

From the start, make your way around the pyramid and go through entrance marked 'A'. Don't try to collect the gold, it's a mirage! Next, go through door in the north-west corner. Walk down steps, go through door to the east, then get the ANKH from the north wall and exit via north door. Stand on the block (which should be facing you), turn south, then look up at the door on the balcony - shoot the barrier repeatedly to remove it, then go back the way you came through south door.

Go through east door, shoot the block in front of you to reveal a door, then go through it. Shoot both 'dog heads', turn south, and go up steps (keeping close to the walls). Walk along balcony and go through north-west door. Get the SPHINX PIECE in next room. Go back the way you came (through east door), shoot the dogs again, then go down steps and go through east door - the one between the two dogs.

Get the SPHINX PIECE from west wall (next to door), get the ANKH from east wall, then crawl in between the blue wall and the box in the corner - face east and shoot the box to reveal a hidden passage to SX... go through it.

Follow balcony around and go through north door. Walk carefully along ledge, get SPHINX PIECE, then crawl and walk through the mouth to the north. Walk down steps, get ANKH, then head back up steps and through hole on the south wall. Walk carefully back along ledge, go through south door, then walk around the balcony as before and take south door.

DESERT PLAN



SPHINX JINX

THE COMPLETE SOLUTION

ESSENTIAL TIPS

- Whenever possible, top up your water supply.
- Don't fall off balconies if you can help it.
- Pause the game when consulting the solution - time is precious.
- Don't go out of your way to collect gold.
- If all else fails, use the listings in CF19 or CF20!

Go south and follow the passage around, then go through the locked door in south-east corner. Shoot the first block in front of you, then shoot the second one to raise it - crawl under it (press 'H') and go through door. Touch first block to lower it, then walk forward and shoot the two pentagon symbols to remove the second block. Go through east door again. Shoot the small cube once to move wall backwards, then walk right up to the wall, U-turn, and shoot the block again to move the wall back. Now U-turn, and step backwards into wall behind you to reveal a hidden door to the east - go through it. Walk into the block to reveal a cube.

Walk around the back of the cube, face east, and then run OVER the cube towards the wall using large steps. To get past the second block, walk as near to it as you can using small steps - when it drops, take a couple of steps back until it raises again, take another couple of steps forward, then run underneath it using large steps. Exit via the east door.

Have you been stumped in Selquet, baffled by Behbet or totally tricked by Thebes? Then rejoice Andy Roberts has 'busted Sphinx Jinx!

Go through door on west wall, go down steps, then shoot the cluster of blocks to reveal a door... go through it. Collect SPHINX PIECE, walk BEHIND the steps and go through west door. Walk up flight of steps and go through north door, then walk to north-east edge of balcony and drop down. There is a gap between the west wall and the small partition which runs across the room - squeeze through this gap and collect ANKH and SPHINX PIECE. Go through north door, then through north door again. This next room has a poisonous dart on the ceiling - avoiding this, collect SPHINX PIECE and ANKH from the floor and run up steps to north exit. If you do get hit by the dart, run to the nearest exit, then re-enter the room.

This next room is extremely difficult. You'll need to run across disappearing platforms and shoot certain blocks to reveal extra platforms (the nearest brown block to north door, then nearest blue block to the south door). Erm... good luck. Once in the next room, walk down steps, shoot the darts, then go up north set of steps and collect SPHINX PIECE (keep pushing forward to collect it). Now go back the way you came, up steps and through south door, then make your way across platforms again. Avoiding the dart as before, make your way through south door, then enter Portal of Power (that funny-looking thing on the west wall) to teleport to room TD.

Climb through hole in south wall, get SPHINX PIECE, then go up steps to the bal-

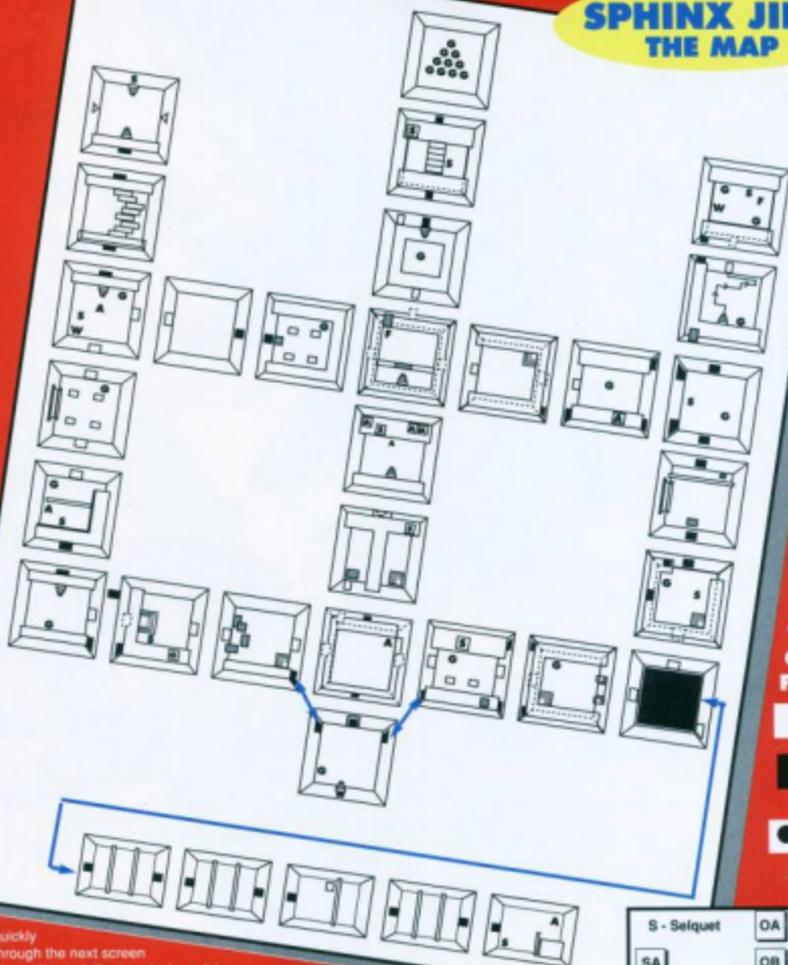
cony. Make your way around balcony, and dodge carefully past the obstructing block using VERY SMALL STEPS! Once past this, walk to end of balcony and push small block off the edge. Now go back the way you came, down steps, and use the block to climb through hole in north wall. Walk over the bump (you'll lose some water), then shoot the pyramid and quickly run up the stairs which appear. If the steps keep disappearing, use small steps to edge a little closer to the pyramid before you shoot it (remember to switch back to large steps before you shoot!). Once through door, collect SPHINX PIECE in next room and go through north door.

This room is painfully difficult, and the route shown on the map is only a rough guide. Anyway, make your way carefully towards north door - a task made tricky by the invisible walls - and enter next room. Get SPHINX PIECE, go back into the invisible wall room, then up the steps and through south door. Walk towards south-west door using small steps, and get as close to it as possible before it closes. When it does, walk back until it opens, take a couple of steps forward, then switch to large steps and run straight at it.

Get ANKH, go through the locked door to the west, then walk around the balcony, go down steps, shoot the darts and go through door to the west. Look up and shoot block on the ceiling to reveal a hole. Go through west door, climb through hole in the wall, then run

SPHINX JINX

THE MAP



KEY

- A - Ankh
- S - Sphinx Piece
- W - Water
- G - Gold
- F - First Aid
- - Door
- - Door on Balcony
- - Object on Balcony

quickly through the next screen (the ceiling is falling) and take exit in front of you. Take south exit from this room, then go through Portal as before. From the next room, go south, south, west (shoot the dogs), climb up steps and take south-west exit, crawl under block and continue west into entrance hall.

Now go back into desert and walk back to where you started the game - there should be a hole there, so drop down it. Once you have landed, go up steps, through south door, and collect the 3 ANKHS from this next room. Go back the way you came, down steps, then go through locked north door. Avoiding the light patch in the centre of the screen (poisonous dart territory), go through the lower north door, get SPHINX PIECE, go

back the way you came, up steps and through upper north door. Using large steps, touch first block to lower it, then use ANKHS to lower the rest. Once across, DON'T collect the sphinx piece just yet - go north into the final room, collect the 10 gold bars, then go back into previous room and collect the final SPHINX PIECE to finish the game. Now go and have a nice lie down, you deserve it!

And that concludes arguably the toughest Powerpack game ever! Many thanks to Ian Andrew from Incentive for his help and assistance and to Andrew Davies for his invaluable contribution.

S - Selket	OA	E - Entrance
SA	OB	TA
SB	OC	TB
SC	BA	BB
OD	BC	BD
TC	SD	OE
TD	SE	OF
TE	B - Behbet	O - Osiris
TF	SF	SG
	SH	SX
	TH	TG
	T - Thebes	EA
	J - Jinx	
	JE	JD
	JC	JB
	JA	