PHARAO

RELOADED

English manual
- Version 1.0 -



NetHelpers Games

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Welcome to Egypt!

You, a fearless archaeologist, have traveled to the ancient pyramids to discover their secrets.

There are numerous dangers lurking in the pyramids, but also valuable treasures to collect.

Find the exit of each pyramid and protect yourself from its guardians.

How many pyramids will you survive?



About the game

Pharao Reloaded is the remake of the 1989 game *Pharao*, created for the 8-bit computer KC85/3. It is in turn a remake of the game *Fred* made by Indescomp in 1983.

Fred, also known as *Roland on the ropes*, was very popular in Spain and Westeurope.

Pharao Reloaded tributes to this great game and enhances it by many new features.

Choose game mode

In the beginning of the game you can choose the game mode you want to play. Select *Tutorials* to learn how to play, *Singleplayer* to start your own adventure or *Multiplayer* to explore the pyramids with your friends.

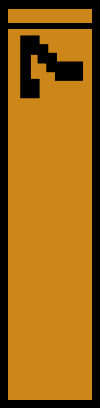
Just press the respective key.



Tutorials

Both game modes are different from each other.

You should consider to play both tutorials to learn the differences.



PHARAO RELOADED

SINGLEPLAYER
MULTIPLAYER

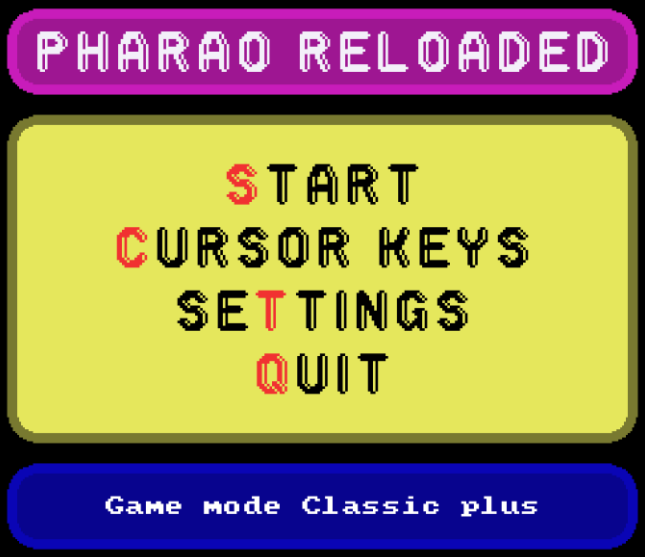
BACK

Tutorials

Singleplayer

This is the main menu of singleplayer mode.

On the bottom the selected game mode is displayed.



Start

Start your adventure right away.

Cursor keys

Reminds you of the default keyboard layout: walking, jumping and climbing with the cursor keys, shooting in the direction of view with space key.

Settings

You can change the settings for audio and video or redefine the in-game-keys.



Audio

You can choose between the sound effects from the original *Pharao* or a preselected set of more smooth ones.



If you don't like any of them you can turn off sound effects at all.

Video

The camera either follows the player like in the original game step by step or in a more smooth manner. The last one is the default setting.



Game mode

Classic contains all elements of the original. Select *Classic Plus* to play with new enemies, potions and features. *Classic Plus* is selected by default.



Speed

Pharao Reloaded can be played in three different speed modes: original, smooth and fast. Smooth is the default setting.



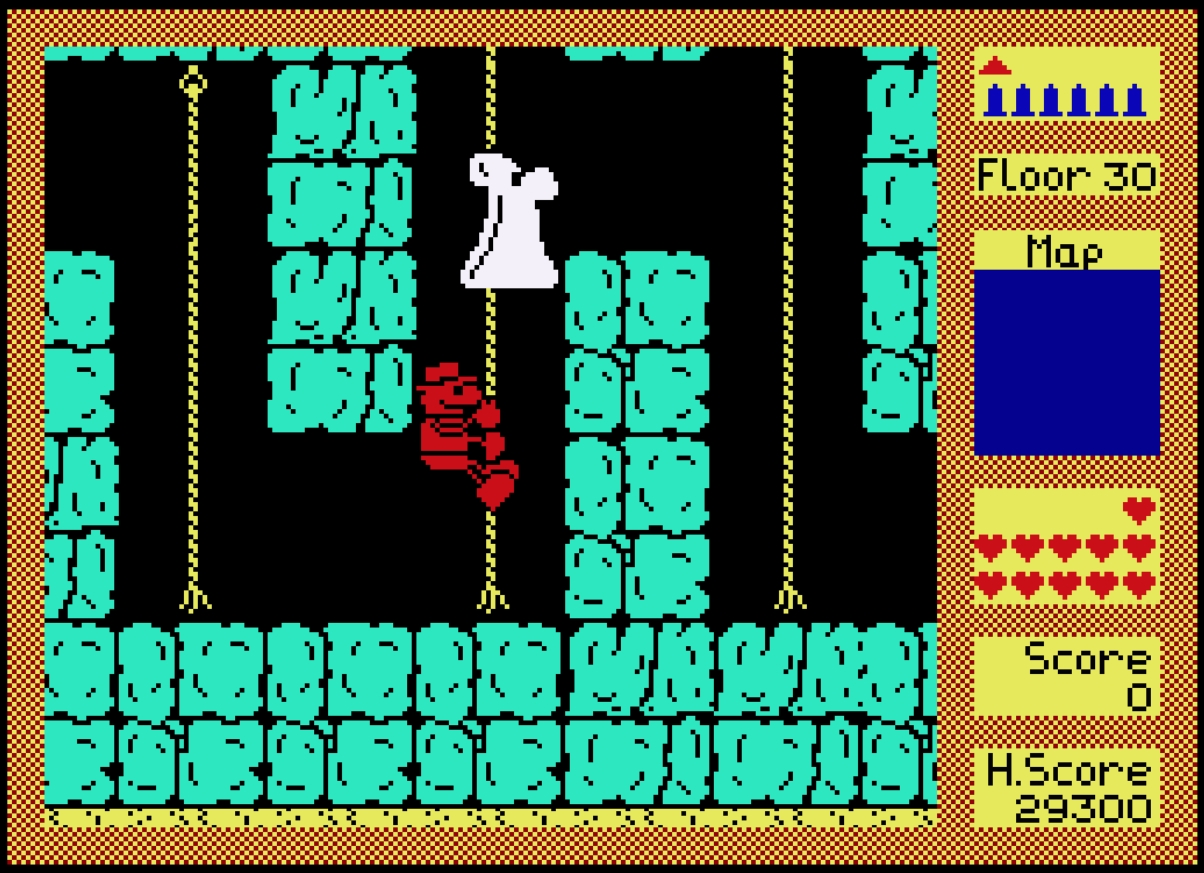
Back

Select *Back* to get back to the previous screen which can also be the title screen.

In-Game

User interface

The screen splits up in two areas, the game screen on the left and the info display on the right:

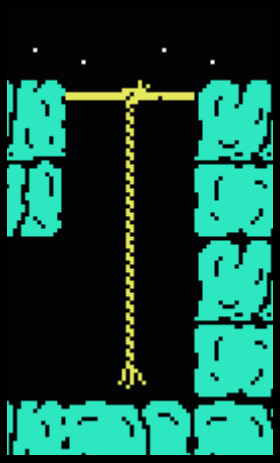


These information are shown from top to bottom:

- small triangles show the current level number (= Level 4)
- current amount of ammunition (max 6 bullets)
- the floor you are currently on
- a map of the nearby environment (appears when a map is collected)
- your state of health (max 15 health points)
- your current score
- your highscore

Finding the exit

You are looking for such an exit:



As soon as you climb up the rope shown, you have won this level.

The exit is located on the top floor (01) of the pyramid, while you start on the bottom floor (30).

Movement

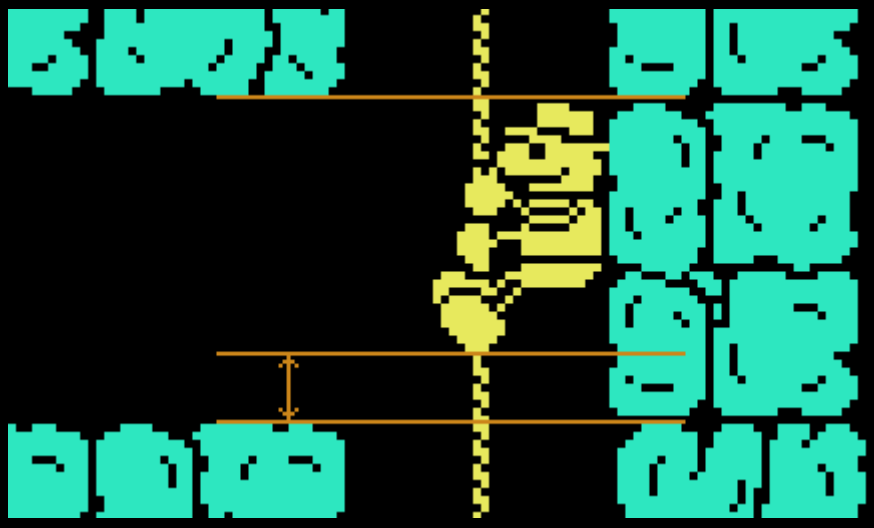
To move to the left, the right or up and down a rope, use the *Cursor*-keys.

Climbing and jumping

You can climb up and down the ropes. You can get on a rope by standing directly underneath and pushing up or jumping on it from the left or right if it ends on a floor below you.

You can also get off the rope by jumping.

To do this, you have to be a bit above the aisle floor and simply push left (as in the example below) or right.



While climbing, the side of the rope can be switched between the floors with the *left* or *right*. With this you can e.g. avoid chameleons.

If you are not exactly under the rope in a corridor, you make a jump.

Shooting

You can shoot not only while walking but also when jumping, e.g. to drive away a bat. However, this doesn't work the moment you jump off or on a rope.

You get 200 points for every monster you hit.

Pausing the game

You can pause the running game any time by hitting the *ESC*-key.

Then you can choose to continue or leave to the main menu.

Monsters

Such a pyramid is a hostile environment. Their builders endeavored to preserve the pharaoh's treasures forever and to protect them from tomb robbers like you.

Therefore, various different monsters that want to kill you roam the pyramids. And with every level they become more and meaner.

Touching a monster costs you one life.

Ghosts

They are the primary guardians and can even walk through walls. They change direction when shot.



Mummies

The dead are embalmed forever and very heavy. They are slow when moving forward but falling fast. Getting stuck, they teleport to a different location.



Bats

They flutter restlessly through the maze and can only be shot while jumping.

Bats can suddenly change their direction of flight.



Skeletons

These unfortunate figures wander restlessly through the entire pyramid and even climb ropes.



Rats

These rodents are always on the move and can only be jumped over at the right moment.



Chameleons

Like rats, chameleons are always on the move and move up and down walls. You can also switch to ropes and even the opposite wall.

To avoid them, switch to that side of the wall opposed to where the chameleon is walking in the right moment.



Acid drops

The high priests of the ancient pharaohs placed these traps in the hallways. Slip past these toxic drops in the right moment.



Spiders

(Classic Plus mode only)

Poisonous spiders crawl on ceilings and like to rope down unpredictably.



Collectibles

If there was only death in the pyramids, you'd rather have stayed at home. During your search, you can collect a few things that will help you.

Nefertiti's magic healing potion

It immediately restores two life points, but never more than 15.

Potions do not get collected when you are at full health.



Anubis' magic potion of speed

(Classic Plus mode only)

To work faster on the pyramid's construction, the high priests gave the workers speed increasing potions.

Some of these potions are still in the corridors today.

When you collect it, you speed up on walking and climbing for a short time.



The protecting elixir of Imhotep

(Classic Plus mode only)

For their personal protection against assassination the ancient phraraohs used up this elixir.

You will be invulnerable for a short time when you collect it.



Ammunition

Your pistol is useless without ammunition. It offers protection from the guardians of the pyramid.

As long as your magazine is full, ammunition will not be collected. Otherwise the magazine is filled completely.



Maps

The architects of the ancient pyramids left maps behind during construction. Once collected, maps show the surrounding area. Corridors are blue.



Treasures

The Egyptian kings were buried with numerous valuable treasures. Collect them and get up to 5000 points per treasure.



Winning a level

After leaving the pyramid, you will receive an additional 1000 points for each treasure found as well as bonus points that increase with each level.

Start the next level with up to two fresh life points and a full magazine.

Game over

The game ends as soon as all of your lives are used up. Did you break your previous record in this attempt?

Try again now and see how far you can get this time!

Highscore

You can see your personal highscore table by waiting a few moments in the main menu.

Every game mode has its own highscore.

Multiplayer

Lobby

If you have selected *Multiplayer* in the title-screen, you will be enter the lobby.

Here you can select between joining an existing room or create a new one:





Select *Back* to return to title-screen.

To navigate either use *Cursor*-keys or select the corresponding key that is marked on a button. Use *Return*-key to select the highlighted button.

Creating a new room

As host of a new room, you can modify its settings.



- Number of players (2 to 4)
- Size of the maze (23x23, 27x27, 31x31 fields)
- Number of rounds (1 to 5)
- Speed (Original, Smooth, Fast)
- Reflection (should the maze be mirrored and if yes, how)
- Duration of a round (2 to 5 minutes)

Every player can choose a color and chat with the others.

If there are rude players, you can kick them.

Like before, you can navigate between the settings by using the *Cursor*-keys and select by hitting *Return*-key. The current selection is highlighted in yellow.

You can also configure the settings by hitting the marked letter-key.

As soon as every player is ready (indicated by a green rectangle to the right of their name), you can start the game.



In-Game
User interface

When the game was started, the screen looks like this:



For every player there is a HeadUp-display in one of the four outer corners containing the following information:

- selected color
- current score in this round
- remaining lifes and
- the amount of ammunition

Display at the bottom shows

- number of current round
- total number of selected rounds
- remaining time for this round

How to win

Every player starts in one of the outer corners of the maze.

It's the objective to stay alive and collect more score than any other player in a round. This can be done by finding treasures and shoot on enemies (which can be also other players).

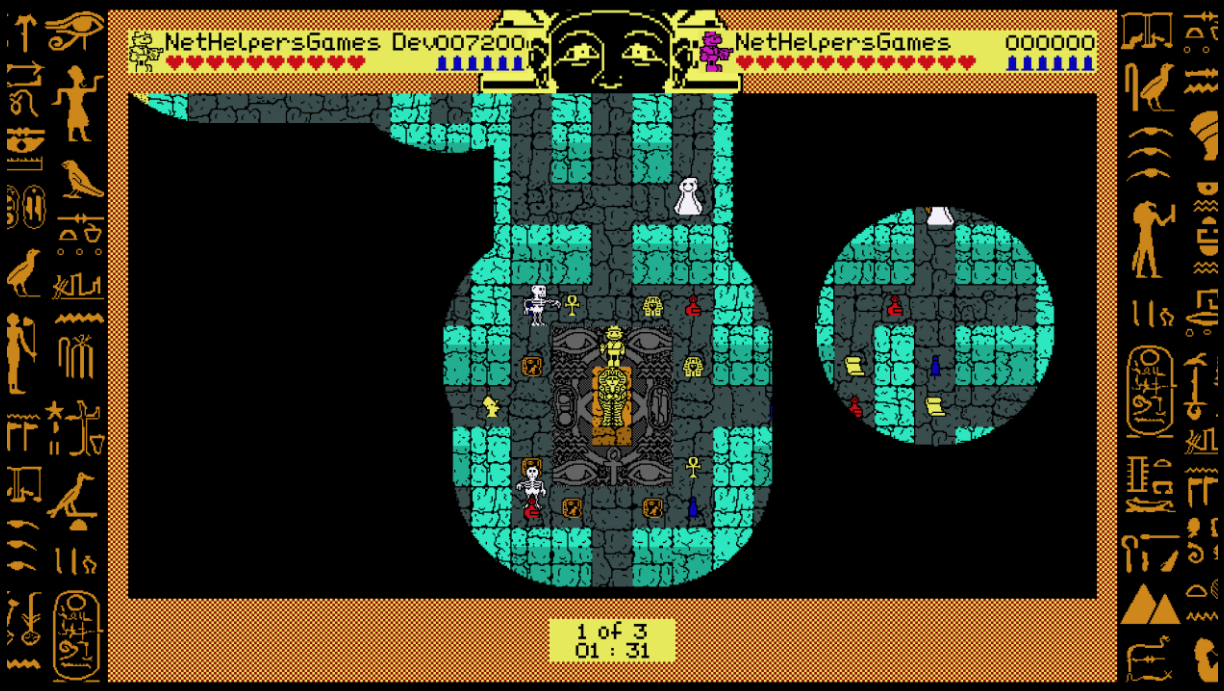
The player who wins the most rounds, wins the match.

Pole position is marked by this little orange pyramid:



Somewhere in the middle of the map there is Pharao's burial chamber.

It's full of valuable treasures. You should take a look for it.



Steering

To navigate use the *Cursor*-keys. To shoot, use the *Space*-key.

Multiplayer differs from singleplayer as there are no ropes to climb. You play on one floor only.

Explore the area

In the beginning, only immediate surrounding is visible.

More gets visible by exploring the maze and collecting maps.

You can move the camera by keeping *Shift*-key pressed and then hit the *Cursor*-keys.

Further key layout

Help dialog

If you are lost in game, press F1 to get some help dialogs.

Music controls

Press *M*-key to un-/mute the music.

To skip to the next track, press *N*-key.

Increase or decrease volume by hitting *Plus*- or *Minus*-keys.

Leave the game

To leave the ongoing game and return to the main menu, press *ESC*-key.