



NTSC U/C

PlayStation



SLUS-01491

# CLEOPATRA'S FORTUNE™



*Fun fit for a Queen!*



a ZeniMax Media brand



***WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.***

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

***WARNING TO OWNERS OF PROJECTION TELEVISIONS:***

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

***USE OF UNOFFICIAL PRODUCT:***

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

***HANDLING YOUR PLAYSTATION DISC:***

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

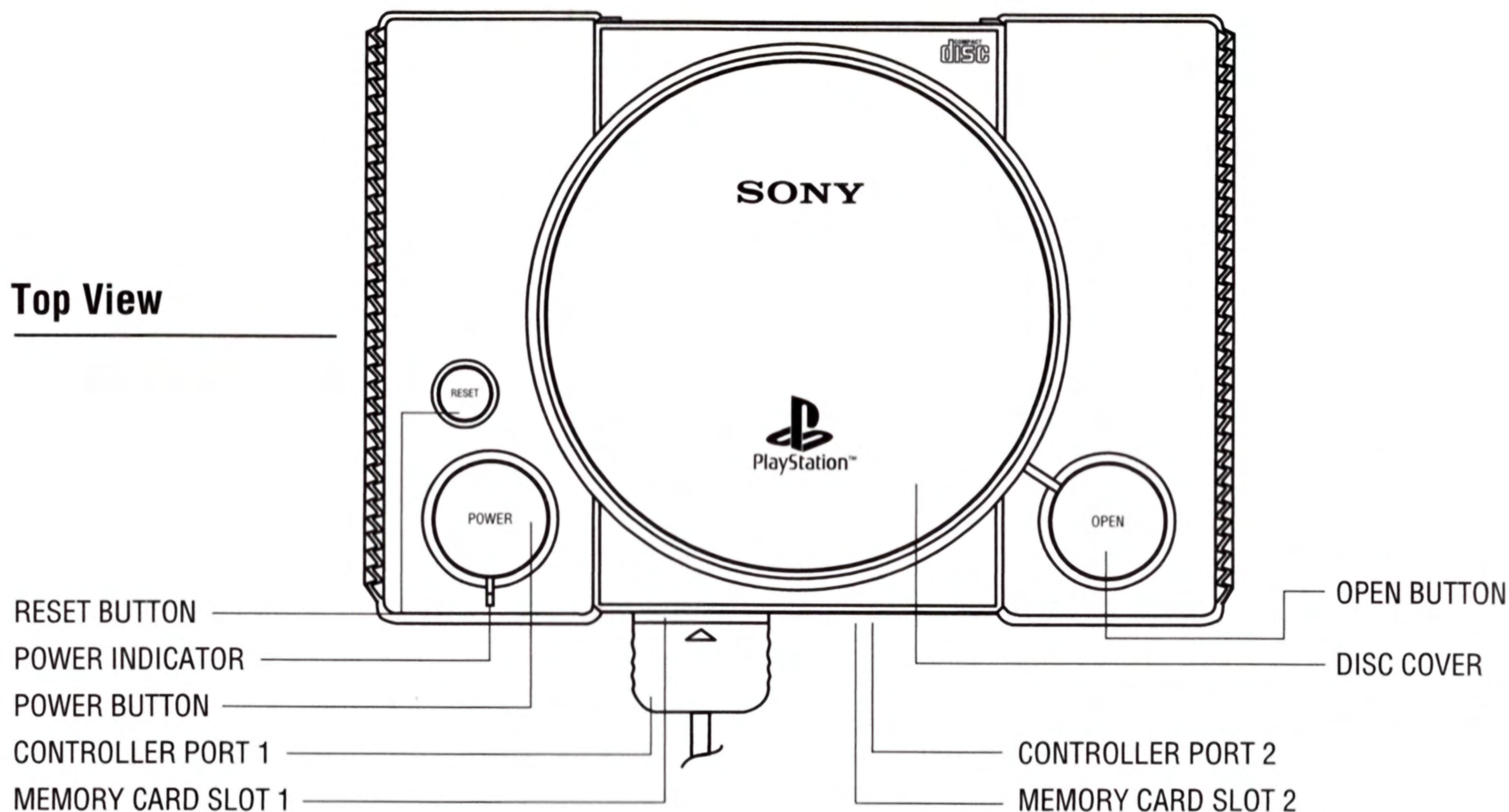


# CONTENTS

STARTING THE GAME .....	.2
CONTROLS .....	.3
BASIC CONTROLS .....	.4
READING THE SCREEN .....	.5
GETTING STARTED .....	.7
MODE EXPLANATIONS .....	.8
OPTIONS .....	.9
TYPES OF BLOCKS AND WAYS TO REMOVE THEM .....	.10
BLOCK TYPES .....	.11



## Top View



## ***STARTING THE GAME***

1. Set up your PlayStation® game console according to the instructions in the Instruction Manual.
2. Make sure the power is OFF before inserting or removing a disc.
3. Insert the **Cleopatra's Fortune** disc and close the Disc Cover.
4. Insert game controllers and turn on the PlayStation game console.

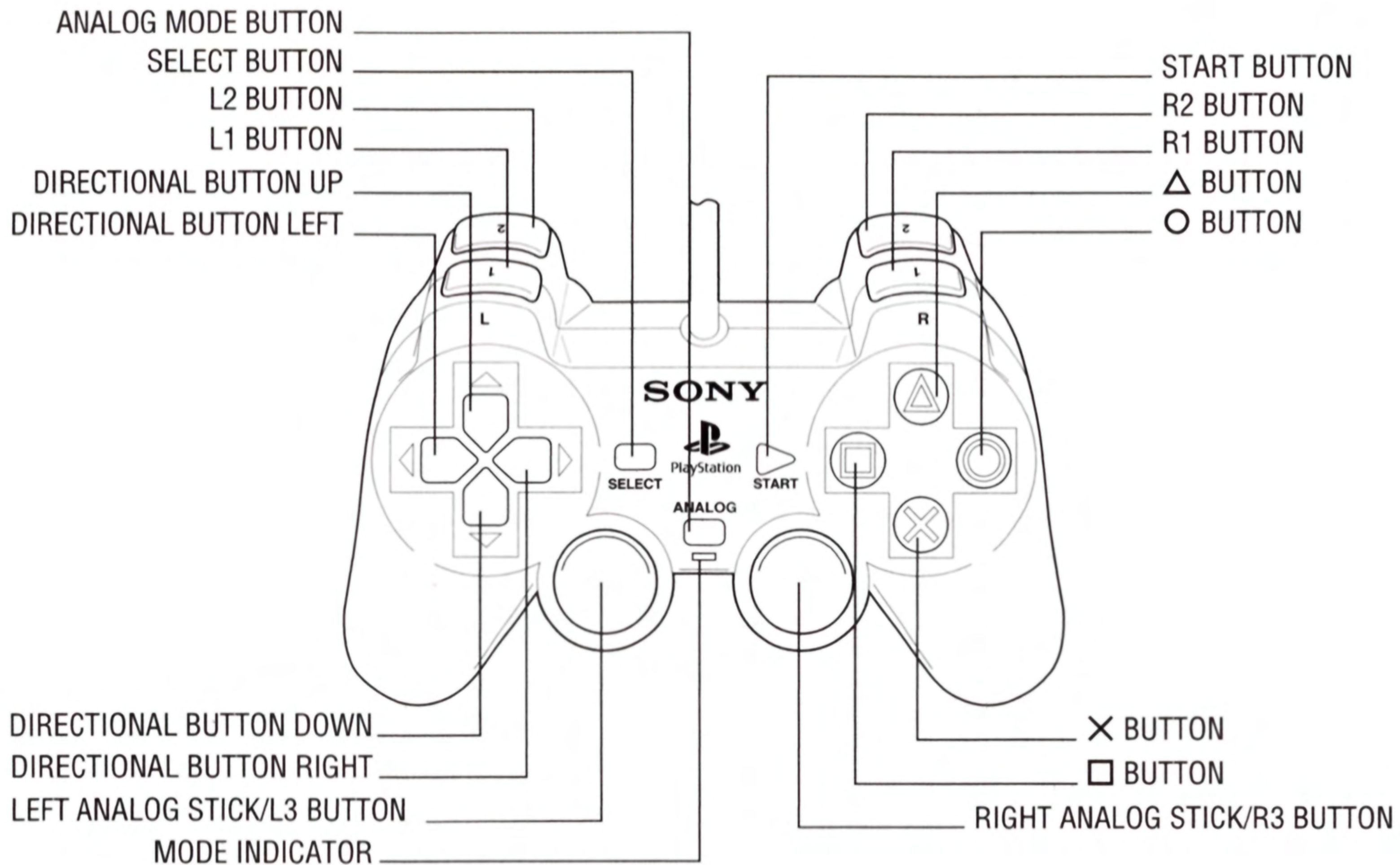
**It is advised that you do not insert or remove peripherals or Memory Card(s) once the power is turned on. Make sure that there are enough free blocks on your Memory Card before commencing play.**



# CONTROLS

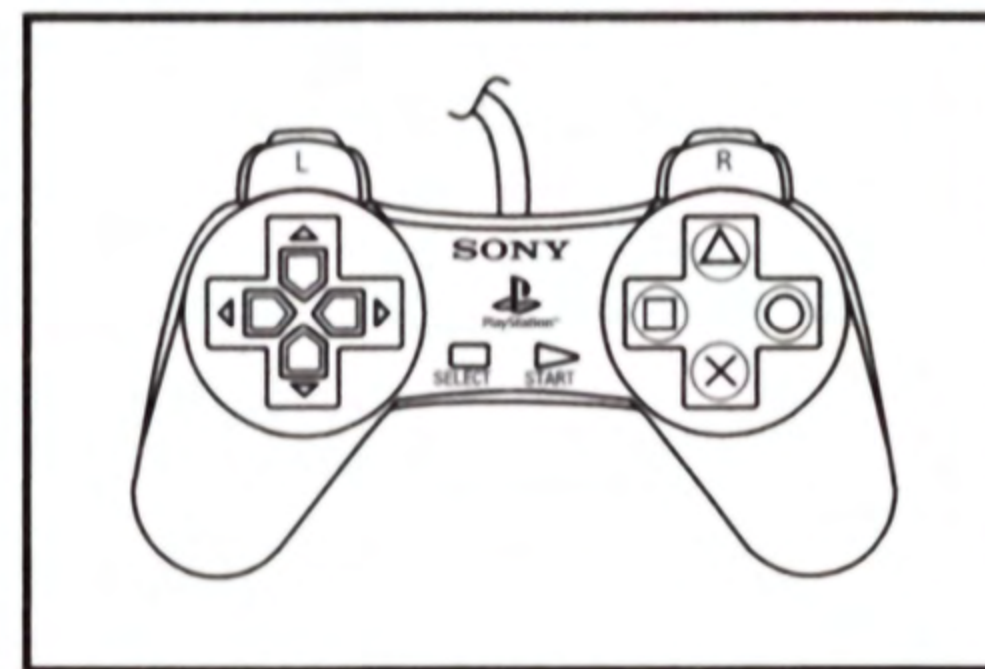
Cleopatra's Fortune uses the following controls:

## DUALSHOCK analog controller



**NOTE:** Compatible only in Digital and Analog mode

**NOTE:** You may have a controller that looks like this, if so please follow the digital instructions outlined above.





# BASIC CONTROLS

## Title/Option Screens

---

### Directional buttons

 button

Highlight selection

 button

Confirm selection


Cancel selection

 button

Start game from Title Screen

## In-Game Functions

---

 buttons

Move block left or right

 button

Change block falling speed

 button

Rotate block (clockwise)

 button

Rotate block (counter-clockwise)

 button

Open window during Mystery Mode

 button

Pause game



# READING THE SCREEN

## Arcade Mode

---

### ***Next***

This is the next block that will appear. In Versus Mode the one in the blue frame is next for 1P, and the red frame next for 2P.

### ***Score***

Displays your current score.

### ***Level***

For every eight blocks you drop, your level goes up by one.

### ***Blocks***

The total number of blocks you have removed.

## Versus

---

### ***Current Wins***

A heart mark lights up on the winning player's side for each of their victories.

### ***Total Wins***

The total of wins and losses for each Player.



## **READING THE SCREEN (CONTINUED...)**

### **Mystery**

---

#### ***Stage Number***

The number of the stage you are currently playing.

#### ***Next***

Shows which blocks will appear, and their order.

#### ***Time***

(Mystery) – The time it has taken you to clear this Riddle. If you can clear it before these numbers turn red, then something good may happen.

(Time attack) – Total play time.

#### ***Sphinx's Riddle***

The requirement to clear this stage.

### **Time Attack**

---

#### ***Next***

This is the next block that will appear.

#### ***Norm-o-meter***

When you fill this gauge you proceed to the next stage.



## **GETTING STARTED**

Press the START button on the title screen to bring up the following options.

### **Arcade**

Remove the falling rocks, gems, and other items by lining them up or enclosing them (see following page for the types of blocks, and the ways to remove them.)

If the blocks pile up and cross the top of the screen, then the game is over. If you want to continue, then select "YES" on the screen that follows.

### **Versus**

The first player whose blocks pile up beyond the top of the screen is the loser. One game is initially set to best of three. However, you can change this on the Options screen.

### **Ways to Attack**

If you unleash a combination, then you can attack your opponent by sending blocks over to their screen.

#### ***Drop Attack***

When you remove seven or more blocks with an enclosure, or start a combo of removals with an enclosure, then you can rain gems and mummies onto your opponent.

#### ***Rise Attack***

Removing blocks by lining them up will also add blocks to your opponent's screen.



## **MODE EXPLANATIONS**

### **Mystery**

Proceed by clearing the Sphinx's fifty riddles. If you cannot solve the riddle, or the blocks build up to the top of the screen, then you must challenge that riddle again. You can freely play any of the stages you have cleared as many times as you like. But what could possibly happen when you solve all fifty?!

### **Save and Load Data**

It is possible to save the stages you have cleared in Mystery Mode to a memory card (memory card slot 1 only). When you get "Game Over," you will be asked if you want to save. Select "Yes" and then choose one of the three slots to save in. When you want to continue your game, select "Load Game" when you start Mystery Mode.

### **Time Attack**

Clear the falling blocks as fast as you can! Once you remove a certain amount, you will proceed to the next stage. Race to finish all ten stages as fast as you can.

### **Rank**

If you clear all 10 stages then you will be ranked based upon your clear time.



# OPTIONS

*Change the following options:*

## **Level**

Set the game difficulty. You can choose between Easy, Normal, and Hard.  
(Only affects Arcade Mode.)

## **VS Rounds**

Set the number of rounds in a single Versus Mode game. You can set to 1, 3, or 5 rounds.

## **Background**

Pick the background that you like best.

## **Sound test**

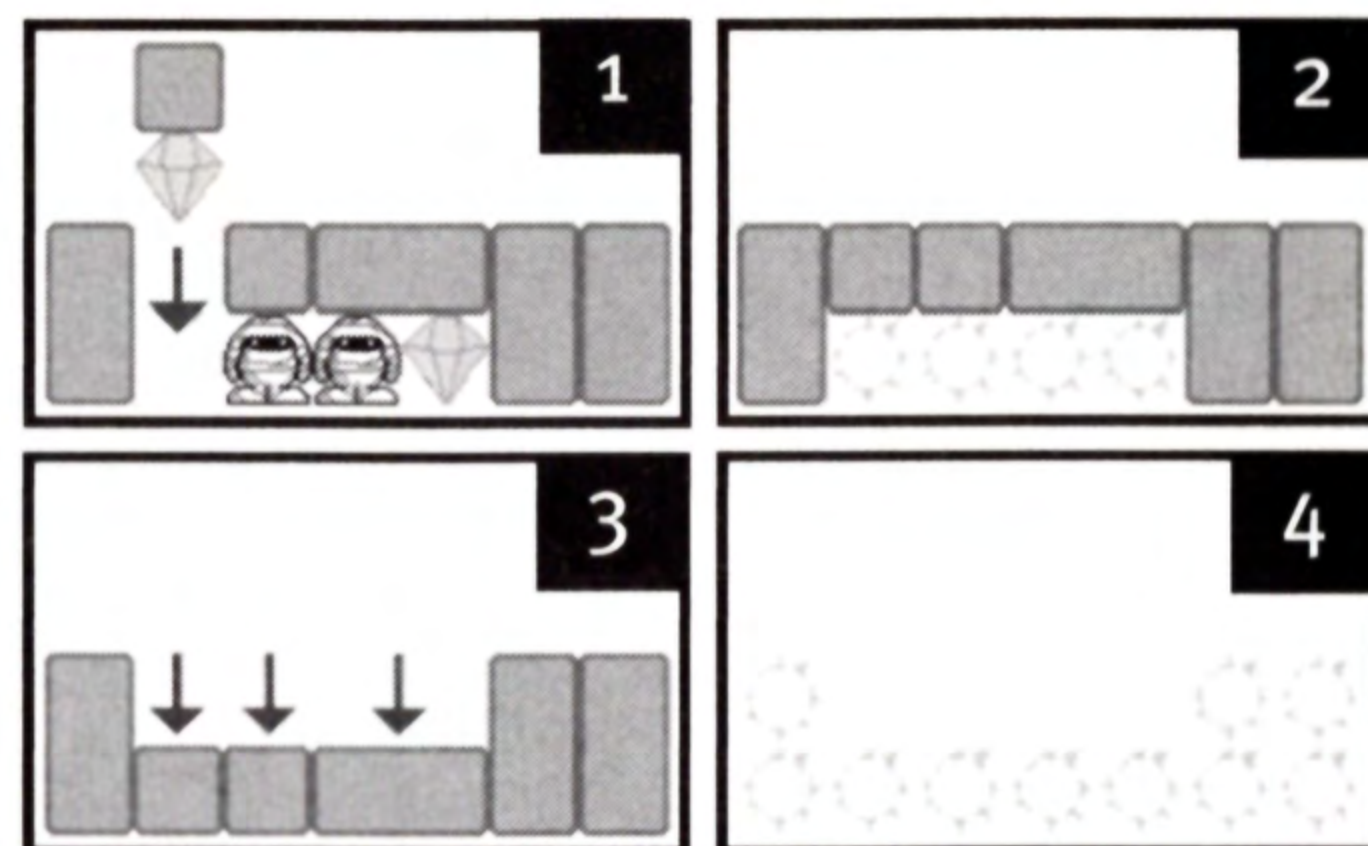
Listen to the music and sound effects used in the game. Use the left and right directional buttons to highlight your selection, the  button to play, and the  button to stop.



# TYPES OF BLOCKS AND WAYS TO REMOVE THEM

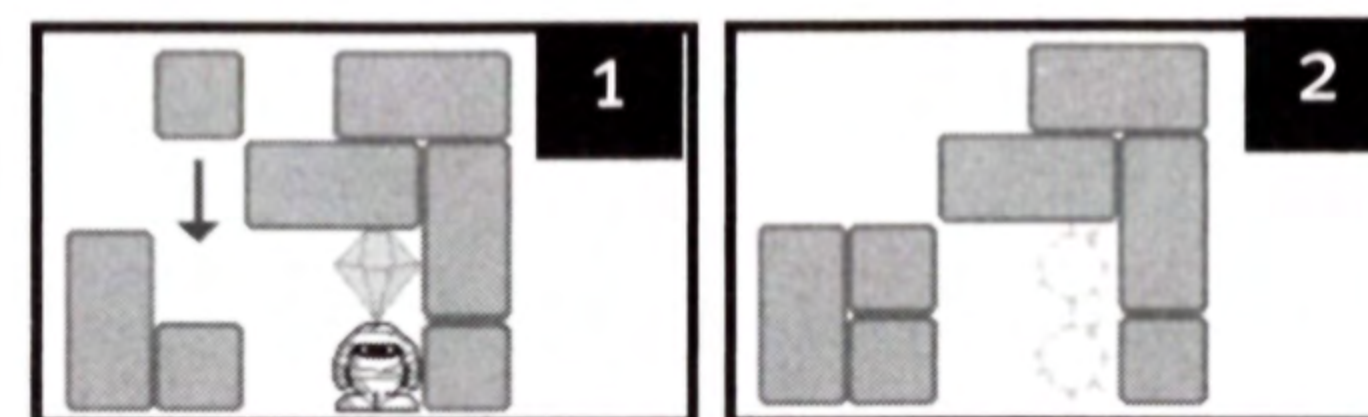
## Combo

If the movement of blocks after you remove some leads to more disappearing, be it a line or an enclosure, then you create a combo. From a simple two-step combo, up to a multi-layered monster, the more links in the combo the more points that you receive.



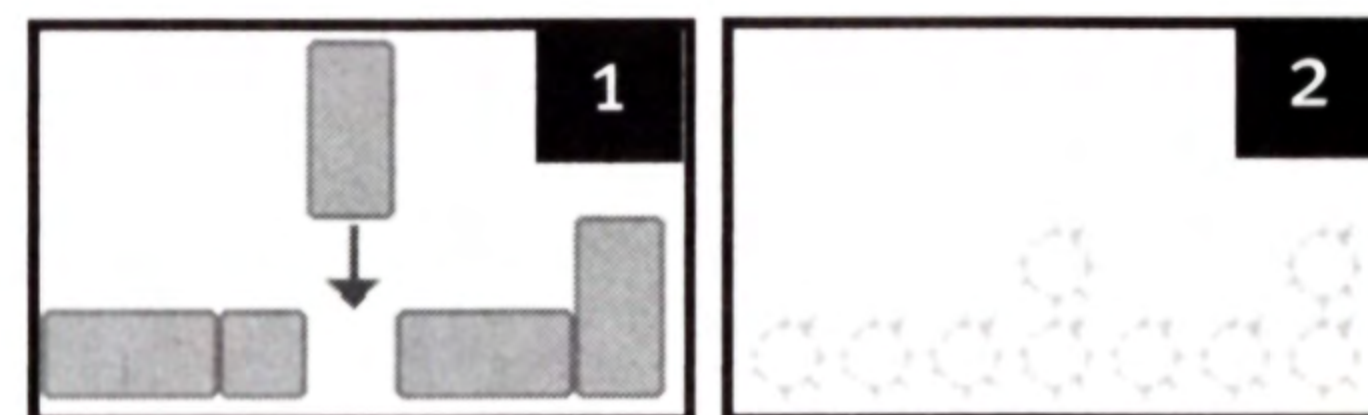
## Enclosure

If you enclose a gem, mummy, or sarcophagus on all sides, using rocks or the walls, then all the enclosed blocks will disappear. The more blocks that you remove at once, the higher the score you receive.



## Lines

If you create a line of the same type of block, then that whole line will be removed. The size of the blocks, and if they are placed standing or on their side makes no difference.



## All Clear (Perfect)

Removing all the blocks from the field will not only get you some bonus points, based upon the level you are playing at, but also a reward from Patra.

## Pyramid Stones

Only appear during a 1P game. Placing one on top of a block will make all blocks of that type on the screen disappear.





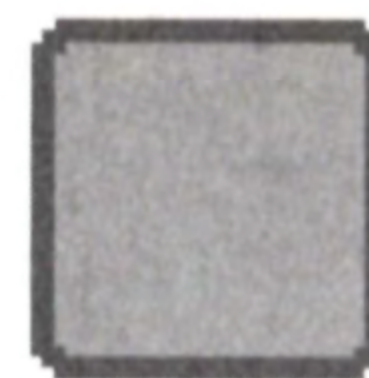
## BLOCK TYPES

### Rock

**Line** – Removed

**Enclosure** – Not removed

Removed by lining them up. There are small and large rocks, and there is always one in every group of blocks.

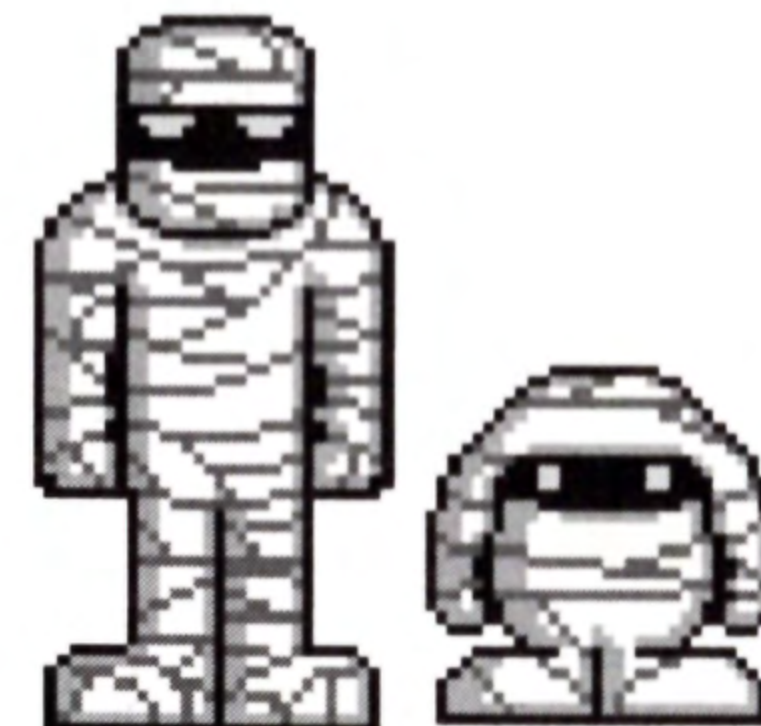


### Mummy

**Line** – Removed

**Enclosure** – Removed

In an enclosure, will only vanish if enclosed with a gem or a sarcophagus. When lined up, they vanish like any other block. There are small and large mummies.



### Gem

**Line** – Removed

**Enclosure** - Removed

To remove gems, enclose them in rocks or make a line of them. Has the power to remove a mummy trapped in the same enclosure.



### Sarcophagus

**Line** – Removed

**Enclosure** - Removed

To remove sarcophagi, enclose them in rocks or make a line of them. Has the power to remove a mummy trapped in the same enclosure.









## **LIMITED WARRANTY**

ZeniMax Media Inc. ("ZeniMax") warrants for a period of ninety (90) days following the original purchase of this Disc ("Warranty Period") that the Disc media is, and under normal use shall be, free from substantial errors or defects that will materially interfere with the operation of the Disc as described in the Documentation. This limited warranty applies to the initial purchaser only ("You"), and does not apply if the Disc is used for other than for private, non-commercial purposes.

EXCEPT AS STATED ABOVE, ZENIMAX MAKES NO OTHER WARRANTY, REPRESENTATION, OR CONDITION, EXPRESS OR IMPLIED, STATUTORY OR OTHERWISE. ANY AND ALL OTHER EXPRESS OR IMPLIED WARRANTIES, REPRESENTATIONS, OR CONDITIONS, STATUTORY OR OTHERWISE, ARE EXPRESSLY AND SPECIFICALLY DISCLAIMED, INCLUDING ANY WARRANTY OR MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE OR NONINFRINGEMENT.

Some jurisdictions do not allow limitations on how long an implied or express warranty or condition lasts, so the above limitation may not apply to You. This limited warranty gives You specific legal rights, and You may also have other rights which vary from jurisdiction to jurisdiction.

If You believe You have found an error or defect in the Disc that would constitute a breach of this limited warranty during the Warranty Period, and You are in the United States, please call 410-568-3685, 9:00 am to 5:00 pm EST Monday through Friday, excluding holidays. If You are outside the United States, send your original Disc to Mud Duck Productions c/o ZeniMax Media Inc., 1370 Piccard Drive, Suite 120, Rockville, Maryland 20850 USA, together with a dated proof of purchase, Your product number, a brief description of such error or defect, and Your return address.

If You have a problem resulting from such a manufacturing defect in the Disc, ZeniMax's entire liability and Your exclusive remedy for breach of this limited warranty shall be the replacement of the Disc, within a reasonable period of time and without charge, with a corrected version of the Disc. Any replacement Disc shall be warranted for the remainder of the original Warranty Period or thirty (30) days, whichever is longer. This limited warranty shall not be applicable and shall be void if the defect in the Disc is found to be the result of abuse, unreasonable use, mistreatment or neglect.

## **WARRANTY CARD AND WARRANTY PROTECTION**

To be eligible for warranty protection hereunder, You must fill out and mail in the Warranty Registration Card included in the Package within thirty (30) days of purchase. Failure to send in Your Warranty Registration Card within thirty (30) days of purchase shall result in the loss of Your warranty protection. Warranty protection is available only to You, the original purchaser. In the event of any questions in this regard, ZeniMax reserves the exclusive right to determine warranty eligibility and appropriate redress, if any.

## **LIMITATION OF LIABILITY**

IN NO EVENT SHALL ZENIMAX BE LIABLE FOR SPECIAL, INCIDENTAL, CONSEQUENTIAL, PUNITIVE, EXEMPLARY OR OTHER INDIRECT DAMAGES, EVEN IF ZENIMAX IS ADVISED OF OR AWARE OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT SHALL THE ENTIRE LIABILITY OF ZENIMAX ARISING FROM OR IN ANY WAY RELATED TO THE PACKAGE, THE DISC, OR ANY PART THEREOF, OR THIS AGREEMENT, EXCEED IN THE AGGREGATE THE PURCHASE PRICE OF THE PACKAGE.

Some jurisdictions do not allow the exclusion or limitation of relief, special, incidental, consequential, indirect or exemplary damages, or the limitation of liability to specified amounts, so the above limitations or exclusions may not apply to You.

For general technical support, please call 410-568-3685, 9:00 am to 5:00 pm EST Monday through Friday, excluding holidays.



# GREAT GAMES AT GREAT PRICES



Cleopatra's Fortune © 1996, 2001 Taito Corporation; © 2001 Altron Corporation. Distributed in North America under license from Altron Corp. Cleopatra's Fortune is a trademark of Taito Corp. and Altron Corp. Mud Duck, ZeniMax and their logos are registered trademarks or trademarks of ZeniMax Media Inc., 1370 Piccard Drive, Suite 120, Rockville, MD 20850. All Rights Reserved.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION U.S. AND FOREIGN PATENTS PENDING.



**ZeniMax**<sup>TM</sup>  
MEDIA INC.