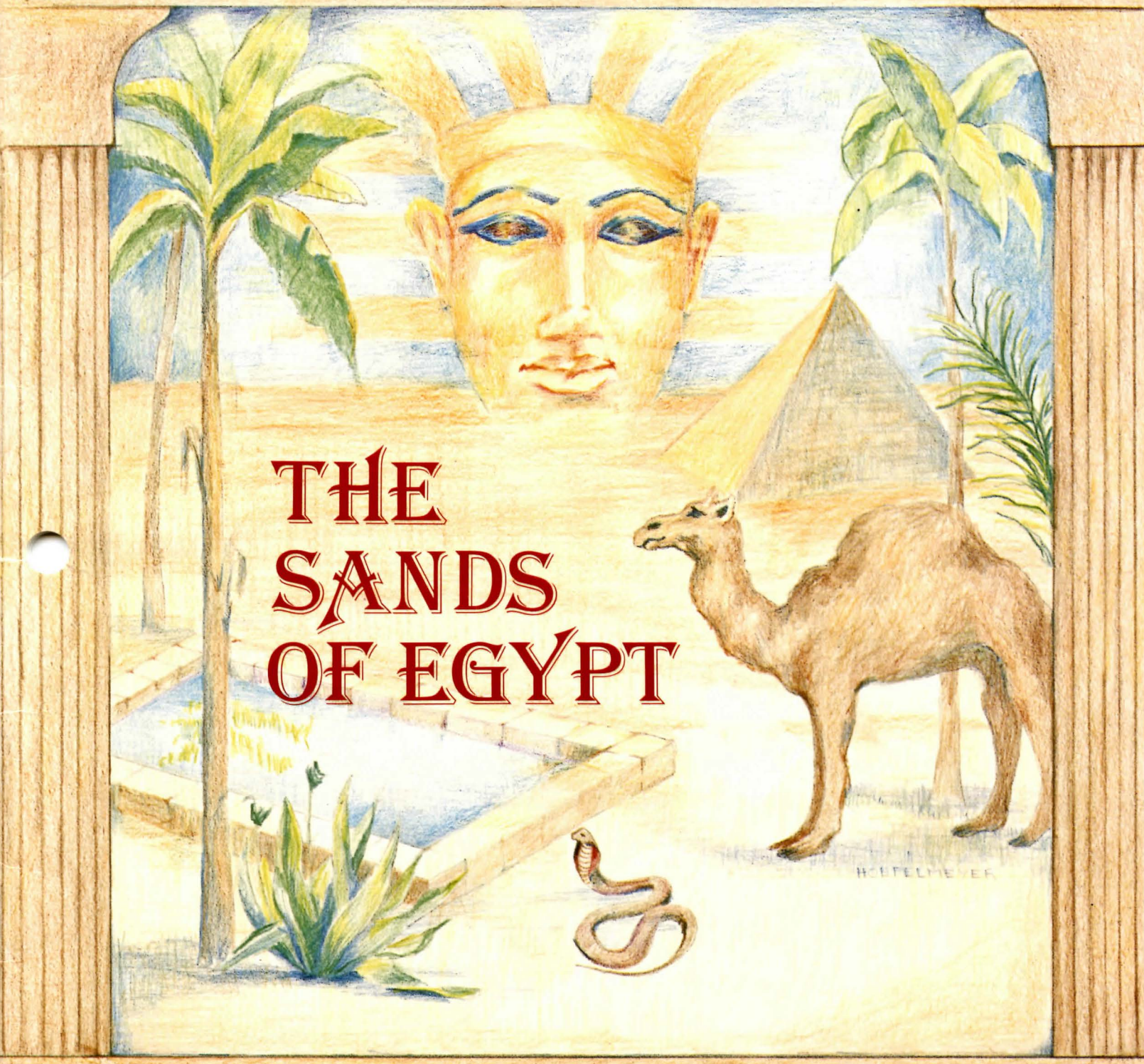
Radio Shack
TRS-80
COLOR COMPUTER

CAT. NO.
26-3290

ANIMATED ADVENTURE
COLOR COMPUTER DISK SYSTEM



# THE SANDS OF EGYPT

TERMS AND CONDITIONS OF SALE AND LICENSE OF RADIO SHACK COMPUTER EQUIPMENT AND SOFTWARE PURCHASED FROM A RADIO SHACK COMPANY-OWNED COMPUTER CENTER, RETAIL STORE OR FROM A RADIO SHACK FRANCHISEE OR DEALER AT ITS AUTHORIZED LOCATION

# LIMITED WARRANTY

## I. CUSTOMER OBLIGATIONS

A. CUSTOMER assumes full responsibility that this Radio Shack computer hardware purchased (the "Equipment"), and any copies of Radio Shack software included with the Equipment or licensed separately (the "Software") meets the specifications, capacity, capabilities, versatility, and other requirements of CUSTOMER.

B. CUSTOMER assumes full responsibility for the condition and effectiveness of the operating environment in which the Equipment and Software are to function, and for its installation.

## II. RADIO SHACK LIMITED WARRANTIES AND CONDITIONS OF SALE

A. For a period of ninety (90) calendar days from the date of the Radio Shack sales document received upon purchase of the Equipment, RADIO SHACK warrants to the original CUSTOMER that the Equipment and the medium upon which the Software is stored is free from manufacturing defects. THIS WARRANTY IS ONLY APPLICABLE TO PURCHASES OF RADIO SHACK EQUIPMENT BY THE ORIGINAL CUSTOMER FROM RADIO SHACK COMPANY-OWNED COMPUTER CENTERS, RETAIL STORES AND FROM RADIO SHACK FRANCHISEES AND DEALERS AT ITS AUTHORIZED LOCATION. The warranty is void if the Equipment's case or cabinet has been opened, or if the Equipment or Software has been subjected to improper or abnormal use. If a manufacturing defect is discovered during the stated warranty period, the defective Equipment must be returned to a Radio Shack Computer Center, a Radio Shack retail store, participating Radio Shack franchisee or Radio Shack dealer for repair, along with a copy of the sales document or lease agreement. The original CUSTOMER'S sole and exclusive remedy in the event of a defect is limited to the correction of the defect by repair, replacement, or refund of the purchase price, at RADIO SHACK'S election and sole expense. RADIO SHACK has no obligation to replace or repair expendable items.

B. RADIO SHACK makes no warranty as to the design, capability, capacity, or suitability for use of the Software, except as provided in this paragraph. Software is licensed on an "AS IS" basis, without warranty. The original CUSTOMER'S exclusive remedy, in the event of a Software manufacturing defect, is its repair or replacement within thirty (30) calendar days of the date of the Radio Shack sales document received upon license of the Software. The defective Software shall be returned to a Radio Shack Computer Center, a Radio Shack retail store, participating Radio Shack franchisee or Radio Shack dealer along with the sales document.

C. Except as provided herein no employee, agent, franchisee, dealer or other person is authorized to give any warranties of any nature on behalf of RADIO SHACK.

D. Except as provided herein, **RADIO SHACK MAKES NO WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE.**

E. Some states do not allow limitations on how long an implied warranty lasts, so the above limitation(s) may not apply to CUSTOMER.

## III. LIMITATION OF LIABILITY

A. EXCEPT AS PROVIDED HEREIN, RADIO SHACK SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED OR ALLEGED TO BE CAUSED DIRECTLY OR INDIRECTLY BY "EQUIPMENT" OR "SOFTWARE" SOLD, LEASED, LICENSED OR FURNISHED BY RADIO SHACK, INCLUDING, BUT NOT LIMITED TO, ANY INTERRUPTION OF SERVICE, LOSS OF BUSINESS OR ANTICIPATORY PROFITS OR CONSEQUENTIAL DAMAGES RESULTING FROM THE USE OR OPERATION OF THE "EQUIPMENT" OR "SOFTWARE". IN NO EVENT SHALL RADIO SHACK BE LIABLE FOR LOSS OF PROFITS, OR ANY INDIRECT, SPECIAL, OR CONSEQUENTIAL DAMAGES ARISING OUT OF ANY BREACH OF THIS WARRANTY OR IN ANY MANNER ARISING OUT OF OR CONNECTED WITH THE SALE, LEASE, LICENSE, USE OR ANTICIPATED USE OF THE "EQUIPMENT" OR "SOFTWARE".

NOTWITHSTANDING THE ABOVE LIMITATIONS AND WARRANTIES, RADIO SHACK'S LIABILITY HEREUNDER FOR DAMAGES INCURRED BY CUSTOMER OR OTHERS SHALL NOT EXCEED THE AMOUNT PAID BY CUSTOMER FOR THE PARTICULAR "EQUIPMENT" OR "SOFTWARE" INVOLVED.

B. RADIO SHACK shall not be liable for any damages caused by delay in delivering or furnishing Equipment and/or Software.

C. No action arising out of any claimed breach of this Warranty or transactions under this Warranty may be brought more than two (2) years after the cause of action has accrued or more than four (4) years after the date of the Radio Shack sales document for the Equipment or Software, whichever first occurs.

D. Some states do not allow the limitation or exclusion of incidental or consequential damages, so the above limitation(s) or exclusion(s) may not apply to CUSTOMER.

## IV. RADIO SHACK SOFTWARE LICENSE

RADIO SHACK grants to CUSTOMER a non-exclusive, paid-up license to use the RADIO SHACK Software on **one** computer, subject to the following provisions:

A. Except as otherwise provided in this Software License, applicable copyright laws shall apply to the Software.

B. Title to the medium on which the Software is recorded (cassette and/or diskette) or stored (ROM) is transferred to CUSTOMER, but not title to the Software.

C. CUSTOMER may use Software on one host computer and access that Software through one or more terminals if the Software permits this function.

D. CUSTOMER shall not use, make, manufacture, or reproduce copies of Software except for use on **one** computer and as is specifically provided in this Software License. Customer is expressly prohibited from disassembling the Software.

E. CUSTOMER is permitted to make additional copies of the Software **only** for backup or archival purposes or if additional copies are required in the operation of **one** computer with the Software, but only to the extent the Software allows a backup copy to be made. However, for TRSDOS Software, CUSTOMER is permitted to make a limited number of additional copies for CUSTOMER'S own use.

F. CUSTOMER may resell or distribute unmodified copies of the Software provided CUSTOMER has purchased one copy of the Software for each one sold or distributed. The provisions of this Software License shall also be applicable to third parties receiving copies of the Software from CUSTOMER.

G. All copyright notices shall be retained on all copies of the Software.

## V. APPLICABILITY OF WARRANTY

A. The terms and conditions of this Warranty are applicable as between RADIO SHACK and CUSTOMER to either a sale of the Equipment and/or Software License to CUSTOMER or to a transaction whereby RADIO SHACK sells or conveys such Equipment to a third party for lease to CUSTOMER.

B. The limitations of liability and Warranty provisions herein shall inure to the benefit of RADIO SHACK, the author, owner and/or licensor of the Software and any manufacturer of the Equipment sold by RADIO SHACK.

## VI. STATE LAW RIGHTS

The warranties granted herein give the **original** CUSTOMER specific legal rights, and the **original** CUSTOMER may have other rights which vary from state to state.

# The Sands of Egypt™

Radio Shack®
A DIVISION OF TANDY CORPORATION
FORT WORTH, TEXAS 76102

The Sands of Egypt Program
©1982, Datasoft Corporation,
Licensed to Tandy Corporation,
All Rights Reserved.

The Sands of Egypt Program Manual
©1982, Tandy Corporation,
All Rights Reserved.

Reproduction or use, without express written permission from Tandy Corporation, of any portion of this manual is prohibited. While reasonable efforts have been taken in the preparation of this manual to assure its accuracy, Tandy Corporation assumes no liability resulting from any errors or omissions in this manual, or from the use of the information contained herein.

Please refer to the Software License on the inside front cover of this manual for limitations on use and reproduction of this Software package.

10 9 8 7 6 5 4 3 2 1

September 30, 1893

Dearest Vicky,

After a perilous journey through the Sahara, I have at last located the Tomb of Ra. For fear of this correspondence falling into the wrong hands, the exact location of the treasure cannot be disclosed in this letter.

The expedition began in an orderly fashion. However, several days of digging in the extreme heat led to a series of disagreements among the team of archeologists. As the leader of the expedition, I attempted to maintain order but the other members refused to accept my helpful guidance. Being the author of nineteen critically acclaimed etiquette books, I was diligent in trying to teach the others proper digging methods and the proper way to keep their khakis starched.

However, they became increasingly disrespectful - refusing to starch their khakis and have high tea on schedule. As a result of their impudence, I was forced to remove some of their privileges.

The fifth evening, I grew weary of arguing and retired to my tent for the night. The next morning, I awoke to find that they had abandoned me in the middle of the desert with no water, shelter or kippers! It was highly irregular. Personally, I hope they were eaten by cobras and scorpions.

HOTEL de MECCA
CAIRO, EGYPT

Fortunately, while ransacking my tent, they overlooked my compass which was in the left pocket of my khakis. I always sleep in my khakis, which I consider proper behavior. Using my compass, I was able to overcome the unfavorable meteorological conditions, find the Tomb of Ra, make my way back to the Nile, and then have a brief respite in Cairo.

I am looking forward to returning to Oxford. The treasure has been claimed in the name of the Empire!

Respectfully yours,
Sir Percy
xxx

Sir Percivale Brighton Snobworthy
c/o Hotel de Mecca
Cairo, Egypt

Her Royal Majesty Queen Victoria
Buckingham Palace
London, England

## Introduction

Tandy Corporation presents this new adventure featuring animated color graphics. As you attempt to overcome the scorching elements of the desert, you will see the blue sky and moving clouds overhead, the towering cliffs, the ancient pyramids, and other objects along the way.

The object of the game is to find the treasure in as few moves as possible and escape as Sir Percy did in 1893. You can claim the treasure in the name of your homeland, or if you prefer, harbor the secrets of the desert for your own profit. The papyrus in your hands is a gift from those that know the secrets of the ancient tomb.

## Required Equipment

To start this adventure, you need the following:

- A TRS-80 Color Computer with a minimum of 16K memory and Extended Color BASIC.
- A Color Computer Disk Drive with Controller and Cable (26-3022).
- Optional map-making equipment (paper and pencil).

**Note:** Two Program diskettes of The Sands of Egypt are included in this package. Neither of these diskettes responds to backup procedures. Attempts to backup these diskettes could result in damage to the program.

## Setting Up

1. Make sure that the disk system is properly connected to the computer. Consult your Owners Manual for instructions.

2. Turn on the TV, Computer, and Disk Drive.

**The screen should show:**

```
DISK EXTENDED COLOR BASIC v.r.
COPYRIGHT (C) 198x BY TANDY
UNDER LICENSE FROM MICROSOFT

OK
```

(v.r. stands for version release and specifies which version of Disk Extended Color BASIC you have.)

If you do not see this copyright message, turn off the computer, check your connections, and power up again.

3. To load the program, insert The Sands of Egypt Program diskette into the Disk Drive and close the drive door.

4. If you have Disk Extended Color BASIC 1.1, type [D][O][S][ENTER]. If you have Disk Extended Color BASIC 1.0, type [R][U][N][″] [E][G][Y][P][T][″][ENTER].

After the program loads, the screen shows:

The Sands of Egypt
Copyright (C) 1982
Datasoft, Inc.
Licensed to Tandy Corp.

* * * C O L O R  T E S T * * *

This box should be blue – – → □
This box should be red – – – → □

Press <ENTER> if the colors are
correct, or <RESET> if reversed.

Check the boxes shown and if the colors are correct, press (ENTER) to begin your adventure.

If the colors are reversed, press the RESET button at the rear of the computer until the colors are correct. Then, press (ENTER) and the screen shows the game's title, followed by your position in the desert.

The screen is divided into two parts. The upper half contains a picture of your current location. The bottom half contains an explanation of your situation. At the starting point, you are lost in the desert and you see sand. At any given point in the game you should read the descriptions and also watch the visual display at the upper portion of the screen. Your compass directional choices (lower right on the screen) are North, East, South, and West.

The cursor is to the right of Well?--waiting for you to enter a response.

## Choosing Directions

There are six possible directions: North, East, South, West, Up, or Down. Not all of these directions are possible all of the time. The compass tells you the directions you can go. Consult it each time you change positions to find out which directions are permissible.

For your choice, you can type the first letter of the direction and then press (ENTER). For example, to go North, type (N)(ENTER). Or, if you dislike abbreviations, you can type (G)(O), the direction and press (ENTER). For example, (G)(O)( )(S)(O)(U)(T)(H)(ENTER).

**Note:** The program also responds to lowercase characters. Press (SHIFT)(Ø) and you can type in lowercase. Press (SHIFT)(Ø) to return to uppercase.

## Using Commands

The ancient prophet and architect of the Tomb of Ra, Au Tin Lis Ten once said, "To survive in the desert, one must not let HELP escape him."

This adventure has an extensive vocabulary. It may take some experimentation to discover the correct command to use in certain situations.

Often you must enter a command consisting of a verb and a noun. Insert a space between each command word. There are times when the verb and noun command is followed by another question such as, How? In this case, you must answer the subsequent question with a two-word command.

The computer only reads the first four letters of each word you type. Therefore, typing the first four letters of each word of a command suffices.

## Obtaining Objects

You will encounter various objects along the way. Some are useful and some are not. To determine which objects you are carrying at any given moment, take an inventory by typing [I][N][V][E][ENTER].

You are told when you are thirsty. Throughout this adventure, you will need to take "water" breaks.

## Making a Map

To avoid wandering in circles, you might want to make a map. When making a map, always remember that the desert is a very deceptive place. Make notes of the surroundings for each move you make. Eventually, you should end up going the right way.

## Scoring

Your score consists of the number of moves you make. An Inventory or a typographical error is not added as a "move." After you complete the adventure, you are told your score.

During the game, you can type [S][C][O][R][E][ENTER] to evaluate your current score. Asking for this does not change your score.

## Saving Games

You can save up to nine games on one diskette. Save a game in progress by using the following steps:

1. Type (S)(A)(V)(E)(ENTER).

2. Enter a number from one to nine.

Then, either leave the computer on, or remove the diskette and turn the equipment off.

**Note:** You cannot save a game if the diskette is Write Protected.

## Quitting

To leave you in a very optimistic mood, we'll discuss your alternatives when you quit. You can quit, leave the computer on, and immediately start a new game. Or, you can exit the program and turn the equipment off.

When you type (Q)(U)(I)(T)(ENTER), you are asked:

Are you sure you want to quit?

Type (N)(ENTER) and you can resume playing the same game. Type (Y)(ENTER) and you are asked:

Care to try again?

Type (Y)(ENTER) to start a new session. Type (N)(ENTER) to exit the program. After exiting the program, make sure that you remove The Sands of Egypt diskette from the Disk Drive before turning the equipment off.

## Reloading a Saved Game

Because of the options you have when quitting, there are two possible methods of reloading a saved game.

1. If you did not exit the program after saving the game:

   Type (L)(O)(A)(D)(ENTER).

   Enter the number of the saved game you wish to reload. The program should reload and be at the point at which you saved that game.

2. If you exited the program after saving a game:

   Reload the game as explained in steps 3 and 4 of "Setting Up" on page 2.

   Type (L)(O)(A)(D)(ENTER).

   Enter the number of the saved game you wish to reload. The program should reload and be at the point at which you saved that game.

To become an accomplished adventurer, use observation, imagination, and common sense.

Cheerio!

**RADIO SHACK, A DIVISION OF TANDY CORPORATION**

**U.S.A.: FORT WORTH, TEXAS 76102**
**CANADA: BARRIE, ONTARIO L4M 4W5**

**TANDY CORPORATION**

| AUSTRALIA | BELGIUM | U. K. |
|---|---|---|
| 280-316 VICTORIA ROAD<br>RYDALMERE, N.S.W. 2116 | PARC INDUSTRIEL DE NANINNE<br>5140 NANINNE | BILSTON ROAD WEDNESBURY<br>WEST MIDLANDS WS10 7JN |

1082

**Printed in USA**