

Seven Spirits of Ra

Based on Egyptian mythology, the *Seven Spirits of Ra* tells the story of Osiris, that land's first king. Slain by Set, King of the Realms of Darkness, you awaken in the Egyptian land of the dead and set out to slay Set. First you must dispatch the "masters" of five animal races, which gives you the ability to transform into those kinds of creatures. Most puzzles require you to change into a certain animal to get through parts of the mazes, which are seen from an aerial view. Occasionally the gods pose riddles, whose answers are

uncovered in hieroglyphics scattered around the land. You can use joystick or keyboard to control your character as he races around rooms filled with up to 60 minimally animated monsters at a time. Graphics, animation and sound effects are weak, though color was used well. After mastering the basic game, you can play the advanced version, which randomizes the location of the objects. The strongest feature is the game's authenticity, so it will be most enjoyed by anyone interested in Egyptian mythology.

Type: Action Adventure
Skill Level: Novice
Systems: IBM
Company: Sir-Tech

The Solution

This solution covers the basic game, so objects won't be found in the same places if you're playing the advanced version. Reading the hieroglyphs won't help your score but will provide answers you'll be asked by the gods.

Health

You can restore health quickly by qjdljoh vq b nvtisppn, or slowly by finding a spot where you won't be attacked and waiting. In the advanced version, only the mushrooms will help. They're scattered randomly throughout the game and regenerate after you move to another area. In the Caverns of Isis, avoid the white mushrooms and eat only those flashing red and blue.

Weapons

There are three: sword, lightning wand and fire wand. The sword is effective against everything fydfru hiptut, but you must be in contact with the enemy to use it. With the wands you can kill from afar, and they will dispatch the ghosts with several hits. Crocodiles can only be killed with the fire wand. Demons can only be killed with the sword. If the lightning wand doesn't hit the target, it will bounce around five or six times until it hits something else or disappears. You can't fire a new bolt until the last one vanishes, so aim carefully. Bursts from the wand explode after

traveling a short distance; if you're too close to the target, you may be wounded too.

Scoring

Points are awarded for finding treasures and killing creatures, but the main goal is simply to slay Set. You start with seven lives, and your score is reduced each time you lose one. (You get a chance to restore all your lives before the final confrontation.) Collect as much treasure as you can, since you need to make a substantial offering to Ra in order to reach the endgame.

In the Desert

After the murder of Osiris, you'll be weaponless by the pyramid Manu (map 1). Move to the right and read the hieroglyphs in the sand, then get the sword (see map). Swing it at the crocs and vultures if necessary enroute to the pyramid Hetsahpet.

Pyramid Hetsahpet

From (1), fight your way into (2) and enter cautiously. Don't worry about losing a life or two while slaying the Snake God (flashing white and green) here. After killing it, (U)shotgpsn joup b toblf and backtrack to (3), which can only be entered if you're jo toblf gpan. Inside, revert to human form and grab the Lightning Wand and any treasures. Become a snake and exit, then head for the entrance to the Swamps of Sebat (location 4).

The Swamps of Sebat

This is a big square area with

practically no walls, so no map is provided. Here you must slay the Vulture God and the Crocodile God. Go to the far southeast corner of the square and read the hieroglyphs. Then you must *sfwfsu up toblf gpsn* to travel through the swamps and the water. Find the Crocodile God, flashing green and white. Slaying him enables you to become a crocodile and more easily move about the swamps, though this isn't absolutely necessary. He may be anywhere on the screen. You must be in *ivnbo gpsn* to kill him and should only attempt this while on dry land. You must taunt him into coming near a land mass. Once you find him, get close and let him bite you once or twice, then move away...but not far. He'll follow as long as you stay close. Lead him toward the nearest land mass, revert to human form when you're on dry land, then fire lightning bolts at him when he's in range. He'll move away, and you'll have to repeat the process several times to finish him off.

Now find the Vulture God (flashing black and white). He flies all over the swamp, but a good place to look for him is near the top. Track him while you're in snake form and you'll be able to travel all over this screen's various terrain types. Use the same gambit you employed on the Crocodile God.

When ready to leave the swamps, go back to the double ankhs. Just south of this room is a small room where Thoth poses a question whose answer is *xjtep*n. Answer it, and he'll let you pass into the adjoining room where you can touch the Wise Man for important clues to the final scene. Now return to the place where you came in, enter the double ankhs and you'll be back in Hetsahpet. Exit at (1) and you'll be in the desert. Enter Manu.

Pyramid Manu

From (1), go to (5), the entrance to the City of Tombs. You'll find yourself at (1) in the City of Tombs, where you're looking for the Rat God. Go *bt gbs xftu* as you can, then north to the northwest corner. In (2), find the Rat God (flashing grey and white). With the Lightning Rod, wipe out any potential attackers in this and the adjoining room until you smite the Rat God.

Turn into a rat and return to the place where you came in. Go north to (3), where one of the gods awaits. Before you can pass, you must answer his question: *ipqf*. Go north to (4) and read the hieroglyph. You may also find treasures in the rooms to the west (and those near the southwest corner if you want to go back for them now). Then leave the City of Tombs.

You'll be back in Manu. Switching forms as necessary, go to (3), where you'll have to be a rat or a snake. Change to either, then enter (4) as a rat to get the Fire

Wand. Go to (2) for a valuable ring. Exit Manu and go to Hetsahpet. Become a rat and enter (5), then read the hieroglyphic. Now leave the pyramid.

Pyramid Osa

In the desert, *uvso joup b wvmuvsf* and fly over Osa until you're on the double ankhs, then enter. You'll be under siege immediately at (1). Transform into a rat and head for (2). The entrance is very narrow, so you'll have to remain a rat until you're all the way through. Inside, revert to human and destroy the Bat God (flashing black and white). Exit (as a rat) and go to (3), which requires becoming a rat or bat. Pick up the gauntlet and head for (4). Inside, you'll see the entrance to the Caves of Isis. *Foufs uif epvcmf bolit*.

The Caves of Isis

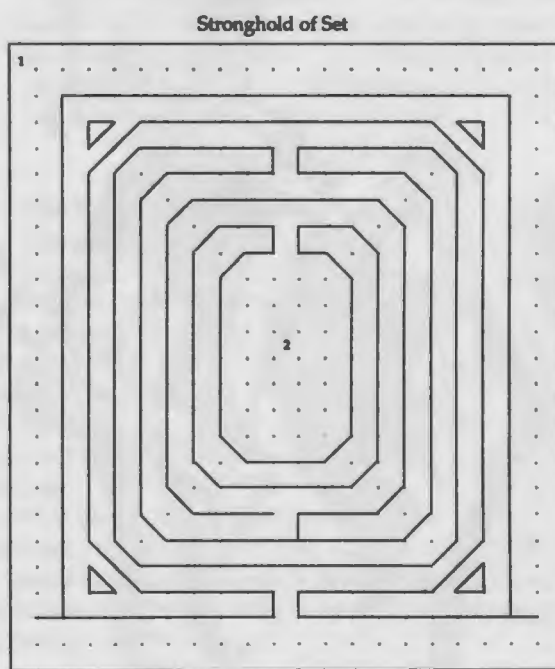
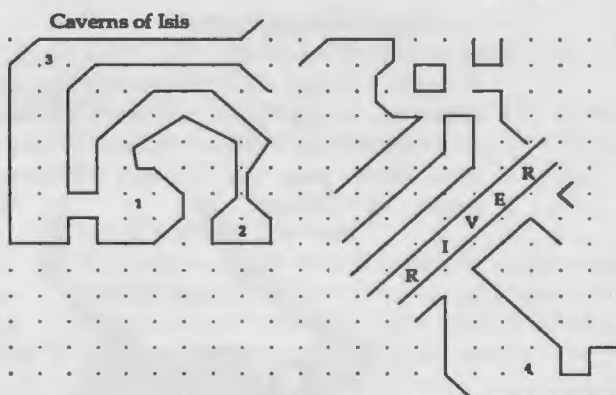
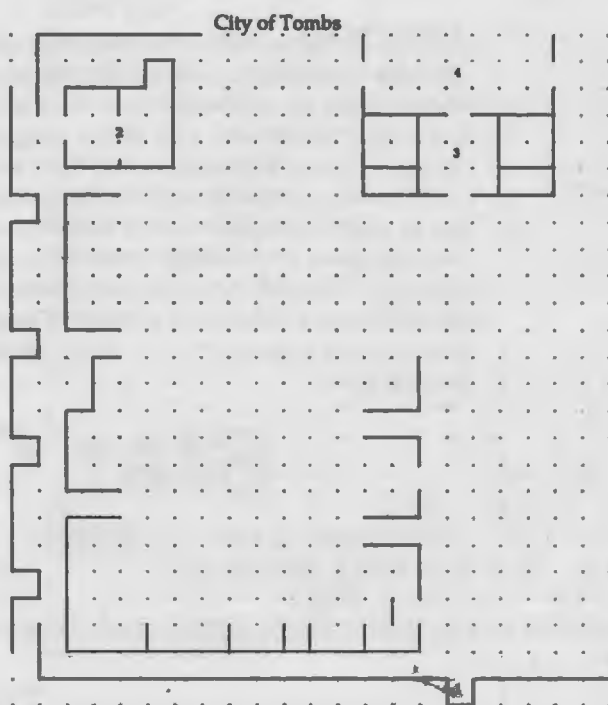
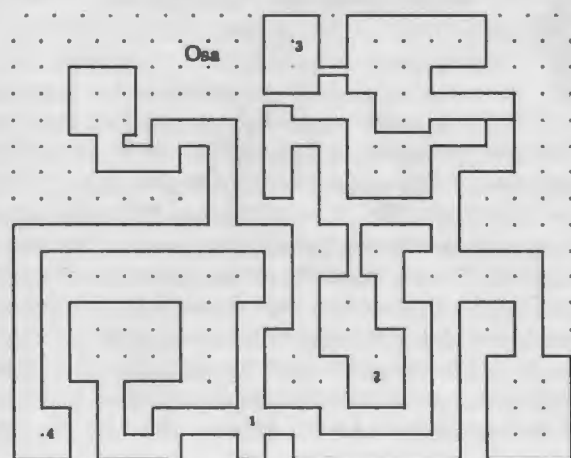
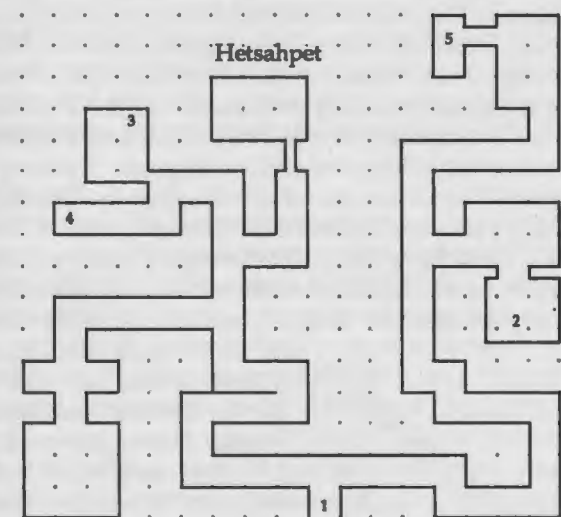
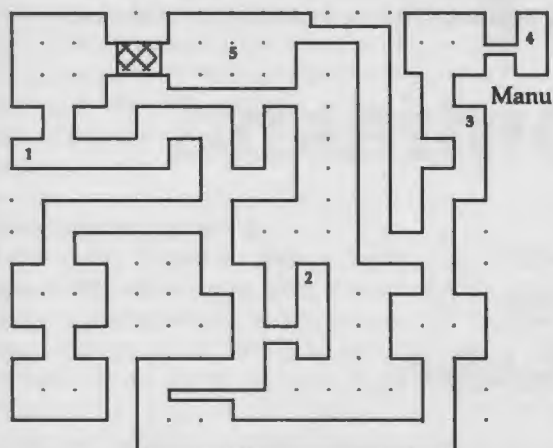
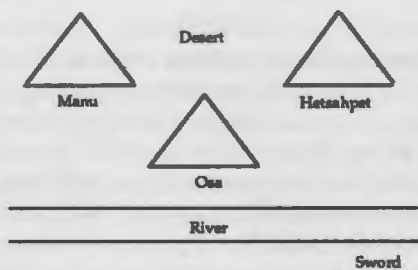
Transform into a bat so you can see. The caverns are tricky, but the map provides a good general guide. Head to (2) and grab the gauntlet (you'll need to become a rat to move up and down the narrow passage). Go to (3) and you'll find an altar. Save the game. Offer your treasures to Ra; to ensure a successful offering, drop them all (your score won't be affected).

After making the offering, move to (4), where you'll be told if your offering was sufficient. If so, go into the room to the right and enter the double ankhs. (If not, get more treasure.) The long passageway stretches north. Pick up the four ankhs scattered along the way and answer the questions: *fbtu, sjhiufpvtoftt, ebsloftt, mjhiu*. Enter the double ankhs at the north end. In center of the round room is an island where you'll find the spirits of the lives you lost in combat. Touch them to regain these lives, then enter the double ankhs.

The Stronghold of Set

Enter at (1). Set awaits at (2). Move to the center, transforming as necessary to get there. Upon arrival, become human and equip the sword. Wands won't help, for the only thing you can do is wade in and hack away until you win. It may cost you a few lives, but eventually you will prevail.





The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

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