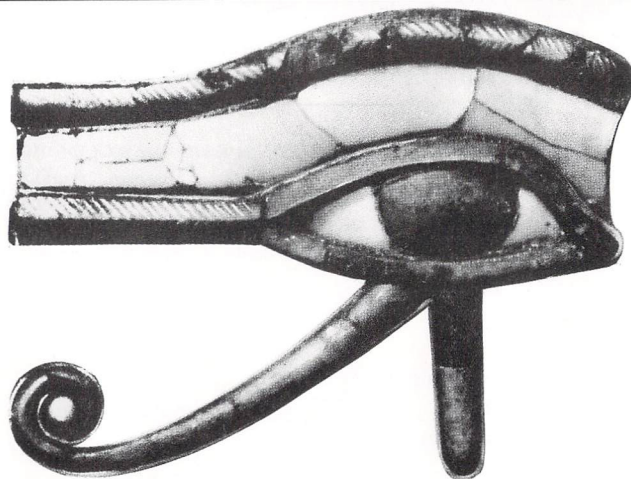


EYE OF HORUS™

TRANSLATED FROM THE PAPYRUS SCROLLS



FANFARE™



TABLE OF CONTENTS

An Unfinished Legend	3
Getting Started	4
Moving Through the Labyrinth	6
Scene on the Screen	8
The Egyptian Gods	8
The Amulets	10
Using Your Map	13
Energy and Lives	14
High Scores	15
Secrets of the Scrolls	15

Requirements

IBM

IBM PC's and 100% Compatibles
EGA or CGA graphics
512K Memory Minimum (640K for mouse)
Joystick Optional

AMIGA

500/2000
512K Memory
Joystick Required

ATARI

ST Series
512K Memory
Joystick Required

***COMMODORE* 64/128**

64K Memory
Joystick Required



AN UNFINISHED LEGEND...

Our story — or at least part of it — is told in hieroglyphs on the walls of a hidden tomb in ancient Egypt. It's a tomb shrouded in a labyrinth of painted passages — where the hieroglyphic paintings have actually been known to move — even come alive!

The story, chiseled in stone, is about a once powerful king named Osiris. Osiris was a benevolent king, loved by all — except for one: his half-brother, Set.

Set tricked Osiris into lying in a chest. Set then nailed the chest shut and sent it down the Nile, hoping to end his brother's life.

But just as the captive Osiris was about to breath his last breaths, his beautiful wife, the legendary Isis, found the chest with her dying king. In the joy of their reunion they conceived a son whose name was Horus. Osiris never lived to see his son — for he died in Isis's arms. She tried to hide his body, for fear that Set would find it. But to no avail...

Set did find it. And he tore the corpse into seven pieces, scattering them throughout the tomb.

Now it is well known that a soul can not lie in peace unless his corpse is whole and properly placed in its sarcophagus. Even his loved ones are unable to rest until his body has been restored.

And so it is that neither Osiris, nor his family — Isis and Horus — are depicted on the final paintings inside the labyrinth. And not until Horus reclaims the scattered bones, returns them to the sarcophagus and defeats the evil Set, will Osiris and his family reclaim their rightful place on the eternal sandstone of the burial chamber.

The unfinished legend is now up to Horus. And up to you.



GETTING STARTED

Loading Instructions

IBM PC and Compatibles

Note: IBM users look for a file called **READ.ME**. If there is one, it is important that you read this information. This is the latest information about Eye of Horus. To read the file, insert the boot disk into drive A and type: *type a:read.me*. To print this file, type: *copy a:read.me prn*.

1. Insert the 'Eye of Horus' boot disk into the drive and from the MS-DOS prompt, select the correct drive specifier.

Note: A Microsoft or compatible mouse may be used with Eye of Horus. If you want to use your mouse, install the mouse driver as specified in your user manual at this point. Your system must have at least 640K to properly run Eye of Horus with a mouse.

2. Type **HORUS** and press **RETURN**. Then indicate which graphics card you have. The game will now begin to load.

Enter your Code to Begin. Here's how: Using your Code Book, look up these numbers given to you on the screen.

Codebook Page — 0

Row — 00

Column — 00

First find the correct page. Locate the prescribed number along the left side of the chart. Then look for the designated number across the top of the chart.

The box that falls where the designated verticle and horizontal rows coincide is your final code. Type in this number and press the **RETURN KEY**.

3. Joystick or Keyboard?

Before the game actually begins, you'll be asked to indicate whether you'll be using a joystick or keyboard.



To select JOYSTICK, press J.

To select KEYBOARD, select K.

Configuring your Keyboard

If you choose to use the keyboard, you'll be asked to indicate which keyboard keys you'll be using. You can use any combination of keys you like. Don't try to assign one key to two or more functions.

We recommend the following configuration:

<i>Direction Control</i>	<i>Recommended Keys</i>
<i>LEFT</i>	4
<i>RIGHT</i>	6
<i>UP</i>	8
<i>DOWN</i>	2
<i>FIRE</i>	Space Bar
<i>PAUSE</i>	P

Note to Keyboard Users:

Much of this documentation is written as if you were using a joystick. So if you are using the keyboard instead, substitute the keyboard commands you've set up. For example, if the instructions say press the **FIRE BUTTON** and the **SPACE BAR** is your "**FIRE**" key, then press the **SPACE BAR** to fire.

4. Press the **FIRE BUTTON** to begin game play.



ATARI ST and Commodore Amiga

1. Turn off the computer and insert the 'Eye of Horus' disk into the drive.
2. Switch the computer on. The game will now begin to load.
3. You will now be asked to type in your code. (See step 3, above.)
4. Press the **FIRE BUTTON** to begin game play.

Commodore 64/128

1. Turn on your computer and monitor. Commodore 128 users should hold down the Commodore key while booting.
2. Insert your Eye of Horus disk.
3. Type: **LOAD "HORUS";8,1.**
4. You will now be asked to type in your code. (See, step 3 of the IBM Loading Instructions.)
5. Press the **FIRE BUTTON** to begin play.

Hard Disk Installation

Putting Eye of Horus on your hard disk gives you a speedy, convenient way to play. Refer to your hardware manual for the proper way to copy files to your hard disk.

Note: Amiga, Atari, and Commodore users will not be able to install Eye of Horus on their hard disks, due to data compression.



MOVING THROUGH THE LABYRINTH

As Horus, you start the game in human form. In this form you can fire papyrus darts, summon the aid of other gods and use the magic of the sacred amulets.

You can also change into a hawk — which gives you an advantage over the powerful minions of Set.

This is how to conduct your moves.

To move right or left, press joystick to the **RIGHT** or **LEFT**.

To go up or down, first enter an elevator in human form. Then press the joystick **UP** or **DOWN**.

note: some elevators are locked (indicated by the colored lock next to the liftshaft.) So you must first obtain the proper key to get into them.

To fire papyrus darts or use other weapons, press the **FIRE BUTTON**.

To turn into a hawk, press **UP** on the joystick (except when in an elevator.)

To fly as a hawk, move the joystick in the desired direction.

To spit bullets as a hawk, press the **FIRE BUTTON**.

note: You cannot change back to a human while holding the Fire Button.

To return to human form, fly low to the ground.

To pick up keys, amulets, and body pieces, you must *walk* past them. They will then be placed in your inventory. Horus can carry up to seven amulets at a time, but only one body part.

To select a key or amulet from your inventory, first pull the joystick down and press the **FIRE BUTTON**. This will open a box in your inventory. Then move the joystick **RIGHT** or **LEFT**, to highlight the one you'd like to use. Then press the **FIRE BUTTON**.



note: If you decide not to select anything from the inventory, simply press UP on the joystick to return to control of Horus.

Mouse Users: press your left mouse button once. A pointer will appear. Point to the item you want to use, and click again with your left mouse button. One advantage to using the mouse is that you'll be able to select and use objects while still in hawk form!

To use a key, select the key from inventory whose color matches the lock of the locked elevator. Then move to the elevator and press the **FIRE BUTTON**.

To use an amulet, first select it from inventory (see above.) Then press the **FIRE BUTTON**.

note: You cannot select or do anything while the elevator is moving.

To return a body part to the chamber, walk past the entrance of the chamber and the body part will automatically be left there.

To pause the game, press "P".

To resume play, press ANY KEY.



THE EGYPTIAN GODS

Horus was the Egyptian embodiment of all that is light and good. He takes the form of a hawk-headed humanoid, actually becoming a hawk to fly and do battle. Initially his magic is weak. He must find charms and gain assistance from Isis and Anubis to strengthen himself. He must reconstitute the seven parts of Osiris's body and destroy Set.

Isis was the beautiful wife of Osiris. Her courage and beauty shine throughout her grief as she continues her task. When summoned, she will take with her a piece of Osiris's body to the burial chamber. Set is her brother and it is for this reason that she cannot help Horus destroy Set.

Anubis was recognized by the Egyptians as a guide to the dead, also the son of Osiris and Nephthys (Set's wife.) He usually takes a human form with the head of a jackal. At birth he was abandoned by Nephthys and was found by Isis who reared him to be her protector. He will show the same loyalty to Horus as he does to Isis. When summoned, Anubis will give Horus an amulet to aid him in Set's destruction.

Set was once a revered god, but since his treachery he has become the embodiment of evil and night. When enraged, he takes the form of a dragon. Whilst Horus is alive his claim to the throne will be disputed so his first task is to seek out and devour Horus. Set is over-confident in victory however, and has tainted some of the tombs hieroglyphs with evil. He has hidden away in the deepest vaults of the tomb and left these minions to destroy you. If you get too close to him however, he will come to destroy you himself. When Set is close to Horus, the very walls of the tomb will shake.



Osiris, the “King of Life” embodies all benevolent forces of nature as well as the power which can defeat evil forces. His symbol or cosmological equivalent is the setting sun. He hands over his earthly realm to his son, Horus, and withdraws into the world of the Dead. Osiris is represented in human form, with a human head, usually as a mummy, with his arms crossed.

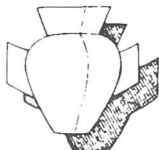
THE AMULETS

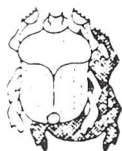
You control Horus on the side of good, against the evil Set. Isis and Anubis will aid you as best they can but you will need to find the right amulets to be able to summon them.

Inside the confines of the labyrinth, you must locate and return all seven of the pieces of Osiris’s body to the burial chamber, and then reconstitute the pieces with the use of the Tet amulet. You will then receive the strength that you need to confront Set. To complete this dual task you must use all of the found weapons and amulets which increase your powers and aid you.

Amulet of the Heart.

The seat of the power of life, and the source of good and evil thoughts. This amulet will summon Isis only when she can help Horus. Isis loved Osiris very much and will help Horus as much as she can in reconstituting the Unknown King’s body.





Amulet of the Scarab.

An insect of remarkable power. Its ability to roll balls of dung along the ground was associated with rolling the sun around the heavens. It is believed that if a God had such powers he would be most awesome indeed.

Amulet of the Buckle.

This buckle of Isis protects the wearer from 'him that would do unto him anything that he holdeth in abomination'. Archaeologists have taken this to mean 'the passing of water upon a foe.'



Amulet of TET.

This amulet represents the tree trunk that Isis used to conceal the body of her dead husband. It is a highly religious symbol representing the reconstituting of a body.

Amulet of the Pillow.

This pillow is found placed under the neck of a mummy in a coffin. Thus it is used to lay a creature to rest permanently.



Amulet of the Vulture.

The power of Isis as the 'divine mother' is given to Horus with this symbol. It can be used to vanquish Set's minions from a chamber but it only holds strength in certain areas of the tomb.



Amulet of the Collar of Gold.

When worn around the neck, this holy symbol will free a man's soul from his body for a short time.



Amulet of the Papyrus Scepter.

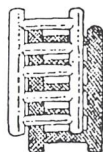
This amulet turns light, water and dung to papyrus.



Amulet of the Soul.

A human headed hawk made of gold inlaid with precious stone. They say the man who breathes life to the golden hawk will have the hawk by his side until death.





Amulet of the Ladder.

This ladder is used to escape from earth to heaven from the top of a mountain, where the two are closest. Osiris cannot allow any soul to leave the tomb until the mural is complete, so use of this amulet by Horus will bring him to the place where he was given life.

Amulet of Two Fingers.

Represents index and medius fingers. Use it with care to temporarily vanquish all that lurks.



Amulet of the Eye of Horus.

Representation of the Sun. It is said that no evil can stand in the way of strong light.

Amulet of the Nefer.

This amulet is in the form of a musical instrument and represents good luck. It's blissful music will aggravate Set and tell you what he doesn't want you to know.



Amulet of the Serpents Head.

The power of Isis as the 'divine mother' is also given to Horus with this symbol. Like the amulet of the Vulture, it can be used to vanquish Set's minions from a chamber but it will only work in different areas of the tomb to the Vulture.

Amulet of the Menat.

When worn around the neck or carried in the hand this symbol represents good health.

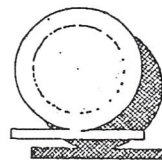
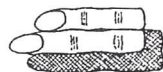


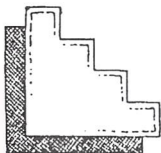
Amulet of the Sam.

Typical Egyptian representation of a penis, it will summon Anubis to aid Horus with a gift.

Amulet of the Shen.

A symbol of eternity used to incapacitate new foes.





Amulet of the Steps.

These steps up to heaven or the throne of Osiris in heaven are used to examine a situation from a distance. The 'situation' however, will only be that discovered so far.

Amulet of the Frog.

Teaming with life and resurrection, this symbol gives Horus new life. *The Keys.*

As well as the nineteen amulets, there are also eight keys of various colors — yellow, red, green and blue scattered about the tomb which Horus must use to unlock various lifts. These lifts give access to the various 'sections' of the tomb.



USING YOUR MAP

Unlike many action adventures — where you have to create your own maps with pencil and paper — *EYE OF HORUS* is self-mapping. Which means the computer (not you) takes on the task of keeping track of where you are — and where you've been.

But in order to take advantage of this feature, you must first locate the Amulet of the Steps. Once you've done so, a map icon will be displayed in the lower right section of the screen to indicate that it is available to you.

To use the map, move the cursor to the map icon and press the **FIRE BUTTON**.



ENERGY AND LIVES

HORUS starts the game with 3 lives and 100% strength. Each time HORUS is hit by an enemy, the scarab on the rope at the bottom of the screen will move to the left, indicating a loss of strength.

When the scarab reaches the far left end of the rope, HORUS will die.

Extra Lives

Osiris can reincarnate you from the dead three times. However, if you possess the Amulet of the Frog, Osiris can give you one more reincarnation (extra life).

HIGH SCORES

When the game is over, you will be given the opportunity to type your name onto the high score screen — *if* you've achieved one of the highest scores ever played with this disk. To see your name on the high score roster, simply type in your name from the keyboard when prompted.

note: If your disk has a write-protect tab, high scores will not be saved.



SECRETS OF THE SCROLLS

- When HORUS is a hawk (quite advantageous for attacking animated heiroglyphs), fire continuously while swooping towards the surface to avoid turning back into a human.
- True, you must eventually overcome Set. But take care not to provoke an attack with him too early in the game, because at this time your strength and resources will be too low to have a chance at winning.
- Set has hidden some of the amulets among the heiroglyphs — just to make things even more difficult for you. So make sure you comb every room carefully — leaving no heiroglyph unturned, so to speak.
- Remember that you must be in human form to collect amulets or parts of Osiris' body.
- The elevators are sacred. Once you are moving on one, up or down. Set's minions cease attacking.





LIMITED 90-DAY WARRANTY - BRITANNICA SOFTWARE DISKS

(valid in USA & Canada Only)

Britannica Software, Inc. warrants to the original consumer that the Britannica Software disk shall be free from any defects in material or workmanship for a period of 90 days from the date of purchase. You should keep your receipt for validation.

Any Britannica Software disk which is found to be defective during the warranty period will be replaced by Britannica Software. Return *one* disk, accompanied by proof of date of purchase satisfactory to Britannica Software, no later than one (1) week after the end of the warranty period, shipping charges prepaid to:

Britannica Software, Inc.,
Customer Relations,
345 Fourth Street,
San Francisco, CA 94107.

This warranty shall not apply if the disk has been damaged by negligence, accident, improper use, or by any other causes unrelated to defective materials or workmanship.

DISCLAIMER OF WARRANTIES - BRITANNICA SOFTWARE PROGRAMS

All Britannica Software computer programs and related informational materials are distributed on an "as is" basis without warranty of any kind. Any statements concerning capabilities or utility of a computer program are not to be construed as express or implied warranties. **The entire risk as to the quality and performance of such programs is with the purchaser. Should such programs prove defective following their purchase, the purchaser and not the manufacturer, distributor, or retailer assumes the entire cost of all necessary servicing or repair, (except for replacement by Britannica Software of defective disks as provided above).**

EXCLUSIONS FROM WARRANTIES - BRITANNICA SOFTWARE DISKS AND COMPUTER PROGRAMS

The exclusions and disclaimers in this paragraph apply to all Britannica Software disks and Britannica Software computer programs. **All implied warranties (including warranties of merchantability and fitness for any particular purpose) with respect to Britannica Software products are hereby excluded and disclaimed. Britannica Software shall not be liable for incidental and/or consequential damages, including injury to property or persons, that may result from use, malfunction, or failure of Britannica Software disks and computer programs.** In all cases, the liability of Britannica Software shall be limited to replacement of defective disks as provided above. **Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations and exclusions may not apply to you. This section regarding warranty gives you specific legal rights, and you may also have other rights which vary from state to state.**

BRITANNICA SOFTWARE BACK UP DISKS & OUT-OF-WARRANTY POLICY:

You may purchase *one* backup OR *one* replacement disk that is out of the warranty period for \$12.00. This charge includes shipping & handling, and is provided only to registered users of Britannica Software programs. For replacement disks, be sure to include your original disk. For a backup disk, please be sure to send in your warranty card at the same time.

Developed by Logotron

Translation from The Papyrus Scrolls
by Paula Polley