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CONTROLS

Game Controls

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

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

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

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

Controlling Sphinx

Movement

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

Attack

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

Swimming Controls

Surface

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

Underwater

| Control Stick | Orient character’s direction |
| A Button | Swim forward, standard speed |
| Y Button (x2 or x3) | Faster swim underwater |
| B Button | Attack (if Sphinx has ability) |
Climbing Ladders
To climb a ladder, simply walk up to it and press forward (or jump onto it), then:

<table>
<thead>
<tr>
<th>Control Stick</th>
<th>Move up the ladder</th>
</tr>
</thead>
<tbody>
<tr>
<td>Control Stick</td>
<td>Move down the ladder</td>
</tr>
<tr>
<td>A Button</td>
<td>Jump</td>
</tr>
<tr>
<td>B Button</td>
<td>Drop off the ladder</td>
</tr>
</tbody>
</table>

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:

<table>
<thead>
<tr>
<th>Control Stick</th>
<th>Control Sphinx (\uparrow/\downarrow/\leftarrow/\rightarrow) along surface</th>
</tr>
</thead>
<tbody>
<tr>
<td>A Button</td>
<td>Jump (on most surfaces)</td>
</tr>
<tr>
<td>B Button</td>
<td>Drop down</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Control Stick</th>
<th>Press forward to move along the surface</th>
</tr>
</thead>
<tbody>
<tr>
<td>B Button</td>
<td>Drop down</td>
</tr>
</tbody>
</table>

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

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

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

Controlling the Mummy

Movement
<table>
<thead>
<tr>
<th>Control Stick</th>
<th>Control the Mummy</th>
</tr>
</thead>
<tbody>
<tr>
<td>C Stick</td>
<td>Rotate camera</td>
</tr>
<tr>
<td>A Button</td>
<td>Jump</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Control Stick</th>
<th>Move the Mummy (\uparrow/\downarrow/\leftarrow/\rightarrow)</th>
</tr>
</thead>
<tbody>
<tr>
<td>X Button</td>
<td>Crawl (press again to stand up)</td>
</tr>
</tbody>
</table>
Climbing Ladders
To climb a ladder, simply walk up to it and press forward (or jump onto it), then:

<table>
<thead>
<tr>
<th>Control Stick ↑</th>
<th>Move up the ladder</th>
</tr>
</thead>
<tbody>
<tr>
<td>Control Stick ↓</td>
<td>Move down the ladder</td>
</tr>
<tr>
<td>A Button</td>
<td>Jump</td>
</tr>
<tr>
<td>B Button</td>
<td>Drop off the ladder</td>
</tr>
</tbody>
</table>

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

| B Button | Hide (press again to come out from hiding) |

Sneak Across Ledges
The Mummy can shimmy or ‘sneak’ across certain narrow ledges.

<table>
<thead>
<tr>
<th>Y Button</th>
<th>Begin sneaking across ledge</th>
</tr>
</thead>
<tbody>
<tr>
<td>Y Button again</td>
<td>Stop sneaking across ledge</td>
</tr>
</tbody>
</table>

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

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

AN ANCIENT EMPIRE

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

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

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

Two heroes. One mission. Their methods couldn’t be further apart.
Get ready for intense, mind-boggling 3D action in the world of ancient Egyptian gods, goddesses, mummies and a host of supernatural creatures. Experience an unfolding mystery as you play Sphinx and his reluctant friend, the Mummy. Along the way, you'll uncover dark secrets, discover new abilities and items and encounter hundreds of fascinating creatures. Sphinx’s journey will require his wits, agility, and a variety of special powers, as well as the aid of the Mummy, when being inconspicuous is the only solution. Sphinx's quest is an epic one - to find the lost sacred crowns of Egypt and stop the evil Set before he shrouds the world in darkness.
QUICK START

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

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

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

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

MAIN MENU

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

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

- Bonus: View the extras here.

NEW GAME

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

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

LOAD GAME

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

OPTIONS

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

SCREEN SETTING OPTIONS:

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

CONTROLLER SETTING OPTIONS:

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

SOUND SETTING OPTIONS:

- Sound Mode: Sets the sound mode.
- Sound Volume: Use the Control Stick or the Control Pad to adjust the volume of sound effects.
- Music Volume: Use the Control Stick or the Control Pad to adjust the music volume.
60Hz mode
This game can be set to a clearer display and better quality on TVs that support 60Hz mode.

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

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

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

THE GAME SCREEN

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

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

Gold Health Ankhs
Sphinx will lose health when hit by enemies, certain objects and other hazards in the environment. Sphinx’s total health is represented by a number of Gold Health Ankhs. These are displayed at the top of the screen when he is hurt or healed, or when you press the Control Pad in any direction. If Sphinx runs out of Gold Health Ankhs, he dies. You can replenish Sphinx’s health by retrieving Gold Health Ankhs from fallen foes or employing the services of a healer.

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

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

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

Artifacts
- Quest Items: Your currently held Quest Items will be shown here.
- Ability Items: Your currently held Ability Items will be shown here.
Monsters
• Captured Monsters: All currently captured monsters will be displayed here along with their Attack and Defense ratings.

Notes
• Display information on your current quests.

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

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

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

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

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

Blowpipe Ammo

Standard Darts (Standard damage)
• Ordinary darts which can hit distant targets but are only powerful enough to damage explosive monsters.
• Unlimited supply.

Acid Darts (Will damage over time)
• Acid Darts continue to do damage to enemies even after they hit, and may have other uses, such as dissolving certain metal obstacles.

Bouncing Darts (Will bounce off walls)
• Bouncing Darts may come in handy when a straight shot isn’t possible, or to attack from a safe position.
• Only powerful enough to damage explosive monsters.

Ice Darts (Cold damage)
• Shooting Creatures with this dart will freeze them into a block of ice.
• Only affects certain enemies.

Ka Darts (Special purpose)
• Shooting this dart at a Ka Ankh while standing on a special pedestal will transport Sphinx to the location of the Ankh.
ITEMS
You will encounter many items during your adventure. Here, we provide only a small sample of the kinds of items you may find.

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

Wings of Ibis
This item will allow Sphinx to perform a double jump.

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

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

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

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

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

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

MAIN CHARACTERS

Sphinx
Abilities - Walk/Jump/Climb/Swim
Friends - Imhotep
Enemies - Set

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

Mummy
Abilities - Walk/Jump/Crawl
Friends - Nefertiti
Enemies - Set

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

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

- Triple Mummy: This will create 3 instances of the Mummy. Switch control of them using the SWAP button (L or R Button). This has no Ability Bar.
- Paper-thin Mummy: This will create a very thin version of the Mummy, allowing him to be blown into the air by wind machines. It also allows the Mummy to get through narrow gaps in fences.
- Fire Mummy: In this mode, the Mummy is a walking torch. He
can burn flammable obstacles to open up new paths, light torches, walk safely through fire and across lava, and generally use his fiery personality in a variety of ways. He can also set some enemies on fire. This effect will disappear if the Mummy touches water.

- **Electric Mummy**: In this mode the Mummy can activate otherwise inoperative machinery and also electrocute certain enemies. This effect will disappear if the Mummy touches water.

- **Smoke Mummy**: Although the Smoke Mummy can't affect the physical world - for instance, he can't pull levers, climb ladders etc. - he gains the ability to walk through dangerous traps like spikes.

- **Bat Mummy**: Turning into a Bat Mummy allows the Mummy to fly. Obviously, this could come in handy.

## Saving the Game

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

## Loading the Game

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

## Time to Go!

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