The Pharaoh's Scarab

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🪲 How to Play

A Remarkable Gift

The Pharaoh has received a precious mechanical puzzle of ingenious construction and is consulting with you, his advisor. A scarab can be moved around a felt-lined box with the aid of levers (the **ARROW KEYS**). The object is to direct the scarab in pushing *all* of the many gems into one or more holes. These simples rules are engraved on the lid of the box:

(1) The scarab can push but cannot pull.
(2) It can push only one gem at a time.
(3) It must not be allowed to fall into a hole.

If your prefer, the key sets *w a s z* and *i j k m* will also move the scarab.

Selecting a Puzzle

Use the **LOAD PUZZLE BUTTON** to change puzzles and the **RESET BUTTON** to start a puzzle over. You may want to warm up with the easier puzzles in the Sphinx series. Another of the Pharaoh's advisors (no longer with us) has left a solution for only one puzzle (The one on the Ibis1 papyrus) – after that you are on your own!
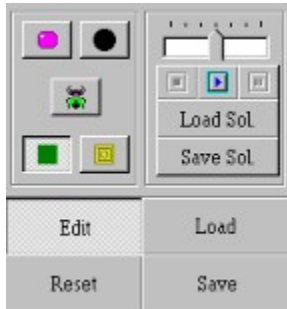
Solving the Puzzles

In general it is best to finish the gems closest to a hole first. The scarab cannot pull to undo a push. You have to be very careful: one false move can ruin all your preparations. Well, you *can* undo your very last move by pressing the *u* key.

Features

You can change the color of the gems from the **GEMS MENU** and turn the sound effects on and off from the **SOUND MENU**. The **MOVE COUNTER** at the bottom of the screen keeps track of the number of *gem* moves. After you have solved a puzzle you can try for shorter, more economical solutions (scarabs don't like overtime). Have fun! To receive many more puzzles, register your copy. You will be able to use the **PUZZLE EDITOR** to create your own boards. In addition, with the **MOVE RECORDER** you can watch the scarab rerun your solutions, which are saved as separate files.

🐛 The Puzzle Editor

Clicking on the **EDIT BUTTON** toggles the editor on and off. The editor was designed to be intuitive. For more information, see Creating your own puzzles and Using the Move Recorder.

♚ Creating your own puzzles

Here are the simple steps to create a puzzle.

1. Press **EDIT BUTTON** to access the **PUZZLE EDITOR** . When you first open the program you have a clear board with the scarab. (You can also clear the board by loading the board.scb file, or you can use any open puzzle as your starting position.) Use the **SAVE BUTTON** to save your puzzle with a new name (e.g. Temple 1, Temple 2). Puzzles are saved as files of type .scb.

2. Click on one of the icon buttons to choose the **WALL TOOL:** ▣ **HOLE TOOL:**
■ or **GEM TOOL:**
▣ and then click on the board wherever you want to add the item. To remove an item, click on the
ERASE TOOL:
▣ and then click on the item to remove. You can also choose a tool from this **POP-UP MENU** that appears when you click on the **RIGHT MOUSE BUTTON**:

> ✔ Erase
> Gem
> Wall
> Hole
> Scarab

3. A puzzle may have one and only one scarab. To change the starting position of the scarab, click on the **SCARAB TOOL** ▣ and then click on the board *in the new position*: the old scarab will be erased. *Then save the board with the new position*.

4. Save your work frequently: the **RESET BUTTON** will return the screen to the position of your last save.

5. While creating a puzzle, work in small cycles of design, save, and test. Use two different files, so you always have a position to fall back on when you want to undo your last design step. The name of the current puzzle file appears at the top of the screen.

6   Build and test your puzzle carefully and thoroughly: the slightest change can make it trivially easy or impossible to solve.

7. Keep backups of your puzzles (e.g. save a copy of Temple 1 in Temple 1b).

🐞 Using the Move Recorder

As you move the scarab, its moves are recorded and appear in the **MOVE RECORDER**, the scroll field at the bottom right of the screen:


The key is as follows:

N	a move North (top of screen)
S	a move South
E	a move East
W	a move West
–n–	gem number n has dropped into a hole
n	puzzle solved in n gem moves

To facilitate playback, "null moves" (such as against a wall or against a gem that cannot be moved) are not recorded, nor is a move of the scarab into a hole. You can edit moves directly in the **MOVE RECORDER** scroll box. N.B. *When the scroll field has the cursor, the arrow keys will move the cursor, not the scarab*. To return control back to the scarab, click on the small **COMPASS BUTTON** 🔷 that will appear.

The contents of the Move Recorder can be saved to a file with the **SAVE SOLUTION** button (solutions are saved as files of type .sol). Use the **LOAD SOLUTION** button to load a solution into the Move Recorder. To play back your moves, use the **PLAY**, **PAUSE** and **STOP BUTTONS**. Playback speed can be adjusted *before or during playback* with the **SLIDE CURSOR**.
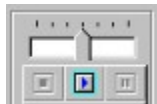
🐞 Registering the Program

The Pharaoh's Scarab is shareware. Registered users will receive additional puzzles and will be able to create an unlimited number of their own puzzles with the **PUZZLE EDITOR**. In addition, the **MOVE RECORDER** will record, play back and save your solutions, making puzzle creation even more fun. To register, send a check for $10 payable to Jared Weinberger and a copy of the form below to

       Jared Weinberger

       927 Meigs Street #10

       Augusta GA 30904   U.S.A.

Please enclose a SASE or an e-mail address to receive puzzles and a registration number that will enable the **PUZZLE EDITOR** and **MOVE RECORDER**.

Name _____

Street _____

City   _____   State _____

ZIP   _____ Country _____

e-mail _____

I learned about this program from

_____