

# TREASURE TRAP

## IBM/Amiga/Atari ST Reference Guide

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**Computer Systems:**

Amiga 500, 1000, 2000  
Atari 520ST, 1040ST, MEGAST

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**System Requirements:**

Color Monitor  
Minimum 512K Memory  
One Floppy Disk Drive

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**Before you Begin:**

- You must have a blank disk available in order to save games in progress. The save game program will format the disk for you.

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**Loading Instructions:**

1. Turn on your computer.
2. Insert the Treasure Trap disk in your drive (label side up).
3. Press "N" when asked whether you want to restore a saved game. The title/credits screen is displayed.
4. Press any key to load the game.

Note: If the game fails to load properly, disconnect any additional peripherals (disk drives, printers, etc.), turn off your computer and start over from Step 1.

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# Summary of Controls

**Arrow Keys** The arrow keys are used to move the diver in four different directions on the screen. If you are using a joystick, see the Movement section of the manual for specific control information. If desired, you can change the keys you use to control movement (See Redefining the Keyboard in the manual).

**Space Bar/Fire** Press the spacebar to **Jump**. If the diver is moving in a specific direction when you jump, he will jump in that direction. You can also jump in a specific direction by pressing the appropriate direction key (or joystick direction) immediately after jumping.

**"D" Key** Press **"D"** to pick up a key you are standing on or to drop a key you have in your possession. You can change this key if you want (see Redefining the Keyboard in the manual).

**"S" Key** Press the **"S"** key to **release a Smart Fish** that you have collected. You can change this key if you want (see Redefining the Keyboard in the manual).

**"F" Key** The **"F"** key toggles the **sound effects on and off**.

**"L" Key** Press **"L"** to load a saved game from disk during the title screen or the high scores screen.

**"R" Key** Press the **"R"** key to access the "Redefine Keyboard" menu from the title screen or high scores screen.

**"P" Key** Press to **Pause** the game at any time.

**Help** Press to **exit** a game **without saving**.