7
WONDERS
OF THE ANCIENT WORLD
EVERYONE
E
CONTENT RATED BY
ESRB
mumbo jumbo

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
  Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system 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.

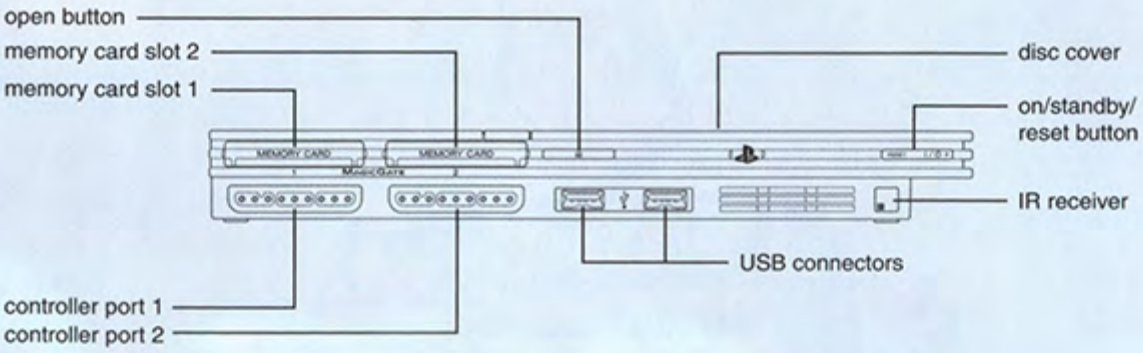
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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.

Table of Contents

Getting Started.....2
Starting Up.....3
Introduction.....4
Controls.....5
Player Profiles.....5
Game Modes.....6
Title Screen.....7
Options.....7
Game Screen.....8
How to Play.....9-10
Power-ups.....11
Special Blocks.....11
Credits.....12-13
Notes.....14-15
Limited Warranty.....16-17

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the 7 Wonders of the Ancient World disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button
directional buttons
left analog stick (L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick (R3 button when pushed down)
R2 button
R1 button
△ button
○ button
× button
□ button

Introduction

Join in on the adventure, traveling through ancient lands as you match three same-colored magical runes to supply workers with the building stones needed to create the 7 Wonders of the Ancient World.

Time is short and the challenge is great. Embark on a journey across the sands of time through colorful and challenging levels. Collect valuable power-ups and keep a watchful eye out for secret bonuses.

See if you have what it takes to conquer this action-adventure puzzler as you experience the wonders of the Great Pyramid of Giza, the Hanging Gardens of Babylon, the Colossus of Rhodes and many more Wonders of the Ancient World.

Let the Journey Begin!

Controls

Game Controls

Left Analog Stick	Cursor/Rune Movement
Directional Buttons	Cursor/Rune Movement
START Button	Pause Menu
⊗ Button	Activate/Deactivate Rune
△ Button	N/A
○ Button	N/A
□ Button	N/A

Menu Controls

Left Analog Stick	Cursor/Rune Movement
Directional Buttons	Menu Navigation
START Button	N/A
⊗ Button	Confirm
△ Button	N/A
○ Button	Back
□ Button	N/A

Player Profiles

To access the Profile screen, select the "PROFILE" option on the Title Screen and press ⊗. From the Profile screen, you will be able to select a new profile, choose and load any previously created profile, turn autosave on and off, copy a profile, or delete a profile. If you do not choose a specific profile, one will automatically be created for you.

Game Modes

Story - Work your way from site to site, matching three or more runes to help build each of the 7 Wonders before time runs out. Each completed Wonder unlocks the next, and completing all of the Wonders unlocks a new level of difficulty (three levels of difficulty in all).

Free Play - Play any of the Wonders already completed in Story mode at your leisure. Keep an eye out, though, and make your matches before the time runs out in each level.

Rune Quest - Play any of the Wonders already completed in Story mode. You must remove a specific number of particular runes from the playing field as fast as you can to finish each level. The best time and required runes are shown on the parchment scroll.

Title Screen

Profile - Access the Player Profile screen.

Story - Start or continue a game in Story mode.

Free Play - Start or continue a game in Free Play mode.

Rune Quest - Start or continue a game in Rune Quest mode.

Options - Adjust audio levels and enable/disable tips.

History - Display the History pages for each Wonder.

Help - Provides all you need to know to play 7 Wonders of the Ancient World.

Credits - View the game credits.

Options

Music Volume - Change the volume level of the music.

Effects Volume - Change the volume level of the sound effects.

Tips - Enable or disable in-game tips.

Game Screen

Story & Free Play Modes

Score
Level
Capstone
Currently Selected Rune
Time Remaining
Lives

Rune Quest Mode

Level
Runes Achieved/Required
Elapsed Time
Best Time
Currently Selected Rune
Cornerstone
Lives

How to Play

Each level consists of a tiled playing field covered in colored runes. You must swap adjacent runes to create matches of three or more in horizontal or vertical lines. When matches are made, the runes disappear and any tiles below those runes break into rocks. Those rocks then drop to the ground below, where they are collected by workers and used as material to build the 7 Wonders.

In Story and Free Play modes, the thermometer-style timer on the right of the playing field displays the amount of time left to remove all of the tiles and any Special Blocks from the playing field. This must be done before the liquid drains away to complete the current level.

In Rune Quest mode, the score indicator displays how long you have been playing the current level. The best time for the level is shown on the parchment on the left-hand side, which also indicates the number of specific runes that must be removed to complete the level.

How to Play

Lives - At the start of a new game you have three lives, shown as a number in the top-right corner of the screen. Extra lives (up to a maximum of five) are earned every 200,000 points.

Scoring -
3 runes = 50 points
4 runes = 100 points
5 runes = 150 points
6 runes = 200 points
7 runes = 500 points
Lightning Ball = 700 points
Fire Ball = 1,000 points
Extra Bonus = 3,000 points

Each worker that is still on the screen when a level is completed gives you 200 points.

Locked Tiles - In higher levels, you will encounter tiles covered by metal plates. To remove them from the playing field, you must make matches on them twice – the first time to unlock them and a second time to actually break them.

Power-ups

Earn power-ups by making matches of four or more runes. Once earned, power-ups can be used to remove large numbers of runes from the playing field.

Lightning Ball - Earned by matching four runes at once, the Lightning Ball removes runes in a horizontal line when used.

Fire Ball - Earned by matching five runes at once, the Fire Ball removes runes horizontally and vertically when used.

Extra Bonus (Golden Flower) - Earned each time four power-ups (Lightning and/or Fire Balls) are used. The Extra Bonus randomly removes 15-20 runes from all over the playing field when used.

Special Blocks

Each level has one or more Special Blocks that must be removed to complete the level. These blocks cannot be swapped. They can only be moved by removing any runes that are directly underneath them, either by making matches or using power-ups. This lets the Special Block drop off the playing field to be taken away by the workers and used to complete the Wonder. Collect all of the map-shaped Special Blocks to unlock the eighth (and final) Wonder.

Credits

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Notes

Notes

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