

Egypt II: The Heliopolis Prophecy FAQ/Walkthrough

by Shotgunnova

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This walkthrough was originally written for Egypt II: The Heliopolis Prophecy on the PSX, but the walkthrough is still applicable to the PC version of the game.

E G Y P T I I : T H E	
FAQ/Walkthrough -by-	CNTR
Shotgunnova/P. Summers	WLKT
shotgunnova (at) gmail	FAQZ
	UPDT
	LGLT

I. CONTROLS [CNTR]

Like most of Cryo Interactive's point-and-clickers, the control scheme's very simple. Circle button toggles the inventory menu; X-button confirms selected items and interactions; the shoulder buttons adjust the screen vertically or horizontally at a slower pace than normal.

What little complexity there is made clear by the on-screen cursor, which changes icons in different situations.

ICON	FUNCTION
Arrow	General icon (when moving camera around)
Eye	Object or location can be inspected with a close-up
Fist	Selected item/area can be taken or used
Finger	Movement in the directed area is allowed
Scroll	Given location leads back to the Heliopolis world map

Combining two items can be done from the inventory screen by simply moving one to another. The order shouldn't matter. Complex combining can be done in a cauldron later on in the story.

The edutainment aspect of the story is still around and accessible from the main menu, though it has much less use (on PS1, anyway) than its predecessor. The "visit the city" option also lets players freely explore locations on a for-fun basis.

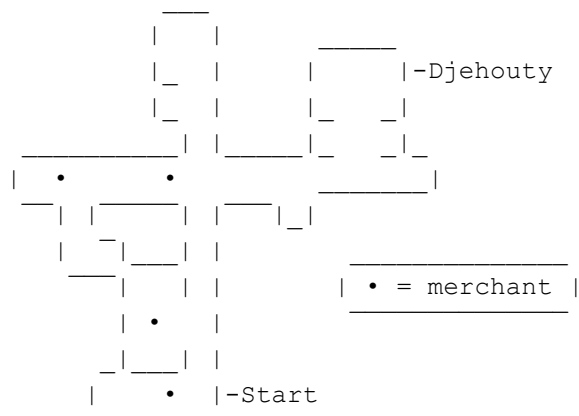
The walkthrough is written for the PS1 version of the game. Newer, updated versions exist (as of 2017) and I try to reference changes between 'em if I'm aware of any. Feel free to send in useful information I may have forgotten on this end.

1) PROLOGUE

After the opening dream sequence, the player controls Tifet, the protagonist girl.

- Answer the door
- Obtain Djehouty's Message from the courier (automatic)
- Take the Book of Remedies from the countertop
- Take the Eye Ointment from the countertop
- Exit building

2) NEIGHBORHOOD



Tifet returns to her old neighborhood after arriving. The area is a tad confusing, so here's a (contrived) map of the area. Note that most NPCs at the moment have no relevance, so dawdling ain't necessary.

- Advance upstreet until stopped by Idi (automatic)
- Turn right at the next crossroads
- Advance (x4)
- Enter the Djehouty's House -- the courtyard has a yellow gate
- Enter the 1F room (Tifet automatically runs to roof)
- Speak with Djehouty
- Examine Djehouty (Book of Remedies automatically consulted)

Remember to exit various book/page/etc. screens, click on the scarab beetle in the lower left-hand corner. The interface is more slick on newer versions of the game, however.

- Finish speaking with Djehouty
- Speak to him again (Tifet agrees to search Temple of Re archives)
- Descend back to the 1F living space

Before leaving via the street end near Djehouty's house, there are some items that can be taken right now. They won't be useful until later, however, so there's no rush. The blank papyrus nearby can't be taken right now. (Tifet will say "Hmm...not now" on items that can't currently be pocketed, note.)

- Take "Djehouty's Reed and Case Pens" from countertop
- Take the Sleeping Potion from the countertop
- Take the Wheat Grains from countertop
- Create Sleeping Grains (Sleeping Potion + Wheat Grains) for later
- Take the Gold Ring from the room's central stool (it's barely visible!)

On the town map, the Temple is in the northern part of the area. PS1 players should save before exiting, though, as the map occasionally glitches and has no selectable targets, or the ability to exit the screen safely.

3) TEMPLE OF RE

This is the biggest area in the game, though it's much easier to navigate when one learns the temple itself (near entry point) is never visitable. An archway on the left leads to the granaries; the two on the right lead to the scribe college and warehouses, respectively.

Those who want to collect some items immediately can go to the warehouses -- accessible via the right archway nearest the main courtyard entrance -- and enter the only storehouse accessible.

- Optional: Take the blue Juniper Berries from the floor's open wicker basket
- Optional: Take the Caraway from the open sack next to the berries
- Optional: Take the Bean Flour from a middle cabinet (opposite side of room)

At any rate, from the main plaza...

- Approach guarded gate on right-hand side
- Speak to the Nubian looking for the warehouses (automatic on PS1)
- Speak to gate guard twice
- Solve the guard's sliding-tile puzzle

There are two tips for this part:

- 1) Try to get one side completely in order first, as it makes it a bit easier to do the rest. Tiles will light up when placed correctly.
- 2) Listen for Tifet's hints in the form of "it would be good to move the ____ right now!" These clues usually suggest a way to move several tiles into their proper places. It won't always be useful at first, but is much more so after doing the first tip above.

Thankfully, this garbage "minigame" only needs to be done once. Be careful about accidentally exiting the screen as it resets the puzzle. Since the dang thing is randomized, there's no way to game it, unfortunately.

- Enter the newly available gate into the scribe college
- Speak to Irou, the guard in front of the library (has yellow pillars)
- Enter scribe college courtyard (left-hand exit)
- Speak to Menna by the shaded walkway
- Enter the college building
- Take the Reed Pen (Calumnus) Case on a ledge not far from the door
- Return to Irou
- Give the Reed Pen (Calumnus) Case
- Return to the college building
- Take the Ink -- it's in the candlelit corner

Return to Irou to find him missing. Oh well.

- Enter the library
- Open the farthest cabinet on the left-hand side
- Take the Snakebite cure (added to Book of Remedies)
- Take the Baldness cure (added to Book of Remedies)
- Take the Prophecy
- Take the Tablet
- Return to the main plaza
- Speak to the sick wife (namedrops Ramose, the Egypt I protagonist, heh)
- Examine wife
- Speak to Ipouky, the child by the gate
- Examine Ipouky
- Give him the Eye Ointment

4) NEIGHBORHOOD [II]

- Return to Djehouty at his house
- Show him the Prophecy and Tablet

5) TEMPLE OF RE [II]

- Speak to scribe now guarding entrance to warehouses

He won't let Tifet through without Djehouty's blessing. Ugh.

6) NEIGHBORHOOD [III]

- Return to Djehouty at his house
- Go back downstairs
- Take "Djehouty's Reed and Case Pens" from countertop, if not done already
- Take the Blank Papyrus (x2) in that same candlelit corner
- Give the reed pens and papyrus to Djehouty
- Give him Ink when he asks for it
- Obtain the Letter of Recommendation (automatic)

7) TEMPLE OF RE [III]

- Return to the warehouse district guard
- Give him the Letter of Recommendation
- Enter the warehouse courtyard (automatic meeting with Meryre/Great Seer)
- Obtain the Great Seer's Bracelet (automatic)

Tifet is tasked with investigating the granaries and finding Hetep's report in the library.

- Return to the library
- Speak to scribe inside
- Open middle cabinet on right-hand side
- Take the "Fastener of Hetep's Report" left inside

8) GRANARY COURTYARD

As mentioned earlier, PS1 players can access the granaries via the Temple of Re's main plaza (lone left-hand gate). Those playing on Android and iPhone can also use the world map screen.

- Advance (x2) to left side of the four granaries
- Take the wooden Plank on the ground
- Move to the right-hand side of the granaries
- Take the Rope coil sitting under a palm tree
- Talk with the sweeping NPC by the fourth granary

- Climb the third granary (the only one available in this fashion)
- Combine the Plank and Rope into the "Plank with Rope"
- Use that new item on the granary's upper hole (entered automatically)
- Take the Stalk of Wheat in the middle of the grain pile
- Exit silo (select upper hole; it's barely visible and may require turning)
- Exit granary, then the temple

9) NEIGHBORHOOD [IV]

The granary sweeper said Hetep lived by the harbor road, in a dead end.

- Advance (×4) toward the area's main crossroads
- Turn to the right and enter the dead end
- Enter Hetep's house
- Take the Mirror on the wooden stand
- Take the scribe's seal on the countertop (called a "Bucket" in game...)

10) TEMPLE OF RE [IV]

- Talk to the scribe guarding the college gate once more
- Show him the Great Seer's Bracelet to gain entry
- Talk to Meryre near the scribe's college
- Show him the Stalk of Wheat

Meryre will close the granaries and task Tifet with finding a cure for the ailment. Speak to Ipouky in the college courtyard to learn Djehouty wants to see her.

11) NEIGHBORHOOD [V]

- Speak to Djehouty at his usual hangout
- Obtain the Prophecy and Tablet again (automatic)

He suggests enlisting a scribe to help with the deciphering, as it's much too difficult for him.

12) TEMPLE OF RE [V]

- Speak to scribe college gate guard
- Return to Menna at the scribe college
- Show him the Prophecy and Tablet

He reveals the heiroglyphics are written backwards.

- Create the "Tablet Full of Ink" (Prophecy and Tablet + Ink)
- Combine the Tablet Full of Ink with the Blank Papyrus
- Obtain the Legible Tablet (automatic)

13) NEIGHBORHOOD [VI]

- Return to Djehouty
- Show him the Legible Tablet

Tifet will remember the dream sequence she had earlier, about a cat leaving the Temple of Re. It seemed to come from Sakhmet's chapel, between the main plaza and the warehouse courtyard... Hmm...

14) TEMPLE OF RE [VI]

Visit said chapel -- it's a small alcove with a dark-colored statue inside.

There's little of note here, other than a floor aperture and an upper wall stone that could be moved. The dream showed the alcove being lit up by the sun, so there'll need to be some changes here...

- Move to the warehouse area
- Enter the storeroom (maybe visited earlier)
- Speak to Irou
- Choose the threatening option
- Obtain a Mallet (automatic)

For the curious, there's no real way to get permission for borrowing the mallet -- the Great Seer doesn't spawn at the college during this portion.

- Return to the chapel
- Use the Mirror on the floor aperture
- Use the Mallet on the upper wall block (it's the smallest one there)
- Watch the revelation FMV (automatic)
- Take the Recipe for the Remedy underneath the statue

The recipe reveals the wheat-borne illness cure requires willow leaves, olive oil, mandrake root, garlic, fan tree leaves and beer.

15) NEIGHBORHOOD [VII]

Time to collect the ingredients! I'll give a brief overview on the merchants' wares before telling the easiest method of obtainment. We'll just order the sellers 1-4:

- The merchant nearest the crossroads carries willow leaves (wants dates or beer) and olive oil (wants 10 debens of copper).
- The merchant woman past the crossroads -- in the direction away from the docks -- carries copper and dates.
- The tavern woman near the docks carries beer and wants honey or willow leaves in exchange. Asking her about honey reveals that Irou took her last pot earlier.
- The dockside merchant has mandrake root (wants linseed oil or dates) and garlic (wants lentils). He also has information on another merchant who sells fan tree leaves, but wants a diarrhetic remedy in exchange. The info page on doing just that (Bean Flour + Juniper Berries + Caraway + Honey) is already in the Book of Remedies.

Merchants can be questioned about ingredients mentioned by the recipe or a peer vendor. When an ingredient is obtained, it'll be removed from the list, helping players keep track of things easier.

Alright, here's the easiest way. Start with seller #2.

- Visit vendor #2
 - Optional: Ask about copper and/or dates
 - Offer her the Great Seer's Bracelet
 - Agree to trade for her wares
 - Obtain Lentils
 - Obtain Linseed Oil
 - Obtain Dates
 - Obtain Copper
-
- Visit vendor #1, the crossroads vendor

- Optional: ask about willow leaves and/or olive oil
- Offer Dates
- Obtain Willow Leaves
- Offer Copper
- Obtain Olive Oil

- Visit vendor #3, the tavern girl
- Ask about beer
- Ask about honey
- Learn that Irou (temple kid) had the last pot

- Visit vendor #4, the dockside man
- Optional: ask about garlic
- Offer Lentils
- Obtain Garlic
- Optional: ask about mandragore root (mandrake root)
- Offer Linseed Oil
- Obtain Mandrake Root
- Ask about fan tree leaves
- Learn the man wants a diarrhea remedy

This remedy requires four items, three of which should've already been found in the process of the guide. No worries, though -- it'll require backtracking no matter what.

- Revisit the Temple of Re's warehouse, where Irou was previously
- Obtain the Bean Flour (middle cupboard, left side) if not already done
- Obtain Juniper Berries (floor basket, in front of Irou) if not already done
- Obtain Caraway (open floor sack next to berries) if not already done
- Ask Irou about the honey
- Offer the Gold Ring
- Obtain Honey (in first right-hand cabinet upon entering room)

To concoct the vendor's remedy, return to Djehouty's house -- a cauldron in the 1F interior corner can be used for brewing. Simply use the four needed items on it.

- Obtain the Remedy for Djaou (automatic when all items are mixed)
- Deliver item to the vendor

Remember, he's relocated to the dead-end between vendor #1 and #2 (this is the only time it's ever visited). He mentions a merchant of rare items, the Nubian, can be found at the tavern nearby.

- Revisit the tavern
- Find to the Nubian ducking behind a plant in back
- Talk to him several times

Eventually, he'll reveal that only the governor can authorize trading in rare items like fan tree leaves. All that's left is to go see him...

16) GOVERNOR'S VILLA

This area's near the Neighborhood on the world map. It may have a slightly different name in the Android/iPhone versions.

- Talk with the guard who looks like Freddie Mercury
- Speak to the mansion door guard beyond
- Pick "You're a warrior, aren't you?"
- Pick "You look like a fine soldier to me..."

- Pick "My whole life I've dreamed of meeting a warrior..."
- Pick "Listen... My husband is in there..."
- Pick "My word is equal to the reputation of..."

Tifet will automatically go into the mansion.

- Enter vestibule
- Speak with bandleader (automatic)
- Exit mansion
- Enter the garden nearby
- Go around side of pool to find a small pavilion-like structure
- Optional: inspect the sleeping musician
- Inspect the drum (looks like a stool) sitting next to her

Tifet will dress up as a musician.

- Return to the bandleader
- Enter the ballroom (automatic)
- Play the drums competently

In this awful minigame, the L1/R1 buttons control the left/right drums, respectively. The goal is to keep a given rhythm for the dancer to begin the ball. Unfortunately, the rhythm isn't actually in time with the music, and button-mashing won't work in this.

After enough failing, the drums will light up, indicating the correct order to use. Just remember the on-screen indicators don't anticipate the inputs; they happen in real time. Players must learn the order and do them somewhat in synch with the lights. The order tends to be:

Left - Right
 Left (may skip this input later on)
 Right - Right

If the drumming isn't hot garbage, the dancing girl will advance closer and closer to the right. To be a success, the show must end with her in the middle, rather than doing the herky-jerky "you're doing it wrong" dance on the left-hand side. This will likely take SEVERAL do-overs to succeed, but afterward...

- Start the ball (an FMV plays if done right)
- Speak to the Governor between the two red pillars (left-hand side)
- Exit ballroom into balcony corridor
- Optional: speak to the guard in front of side room
- Enter that side room
- Inspect scroll on countertop
- Speak to governor (automatic)

After waking up, Tifet is in a dungeon of some sort.

- Take the Pickaxe next to the corpse
- Of the two tunnels, advance down the right-hand one all the way
- Inspect secret wall button next to dead end's candle alcove
- Backtrack and walk down the left-hand tunnel this time (new room available)
- Optional: take ladder nearby
- Optional: try using Ladder on hewn stone ledge next to it
- Use the Pickaxe on the floor spot where the black cat is
- Advance to exit

-
- Advance into town
 - Speak to the Nubian (automatic)
 - Enter Djehouty's house (automatic FMV)
 - Optional: speak to Nubian on the roof
 - Optional: speak to Ipouky on the roof
 - Go downstairs
 - Speak to Mi in the living room
 - Examine Mi
 - Take the Fan Tree Leaves on the counter (where blank papyrus used to be)
 - Return to the tavern merchant
 - Offer Honey
 - Obtain Beer

With all remedy items obtained, it's time to use the cauldron again. Note that, as with many things, Android/iPhone players can concoct these items from the inventory screen instead.

- Use Fan Tree Leaves on cauldron
- Use Garlic on cauldron
- Use Mandrake Roots on cauldron
- Use Olive Oil on cauldron
- Use Willow Leaves on cauldron
- Use Beer on cauldron

Adding Beer starts a measuring minigame with three jars. We'll call them A, B, and C (from left to right). As far as I know, the solution is always the same between versions

- Add C to B
 - Add B to A
 - Add A to C
 - Add B to A
 - Add C to B
 - Add B to A
-
- Obtain Remedy (automatic)
 - Give Remedy to Mi (automatic FMV)

18) TEMPLE OF RE [VII]

- Give Remedy to Meryre at the scribe college
- Speak to Meryre

19) GOVERNOR'S VILLA [II]

To revisit the mansion, return to the Nubian in the Neighborhood block for an automatic infiltration scene. Android/iPhone players can simply select the location from the world map.

- Move to sleeping guard on left-hand side
- Take the Key next to him
- Enter the garden
- Advance (x3) along the wall that separates the mansion from the garden
- Peer through secondary entrance to see the "guard geese"
- Use Sleeping Grains (Wheat Grains + Sleeping Potion) on them

The geese will fall asleep, giving access into the mansion again.

- Enter villa

- Move into ballroom
- Move onto right-hand side of balcony corridor when the guard isn't nearby
- Move into the governor's room (automatic FMV)
- Inspect bedside cabinet to find it's locked
- Inspect cabinet on opposite wall
- Move statue/lever
- Take Hetep's Report from first cabinet
- Evade corridor guard again

Remember, to avoid the guard on PS1, stand facing the balcony entrance -- as close as possible without going on it -- and wait for the visual of him going by. When he goes back on patrol, that's the key time to slip by.

- Exit villa (sleepy guard will have awoken)
- Enter garden near the geese
- Circle (x4) counterclockwise
- Turn and approach the alternate exit door
- Use the Key to unlock it (no on-screen indicator key is being held, though)

20) TEMPLE OF RE [VIII]

- Enter the granary portion
- Find Meryre under the palms by nearest silo
- Show him Hetep's Report

The end! Note that in newer versions, players may just need to visit Meryre at his usual spot at the scribe college instead. Also, the granary courtyard will be visitable from the world map, rather than needing to take the temple plaza. (I mentioned it earlier, but it may need belaboring...)

III. FREQUENTLY ASKED QUESTIONS

[FAQZ]

[Q] - Is this game any good?

[A] - It has a better interface and inventory management system than the previous Egypt game did, but the copious backtracking hurts it a bit. Still worth playing at least once, I guess -- though it need not be on PS1.

[Q] - Should I play this on PS1 or a newer version?

[A] - The newer versions are much slicker and have better graphics, as well as inventory systems (all items can be crafted on the fly, even ones that require a cauldron). It also seems a mite easier and some things, like dialogue and scenes, are out of order because of it. I'd suggest doing the most available option, I guess.

[Q] - I can't give Ipouky the eye ointment!

[A] - Make sure to "examine" him in the dialogue first.

[Q] - When I left Hetep's house, the donkey moved. What does that mean?

[A] - Nothing, to my knowledge. It's odd, though...

[Q] - I have all six items for the remedy, but Tifet says I'm missing one!

[A] - Don't forget to get the beer at the tavern! If the walkthrough's done start to finish, it's the last one collected. This can go for any other item too, I suppose.

[Q] - How do I avoid guards at the governor's palace?

[A] - The guard only walks down one corridor-- the one connecting directly to the bedroom. (This is where Tifet and him had a drink earlier.) By standing by an entrance without going in, players can watch the guard on his rounds and bypass him that way. This is doable in the ballroom and bedroom, but only if standing as close as possible. The guard won't turn and see Tifet as long as she's not in plain sight.

IV. UPDATES & CONTRIBUTORS

[UPDT]

5-11-2017 -----+ Started walkthrough
5-12-2017 -----+ Finished walkthrough

THANKS TO...

- Sailor/Ceej, for hostin' my stuff
- The Nubian, for injecting a bit of humor into an often dry game

V. LEGALITY

[LGLT]

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I GET UP AROUND
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OF BED AROUND NINE

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