

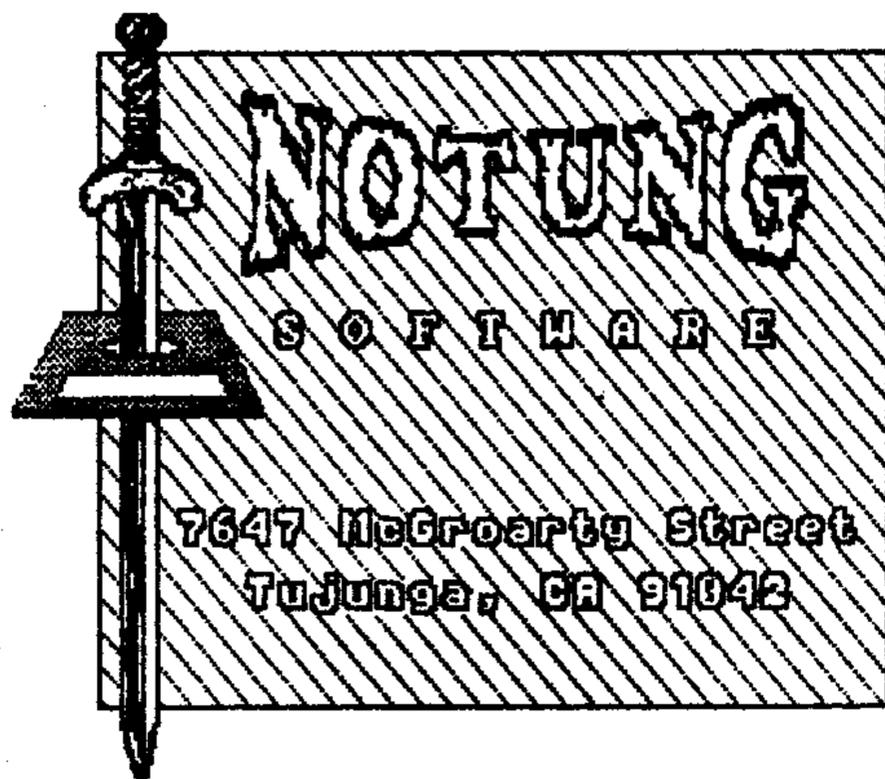
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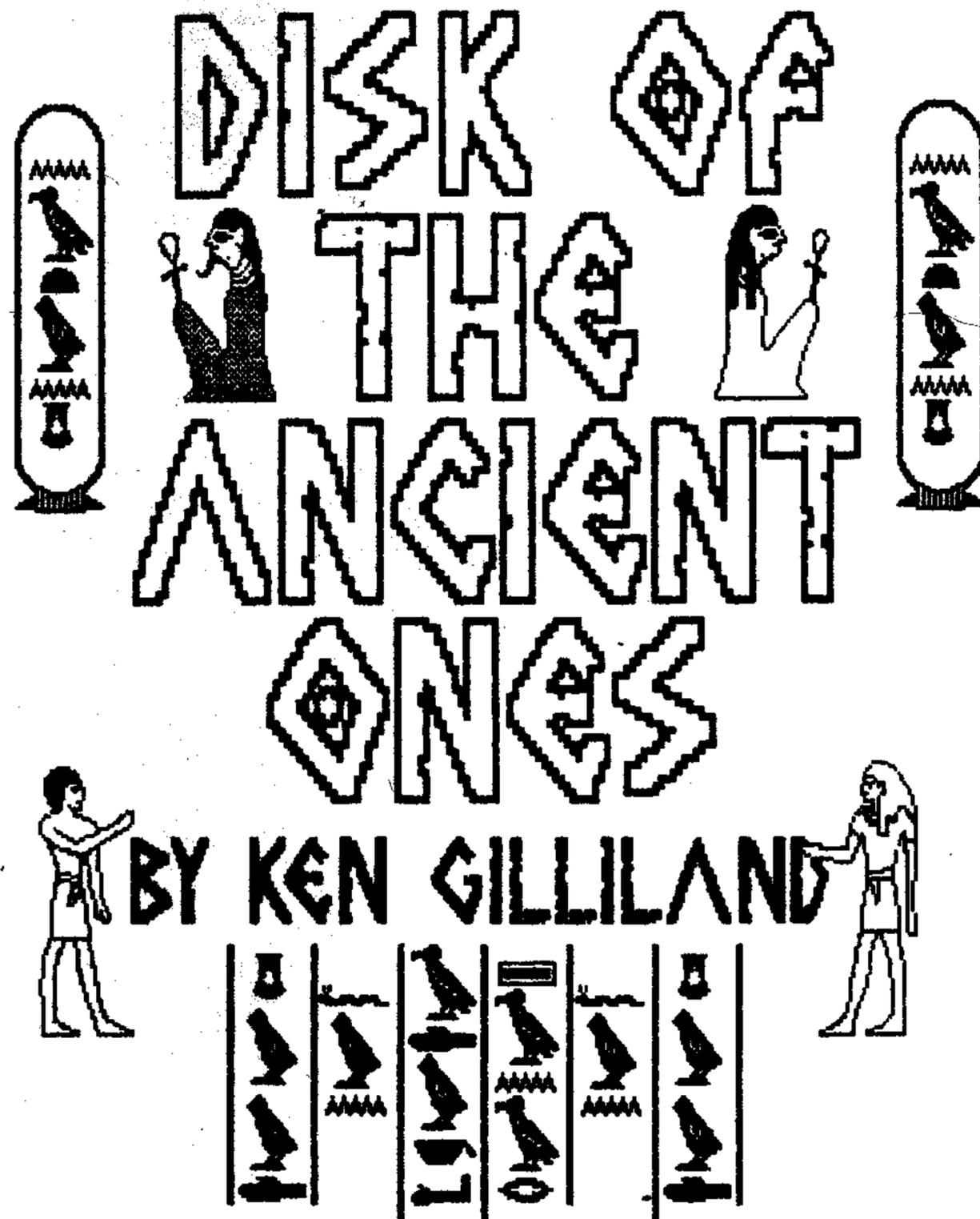
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DSKC.ROMAN04\_I

## Friends, Romans, Countrymen

**I** ALWAYS wanted to be an archaeologist. Digging up ancient history in the blistering heat! The Pyramids, the Valley of the Kings, rediscovering the lost. Wow! That was the life! Then in High School, when I found out that they were paid close to nothing, I changed my career goal to another high, eh..., uhmm, well, good paying profession,... Art. In anycase, this lost love of mine is dug up in my "Disk of the Ancient Ones."

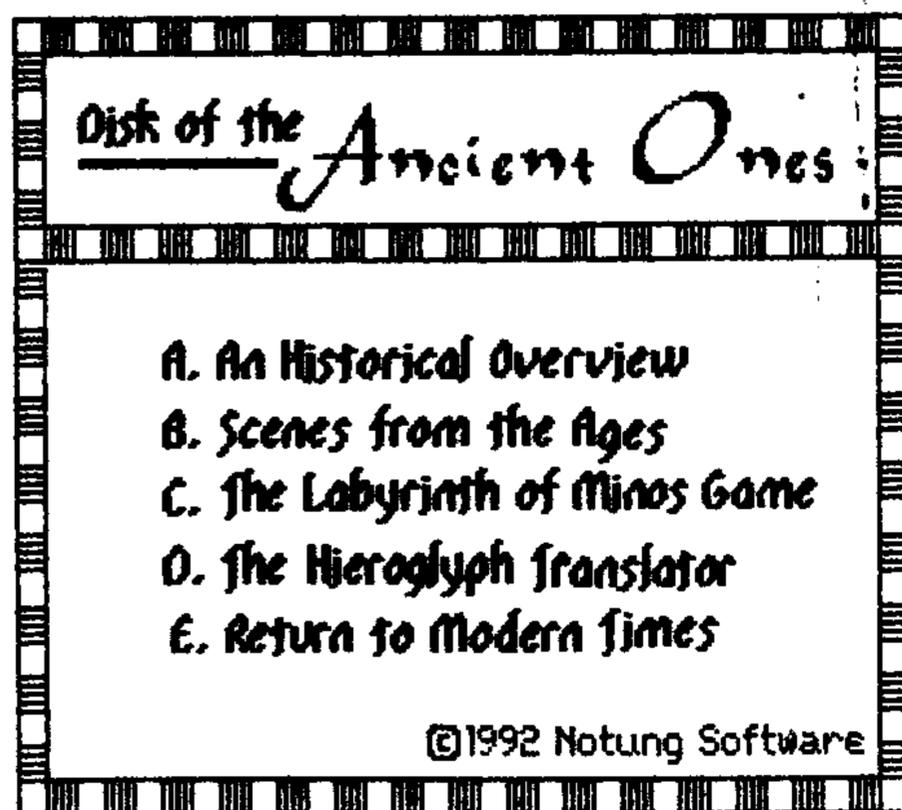
It became very apparent about halfway through this project that I was clearly over my head. I was trying to cover too much. There were AT LEAST, three packages worth of information. So I became selective. In this package you'll find a mix of history from about 5,000 B.C. to 300 A.D., with a heavy focus on the Egyptians. There are lots of 11-Artist styled graphics in PICTURE\_P, INSTANCE\_1, and SLIDE\_S formats. There is a FONT\_F that will load in 11-Artist Plus

completely. (The file must be split for earlier versions of Artist). In addition is my usual wealth of text information, a game based on the Labyrinth of King Minos and a program that translates phoenic English into Ancient Egyptian and prints it!

I know some of you will be disappointed not to find your favorite Ancient Ones in this package, but not to worry, there will be a "Disk of the Ancient Ones, Part II."

## How to Load the Programs

To load "Disk of the Ancient Ones", first put DISK "A" into your DSK1 drive. Select Extended Basic. The program will automatically load and if the Gods are with you, you should see this menu:



DSKA.MENU\_P

## Historical Overview

The Historical Overview is a set of articles (in text, VAR 80, format) about the key events in the making of Ancient Civilization. To access the Historical Overview, press the "A" key at the Menu prompt. You will then be prompted to put Disk "D" to the DSK1 drive. Once you have done so, press ENTER to the Library text reader program will load.

You will then see a default menu on the screen that allows you to select screen and character colors and font styles. Once everything is set the way you want it, press the "Y" at the "Everything acceptable?" prompt. You will then be given the selections available in the Historical Overview Section. Press the key corresponding to your choice and the file will load. Once the file is displayed, these keys will enhance your reading pleasures:

- C - Changes colors
- S - Doublespaces text
- Q - Leaves file and goes back to the Menu
- E - Scrolls the text up one line
- X - Scrolls the text down one line
- 4 - Scrolls the text down on page
- 6 - Scrolls the text up one page
- 5 - Windows the screen for 80 columns

These files may also be loaded and printed using TI-Writer or a compatible program (as a Funnelweb).

## Scenes from the Ages

The Scenes from the Ages allows you to view Artist

Pictures portraying scenes from Ancient History. To access this option, press "B" at the menu. Another menu will appear allowing you to change foreground and background colors. Also, there is an option to allow a timed or key-press delay in between each picture. Once the pictures have finished their cycle, you will be returned to the Main Menu.



DSKA.GREEK07\_P

## The Labyrinth of Minos

In 1450 B.C., the regional Princes of Crete were forced under the rule of a common King who lived in the palaces of Knossos. The King's name was Minos and he constructed a palace so elaborate, many called it a Labyrinth. It was rumored that in this labyrinth walked a Minotaur-- a creature

half man and half bull.

King Minos has imprisoned you, one of the Princes of Crete, within this labyrinth, offering you freedom, if you can find a way out.

To load "Labyrinth of Minos", press the "C" key at the main menu. Once the program is loaded, you will be asked to select the joystick you wish to use. Press "FIRE" to select. The title screen and Maze Map will then be presented to you. The flashing beacon on the map is your location and the arrow at the top of the maze is the exit. To play "The Labyrinth of Minos" you will need to know several key presses. Use the chart below for easy reference:

Q = Quits Game  
M = Reveals Map  
S = Saves Game to Disk  
L = Load Old Game

↑ move forward  
← turn left | turn right →  
JOYSTICK COMMANDS

In fighting the Minotaur:

← retreat — attack → Fire = Thrust Sword  
Button

You will find that the maze is presented to you in S-D in the upper left hand corner of the screen. To right, is your status: LIFE, HOPE, TORCH and FACING. Your survival is based on two items, LIFE and HOPE. Each forward movement you make will deplete your life force. Every four, you lose some hope. If your Life or Hope fall below

ZERO, you will die. Throughout the maze, some food has been randomly placed. If you find the food, your lifeforce and hope may raise up to 25 points. Bumping into walls, finding deadends, back tracking and running into the Minotaur will dash your hope points. Facing tells you your current direction, such as "N" (North). Be sure to watch the TORCH counter, once your torch is expended, the S-D Maze window will be pitch black.

You may access the maze map as many times as you wish. However the more you use the frail map, the better are the chances of it crumbling.

To Load or Save a game, press the "L" or "S" keys. To Quit, press "Q".



DSKC.ROMAN03\_P

## The Ancient Egyptian Hieroglyph Translator

(Note: You must have a Joystick and Dot Matrix Printer to use this feature)

To use the Hieroglyph Translator, press the "D" key at the main menu. You will then be instructed to insert DISKETTE "D" into the DSK1

drive. Do so, and press any key. You may also load the Translator directly from Diskette "D" by typing RUN "DSK1.LOAD" or booting through Extended Basic. By using this method, you will be able to set the printer and joystick defaults with the program called "SETUP".

Ancient Egyptians wrote their words by two different means. The older and more primitive of the two was a form called PICTOGRAPHS. These were pictures put together into a line to form a story or sentence. As the Egyptian written language developed, they started to use a phoenetic system which in some ways is similar to our own alphabet. Picture symbols were developed to represent a sound and several pictures tied together, created a word. This is the system that the Hieroglyph Translator uses.

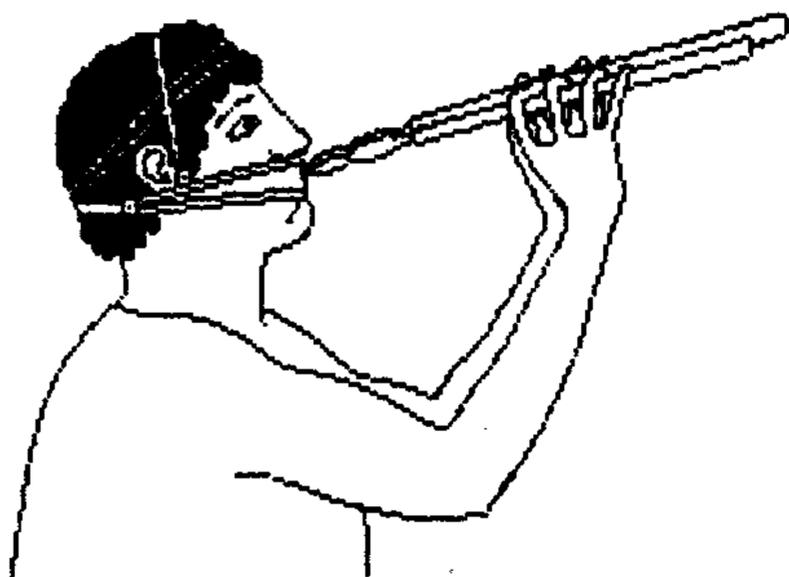
To use the Translator, move your joystick to box representing the English Alphabet letter you want to use and press FIRE. In some cases, you will be asked to further explain the phoenetic pronunciation of the letter. For example when using "O", the "O" sounds different in "hot" than "hoot". Move the dot using the joystick to the closest sounding phrase and press FIRE. Both the working English and translated Egyptian phrase will appear on the screen. You are limited to 18 characters. For longer phrases, use TI-Artist, the Hieroglyph SLIDES\_S and the Hieroglyph reference section of this manual.

By pressing FIRE in the MORE box, you'll not only get a SPACE (BAR), but a DEL (ETE one Character)

key, an ERASE key (Start Over), a PRINT key and a QUIT key. When your phrase is complete, move the joystick to the PRINT box and press FIRE. Printing the Hieroglyph translation will take some time. If the printout does not appear to be correct, run the program entitled, "SETUP" on Diskette "D". Once the phrase has been printed, the program clears the phrase boxes and restarts for the next entry. To escape, move the joystick to the QUIT box and press FIRE.

## Return to Modern Times...

Return to Modern Times returns you quickly to the TI Title Screen with a minimal amount of culture shock.



DSKC.GREEK08\_P

## Hieroglyph Reference Charts

A		at, bat about across	B		boy, ball
		able make		C	

C		nice cent	P		pet pond
CH		church	PH		pharaoh
D		delta, dime	Q		queen quick quiet
E		reed, read, Mary	R		rain, crown
		earn, over elf, bet			house, piece, cats
F		far, fort	S		ship, machine
G		girl, go	T		tel, let
		george, gentle	TH		through, both
H		Use either symbol	U		brother the
		hit, who behind			cut, gull, full utter, pull
I		bit, bite			mule, fuel
J		jam, jinx	V		video, cover
K		kite, cat	W		cow, wind, what, where
		black Chris	X		box extra
L		late, loaf	Y		you, yes crayon
M		mud crumb			Mary Yvonne
N		Nile, bone	Z		zebra, boys
O		moon, hoot open, boat soot, foot	1 = 1    ↓ = 1000    ♂ = 100000 n = 10    ⚡ = 10000    ♀ = 1000000 p = 100    ⚡ = 100000    ♂ = 10000000		
		cot Oliver bought			

DSKB.EGYPT01\_I



DSKB.EGYPT02\_I



DSKB.EGYPT03\_I

DSKB.EGYPT05\_I



DSKB.EGYPT12\_I

DSKB.EGYPT04\_I

DSKB.EGYPT07\_I



DSKB.EGYPT06\_I

DSKB.EGYPT10\_P



DSKB.EGYPT11\_I

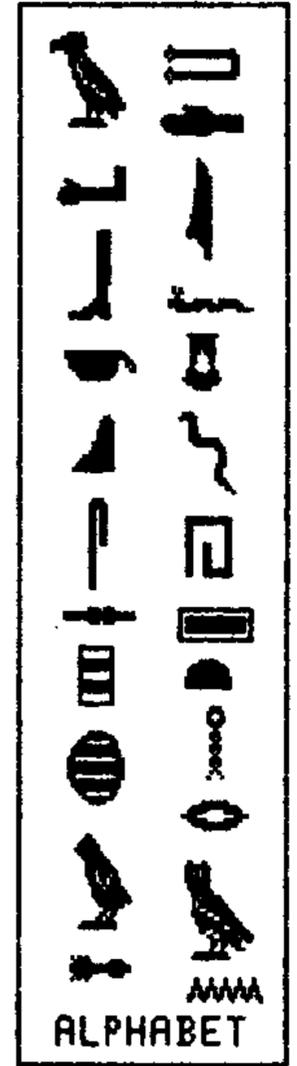
DSKB.EGYPT09\_I



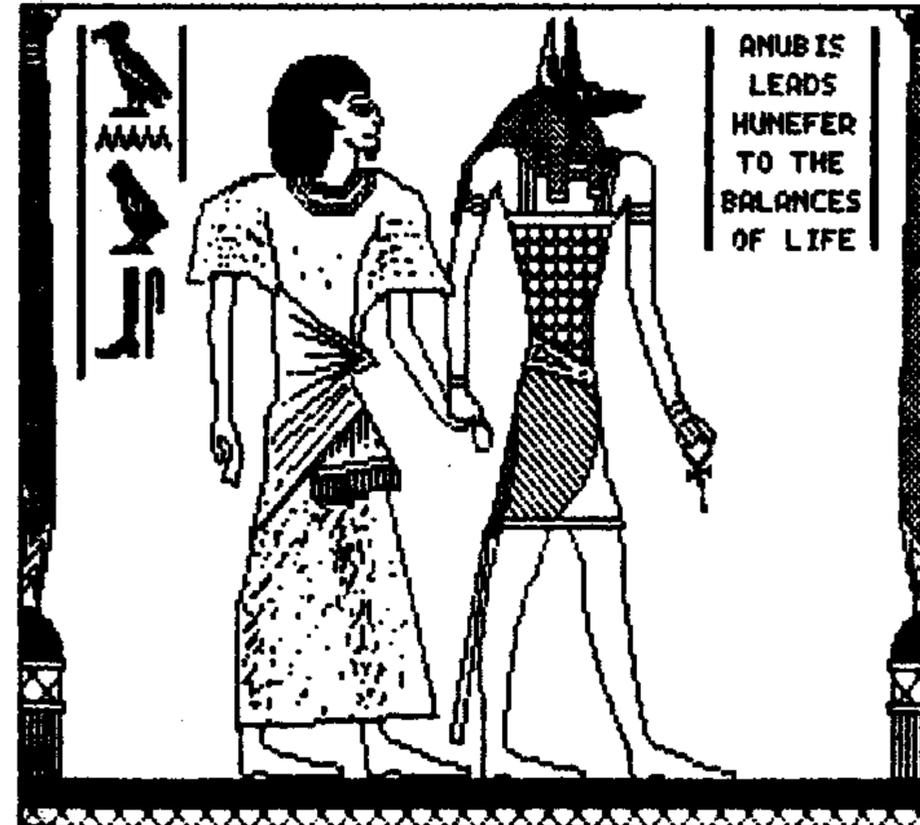
DSKB.EGYPTBR1\_P and  
DSKB.EGYPTBR1\_C

(This border can be used  
and printed in Color using  
TI-ARTIST PLUS)

DSKB.HIEROGH1\_S



ALPHABET



ANUBIS  
LEADS  
HUNEFER  
TO THE  
BALANCES  
OF LIFE

DSKB.EGYPT13\_P

DSKB.EGYPT08\_I



NUMBERS

DSKB.HIEROGH3\_S

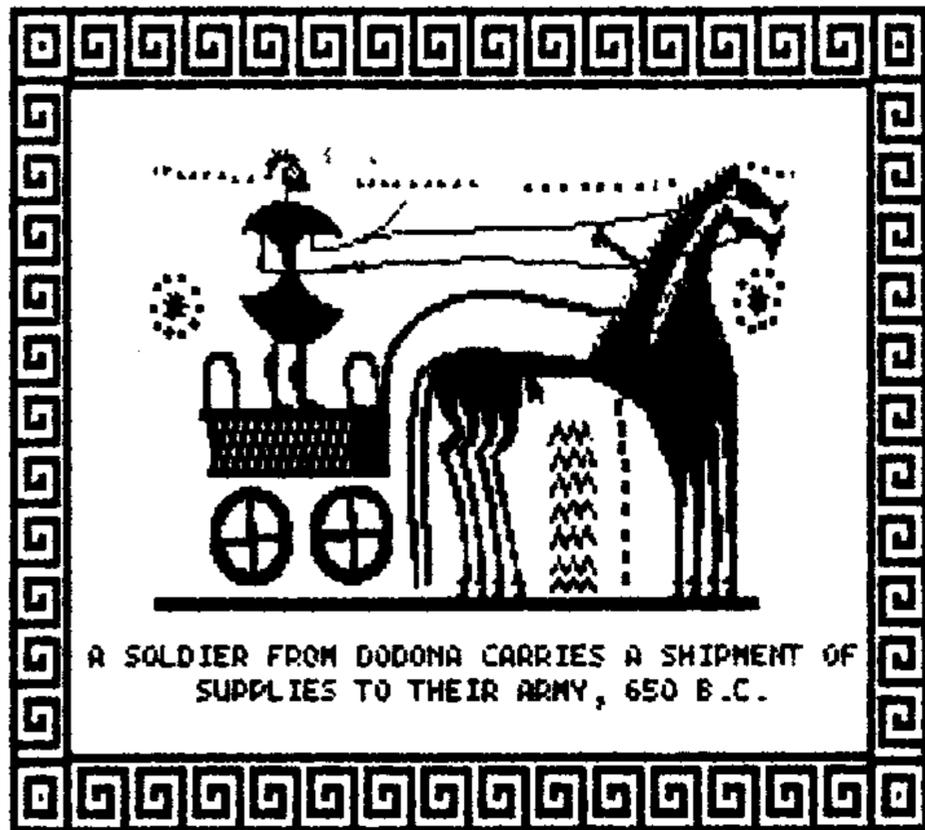


PICTO-  
GRAPHS

DSKB.HIEROGH2\_S

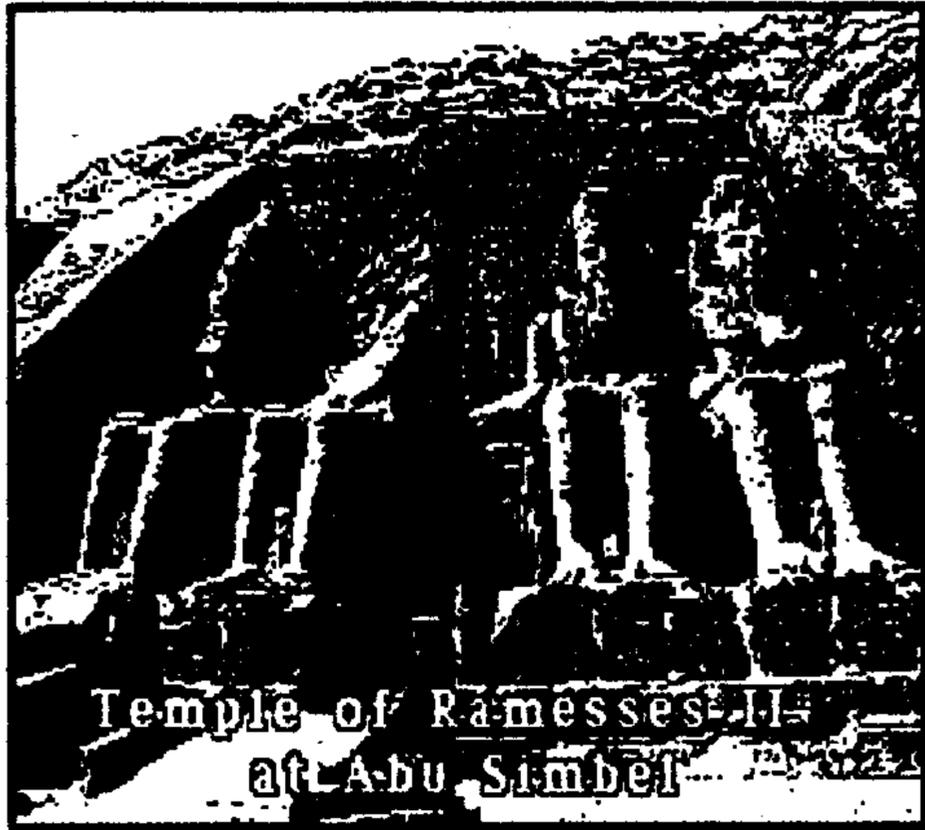


DSKB. EGYPT 18\_I



A SOLDIER FROM DODONA CARRIES A SHIPMENT OF SUPPLIES TO THEIR ARMY, 650 B.C.

DSKA. GREEK01\_P

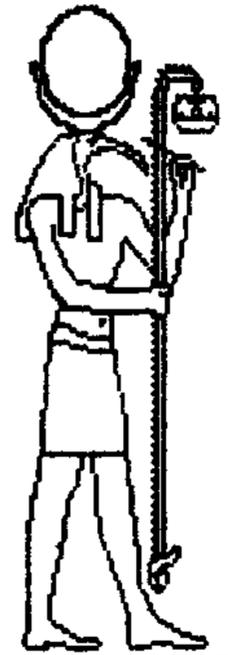


Temple of Ramesses II at Abu Simbel

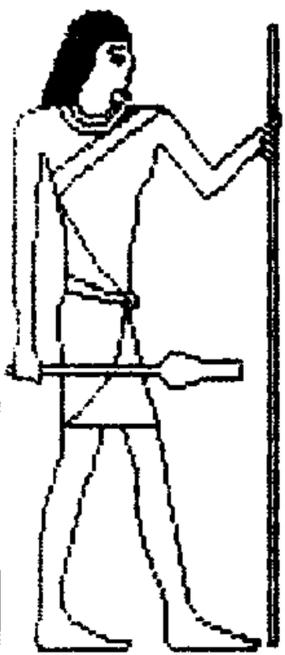
DSKA. EGYPT14\_P



DSKB. EGYPT16\_I



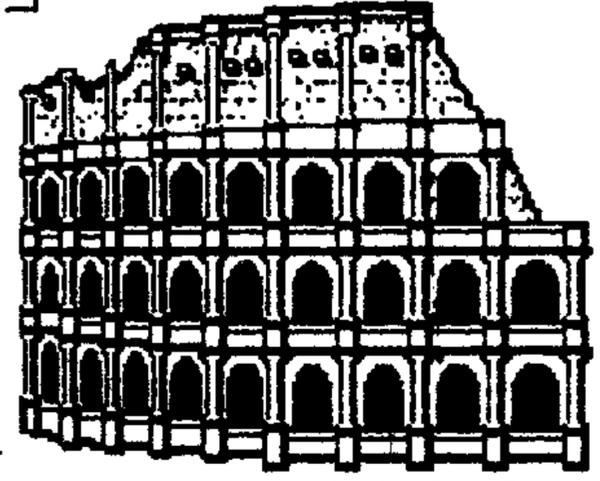
DSKB. EGYPT17\_I



DSKC. EGYPT24\_I

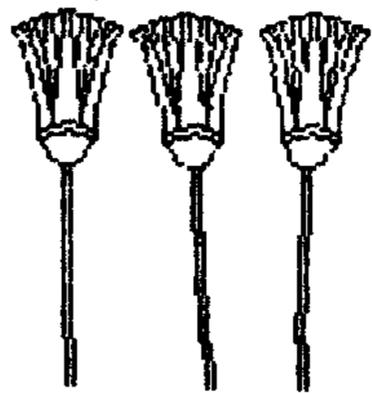


DSKC. GREEK03\_I



DSKC. ROMANO1\_I

DSKB. EGYPT 21, 22 & 23\_I

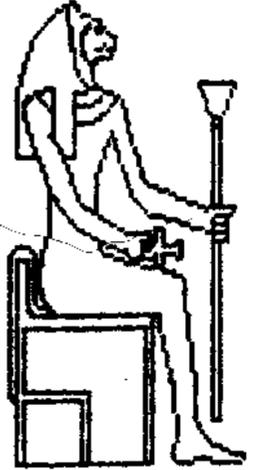


DSKB. EGYPT20\_I



An Egyptian Hunter with his Dogs, 5th Dynasty, 2400 B.C.

DSKA. EGYPT15\_P

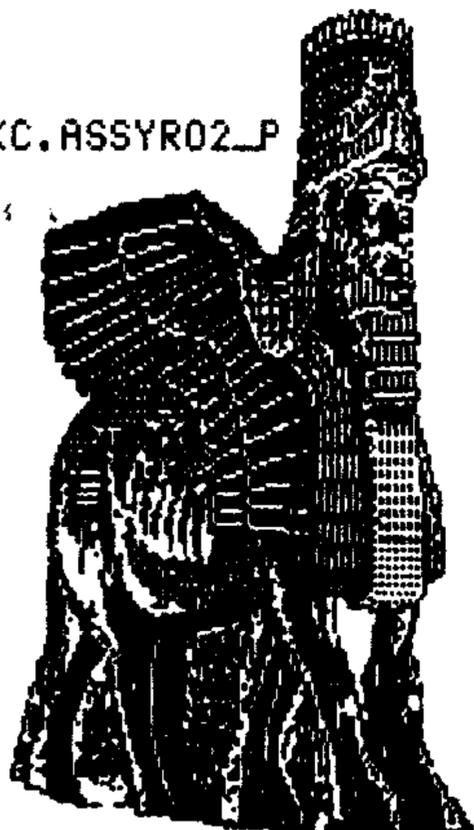


DSKB. EGYPT19\_I

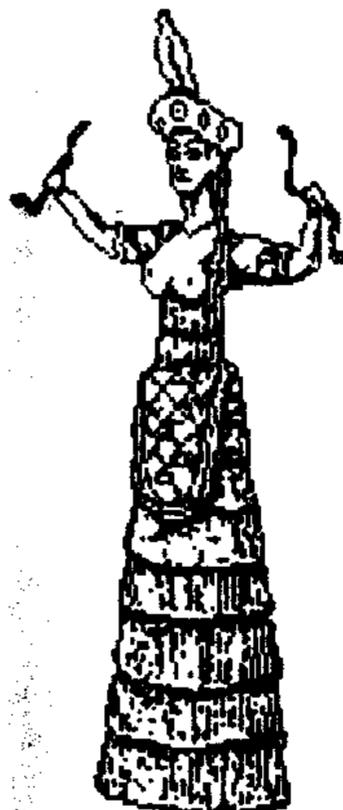
DSKC.ASSYR01\_P



DSKC.ASSYR02\_P



DSKA.GREEK02\_P



DSKC.CRETE01\_I



Greek Fisherman, 500 B.C.

DSKC.PHOENICA\_F



ABCDEFGHIJK  
 LMNOPQRSTU  
 VWXYZ,;:/-'"\_>!@#  
 1234567890+=%

\$\$xO

DSKC.GREEK04\_I

DSKC.GREEK05A-D\_I



The Ziggurat of Ur

SUMERIA, 3000 B.C.

DSKA.SUMER01\_P



DSKC.GREEK06\_P

# Bibliography & Sources

Here are my sources for Disk of the Ancient Ones:

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THE FIELD MUSEUM, Chicago, IL.

THE NATURAL HISTORY MUSEUM, Los Angeles, CA.

And very special thanks to: Ray Kazmer, Jim Reiss, Barry Traver and Peter Hoddie, all of which in some small or large contribution, have helped me to bring this package to you.

This manual was made with a 9640 using McCann's  
TPA MDOS.