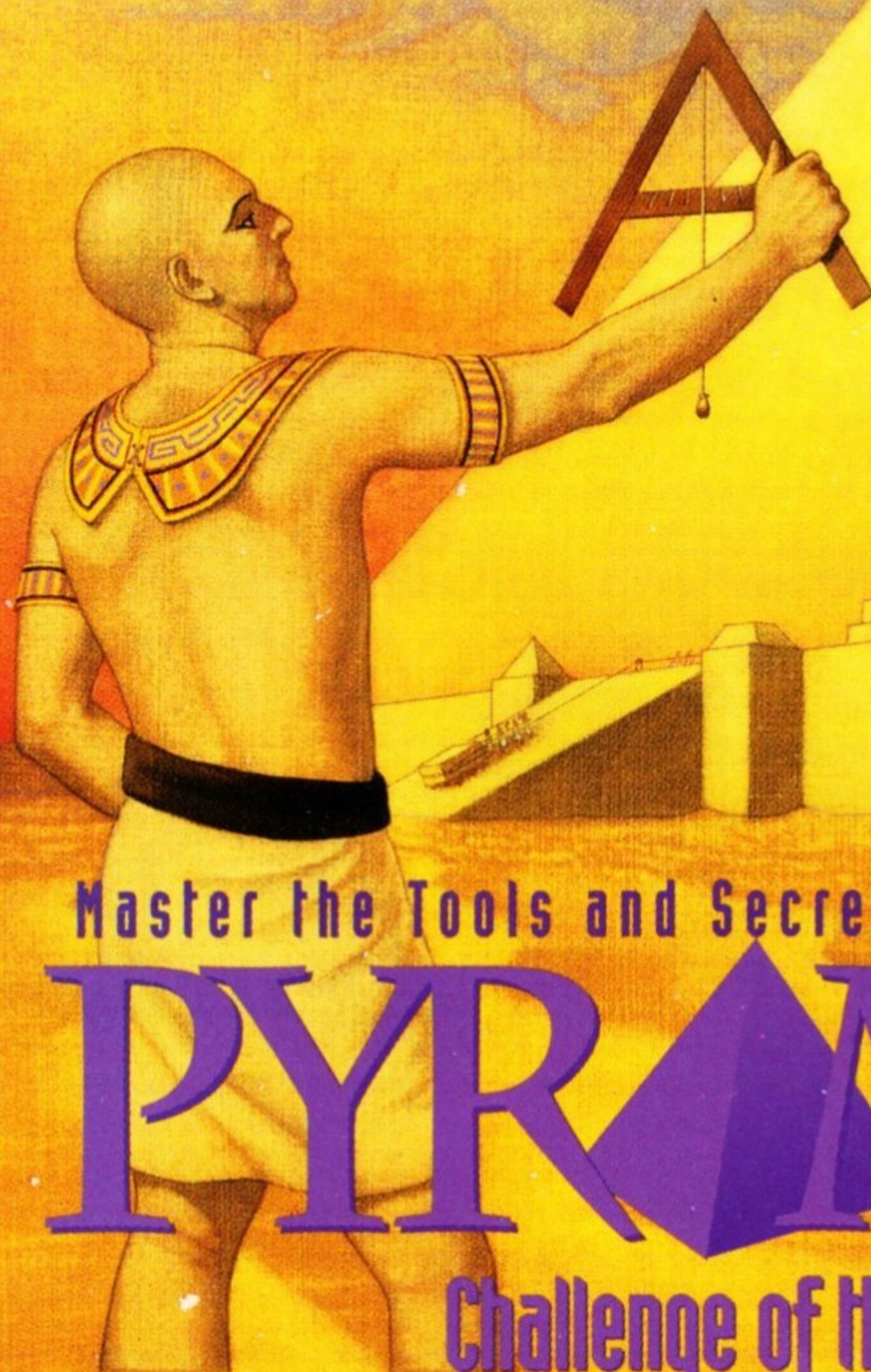




Social Studies
Ages 10 & up



Master the Tools and Secrets of Ancient Egypt

PYRAMID

Challenge of the Pharaoh's Dream™

Windows® 3.1
&
Windows® 95

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Developed for McGraw-Hill Home Interactive by:



Master the Tools and Secrets of Ancient Egypt

PYRAMID

Challenge of the Pharaoh's Dream™

Getting Started

Please return your registration card today. Or, if you have Windows 95 and own a modem, register by following the prompts on your screen before installing this program.

Setup

Pyramid: Challenge of the Pharaoh's Dream is a high-performance multimedia program. It is designed to take full advantage of your multimedia computer. Before installing the program or beginning play, we recommend that you close any open applications.

System Requirements

<i>Minimum Required for Play</i>	<i>Recommended for Best Results</i>
486/66 processor 8 MB RAM 2x CD-ROM drive 8-bit SoundBlaster or 100% compatible sound card	Pentium processor 16 MB RAM 4x CD-ROM drive 16-bit SoundBlaster or 100% compatible sound card
15 MB free space on hard drive local or PCI Bus SVGA card (256 color, 640x480) speakers	

To Install on Windows 95

- From the desktop:
 1. Put Disc 1 for *Pyramid: Challenge of the Pharaoh's Dream* into your CD-ROM drive.
 2. Click on the **Yes** button when the "Okay to install Pyramid?" prompt appears.
 3. The Pyramid Setup screen appears. Choose an install option, then click on the **Next** button. Follow the on-screen instructions for installing *Pyramid: Challenge of the Pharaoh's Dream*.
- If the Pyramid Setup screen does not appear when you put the CD into your CD-ROM drive:
 1. Double-click on the My Computer icon on the desktop.
 2. Double-click on the Pyramid 1 icon.

To Play on Windows 95

- If you want to play *Pyramid: Challenge of the Pharaoh's Dream* immediately after installing, double-click on the Pyramid icon.
- To play *Pyramid: Challenge of the Pharaoh's Dream* later, insert Disc 1 into your CD-ROM drive and click on the **Yes** button when the "Okay to play Pyramid?" prompt appears.
- If Disc 1 is already in the CD-ROM drive, you can use the Start menu:
 1. Go to the Windows '95 desktop, and click on the **Start** button.
 2. Select Programs from the Start menu.
 3. Select McGraw-Hill Home Interactive from the Programs menu.
 4. Click on the Pyramid icon to begin the game.

To Install on Windows 3.1

1. Put Disc 1 for *Pyramid: Challenge of the Pharaoh's Dream* into your CD-ROM drive.
2. In the Program Manager, select Run... from the File menu.
3. In the command line, type the drive designation for your CD-ROM drive, followed by `: \setup`. For instance, type `D: \setup` if your CD-ROM drive letter is D.
4. Follow the instructions to complete the setup.
5. Click the **Yes** button to install WIN-G if you are unsure whether it is already installed.

To Play on Windows 3.1

From the Program Manager:

1. Start the program by clicking on the McGraw-Hill Home Interactive icon.
2. Click on the Pyramid icon to begin the game.

Special Help Available

For detailed help on how to play the game, you can go to the eight Hint Documents located in the Pyramid folder on your hard drive.

Technical Support

If you experience any problems, call our technical support number, (541) 884-7405, during these hours: Monday-Friday, 7:30am - 7:30pm, and Saturday, 8:30am - 4:30pm, PST. Or, contact us at our website. The address is: <http://www.mhhi.com/support>

Goals of the Game

You are a turn-of-the-century archeologist who has discovered the secret entrance to the last unexcavated Egyptian pyramid. With great anticipation, you break the seal and enter. Suddenly, you are surrounded by the ancient echoes of a young Pharaoh's dream. As the dream concludes, you find yourself face-to-face with the Egyptian gods, Ra and Anubis. They challenge you to fulfill the Pharaoh's dream by entering the past and building a majestic pyramid.

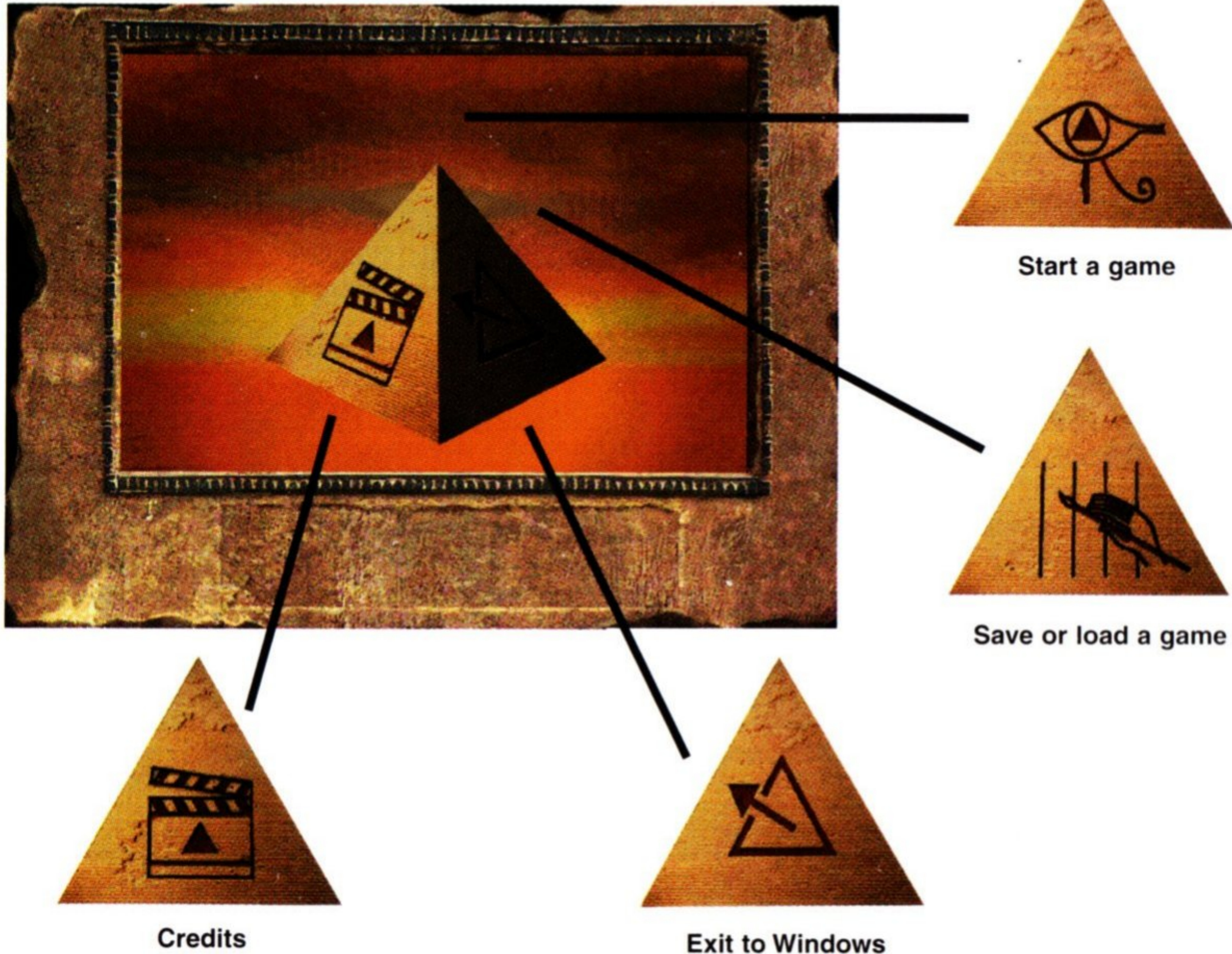
To accomplish this assignment, you must work with the Egyptian people, using only the tools and technology of the time. You must solve seven levels of challenges, spanning 20 years of pyramid construction. These challenges include:

- **Working with the people of the time to complete key construction tasks**, such as leveling a pyramid construction site, or placing a capstone.
- **Solving scientific and technological challenges**, such as lowering a sarcophagus and finding true north.
- **Learning ancient crafts**, such as making papyrus.
- **Trading with the merchants** to acquire the various items you need.
- **Uncovering a conspiracy** that threatens the Pharaoh's dream.

To help you accomplish your tasks, you can rely on the clues from the magical Scarab or you can refer to the notes in your archeologist's journal. In addition, you can learn a great deal from the many people you meet throughout your adventure.

Main Menu

From the Main Menu, you can either start, save, load, or exit a game. To return to this screen at any time during a game, just click on the Pyramid icon in the upper right-hand corner of your screen. To select one of the Pyramid icon's functions, move your mouse to the left or right. When the Pyramid rotates to show the game function you need, click on the icon.



To Start a New Game

Click on the Pyramid icon at any time, and then click on the Start icon. Follow the on-screen instructions to begin.

To Load a Game

1. Click on the Pyramid icon, and then click on the Save/Load icon.
2. Select "Load" from among the four options at the top of the screen.
3. Click on any of the highlighted filenames of saved games.

Note: You can load an old game while you are playing another game. However, it overwrites the game you are in unless you save first.

To Save a Game

1. Click on the Pyramid icon, and then click on the Save/Load icon.
2. Select "Save" from among the four options at the top of the screen.
3. Select one of the empty slots, and a dialog box prompts you to type in a filename.
4. Click on the **OK** button.

To Exit the Program

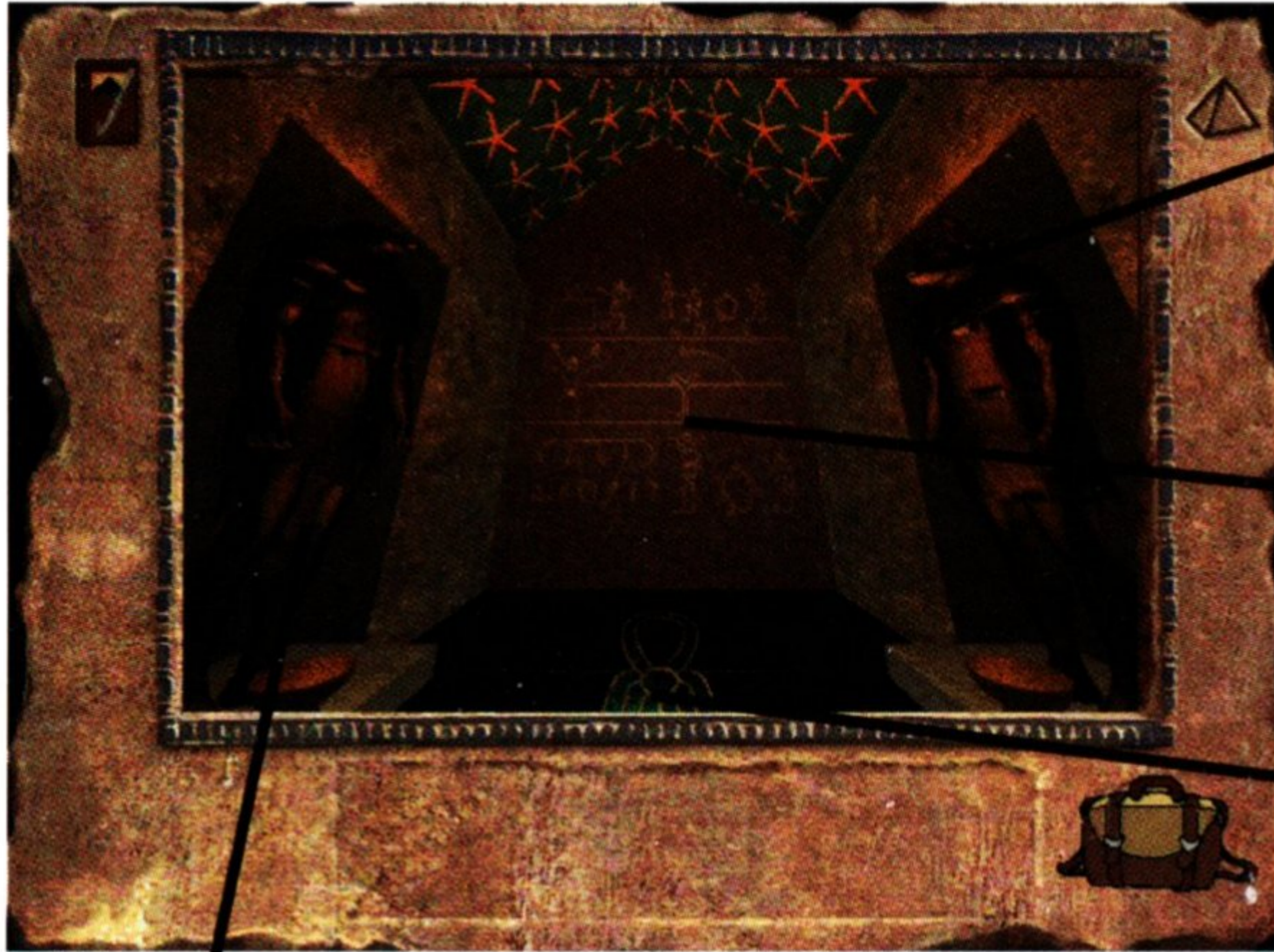
Click on the Pyramid icon at any time, and then click on the Exit icon. Follow the on-screen instructions to exit to Windows.

To View the Credits for the Making of Pyramid

Click on the Pyramid icon at any time, and then click on the Credits icon. Follow the on-screen instructions to watch behind the scenes tours of the making of *Pyramid: Challenge of the Pharaoh's Dream*.

Hall of the Guardians

Begin each Level here, by getting instructions from the gods, Anubis and Ra. Return here to be evaluated by the gods each time you finish a Level.



Statue of Anubis, the jackal-headed god: He presents you with new challenges at each Level.

Pictographs: Click here to discover clues about your tasks.

The *tiet*, or Isis Knot: Click here to enter Virtual Flight.

Statue of Ra, god of the Sun: He encourages you along the way.

At the Start of Each Level

- Click on each of the statues in the Hall of the Guardians at least once for instructions. When you click here at the beginning of the game, Ra gives you the magical Scarab.
- Click on the pictographs on the back wall to discover clues for completing the tasks in each Level.
- After clicking on both statues, click on the Isis Knot on the floor to be transported into Virtual Flight.

Virtual Flight

Use Virtual Flight to move around in the game. Upon entering Virtual Flight, the face of Isis in the clouds should be in the center of your screen.

- To fly to the left or to the right, use your mouse to move your cursor in the corresponding direction.
- The cursor changes to a bird while you are flying, and to an eye when you have flown to an activity site. It becomes an **X** if you try to land in a spot where there are no activities.
- To move closer or to move away, click on the forward (▲) and backward (▼) blue triangles at the top and bottom of your screen.
- To return to Virtual Flight when you complete an activity, click on the Isis Knot. It is always on the beginning screen of an activity site.

Navigating in an Activity Site

- There are many activities for you to explore at each site. Just click around to discover what's out there.
- When you complete an activity or wish to leave the current site, click on the blue triangle at the bottom of your screen.
- When the triangle no longer appears, you are at the beginning screen of that activity site. Look for the Isis Knot to return to Virtual Flight.

At the End of Each Level

- When you complete all the tasks in a Level, click on the Isis Knot to reenter Virtual Flight and return to the Hall of the Guardians.
- At the Hall of the Guardians, click on the scrolls in your inventory and drag them to the back wall of the chamber.
- After commendations from Anubis and Ra, the portcullis rises, allowing you access to the next Level of the game.

Helpful Hints

The following are some hints to help you get the most out of *Pyramid: Challenge of the Pharaoh's Dream*.



The Pyramid. Use this icon in the upper right-hand corner of the screen to save completed portions of the game and to exit.



The Journal. Your archeology journal is in the upper left-hand corner of the screen. As you move through the different Levels, your journal records the information you collect about the culture, geography, tools, and technology of Ancient Egypt. The journal also contains information that can help you solve a puzzle or complete a task.



The Scarab and Her Food. If you need a hint, the helpful Scarab provides it through rhyming clues. She expects to be fed in return, however. During the game, you collect wheat to give her in exchange for a clue.



The Inventory. Throughout the game, you collect various goods, such as tusk carvings, papyrus, gems, and magic potions. Other items include:

- **Scroll** When a task is completed it is recorded on a scroll. At the end of each activity, click on your scroll and drag it to your Inventory. That's the open area just below the picture screen.
- **Wheat** Use grain for barter and to feed the Scarab. Gather wheat when you find it on the ground by clicking on the grains and storing it in the Inventory.

Resources

Books, Nonfiction:

- Berill, Margaret. *Mummies, Masks, and Mourners*. New York: Dutton, 1990.
- Cork, Barbara, and Struan Reid. *The Young Scientist Book of Archaeology*. Usborne, 1987.
- Crosher, Judith. *See Through History: Ancient Egypt*. New York: Viking, 1992.
- Donnelly, Judy. *Tut's Mummy: Lost and Found*. New York: Random House, 1988.
- Gilbin, James. *The Riddle of the Rosetta Stone: Key to Ancient Egypt*. Crowell, 1990.
- Hart, George, Ed. *Ancient Egypt*. San Francisco: Time-Life Books, 1995.
- Lauber, Patricia. *Tales Mummies Tell*. New York: Scholastic, 1995.
- McIntosh, Jane. *Archaeology: An Eyewitness Book*. New York: Alfred H. Knopf, 1994.
- Morley, Jacqueline, et al. *An Egyptian Pyramid*. New York: Peter Bedrick Books, 1991.
- Reeves, Nicholas. *Into the Mummy's Tomb: The Real-Life Discovery of Tutankhamen's Treasures*. A Time Quest Book. New York: Scholastic, 1995.
- Woods, Geraldine. *Science in Ancient Egypt*. Franklin Watts, 1988.

Books, Fiction:

- Bell, Clare. *Tomorrow's Sphinx*. New York: Atheneum, 1986.
- Carter, Dorothy. *His Majesty, Queen Hatshepsut*. New York: Harper-Collins, 1987.
- Dexter, Catherine. *The Gilded Cat*. New York: Morrow, 1992.
- Karr, Kathleen. *Gideon and the Mummy Professor*. New York; Farrar Strauss Girous, 1993.
- McGraw, Eloise. *The Golden Goblet*. Coward-McCann, 1961.
- Peck, Richard. *Blossom Culp and the Sleep of Death*. New York: Dell, 1994.
- Service, Pamela. *The Reluctant God*. New York: Macmillan, 1988.
- Stolz, Mary. *Zekmet the Stone Carver*. Orlando: Harcourt Brace, 1988.

Websites:

For information regarding websites related to Egyptology, visit our website at <http://www.mhhi.com/pyramid>

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