

# THE SANDS OF EGYPT™

**Data**soft Inc.®  
COMPUTER SOFTWARE

9421 Winnetka Avenue  
Chatsworth, CA 91311

## THE SANDS OF EGYPT™

An Adventure for the ATAR!® 400/800

Requires a Disk Drive and 16K

### WHAT IS A COMPUTER ADVENTURE?

A computer adventure enables you to be a modern-day explorer. Armed with your computer, you are not quite sure of your destination or goal. You also have no obvious means of getting there. Through the keyboard, you explore until you find aids and clues that can help you piece the puzzle together. You discover the answers. Starting slow, you'll build up momentum as you learn what works and what doesn't (it's a good idea to keep a log). Try all combinations, seek out patterns, and most of all — develop a method! Most adventures give text and clues (THE SANDS OF EGYPT adds animated pictures with HI-RES graphics) — you move through the adventure by typing in one or two word phrases. A computer adventure is a video "treasure hunt."

### INTRODUCTION to THE SANDS OF EGYPT

In this Computer Adventure, you assume the role of Lord Charles Buckingham III, a famous British explorer and archeologist. As the Adventure opens, you are hopelessly lost in the Egyptian desert after an attack by nomads on your archeology party. Left to wander the desert alone, you carry nothing but a compass.

One of your immediate problems is to find some water. Of course, since you are a **civilized** explorer, you must also find a suitable container!

Once you deal with your thirst, you can continue with your original mission: **The search for the lost pyramid**. You are to find your way into the pyramid, discover the secret treasure room, and return to civilization with this knowledge.

### TO START

Make sure your computer is turned off. Turn on the power to your T.V. and disk drive #1. Wait for the red "drive busy" light to turn off. Insert the diskette and close the disk drive door. Now turn on the computer. The program will load and run automatically.

You will be using the computer's keyboard to enter commands. A joystick is not required.

### TECHNIQUE

After loading THE SANDS OF EGYPT, you will notice that the screen is divided into two parts: The top half contains a picture of your current location, and the bottom half contains a text display. Each time you move to a new location the text page will tell you:

**Where you are ("You are lost in the desert")**

**What you see (You see: "sand")**

**Where you can go (See explanation of compass below)**

The first thing any good explorer does is draw a map. This map will probably be the difference between success and failure. There is a compass on the right side of the screen. This compass will tell you which of the six directions you may travel in. These are:

<input type="checkbox"/> N	North	<input type="checkbox"/> W	West
<input type="checkbox"/> S	South	<input type="checkbox"/> U	Up
<input type="checkbox"/> E	East	<input type="checkbox"/> D	Down

If one of these six letters is shown on the compass, then you may move in that particular direction. If a direction is NOT displayed on the compass, then you may NOT move in that direction.

The compass is not the only clue to movement, however. If you see something interesting in the picture, or read something intriguing in the text, you can always

attempt to GO there. (Type GO PYRAMID, for instance.) Doing this may reveal hidden clues or simply clarify a situation. THE SANDS OF EGYPT has a vocabulary of over 100 words. Experiment!

In making your map (hint), keep in mind that the Egyptian desert is a very deceptive place. Sometimes you may find yourself wandering in circles; at other times you may be unable to retrace your steps. PRESS ON! There are two (2) tricks you can use to learn your way around the desert. The first is a standard Adventurer's technique and the second can only be used in this particular adventure, THE SANDS OF EGYPT.

**ONE)** The first method (pioneered by a pair of children named Hansel and Gretel) consists of first dropping an object, then moving and being observant. (Ah! Ha! You must have collected some "objects" along the way.) If the object is not present, see if retracing your steps brings you back to the place where you dropped the object. If you left by moving EAST, try returning by moving WEST. If it does bring you back, add the information to your map. If not, try to find your way back to the object by following a different route. When you succeed, update your map.

**TWO)** The second method involves the special nature of the HELP command in this Adventure. Most adventures which allow the word HELP either give clues in just a few places, or always give the same clue (such as: TRY EXAMINING THINGS). In THE SANDS OF EGYPT, you will be given a HELP in every location (thus making it an excellent idea to ask for HELP whenever you move). But there's a catch (you knew there would be): Each distinct location will provide its special HELP only once. When you ask for HELP the second time in any location (above ground — at least!) you will get the same message every time. Once you are familiar with the message, you can use the word HELP to determine if you've visited a particular place before. The HELP you get in your starting location could prove to be very valuable. Don't forget to ask!

You should also know that neither the text nor the picture will necessarily show you all the important objects around you. There are cases where something crucial will be found in the picture, but not mentioned in the text below. There are also occasions when objects will be mentioned in the text but not shown in the picture. Always check both.

Should your compass and/or visible objects scroll off the text area, you may recall them with the one-word phrase: LOOK, or simply L. (If you're a fan of abbreviations, there are several other one-letter abbreviations used in THE SANDS OF EGYPT. We leave it to you to discover them).

The objects and creatures you encounter on your adventure may be helpful, deadly, useful, or useless. You may pick up and carry these items by using the word GET followed by the name of the item (such as GET ROPE). Later, should the need arise, you may DROP any item you are carrying (such as DROP SCEPTER). To find out what you are carrying at the moment, use the one-word command: INVENTORY.

If you find a one or two word command doesn't work, restructure it until you find the appropriate phrase. Try anything and everything for you're probably getting thirsty again!

If you wish to save a game in progress, type SAVE. The computer will ask you for a number from 1 to 9. Later, when you're rested up and ready to hit the SANDS, type LOAD. When the computer asks for a number, type the number you used when saving the game.

When you finally do complete THE SANDS OF EGYPT, you will be told your score. This is the number of moves you have made along your journey. For the true Adventure Fanatic, this is where the real challenge begins — to solve the adventure in as few moves as possible. (For reference, the author's best score is 101.)

To say more would only spoil the joy of discovery, so dive into THE SANDS OF EGYPT, and enjoy.

(Remember to ask for HELP in your starting location.)

## LIMITED WARRANTY

This software product and the attached instructional materials are sold "AS IS," without warranty as to their performance. The entire risk as to the quality and performance of the computer software program is assumed by the user. The user, and not the manufacturer, distributor or retailer assumes the entire cost of all necessary service or repair to the computer software program.

However, to the original purchaser only, DATASOFT warrants that the medium on which the program is recorded will be free from defects in materials and faulty workmanship under normal use and service for a period of ninety (90) days from the date of purchase. If during this period a defect in the medium should occur, the medium may be returned to DATASOFT or to an authorized DATASOFT dealer, and DATASOFT will replace or repair the medium at DATASOFT'S option without charge to you. Your sole and exclusive remedy in the event of a defect is expressly limited to replacement or repair of the medium as provided above. To provide proof that you are the original purchaser, please complete and mail the enclosed Owner Warranty Card to DATASOFT.

If failure of the medium, in the judgment of DATASOFT, resulted from accident, abuse or misapplication of the medium, then DATASOFT shall have no responsibility to replace or repair the medium under the terms of this warranty.

The above warranties for goods are in lieu of all other express warranties and no implied warranties or merchantability and fitness for a particular purpose or any other warranty obligation on the part of DATASOFT shall last longer than ninety (90) days. Some states do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you. In no event shall DATASOFT or anyone else who has been involved in the creation and production of this computer software program be liable for indirect, special, or consequential damages, such as, but not limited to, loss of anticipated profits or benefits resulting from the use of this program, or arising out of any breach of this warranty. Some states do not allow the exclusion or limitation of incidental or consequential damages so the above limitation may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

The user of this product shall be entitled to use the product for his/her own use, but shall not be entitled to sell or transfer reproductions of the product or instructional materials to other parties in any way.

**Data**soft Inc.<sup>®</sup>  
COMPUTER SOFTWARE

9421 Winnetka Avenue  
Chatsworth, CA 91311

Datasoft<sup>®</sup> Is A Registered Trademark of Datasoft Inc.<sup>®</sup>  
Cover Artwork Copyright 1982 by Chris Dellorco

All Rights  
Reserved

Printed in  
U.S.A.