
GIZA

from B&B Software

How to Play

Introduction

The great pyramids of Egypt are on the verge of being destroyed. Your job is to enter the largest and find evidence that they are vital to mankind.

Game Play

There are keys set to help you move around the pyramid.
Default Keys:

Command-Q
Quit

Command-S

Save game, save often!

Up Arrow

Move forward

Down Arrow Move back

Right Arrow

Turn right

Left Arrow Turn left

Space Bar Action key: Use to activate door switches and open
secret doors

Tab Map key: Shows and hides the map screen

C Newton key: Shows the Newton screen

Control

Fire key: Shoots the laser beam

Command

Sidestep key: lets you shift left or right while looking forward

Shift

Run Key: Use while moving forward to move faster

You can configure the keys to any keys you want by clicking on the Preferences button on the splash screen. For more information on setting key preferences see the Getting Started chapter.

To start a new game click on the Begin New Game button. To save a game at any time press **Command-S**. This will save your game exactly where you are and at your current health status. To quit the game press **Command-Q**.

Help

To find out what you are looking at press the Newton key (C is the default) and click on the word Help on the Newton.

Object

The object of the game is to pick up puzzle pieces (see Figure 1) and put 4 of them together to form a complete picture. When you pick up a puzzle piece you go to the Newton screen (see Figure 2). This shows the piece you just picked up on the bottom of the Newton ArcheoPad. You should click on it and drag it up to the upper portion of the ArcheoPad. When you get four pieces that form a picture it will transform into a clue to help you save the pyramids and you will be transported to the next level of the pyramid. You can only carry four pieces at a time. Pieces in the upper portion of the ArcheoPad will be carried with you. Pieces that are left in the bottom portion of the ArcheoPad will be dropped. Hitting the space bar will automatically move a piece from the bottom position to the top if there is an available spot. Hit any other key to return to the game screen.

There are seven puzzle pieces on each level of Giza. You must find the four that will create a complete picture.

uzzle Piece (Figure 1)

ieces here are carried

Drag puzzle pieces you
with you =====>

want to keep from the

bottom to the top.

Pieces left here will

The piece you just picked
be dropped when you =====>

<==

up will be here when this
return to the game screen

screen comes up.

Newton ArcheoPad (Figure 2)

There are walls that will block your way. To remove them you must touch a crystal to charge the ring you have and give you laser power (see Figure 3).

ower Crystal (Figure 3)

If you touch one of the crystals the ring can emit a beam capable of removing blocks of the same color (see Figure 4). To do this Fire the laser beam with the Fire key (Control key is the default) at the wall with the same color "eye". If the beam touches the wall it will disappear.

If you touch a crystal you have the energy of that crystal. A small image of that crystal will appear in the center of the command console. If you don't have any crystal power the beam will not fire. The clear crystal has the power to remove ANY of the colored walls. You must use it quickly because it's power is only temporary.

Blocks (Figure 4)

There are also Switches that open doors (see Figure 5). To activate the switch and open the door stand near the switch and hit the Action key (Space bar is the default). The switch that opens a door will have the same color markings as the door. Figure five below shows the blue switch and the blue door. When you turn the switch to the on position the Scarab's wings will open causing the door to open. The wings will close, as well as the door, when the switch is turned to the off position.

There are also secret doors in the pyramid. They look like any other wall but when you stand near one and hit the Action key (Space bar is the default) they mysteriously open.

Switch

Door

(Figure 5)

There are some objects that might come in handy (See Figure 6). The Tunnel Map shows all the passageways on your current level. The Object Map shows where all the objects on a level are located. You can pick up gold for extra points.

Tunnel Map Object Map Gold (Figure 6)

When you hit the Map key (Tab key is the default) you will see the map screen (See Figure 7). Figure 7 below shows an example of a map you would see if you have picked up a Tunnel map and an Object map. The Tunnel Map allows you to see ALL of the walls on the level. The walls you have seen will be darker than the walls you haven't seen yet. The Object Map will show you the location of all the objects on the level except dangers and creatures.

ap view (Figure 7)

The ethereal potion lets you walk through most walls and objects. The effect doesn't last long though and don't be caught in the middle of a wall when you rematerialize! The Transporter will transport you to a different location in the current level (See Figure 8).

Ethereal Potion Transporter (Figure 8)

There are hazards and traps in the pyramids too.

Be very careful. There are some evil inhabitants roaming about. You can use the crystal power to transport them outside the pyramid and out of your way. Shoot at them with the laser beam (Control key is the default). They are small and you must shoot them right between the eyes to get rid of them.

Some other objects that may just save your life are the Poison Antidote Kit and the Ankh (See Figure 9). If you notice your health is decreasing for apparently no reason you may have been bitten by something poisonous. The Kit will help you. You will also be cured of any poison if you finish a level and transport to the next one. The Ankh is the symbol of life. It will give you strength when you really need it.

Poison Antidote Kit Ankh (Figure 9)