

# THE SANDS OF EGYPT

**Company:** Datamost

**Suggested Retail:** \$29.95

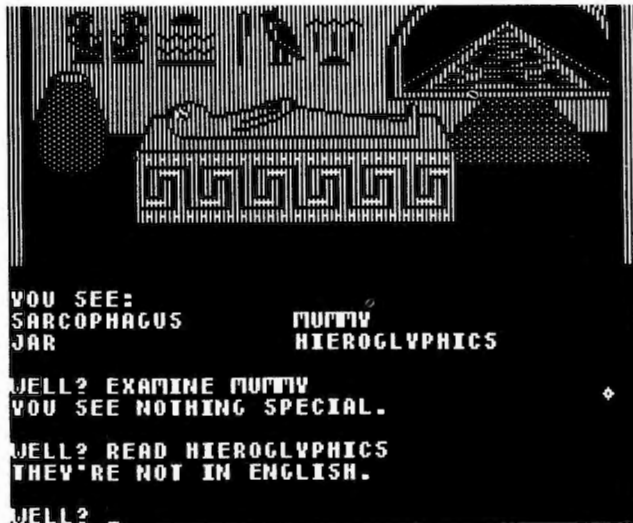
**Type:** A Hi-Res adventure with color graphics and animation.

**Description:**

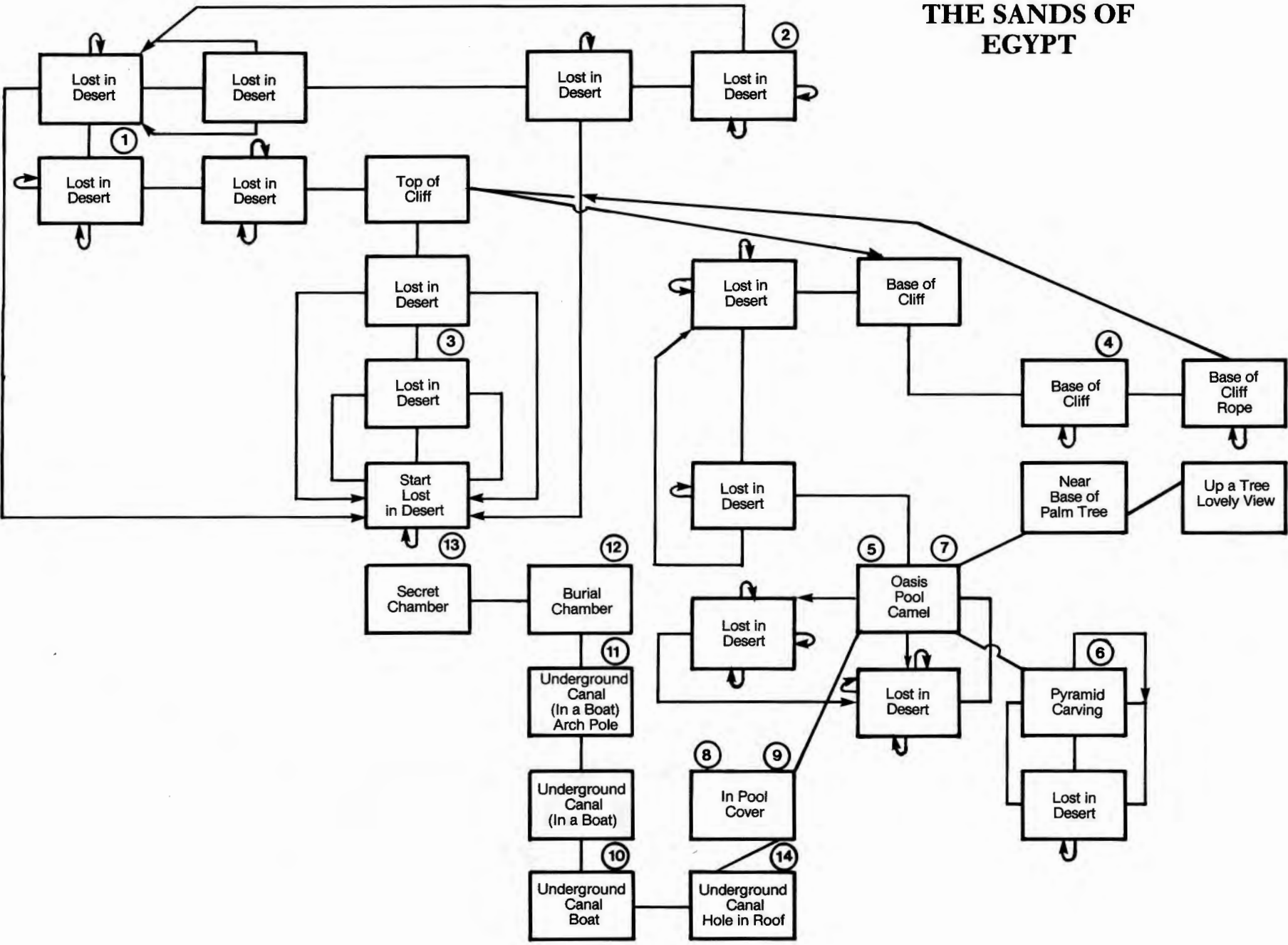
You are a world famous archaeologist, now lost in the desert, near what you believe to be a hidden burial chamber. Thirst be damned! You have a reputation to uphold, so it's on to the hoped-for treasure.

**Playability:**

Some nicely animated graphics and fast color fill. For the most part, however, the graphics are just average. An amusing internal (H)elp message comes in handy. The puzzles aren't tough once you understand the sand maze, which is quite well done. You can make saved-game scenarios to the program disk and call them at any time. Kids may need help with the mapping.



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1. Get Shovel. North. Kill Snake. With Shovel.
2. Take Canteen. North. If you're going for the fewest moves, Fill Canteen. Take Canteen. Otherwise, take a second trip back after you've gotten some water.
3. Dig. Get Torch.
4. Dig. Get Magnifier.
5. Drop All. Go Tree. Climb Tree. Get Dates. Down. East. East. Take Canteen. Feed Camel (need Dates). Mount Camel. Ride Camel. Dismount.
6. Climb Pyramid. Get Axe. Look Carving. Oil Scepter (need Snake Oil). Pull Scepter. Take Canteen. Empty Canteen. Do the Camel bit.
7. Fill Canteen. Take Canteen. Drink. Drop All. Take Axe. Climb Tree again. Cut and Take Fronds. Braid Fronds. (Get Rope.)
8. Enter Pool. Hook Scepter. On Handle. Pull Scepter. Unhook and Take Scepter. (To get out of Pool, Climb Steps.)
9. Light Torch. With Magnifier. Drink. Drop Canteen. Enter Drain.
10. Float Boat. Enter Boat. Paddle Boat (need Shovel) twice.
11. Tie Rope. To Boat. Tie Rope. To Pole. Go Arch.
12. Translate Hieroglyphics. Drop Scepter. On Mummy. Drop All. Take Torch. Go Crack.
13. Take Ladder. Go Crack.
14. Look to let Boat drift under the Hole in the Ceiling. Drop Ladder. Climb Ladder. Take Canteen. Drink. Climb Steps. Do the Camel bit again, and dismount to fame and riches.