

Trapp'n' Treasures



amiga

1MEG ONLY
A1200 Compatible

KRISALIS
SOFTWARE LTD.



Traps'n'Treasures



Whilst sailing leisurely across azure southern waters, taking in the rays, sampling the fruits of the last port of call and generally not being on the look-out for pirate raiding parties you are attacked by Captain Redbeard and his gang of cut-throats. Your crew are defeated and carried away by Redbeard and his men whilst you bravely hide in a cupboard.

Your relief at escaping unharmed is short-lived. You not only realise that the scoundrel has stolen all your hard-earned gold, but also come to the conclusion that, being a good captain, you have always let your men do all the work and there is no way you are able to sail single-handedly back to civilisation on your own. With uncharacteristic gritty determination, and not a little apprehension, you lower your little rowing boat into the gently lapping waters and head for Devils Island.

As you make your way through the shark infested Threadneedle Lagoon, the truly terrifying Skull Grotto, onto the spooky Snake Temple and finally fight your way into the Pirates Fortress you will discover sub-levels and bonus levels, have to solve many puzzles and find power-up's and gold with which to buy food and weapons.

"...every nook and cranny harbours a surprise, either in the design of a character or an interesting puzzle." **THE ONE**

"Difficently level is just right. Lots of things to do. Fabby graphics. Lots of different tools to use." **AMIGA POWER**

"...there are plenty of fiendish puzzles to overcome... Maddening, addictive and intensely enjoyable." **AMIGA FORMAT**

"Superbly playable" **AMIGA ACTION**

All Screen Shots from Amiga Version
It Is Illegal to Copy or Dack-Up this Disk.

