are trademarks of DreamCatcher Interactive, Inc. Windows® is a registered trademark of Microsoft Corporation. All other names are copyrights and/or registered trademarks of their respective owners. All rights reserved.

Printed in Canada

EPILEPSY WARNING

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

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 arms distance 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.