

THE STONE OF WISDOM



Long ago, an enchanted stone was carved by the ancient egyptian gods, as a vessel to transmit their wisdom to mankind. However, the stone quickly became a coveted object for those who sought power. After several wars waged to protect the stone, a pharaoh finally decided that such power should not be left in the hands of mortals. So he had the stone shattered into four pieces, and these pieces were burried deep into sacred pyramids.

Thank you for selecting The Stone of Wisdom game cartridge for your ColecoVision game system or ADAM computer. Please store this instruction booklet for future reference, and be sure to read it thoroughly to ensure maximum enjoyment of your new game.

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MAN'S WISDOM, OR LACK THEREOF

In the ancient times when pharaohs ruled, the gods of Egypt maintained a relationship of balance with their mortal subjects. In an effort to share their wisdom with mankind, these gods created a large stone tablet which contained mystical powers that allowed mortals to acquire godly knowledge.

This "Stone of Wisdom", as it was called, was entrusted to the pharaoh's family line, and was closely guarded as the pharaoh's greatest treasure. Yet word of the existence of this tablet soon reached nearby lands, and the Stone of Wisdom became an object of envy and the cause of several invasions.

After a particularly costly war, the pharaoh decided to shatter the Stone of Wisdom into four pieces, so that it may not easily fall into evil hands, and four sacred pyramids were built to store the Stone's fragments. The gods were angered by the pharaoh's blasphemous act, and they cast a curse on the four fragments, which attracted fierce demons into the sacred pyramids and turned them into fortresses that were unsafe even for the pharaoh's family.

Our story begins with the son of the pharaoh, who was one day approached by a strange old man. This old man proclaimed himself to be a messenger of the gods of Egypt, and declared that if the son of the pharaoh could reunite the four pieces of the Stone of Wisdom, he would become a sage and be deemed worthy of becoming the next pharaoh.

The son of the pharaoh understood that it was his duty to regain the favor of the gods, and so he wasted no time in picking up sword and armor and venturing into the first of the four sacred pyramids...

And so begins your adventure, as the son of the pharaoh!

GAME SETUP

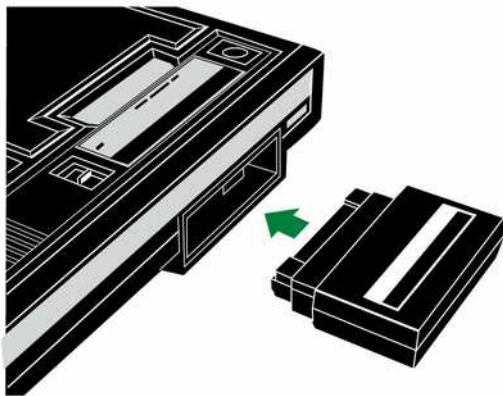
Hook up your ColecoVision console or ADAM computer to a TV set, as described in your owner's manual. Make sure the machine's power supply unit is plugged into a regular residential power outlet.

Before you can play with The Stone of Wisdom game cartridge, you must first insert the Coleco Super Game Module into the front expansion port, as described by the image below.

This is a game for one player only, so plug a compatible hand controller into joystick port #1 or #2 (both joystick ports work equally for playing this game.) Any compatible controller should normally function with The Stone of Wisdom, but if you use a third-party controller without a numeric keypad, you will not be able to enter a passcode in the passcode entry screen, or pause the game during play.

Insert The Stone of Wisdom game cartridge firmly into the cartridge port, with the label facing you.

Push the ColecoVision's (or Adam's) power switch to the ON position to begin playing. (Remember to turn the machine off before removing the cartridge, or else you may damage the cartridge or the machine itself.)



USING THE CONTROLLER

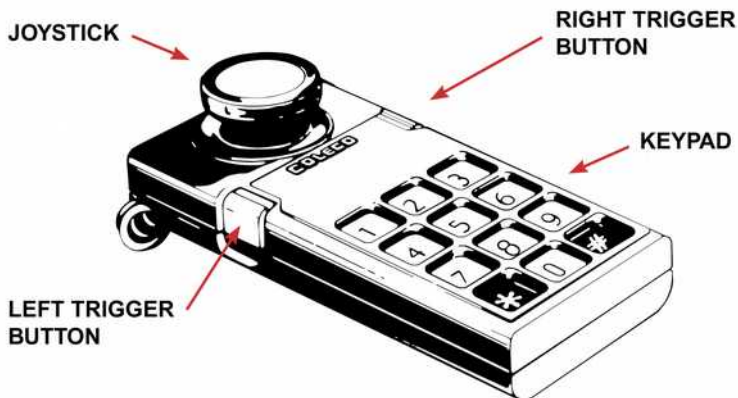
At the title screen, tap the joystick up or down to move the arrow cursor next to "START" or "CONTINUE", and press the left trigger button to confirm your selection. If you select "START", you will begin the game at the entry point of the first sacred pyramid.

If you select "CONTINUE", you will be asked to enter a 3-digit code with the controller's keypad. Once you have entered the passcode, press the left trigger button to confirm, and if your passcode is valid, you will start the game in a later pyramid. If the passcode is not valid, you will start at the entry point of the first pyramid.

During the game, you can move the son of the pharaoh up, down, left or right with the joystick, and you can make him thrust his sword in the direction he is facing by tapping the left trigger button.

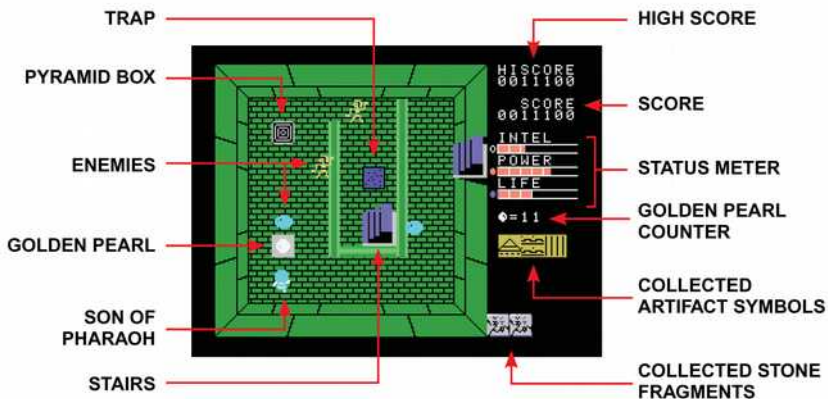
The right trigger button is used solely in the secret golden rooms, to pick up artifact symbols and add them to your inventory. See page 8 for more details.

You can pause the game at any time by pressing the [*] key on the keypad. Press [*] again to resume play. This works on both controllers. Note that the music will keep on playing while the game is paused.



HOW TO PLAY

Your goal is to find and collect the four fragments of the Stone of Wisdom. Each fragment is located in a sacred pyramid, and you must find the fragment in the current pyramid before you can be allowed to move on to the next pyramid. Each pyramid is a maze of interconnected rooms which contain both treasures and dangers. You score points by killing enemy creatures and picking up treasures.



Avoid stepping on traps, kill roaming creatures with repeated hits of your sword, and collect treasures by walking over them. Some treasures are locked inside small pyramid boxes, and you must hit them repeatedly with your sword to reveal the treasure inside. Be warned: The contents of these pyramid boxes may not always be the same from one game session to the next, and some pyramid boxes may be too hard for your sword to break, so their contents will forever be a mystery!

The sacred pyramids have many stairways and tunnels hidden within their walls. If you hit a piece of wall with your sword and hear a weird sound, keep hitting that spot until the secret stairway or tunnel is revealed. Finding these secret passageways is essential to the success of your quest.

HOW TO PLAY (continued)

THE STATUS INFORMATION AREA

Details of your current status are shown on the right side of the screen. Under your score, three status meters are displayed. The first meter describes your intellect level (when your INTEL meter is high, certain secret passageways are revealed to you automatically). The second meter shows your power level (the POWER meter indicates the strength of your sword attacks) and the third meter is your LIFE bar.

Damage you receive from enemy hits (and stepping on traps) decreases your LIFE bar and/or decreases the other two meters. When your LIFE bar falls down to zero, the game is over. Inversely, when you kill an enemy creature, you may receive a small boost to one of your three status meters.

During your adventure, you will be able to pick up golden pearls, which are used as currency to acquire artifact symbols (see page 8 for more details). The number of golden pearls currently in your possession is displayed in the status area under the three meters, and the artifact symbols you have collected so far are displayed underneath. The acquired fragments of the Stone of Wisdom are displayed at the very bottom of the status area.

MAGICAL TREASURES

Aside from golden pearls, you can collect magical jewels that boost your status meters: Black jewels increase your INTEL meter, red jewels increase your POWER meter, and blue jewels increase your LIFE bar.



**GOLDEN
PEARL**



**BLACK
JEWEL**



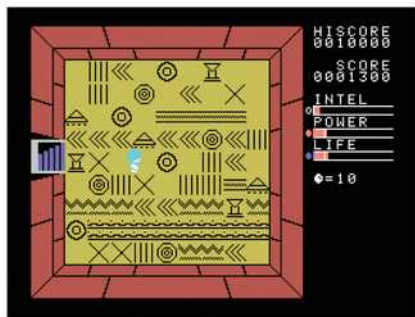
**RED
JEWEL**



**BLUE
JEWEL**

THE ARTIFACT SYMBOLS

During your exploration of the sacred pyramids, you may discover special rooms with golden floor tiles. These tiles are artifact symbols, for which you can exchange your collected golden pearls. To select a symbol, stand above it and press the right trigger button. If you have enough golden pearls to purchase the symbol, it will be added to the status area on the right side of the screen. You can carry a maximum of 9 artifact symbols.



Your INTEL meter does not decrease when you walk on black traps.



Your POWER meter does not decrease when you walk on red traps.



Your LIFE bar does not decrease when you walk on blue traps.



Your INTEL meter decreases more slowly.



Your POWER meter decreases more slowly.



Your LIFE bar decreases more slowly.



The power of your sword is enhanced.



Your armor becomes stronger.



Your sword reveals secrets hidden in walls faster.



The effect of this artifact is unknown. Can you figure it out?

CREATURES OF THE PYRAMIDS

The curse cast by the gods of Egypt attracted all kinds of dangerous creatures inside the sacred pyramids. Beware of these roaming enemies! All of them can be slain by your sword, but some are harder to hit than others.



**BLACK
GUARDIAN**



**ROYAL
LION**



**ROYAL
HORSE**



SLIMES



**UNDEAD
SOLDIERS**



**STAR
PRISM**



**CRYSTAL
BUTTERFLY**

ABOUT TRAPS

Traps are colored squares that hurt you if you step on them. Black traps take points away from your INTEL meter, red traps decrease your POWER meter, and blue traps sap energy off your LIFE bar.



**BLACK
TRAP**



**RED
TRAP**



**BLUE
TRAP**

SCORING

You earn 50 points each time you pick up a golden pearl. You also earn points by slaying enemy monsters:

Black Guardian	10 points
Royal Lion	20 points
Royal Horse	20 points
Yellow Undead Soldier	60 points
White Undead Soldier	70 points
Star Prism	90 points
Slime (blue or red)	100 points
Butterfly Crystal	100 points

When you find and pick up a fragment of the Stone of Wisdom, you earn special bonus points:

First fragment	1000 points
Second fragment	2000 points
Third fragment	3000 points
Fourth fragment	4000 points

WHEN THE GAME IS OVER

When your LIFE bar is depleted and the game is over, you may receive a passcode from the gods which will allow you to begin your next game session from the second, third or fourth sacred pyramid instead of the first. See page 5 to learn how to enter this passcode from the title screen. Be warned that each passcode sets your status meters and golden pearl counter to specific starting values, your score will start at zero, and you will begin with no artifact symbol in your possession.

TIPS AND HINTS

Generally, you must kill all the enemies in a room before you can reveal secret openings in walls by poking them with your sword.

If you make a map of each sacred pyramids, you will notice that later pyramids contain areas from previous pyramids. Playing those older areas is not mandatory, but they will allow you to build up your strength and experience, especially if you start the game in a later pyramid using a passcode.

Hidden stairs and passageways are always hidden in east or west walls, never in north or south walls.

Some parts of wall partitions inside a room can be removed with a couple of hits from your sword, creating useful shortcuts. Poke all wall partitions thoroughly!

Some enemies won't appear when entering a room if your POWER is very high.

You can reach the final ending of the game by finishing the last sacred pyramid with all your status meters filled to maximum capacity.

TEAM PARTICIPANTS

- **Mystery Man:** Software port and beta-testing
- **Luc Miron:** Game manual, software beta-testing
- **Vincent Godefroy:** Box and label
- **Troy Whelan :** Software beta-testing
- **Dale Crum / Doc4 :** Game manual layout (<http://doc4design.com>)
- **Toby Saint-Aubin:** Electronic sourcing and assemblies

SPECIAL THANKS: Dan Ogrodnick, Sharon Shum, Benoît Delvaux, Reinhard Traunmüller, Dan Michaels, Christian Martin, Kendal Mertens, Jim Notini, Albert Yarusso, and all AtariAge forum members.

Team
Pixelboy
COLLECTION

by

COLLECTOR **VISION**
Games

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