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PlayStation 2



SPHINX
 AND THE CURSED MUMMY™



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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

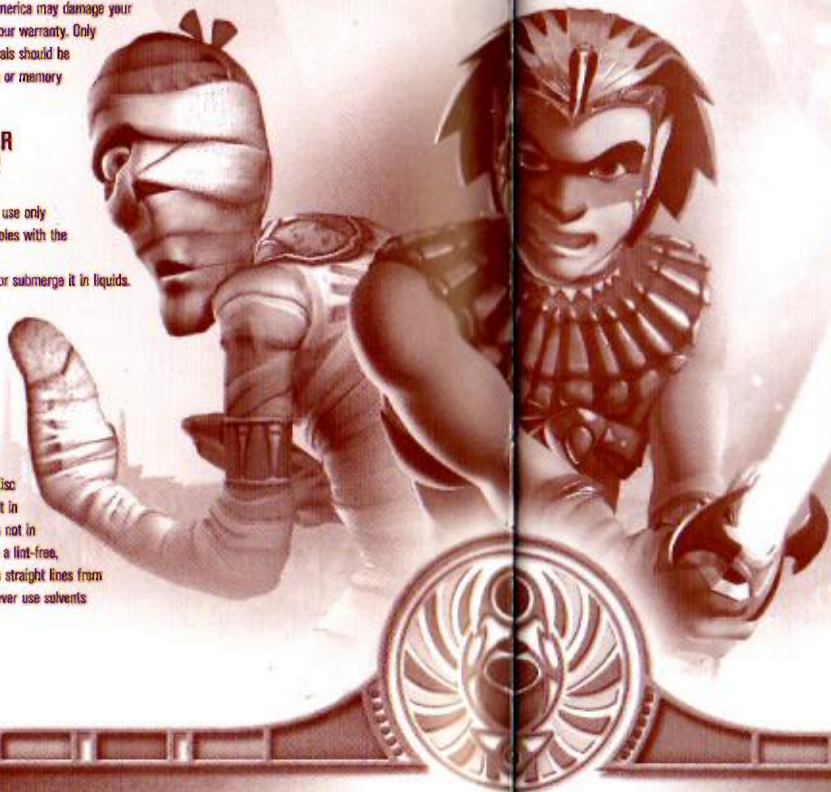
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

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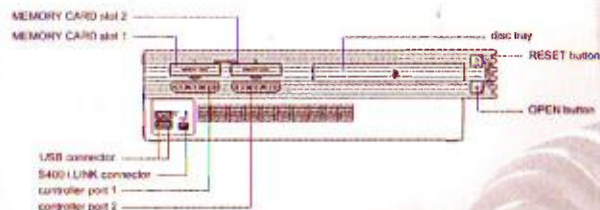
- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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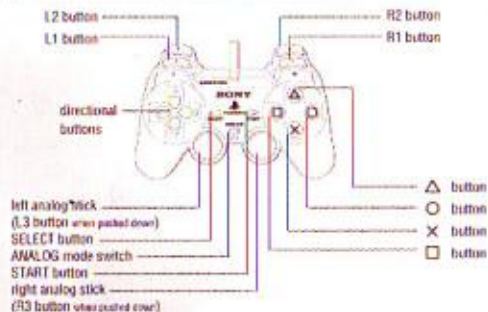
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the **Sphinx** and the **Cursed Mummy™** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.


CONTROLS

DUALSHOCK® 2 ANALOG CONTROLLER CONFIGURATIONS



Game Controls

Left analog stick	Control character
Directional buttons	Display the Items Menu
button	Jump
button	Attack (Sphinx only)
button	Action (use items, open doors, etc.)
button	Assign item, captured monsters
button	Assign item, captured monsters
button	Assign item, captured monsters
Right analog stick	Rotate camera
button	Pause the game
button	Inventory
button	Center camera
button	Boss camera (focus camera on boss)




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  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.

Controlling Sphinx

Movement




Left analog stick	Control Sphinx
Right analog stick	Rotate camera
 button	Jump (double tap for double jump)
 button	Center camera

Attack




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

Swimming Controls

Surface





Left analog stick	Normal speed swim across surface of water
 button	Jump
 button	Dive
 button + left analog stick	Fast surface swim

Underwater

Left analog stick	Orient character's direction
 button	Normal speed swim
 button	Attack (once player has ability)
 button	Fast swim (once player has ability)







Climbing Ladders

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

Left analog stick 	Move up the ladder
Left analog stick 	Move down the ladder
 button	Jump
 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:

Left analog stick	Control Sphinx  /  /  /  along surface
 button	Jump (on most surfaces)
 button	Drop down

Swinging Hand over Hand





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

Left analog stick	Press forward to move along the surface
 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 directional buttons in any direction, you can assign skills or abilities to the **L1**, **R1** and **△** buttons. Press , , ,  to change between items in your on-screen inventory. Once an item is highlighted, press the



L1, **R2**, or **△** button to assign that item to that button. To use any item and the Blowpipe you can select it in the item menu and then press the USE ITEM button (**□** 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 (**×** 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

Left analog stick	Control the Mummy
Right analog stick	Rotate camera
× button	Jump

Crawling

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

While crawling:

Left analog stick	Move the Mummy →/←/↑/↓
△ button	Crawl (press again to stand up)

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.

○ button	Hide (press again to come out from hiding)
-----------------	--

Climbing Ladders

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

Left analog stick ↑	Move up the ladder
Left analog stick ↓	Move down the ladder
× button	Jump
○ button	Drop off the ladder

Note: If you hang for too long in one spot you may fall.

Sneak Across Ledges

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

□ button	Begin sneaking across ledge
□ button again	Stop sneaking across ledge

*Note: If you are next to such a ledge, the context button 'SNEAK' will appear. Press the **□** button to begin shimmying across the ledge. You can press the **□** 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 farther 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 left analog stick.
- Change the camera angle using the right analog 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 (L1, R1 or button), press the directional buttons 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 button to use the item once, without assigning it to a special button, or press the 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 right analog stick and use the button to detonate it (release monster).
- To examine your inventory, view captured monsters or check on quests, press the button.
- To change the game options, press the button.
- 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 memory card (8MB) (for PlayStation®2).
- **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 200 KB free space in MEMORY CARD slot 1 of your PlayStation®2 computer entertainment system, 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 directional buttons to highlight your saved game file, then press the **X** button to load your game.

Options

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

Screen Setting Options:

- **Adjust Screen:** Use the left analog stick or directional buttons to adjust the position of the screen on your TV or monitor.
- **Wide Screen (on/off):** Toggle between wide and normal screen width.

Controller Setting Options:

- **1st Person Invert Vertical (on/off):** Reverses controls for the right analog stick – inverts the **↑** and **↓** controls for Blowpipe mode.
- **3rd Person Invert Vertical (on/off):** Reverses controls for the right analog stick – inverts the **↑** and **↓** controls for normal mode.
- **3rd Person Invert Horizontal (on/off):** Switches the **←** and **→** camera controls (right analog stick) in normal play mode only.
- **Vibration On/Off:** Set the DUALSHOCK®2 analog controller vibration feature **ON** or **OFF** for your game.

Sound Setting Options:

- **Sound Mode:** Sets the sound mode.
- **Sound Volume:** Use the left analog stick or the directional buttons to adjust the volume of sound effects.
- **Music Volume:** Use the left analog stick or the directional buttons to adjust the music volume.

THE GAME SCREEN

Item Menu



Health Ankhs

Button Interface

Money Scarabs

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 any of the directional buttons, 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 (**□** button) to use a selected item once. Or press the **L1** button, **R1** button or **△** 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 any of the directional buttons. 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 directional buttons in any direction, or when you receive or spend Gold Scarabs.

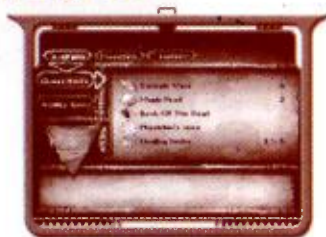
PAUSING THE GAME



Press the **START** button 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 **SELECT** button to access your current inventory. You'll notice that there are several tabs across the top of the screen. Use the directional buttons **←** or **→** to move from one tab to another. Press **↑** or **↓** on the directional buttons 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.

HELIOPOLIS

Anubis
lower

Uruk
Islands

Uruk
Canyon

Cursed
Palace

Heliopolis
Point

South
Beach

Lost
Temple

Bedouin
Outpost

Sunshine
Island

14

15



WERPONS

- **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 (□ button) to use the Blowpipe one time.
- Or assign the Blowpipe to the **R1**, **L1** or **△** 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 left analog stick to aim **↑ / ↓ / ← / →**.
- Press the FIRE button (○ button) to fire.
- To change ammunition, press any directional button 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 (× 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 chains.



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 somersault.

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 (□ button) to send it out. Control it with the right analog 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 colors. Different colored Scarabs are worth different amounts and can be used to purchase items you need.



Releasing Captured Monsters

- First, select a releasable monster from the Item Menu by pressing the directional buttons to scroll to the monster.
- Press the USE ITEM button (□ button) to use the creature once, or assign it to the **R1**, **L1** or **A** buttons.
- Now press the assigned button to release a beetle containing the monster.
- Use the right analog stick to control the beetle and press the SQUARE 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

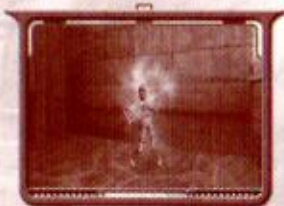
Young, naive, and inexperienced, the Prince Tutankhamen was led into a trap and changed into a shambling mummy. He will need the help of Sphinx to retrieve the Canopic Vases containing the fragments of his soul, return to life, and challenge the evil Akhenaten for his throne — and the love of Nefertiti.



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 (**L1** or **R1** 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.



OTHER CHARACTERS

Anubis

Friends - Nefertiti, Sphinx
Enemies - Set

A mysterious god whose true intentions are unclear. Whether he is friend or foe, only time will tell...



Horus

Friends - Nefertiti, Sphinx
Enemies - Set

Long-standing apprentice of Imhotep, who has trained for years alongside Sphinx. His skills are ready to be tested in a real battle...



Nefertiti

Friends - Tutankhamen
Enemies - Set

Tutankhamen's muse and Girlfriend. More perceptive of the deceptions in palace life than many realize.



ENEMIES

You'll encounter many enemies as you battle Set and his minions. Here are just a few of the most common:



Fire Armadillo

These guys might not look too dangerous, but when they attack, they really go for the bum. Clever players can use the Fire Armadillo's fiery nature in various ways.



Skull Worshippers

These sword-wielding undead monks are bad enough with a weapon, but if you let them cast their mystical spirit spells, they will conjure up a dangerous spirit enemy who will not stop until it has hunted you down.



Mummy Worms

These creatures remain pretty stationary, but they can shoot nasty fireballs, so they don't have to move to be dangerous.

SAVING THE GAME

Confirm you have a memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD slot 1. 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 left analog stick to highlight your saved game file, then press the **X** 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!



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PlayStation 2



LIMITED WARRANTY

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is **46035**. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

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THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Sony Computer Entertainment America or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

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