

Discover...

- Secret Chambers
- Hidden Corridors
- Sacred Tombs
- Eerie Labyrinths



Unearth...

- Sacred Artifacts
- Deadly Weapons
- Ancient Puzzles
- Prophetic Scrolls



Stunningly Realistic
3D Graphics and Animation

Explore...

- Lost Temples
- Ancient Ruins
- Enigmatic Megaliths
- The Sphinx & The Great Pyramid

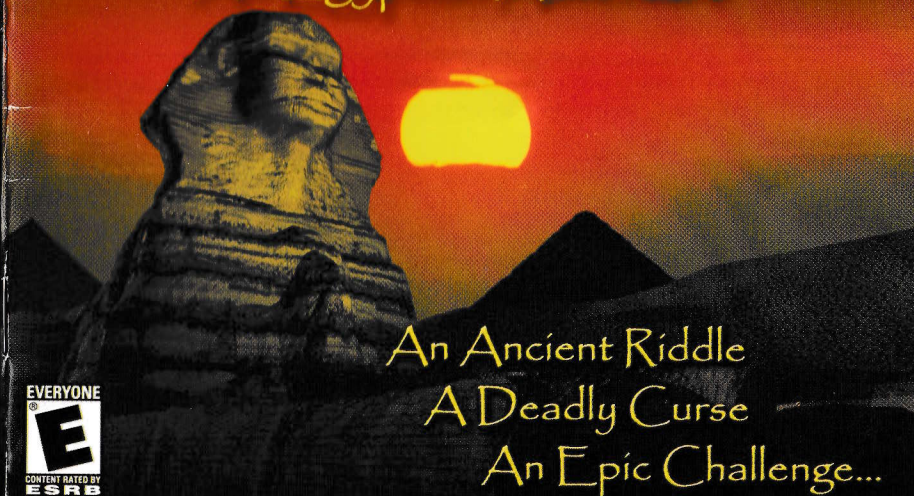


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RIDDLE of the SPHINX™



An Egyptian Adventure



An Ancient Riddle
A Deadly Curse
An Epic Challenge...



MINIMUM SYSTEM REQUIREMENTS

WINDOWS 95/98/ME

Pentium 166 MHz (PII 300 MHz Recommended)

32 MB Available RAM (64 MB Recommended)

8X CD-ROM Drive

Note From The Designers...

With a deep interest in the beauty and intricacy with which the Ancient Egyptians built their monuments and temples, along with the mysteries and secrets of the Great Pyramid and the enigmatic Giza Sphinx, we decided to embark on an adventure of our own ... the making of Riddle of the Sphinx.

That was five years ago and the interest in Ancient Egypt, and more importantly the Giza Plateau, continues to grow.

Months (ultimately, years) of research and over five years of painstaking 3D art went into replicating much of the Giza Plateau; specifically we recreated with exacting detail the Sphinx and Sphinx Enclosure and the known chambers and passageways found inside the Great Pyramid. But we went beyond creating an educational experience. Riddle taps into the nature of every mystery surrounding these megalithic wonders and gives you the opportunity to solve each and every one, including the Riddle of the Sphinx.

We hope you experience the same excitement discovering Riddle's many detailed environments and exploring hidden chambers thousands of years old. There is much to look at and more to do. Try not to be in a hurry as you might very well miss something.

So take your time, create a comfortable environment, dim the lights, and get ready to solve the largest archaeological event of the millennia!

- Jeff & Karen Tobler, Riddle of the Sphinx Designers



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Prologue

Violent sand storms have once again covered most of the Sphinx and the Great Pyramid. After years of digging, noted archaeologist Sir Gil Blythe Geoffreys uncovers a secret chamber overlooked for centuries. Geoffreys' first and only trip reveals an ancient, brittle papyrus scroll. After rough translation, he realizes he has found the 'Rosetta Stone' of the Sphinx.

Finally, Gil thought, the riddle of the Sphinx... solved!

Sealed with a thick resin, the scroll bears an indiscernible hieroglyph. Unfortunately, after breaking the scroll's seal and deciphering it's mysterious contents, Geoffreys realizes he's unleashed an ancient curse; shrouding those who fail to heed its warning in certain death. Realizing he is doomed, Geoffreys sends for you, his closest friend and colleague.

Upon your arrival to the Giza plateau, you come to realize the curse which Gil wrote of is indeed real and has taken his life.

Now, with the help of Gil's carefully hidden notes and translation of the scroll, it's up to you to solve the Riddle. However... the scroll has dubiously disappeared.

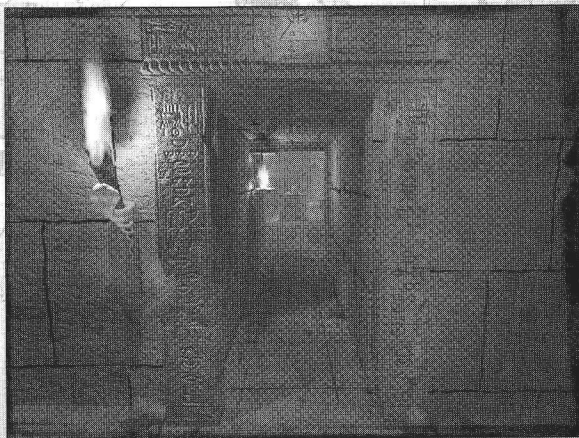
Sir Geoffreys' ever-greedy colleagues surmised that he discovered a profitable find, and, not trusting one another, they individually rifled through Gil's tent, searching in vain for the scroll. What has happened to the tattered scroll?

With no scroll, no translation and no clue, each agrees to 'help' the other locate Gil's newly discovered secret chamber. Slowly, they disappear into the Great Pyramid.

Your first responsibility will be to locate the missing scroll. Then, using the tattered scroll and Gil's translation, start your adventure of solving the Riddle of the Sphinx™!

Match wits with disingenuous archaeologists, survive ingenious deathtraps, and ancient puzzles while confronted with tremendous feats of logic designed to thwart tomb robbers for 2,500 years.

Vigilant exploration through secret chambers, hidden tombs, and eerie labyrinths will help to solve this ancient riddle, entombed for centuries by the ancient Egyptians!



System Requirements

WINDOWS

- *Pentium 166 MHz (PII 300 MHz Recommended)*
- *Windows OS 95/98/ME*
- *32 MB RAM (64 MB Recommended)*
- *SVGA monitor (640 x 480 with thousands of colors)*
- *8x Speed CD-ROM drive*

MACINTOSH

- *80 MHz PowerPC (G3 Recommended)*
- *System 7.5 or greater*
- *32 MB RAM (64 MB Recommended)*
- *640 x 480 monitor with Thousands of Colors*
- *8x Speed CD-ROM drive*



Installation Instructions

Windows 95/98/ME

1. At the Windows 95/98/ME desktop, insert RIDDLE OF THE SPHINX™ CD1.
 2. The Riddle of the Sphinx™ Installer window should appear automatically. *
 3. Follow the instructions in the installer and wait for the installer to finish.
- * If the Installer does NOT automatically appear after inserting RIDDLE OF THE SPHINX™ CD1, you may manually launch the Riddle of the Sphinx™ Installer by:
- Clicking the 'START' button on your taskbar and selecting 'RUN.'
 - In the line labeled 'OPEN,' type D:\SETUP.EXE and follow the on-screen instructions in the installer.
 - If 'D' is not your CD-ROM drive, substitute 'D' with the letter of your CD-ROM drive.

Playing Riddle of the Sphinx™ on WIN 98/95/ME:

- 1) Once Riddle of the Sphinx™ has been installed, click the 'START' button on your taskbar and choose 'PROGRAMS,' then RIDDLE OF THE SPHINX, and then RIDDLE OF THE SPHINX.
- 2) The application will launch and begin playing the opening movies.†

Removing Riddle of the Sphinx™ on Windows 98/95/ME:

1. Click the 'START' button on your taskbar and choose 'PROGRAMS,' then RIDDLE OF THE SPHINX™, then REMOVE RIDDLE OF THE SPHINX™ and follow the on-screen instructions.

† After the movies, you will begin a new game. (If you are starting Riddle of the Sphinx™ after having already played, an 'OPEN SAVED GAME' dialog will appear. Choose the prior saved game and click 'OPEN'. You will be taken to your last saved position.)

Macintosh

1. Insert RIDDLE OF THE SPHINX™ CD1.
2. Double-click on the ROTS_CD1 icon.
3. Double-click on the Install Riddle of the Sphinx™ installer icon.
4. Follow the on-screen instructions.

Playing Riddle of the Sphinx™ on Macintosh:

1. Once Riddle of the Sphinx™ has been installed, the window with the installed application files will open.
Double-click on the application named Riddle of the Sphinx™ †

Removing Riddle of the Sphinx™ on Macintosh


To keep your saved games before uninstalling the game: Double-click on the Riddle of the Sphinx folder on your hard drive.

The games are saved by default in the Riddle of the Sphinx folder; collect these and copy them to a new folder on your desktop. You may wish to keep these saved games if you chose to reinstall Riddle of the Sphinx and go back to these game locations.



1. Insert RIDDLE OF THE SPHINX™ CD1, Open the CD-ROM, and double-click on the installer icon.
2. Choose 'UNINSTALL' from the 'EASY INSTALL' screen's drop down menu and follow the on-screen instructions.

† After the movies, you will begin a new game. (If you are starting Riddle of the Sphinx™ after having already played, an 'OPEN SAVED GAME' dialog will appear. Choose the prior saved game and click 'OPEN'. You will be taken to your last saved position.)

Navigation & Cursors


Exploring the many richly detailed environments in Riddle is as easy as clicking in the direction you wish to walk. Unless you are in VR Mode (below), you will see different cursors displayed as you move the mouse across each scene. The default cursor  generally means you may walk forward.

NOTE: There are times when this is not allowed, and clicking does not move you forward. If this is the case, try clicking elsewhere on the scene.

Moving your cursor to either side of a scene will give you an opportunity to turn. Mostly you will be turning 180°,  but, if you look closely at the cursor, it may be a 90° cursor. 

Occasionally you may be able to look up  or  down, and even back up.  The cursor will change if that is possible, so be careful not to overlook subtle clues.

VRs (Virtual Reality Panoramas - 360°)

In various environments within Riddle (especially when you first enter a chamber, tomb, or outdoor area, and at most navigational intersections) your cursor will change, adding a small VR icon.  Clicking when this cursor is shown will step you into a VR.

To navigate, press and hold your mouse button and move in any direction. You will be able to see the environment from any angle. If your cursor changes to a hand within a VR, you may click to move forward.

IMPORTANT: If you are carrying an item when you step into a VR it will be hidden temporarily for better performance. The item will be visible once you leave the VR.



Default / Forward



Back Away



Look Up



Look Down



Left 90°



Left 180°



Right 90°



Left 180°



VR Ahead



VR Back



VR Left



VR Right



Grab/Grip Object (pickup)



Grab/Grip and Turn Left



Grab/Grip and Turn Right



Grab/Grip and Toggle (lock)



WARP Forward



Drop Audio Cassette



Close Book/Journal



Page Left



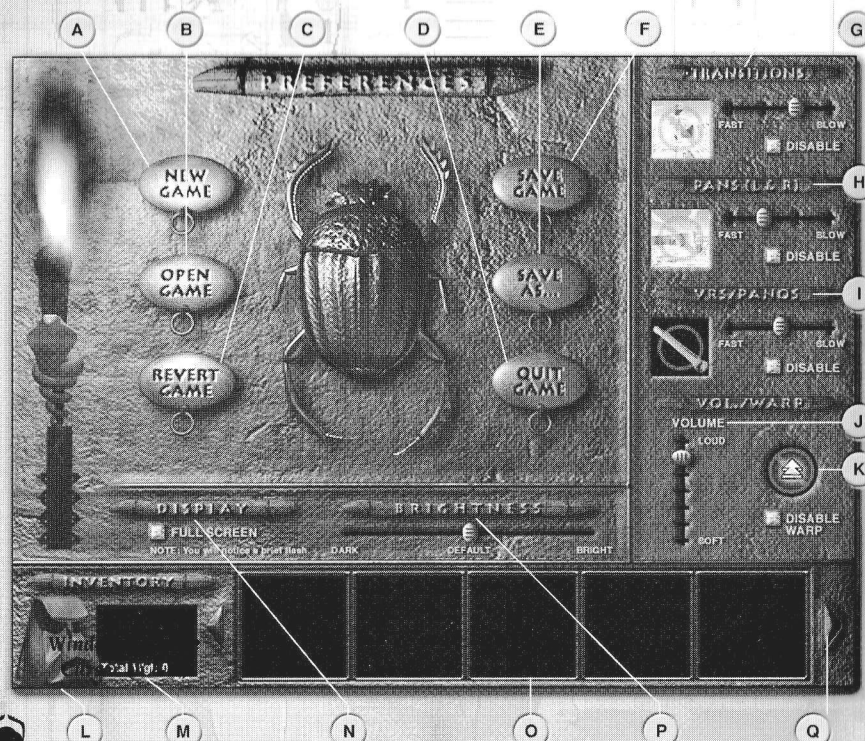
Page Right



No Pages

Windows Sample
Cursor (b+w)

Interface



ACCESSING THE INTERFACE - Pressing the SPACE BAR will toggle the interface on and off.

A NEW GAME - This starts a new game and discards any changes or progress you've made. You will be asked if you wish to save the current game, it is a good idea to do so before starting a new game.

B OPEN GAME - This opens a saved game by allowing you to find and choose a saved game on your hard drive. If you are in the middle of a currently saved game, it will ask you if you wish to save the current game before opening another.

C REVERT - This will revert back to the current game's saved status, discarding any progress you've made since opening the saved game. If you have not saved nor opened a saved game it will take you back to the beginning.

D QUIT - This will take you out of Riddle. For those few times when you'll have to pull yourself away from the game, this is the way out.

E SAVE AS - This will save the current game as a new or different saved game file. Use this if you do not wish to write over an existing saved game.

F SAVE - This saves the current game in progress. If you are saving for the first time, a dialog will ask you to name the saved game. Otherwise you will see no dialog. (NOTE: Use 'Save' to repeatedly save over your game as you progress through the game. Use 'Save as' to save as individually saved games.)

G TRANSITION SETTINGS - This controls how fast (rough) or slow (smooth) your forward blends render. There are four settings, including a DISABLE feature that removes navigational blends all together. (NOTE: The WARP Feature will still show a blend if WARP is enabled.)

H PANS SETTINGS - This controls how fast (rough) or slow (smooth) your up, down, left and right pans render. There are four settings, including a DISABLE feature that removes navigational pans all together.

I VR/PANOS SETTINGS - This sets the quality of 360° Panos used in certain environments. These settings are subtle and will only show speed increases on slower machines. There are three settings, including a DISABLE feature that will remove VRs from every environment. (NOTE: Slow machines or machines with little RAM may want to DISABLE VRs.)

J VOLUME SLIDER - This changes the master volume on your computer, and resets it when you quit. If you want to mute the game, please do so using your sound panel (outside of Riddle).

K WARP SETTINGS - This is a feature that will save you a great amount of time and frustration, if you choose to use it. Enabled, you will see an arrow in certain scenes, allowing you to WARP to an area you've already explored. Disabled, you will be forced to walk it as you did the first time. (WARNING: Using the WARP feature may increase the odds that you overlook important details you missed the first time through. Use with caution.)

L BACKPACK - This is where you put all the items you find. If you pick up an artifact or item from an environment you may either keep holding it or place it in your backpack (inventory). Just place the item over the backpack until you see it open and click once. You then will see it displayed in one of the inventory bins.

M INVENTORY DISPLAY PANEL - This displays detailed information on the item your cursor is currently over. Roll over any item in any bin to find out its name and weight.

N **DISPLAY SETTINGS** - This will set the screen resolution to FULL SCREEN (the game fills the screen) or your default screen resolution (the game will play in a smaller box within your monitor). Experiment with the setting you prefer. (In FULL SCREEN mode, the graphics are not as sharp, but the experience is more immersive.)

O **INVENTORY PANES** - These are scrolling bins that display the items you are currently carrying. To retrieve an item from the visible bins, place your mouse over the bin and double-click. You will now be holding the item and it is subsequently removed from inventory. (NOTE: If you are holding an item and pick up another item, the item you were holding is sent back to wherever you picked up the item in the environment. You will see a series of flashes when this happens.)

P **BRIGHTNESS SETTINGS (MAC ONLY)** - This gives interactive control over how light or dark the game is. Ideally you want to have each scene balanced: not too dark, nor too light. The default is a good place to start, but each monitor is a little different, so if scenes are too dark, lighten them up a little.

Q **INVENTORY SCROLL BUTTONS** - These are used to scroll the inventory bins left or right in order to see additional items. You may either click once or hold the button down to have it scroll automatically until you find your item.

Inventory

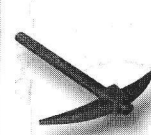
How To Use

While exploration is a key factor to solving Riddle of the Sphinx™, you will need to find many hidden and sacred artifacts to help you solve the many challenging puzzles along the way. Most of these items may be carried or placed in your inventory bins. However, others (such as vases and books) cannot be taken with you, so you must take notes at all times.

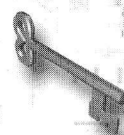
If an object may be carried, clicking on the object will cause it to rotate just below your cursor. You may continue holding it or place it in inventory. To place an item in inventory, press the Space Bar to show the Interface, then hold the item over the Backpack. Click once to place the item in the backpack. WARNING: If you are holding an item and decide to pickup a new item, the held item will be sent back to its original location.

VR NOTE: Held items are temporarily hidden while in VRs for performance reasons. The item will be visible when you step out of the VR.

Inventory Items



Crusty Pick Axe



Skeleton Key



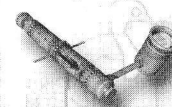
Ancient Wooden Key*



Royal Trumpet



Gold Dagger



Royal Scope



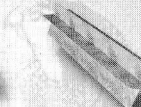
Sacred Amulet



Scroll*



Metal Bolt*



Star Rod



Tabulator*



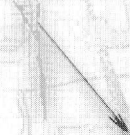
Sceptor*



Golden Harp Key



Gold Star*



Arrow*



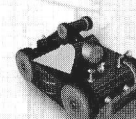
Cobra Wheel



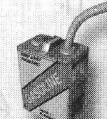
Royal Weight*



Cassette Tape*



Cheoptronic



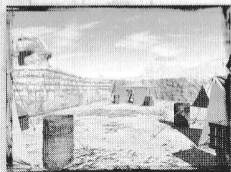
Gas Can



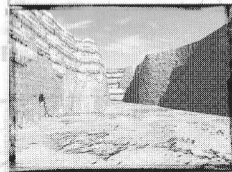
Sacred Cull

* One of many found in variations

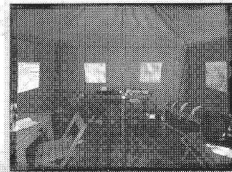
Enigmatic Environments



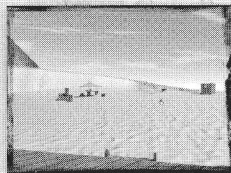
Giza Plateau



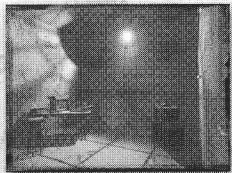
Sphinx Hidden Tunnel



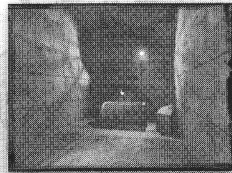
Gil's Tent



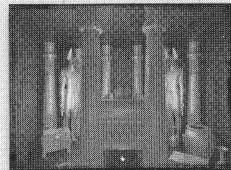
Great Pyramids at Cheops



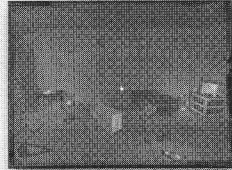
Queen's Chamber



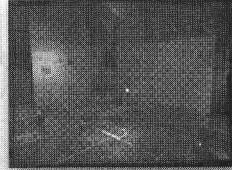
King's Chamber



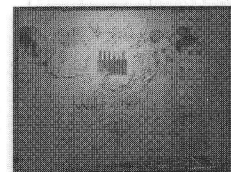
King's Tomb



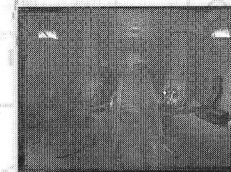
Hidden Corridor



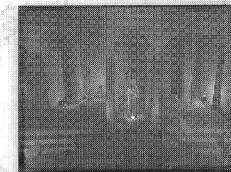
Treasures Antechamber



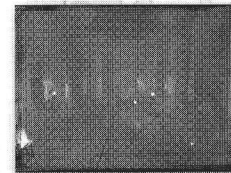
Astrological Alcove



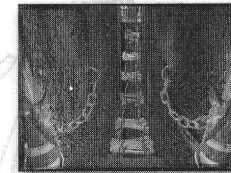
Weaponry Chamber



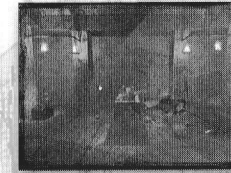
Festive Chamber



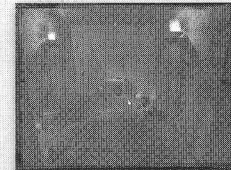
Furniture Chamber



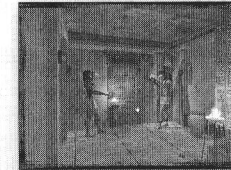
Archery Hall



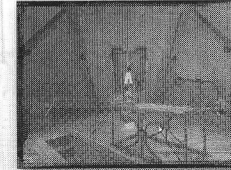
Religious Chamber



Food Chamber

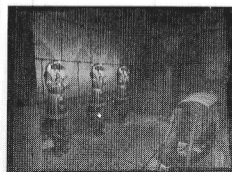


Astrological Forechamber

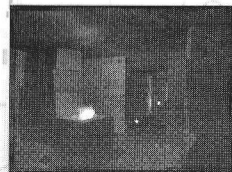


Sacred Astrological Chamber

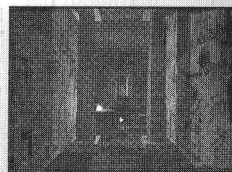
Enigmatic Environments



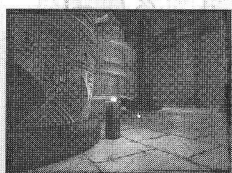
Sobek's Antechamber



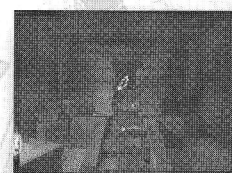
Queen's Hidden Chamber's



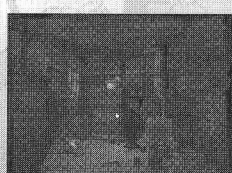
Queen's Corridor



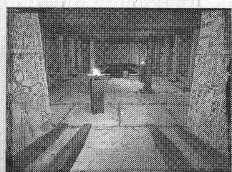
Harp Chamber



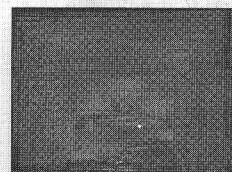
Primitive Chamber II



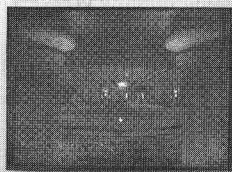
Primitive Chamber III



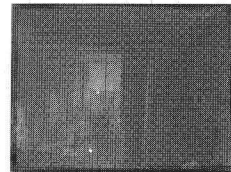
Lotus Dome Chamber



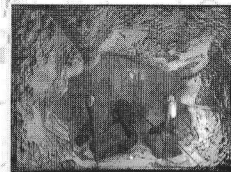
Anubis' Labyrinth



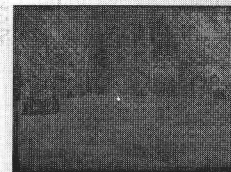
Sacred Pool



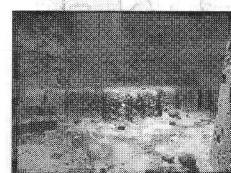
Funerary Yacht Chamber



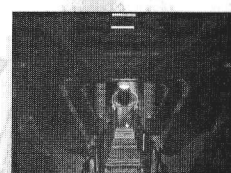
Alligator Cove



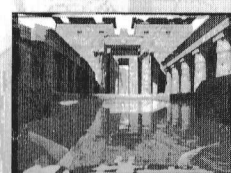
River of Death



River Cavern



Cobra Shrine



Lost Temple of Ra



Cliff Statues

The screenshots shown here are just a brief glimpse of what awaits you when you begin your exploration.

FAQs

Q) How do I place an item in inventory?

A) Press the SPACE bar and hold the item over the backpack (lower left corner) and click once.

Q) How do I retrieve an item from inventory?

A) First find the object by scrolling through each inventory pane until you find what you're looking for (TIP: Holding down the mouse while scrolling will speed up scrolling after a second) Once you have found the item, double-click on the item to hold it. (NOTE: If you are already holding another item, you will be asked if you wish to drop the held item. It is recommended that you always place a held item in inventory before picking up another item from an inventory pane.)

Q) If I'm holding an item and decide to pickup a new item, the item I was holding disappears with a flash. Where does it go?

A) Dropped items always go back to their place of origin in the game environment. It is recommended that you first place a held item in inventory if you wish to pickup a new item.

Q) Why can't I walk over to certain areas?

A) Most likely those areas are unimportant to the task at hand. However, some hotspots may not be obvious. Try everything before giving up.

Q) It seems like the game is slow, especially when in VRs.

A) On lower-end machines, even at the minimum requirement spec's, you may experience slow gameplay with all transitions and VRs enabled. While VR Panoramas and transitions are a crucial part of gameplay, they are also processor intensive and may be disabled. Press the 'SPACE BAR' and click the disable buttons under 'PANOS,' 'TRANSITIONS' and 'PANS.' You should notice a measurable improvement in speed.

Troubleshooting

If you are having problems with playing Riddle of the Sphinx™, please check the following:

Q) Did you install the Quicktime version in the Riddle of the Sphinx™ installer? Have you installed a different version of Quicktime (older or newer) since you installed Riddle of the Sphinx™?

A) Reinstall the Quicktime version that came with Riddle of the Sphinx™. The Quicktime Installer is located on Riddle of the Sphinx™CD1 for both platforms. Double-click the installer and follow the instructions. (WINDOWS Users: Because the Riddle of the Sphinx™ Installer will automatically launch, choose cancel and right-click on Riddle of the Sphinx™CD1, then choose Explore. Find the file QuicktimeInstaller.exe and double-click to launch.)

Q) Does your computer match or exceed the minimum requirements of Riddle of the Sphinx™?

A) Double-check that you have enough RAM, the correct version of the operating system, along with the other requirements. If your computer does NOT comply, you will need to upgrade those components to the minimums.

Q) Have you read the Read Me file that came on the installers and in your application folder?

A) Please read these files as they have additional news and tips, as well as known conflicts.

Q) My Macintosh computer has the recommended RAM, but I'm seeing white boxes instead of animations, grid patterns in VRs and other strange things are happening.

A) While you may have the necessary RAM in your computer, the operating system and other applications may be using the majority of the memory, starving Riddle of the Sphinx. First try quitting any other applications, then if that doesn't improve the situation, turn on 'Virtual Memory' by adding an additional 32 MB (or more) of 'Virtual Memory' over your built-in RAM. For example, if you have 64 MB RAM, turn VM on and increase until it shows 96 MB RAM - then restart to activate the change.

Credits

OMNI CREATIVE GROUP INT'L (developer)

Created by
God

Designed & Directed by
Jeffrey S. Tobler
Karen E. Tobler

CG Artists & Animators
Jeffrey S. Tobler
Karen E. Tobler

Lead Programmers
Jeffrey S. Tobler
Karen E. Tobler

Additional Programming
Matt Veenstra
Chuck Neal
info@mediamacros.com
Greg Lamb

Special Effects
Michael Mingroni
Karen E. Tobler
Jeffrey S. Tobler
Greg Lamb
A.J. Manker

Original Score
Jeffrey S. Tobler

Sound Design
Jeffrey S. Tobler
Karen E. Tobler
Greg Lamb
Randy Manker

Voiceover Talent and Actors
Mike Anderson (Trailer V/O)
Paul Arca (Riddle Opener V/O)
Jeffrey S. Tobler
(as Sir Gil Blythe Geoffreys)
Karen E. Tobler
(as Lizzy Ketsworth & Spirit)

Additional Voices:
Greg Lamb (Background on Tapes)

Additional Game Design
Patricia A. Tobler
Robert H. Tobler
Sean Tobler

Photography/Videography
Robert H. Tobler
Karen E. Tobler

Historical Research
Karen E. Tobler
Jeffrey S. Tobler

Hieroglyphic consultation & Translation
Dr. Steven Vinson

Sphinx and Giza Background Research
Dr. Mark Lehner
Dr. Robert Schoch

Additional Equipment & Support
Future Media Development
Decathlon Systems

Additional Software, Xtras, etc.
Strata, Inc. (StudioPro, MediaPaint)
Dedalomedia Interactive S.R.L. (DM Tools)
Scott Kelley (Gamma Xtra)
Kent Kersten (File Xtra)
John Knoll (Cybermesh)

Rendering Support
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Paula Manker
Randy Manker
Dave Winslow

Package Design
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Dreamcatcher Interactive Inc.

ROTS Web Site Design
Jeffrey S. Tobler
Karen E. Tobler

ROTS Web Site Hosted by
St. Louis Webery (www.stlouiswebery.net)

The Official Riddle Beta (and otherwise) Testers
Charlton S. Tobler, Sean Tobler,
Annette Bechamp, James Meecham,
A.J. Manker, Randy Manker, Randy Tobler,
Heliene Tobler, Robert Tobler, Patricia
Tobler, Mary Ellen Dierker & John Dierker.

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More Thanks on next page...

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And lastly, to everyone who visited the Riddle of the Sphinx site regularly, preordered a year (or more) in advance, waited VERY patiently, wrote encouraging emails, and spread the Riddle news to the corners of the world - Riddle of the Sphinx is for you!

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, 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 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

Warning to Owners of Wide Screen Projection TV's

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the screen. Avoid repeated or extended use of video games on large screen projection televisions.

Epilepsy Warning

Please read this caution before a video game is used by you or your child: Certain people are susceptible to epileptic fits or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some video games. This phenomenon may appear even if the subject has no history of previous difficulties.

If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, please consult your doctor prior to use.

We advise that parents supervise the use of video games by their children. If you or your child experience any of the following symptoms while playing a video game: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, immediately discontinue use and consult your doctor.

Standard Precautions When Playing Video Games:

- Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.
- Play video games on a small screen (preferably).
- Avoid playing if you are tired or have had too little sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for a period of 10 to 15 minutes every hour you are playing a video game.

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Notes...

