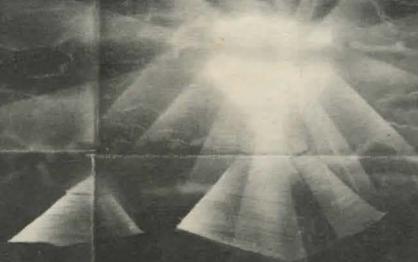


# THE SANDS OF EGYPT



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

# SANDS OF EGYPT™

## REQUIREMENTS

- Apple® II/II plus/II e Computer (48K)
- Disk II or compatible disk drive
- TV or video monitor

## GETTING STARTED

**DISKETTE LOADING** Turn off your computer. Turn on the power to your TV or monitor. Insert the SANDS OF EGYPT™ diskette with the label side facing up in drive #1 and close the drive door. Turn on the computer. The title page will appear on your screen, followed by the first step of your journey.

## STRATEGY

The sand that only moments ago swirled gently around your ankles is suddenly pelting forcefully at your face. The once-soft mist of sand becomes nature's weapons — sharp pieces of grit that pierce your skin. You clamp your eyes and struggle to stay on your feet, despairing that you will ever again see the rest of your party.

The wind dies down just as you come to the edge of the camp. Your fellow explorers are being attacked by nomads and you run toward them, but as you open your mouth to scream, it fills with sand. By the time you reach the remains of your camp, the nomads are gone — and so is everything else! The food, the equipment, the lives of your colleagues — all gone!

For days you wander aimlessly in the desert. In your weakened state, a tremendous gust of wind knocks you off your feet and you are knocked unconscious. When you awaken, your instinctive determination reasserts itself. You remember that you are Lord Charles Buckingham III — *the* Lord Charles Buckingham III — world renowned archeologist, descended from a long line of successful and civilized explorers. And you remember that you have a mission — and you have your reputation to protect!

You announced to the world that research of your ancestors' notes shows conclusively that somewhere in the vast Egyptian desert is a pyramid filled with treasures and answers to age-old questions. Now you must find that pyramid and return to civilization with proof of its existence, and perhaps enough treasures to finance a return trip. You must fulfill this destiny! But . . . **YOU ARE LOST!**

You are surrounded by nothing but sand. And you are thirsty — very thirsty. As a civilized explorer, you must find some water and, of course, something suitable from which to drink it. Only then can you begin your true search.

The only aids you have at your disposal are a compass and a computer.

The computer will tell you where you are, what you see, and where you can go. You can give it one- or two-word commands, such as GET ROPE to pick up one should you find it, DROP SCEPTER if you have one and no longer want to carry it, or LOOK CAMEL when you want

to know if there's something special about it, whether you actually see the camel or your computer tells you it is there. (LOOK as a one-word command will reprint your location and surrounding environment.)

Your compass will tell you which of the six directions are possible for travel. Tell your computer to take you N (NORTH), S (SOUTH), E (EAST), W (WEST), U (UP), or D (DOWN). (You might be able to discover other one-letter abbreviations your computer can decipher.) INVE (INVENTORY) will tell you what objects you have in your possession.

If you ask for HELP, the computer will give you a meaningful clue, but only the first time you ask for it in each location.

You should keep a record or make a map, but be forewarned — the Egyptian desert is deceptive. You can find yourself wandering in circles and be unable to retrace your steps. Be persistent; there are tricks you can learn to assist you. For instance, if you are able to collect objects, drop one somewhere and try to find it again. This can help you know your location and update your map.

If you need to rest from your journey, you can do so by typing SAVE into your computer followed by a number from 1 to 9. When you are rested and ready to continue your trek across the sands, type LOAD, and your computer will ask for a number. Type the number you used before your rest and you will be taken to your last location and will be given everything you had in your possession at the time.

Persevere, brave fellow — you are a Buckingham! Persevere — or perish in the sands of Egypt!

## HINTS

If you see something interesting in the picture, or read something intriguing in the text, you can always GO there.

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 also prove to be very valuable.

Important objects are not always found in both the text and picture; sometimes it will be in only one or the other, so it is wise to check both.

## IF YOU SURVIVE

Your computer will tell you how many moves you made along your journey. Can you do better on your return trip? (According to your research, one of your ancestors made the journey in 101 movements.)

## CREDITS

SANDS OF EGYPT™ by James Garon

Special effects: Ralph Burris

Game programming: Brian Mountford

Documentation: Laurel Belkin

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# SANDS OF EGYPT™

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Soft swirls of sand lap at your ankles as you gaze across the barren desert that is the land of the ancient pharaohs. At first, you remember only the veil of sand between you and your colleagues, and your feelings of despair as you watched a tribe of nomads destroy your camp. Now you are alone — and hopelessly lost!

Then you remember who you are and what your mission is . . . you are Lord Charles Buckingham III, famous explorer, out to find a lost pyramid and unlock the secrets of the past.

If you pass the tests of endurance and self-reliance, you'll uncover untold riches and answers to age-old questions . . . but first, you'll have to survive the blistering heat of the barren sands. You'll experience the ecstasy of a desert oasis, puzzle over ancient hieroglyphics and mystical mummies, and argue with stubborn camels. You'll encounter dangers made more treacherous by the torturing heat. But you must go on! You must risk your life to save your reputation!

Persevere, brave fellow, persevere — you are a Buckingham! You have the stuff of which legends are made.

Persevere — or perish in the sands of Egypt.

## Datasoft®

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