Treasure Trap

Treasure Diver's Guide

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Fortune in Gold Lost at Sea; Boiler Explosion Sinks Esmeralda

(London, England) — All hands were rescued but a fortune in gold bars was sent to the bottom of the Pacific Ocean following an early morning explosion in the boiler room of the Esmeralda, Royal Navy sources reported today. The cause of the explosion was unknown, but many survivors reported hearing a hissing sound just moments before the tremendous blast ripped a huge gash in the hull.

"Unbelievably, the entire crew was participating in a "man-overboard" drill when the ship was rocked by the explosion," said Roger Watergold, helmsman for the 210-foot vessel. "Everyone was able to get to the lifeboats right away and escape the quickly sinking ship. It could have been a real disaster."

"It was definitely a disaster for us," said Reginald Blowbottom, managing director of Lemuels of Liverpool who insured the ship and its cargo. "The cargo was worth more than $20 million and we don't see any possibility of salvaging anything. After all, the ship is in 300-feet of water," he said.

The Esmeralda was returning from a trip to Africa where a gold boom has created a buyer's market for the coveted metal. The gold bars had been purchased to shore up the faltering English economy by maintaining the gold standard. The Esmeralda had completed more than half the journey when the explosion occured.

Rescued crewmen said there was no chance to try and collect any of the gold before the ship sunk. "It wasn't more then 2 minutes before the ship started listing terribly to the starboard side," said one crewman. "It was hard to even stand up on the deck."

The crew was rescued by sailors from the Danforth, a Danish tall ship that was just a mile away when the disaster struck. "We heard the explosion and saw the smoke from the oily blaze," said Captain Sven Bjornstrand. "We immediately headed toward the stricken ship and found the first lifeboat full of men within 20 minutes. It's miraculous that no one was killed or severely injured."

Blowbottom said the sinking could be the end of Lemuels of Liverpool. "I'm not sure we can absorb a loss like this one," he said. Insurance industry experts predicted that Christopher Lloyd of London, who recently started a high-risk insurance company of his own, would buy out the faltering giant. Lloyd refused to comment when questioned early this morning about those reports.

Wreck of Esmeralda Located; Salvage Efforts to Begin Immediately

(London, England) — Famed treasure diver Howard Kelp said efforts would begin early next week to salvage the golden cargo of the Esmeralda. "I've been searching for the ship for 14 years," he said, "ever since we discovered that man could dive to those depths and work for long periods of time."

Workers could be seen installing a new crane for the diving and salvage work on the S.S.Poon this morning at the Lakes Marina. "We'll be heading out at the first sign of good weather," said Kelp. "The Poon isn't a fast ship, but she's a stable working platform and performs well in heavy seas."

Kelp said this will be the most dangerous expedition he has ever led. "Our research shows that the gold will probably be scattered through the more than 100 rooms, cabins and holds on the Esmeralda," he said. "Apparently the entire cargo broke free when the ship listed after the explosion. The weight of the gold probably broke through the decks and bulkheads."

The location of the wreck has also been of concern to the salvors. The area of the Pacific where the ship is located is known to house some of the most dangerous aquatic creatures in the sea and the strong undertow in the area has been noted by seafarers for centuries. "We won't just be picking pieces of gold out of the sand on this trip," Kelp said. "This will be a real treasure trap."

Kelp was one of the first divers to reach 200 feet in a dive to try and salvage the Darby Journeyer 1913. Two men were lost on that expedition when their air supply failed and they couldn't exit the wreck fast enough.

The upcoming dives on the Esmeralda will be the first attempt at reaching a depth of 300 feet. "We won't take any chances," Kelp said. "The first thing we're going to do when we reach the site is to place emergency bottles of air throughout the tattered hull. If anything goes wrong, the diver will be able to strap on another tank and keep working."

Kelp has estimated that the Esmeralda's gold could be worth more than $50 million dollars on today's market. "Under international salvage laws," he said, "my percentage of the take would allow me to fulfill a lifelong dream — the quiet life in Casablanca."

Introduction

Treasure Trap plunges you into the hostile undersea environment of the deep sea treasure diver. You've located the wreck of the gold-laden Esmeralda, and donned the brass diving helmet and canvas suit that keep you alive at 50 fathoms. Making your way through a broken bulkhead door, you enter the sunken wreck and immediately spot the glint of gold. You also notice the variety of creatures that protect the long-lost treasure.

Treasure Trap tests your reflexes as you dodge poisonous stingrays, voracious crabs and other dangerous citizens of the deep. Fast reflexes however, are only one part of the game. As you explore the more than 100 rooms, you'll discover a delightful collection of puzzling situations that require strategic planning and quick decision-making. Only the talented player who can handle both aspects will succeed.

Commercial divers often note that they are the only "brass collar" workers in the world. Now you can join them.

Your Goal

While staying alive is your primary concern, you've been hired to salvage the gold from the watery grave of the Esmeralda. It's easy to pick up the gold, all you have to do is touch it. The game will keep track of all the gold you've collected, and even tell you how long it took you to gather it. Sounds easy, but it isn't.

If you can find and collect the gold from every room, escape a final surprise and reach the surface, you become one of the world's richest individuals. You'll be able to afford the swimming pool you always wanted, buy the house of your dreams or captain the yacht of your most outrageous fantasy.
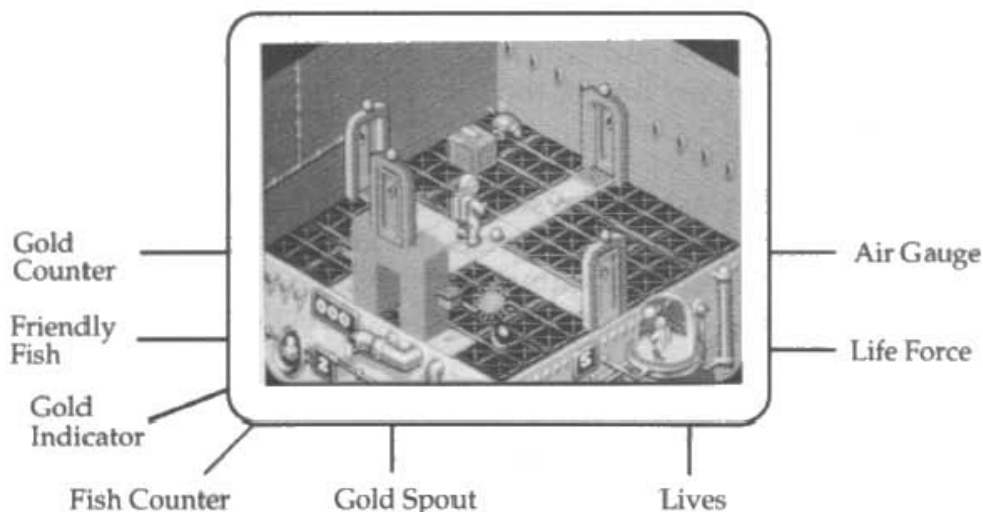
Your Strategy

Attitude can mean the difference between a successful hunt and a dismal failure. The successful player will realize that it can be best to forget the conventional approach and attempt the unusual. If a particularly difficult puzzle stumps you after repeated attempts, leave the room and come back later. A little experience can go a long way.

You can assume that every creature you meet wants to make you the main course in their next meal. That does not mean however, that some of the swimming creatures cannot be helpful. In fact, in many cases they are vital links to the treasure.

The Play Screen

Gold Counter ———————————————————— Air Gauge

Friendly Fish ————————————————————— Life Force

Gold Indicator

Fish Counter   Gold Spout   Lives

Gold Counter —This digital readout shows the number of gold bars you have found and salvaged. You have the option of saving the game when you collect multiples of 50 pieces of gold. It's a good idea to save the game whenever you can; it prevents having to start over at the beginning after losing your five lives. You must play a game from beginning to end (not a restarted game) to be registered on the high score table.

Friendly Fish – Friendly fish you collect are stored in this glass bubble until you call them into action. You are awarded a friendly fish for each 80 pieces of gold. When released, this fish eats every harmful object in your room. Press the <S> key to release a fish.

Fish Counter – This digital readout shows the number of friendly fish you possess.

Gold Spout – When you pick up gold bars, molten gold pours out.

Gold Indicator - A flashing "G" means uncollected gold is still in the displayed room.

Lives Counter – This digital readout shows the number of lives you have left. You start each game with six lives. Once the counter reaches zero, you start a new game. You can restore games that are saved to disk by pressing the <L> key at any time. You will receive an extra life when you collect 200 pieces of gold.

Life Force – This animated figure moves until you run out of air.

Air Supply – Keep a close eye on this bar guage, it shows how much air you have left. When the color slides to the bottom of the guage, you lose a life. You can pick up bottles of compressed air to replenish your air supply.
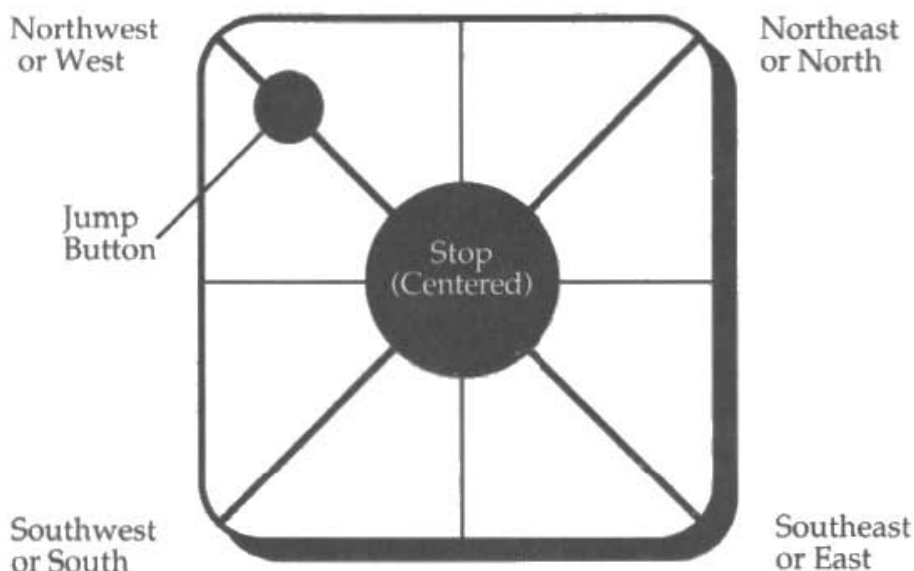
Movement

You can move in four directions in *Treasure Trap;* Northwest, Northeast, Southwest and Southeast. In addition, you can jump straight up and in any one of the four directions.

Joystick

To move, simply push the joystick in the corresponding direction. To jump straight up in the air, press the jump button. To jump in a specific direction, push the jump button while moving or jump and then press the joystick in the appropriate direction.

Northwest or West

Northeast or North

Jump Button

Stop (Centered)

Southwest or South

Southeast or East

Keyboard

The following diagram illustrates the keys assigned by the programmers to the five basic movements. They can be changed (see "Defining the Keyboard" on following page). To move, press and hold the corresponding key. To stop, let up the the key. To jump in a specific direction, press the jump key, then press the appropriate movement key.

Arrow Keys

Northwest —— ↑

Jump Key

Southwest —— ← ↓ → —— Northeast

Southeast

SPACE BAR
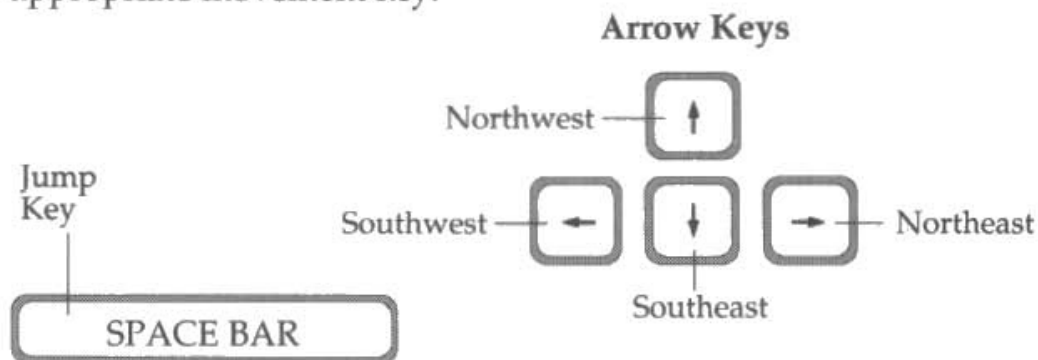
Note: You can assign different keys to each of the movements and controls. See "Defining the Keyboard" on the following page.

Defining the Keyboard

While *Treasure Trap* comes with predefined keyboard assignments for all of the movement and controls in the game, you can redefine those keys to your personal preference. The following procedure is used to change the default keyboard assignments.

1. When the *Treasure Trap* title screen is displayed, press **<R>** to access the keyboard reassignment panel.

2. The screen is divided into three columns: Control, Current Key and New Key. The first control displayed, labeled North, is shown in the left "Control" column. The key that is currently used to control that movement, Right Arrow, is displayed in the middle column.

3. If you want to change the control of that movement, press the key you would like to replace it with. That key will be shown in the "New Key" column. If you want to keep the current key active, press **<ESC>**.

4. A new control key is displayed. Repeat step 3 until you have completed the entire list of control keys. Once the entire list of keys is displayed, follow the onscreen prompts, pressing **<R>** if you want to change any of your selections, or any other key to accept the key assignments listed.

Doors/Keys

You enter new rooms in the Esmeralda by walking through bulkhead doors. In most cases, you enter a door automatically by moving the diver into the doorway. In some instances however, you will discover locked doors that cannot be entered without a key. Locked doors are identified by a "key" symbol above the doorway.

Before you can enter a locked door, you must possess the key that matches the symbol above the doorway. You will find keys scattered throughout the rooms in *Treasure Trap*. If you possess the key that matches a the symbol above a locked doorway, you can enter that door by moving the diver into the doorway.

You can possess only three keys at one time. They are stored on the key rack on the lower left side of the screen. Since you can possess only three, you must decide which keys to keep and which to discard.

To pick up a key, use the **<JUMP>** key to land on top of the key and press the **<PICKUP/DISCARD>** key. Press the key at any time to discard a key that's in your key rack.

The Game Map

When the "M" is flashing in the upper left corner of the screen (at the beginning of each room), you can access the game map by pressing <M>. A grid is displayed, with every room you have entered revealed. The border around the room you are in is flashing. You cannot see into the rooms you have not yet entered.

Each room is numbered to help you keep track of your progress and make notes concerning the location of keys you have noticed or air bottles you might need later. You can scroll across the map using the arrow keys or joystick.

To exit the game map screen, press the joystick fire button.

Save/Restore Game

You can save the current game to disk whenever you have collected a multiple of 50 pieces of gold. The Divers Merit list is displayed automatically if you have reached your goal in one of the 12 fastest times. Enter your name and press Enter/Fire to add your name to the list. The save game menu is then shown. Follow the on-screen prompts to save your game to disk. **Note:** You must have a blank disk ready to save high scores and games.

You can restore a game that has been saved to disk from the opening screen of the game or by pressing <L> at any time. Follow the on-screen prompts to save.

Moveable Objects

The rooms of the Esmeralda are littered with the barrels, crates, blocks, tables and chairs that were sent to the bottom with the rest of the ship. These objects and many more can be moved around to help you reach high places or divert the paths of swimming creatures in a particularly tough situation.

You move obects by pushing against them as you walk around the rooms. Since you can't pull or grab any of these objects, you have to keep them away from corners and walls where they can easily become stuck. Objects revert to their original position when you reenter a room.

The tides and currents of the Pacific will move some of the objects around without your help. Floating objects can help you get to places that would normally be out of reach.

Your Air Supply

Nothing is more precious to a diver than air. The diver in *Treasure Trap* carries only two bottles of compressed air — hardly enough to complete a day's work at 50 fathoms. Luckily, the dive master foresaw the problem, and on the first dive of the day scattered reserve bottles throughout the rooms on the Esmeralda.

The air gauge on the right side of the screen is the most important display on your screen. It's the only one that actually controls your life. Let the air run out, and you'll quickly become food for the crabs and fish.

You can replenish your air supply by picking up air tanks you find in the ship. If you touch one of these bottles, you automatically pick it up and attach it to your helmet.
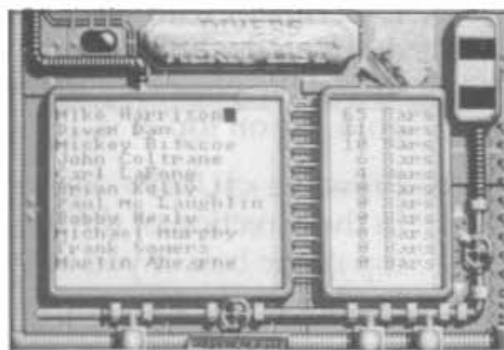
Use caution when adding new tanks to your air supply. If more than half of your air remains when you pick up a new bottle, you've also gathered big trouble. The excess air will blow up your suit like a balloon and your movements become relatively uncontrollable.

The High Score/Fastest Time Tables

If you have attained one of the 12 top scores in *Treasure Trap*, you can enter your name on the Diver's Merit List of high scores at the end of the game. Just type in your character name and press Enter/Fire to log your name onto the list.

When you have collected a multiple of 50 pieces of gold, the Divers Merit List of fastest times is displayed. If you have achieved one of the 12 fastest times, you can enter your name and press Enter/Fire to add your name to the list.

Follow the onscreen prompts after these tables are displayed to save the high-scores to disk. **Note:** You must have a formatted blank disk ready for saved games and scores. Do not save games to your game disk.

Quickstart

The following procedure guides you through the first room of the Esmeralda. It will teach you many of the basic movements and controls you will use throughout the game. If you lose a life during this section, just start over.

1. Once the opening sequence has run, (you can skip the intro by holding down the left mouse button) the credits screen is displayed. Press the left mouse button or joystick fire button to load the game.

2. After loading, answer "N" (No) when asked whether you want to load a game from the old high score disk. Press any key to access the first room in the game. Ignore the option of redefining your keys or loading a saved game for now.

3. The diver is located in front of the upper level door on the left side of the room. If you look closely, you can see his exhaust bubbles floating toward the surface.

4. Make sure the crab and sea urchin are out of your way, then move <NE> (see the reference card for movement controls to head to the center of the room).

5. Experiment with the movement controls while dodging the bubbles and creatures that can take your life. Make your way to the wooden crate with the gold bar on top of it.

6. Press the <JUMP> key or button and quickly move in the direction of the box. You should be standing on top of the box. If you aren't, keep trying until you've landed on the box.

7. Move until you have stepped on the gold. The gold will disappear and the counter will read "1".

8. Move off the box and jump onto the orange round-shaped key in the center of the room. Notice that this is an exact replica of the keys above all the doors.

9. Press the <D> key to pick up the key. The key is now on the rack on the lower left side of the screen. You will see another key in the room. Move around and pick up the key.

10. Move to one of the doors. Since you possess the round key that matches the one above the door, the door opens and you enter the next room.

11. You're on your own now. It won't get any easier.

Inhabitants of the Esmeralda

Many aquatic creatures have taken up residence in the Esmeralda since an explosion sent it to the bottom of the Pacific Ocean. In addition, the ship is the resting place of a fortune in gold bars and a number of objects that you will need to locate and acquire to continue your search.

Sea Anemones

These poisonous creatures received their name from their resemblance to a flower called the anemone. Deadly to a treasure diver, the anemone paralyzes anything it strikes, and then drags the victim into its mouth opening.

Often called the sea flower, the anemone is not very mobile. You will find these brightly colored members of the jellyfish and coral family in many of the rooms in the Esmeralda.
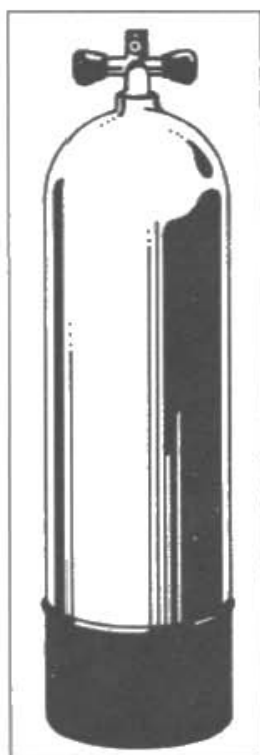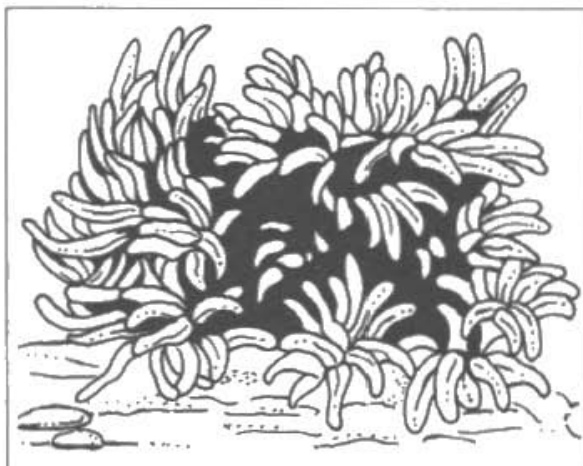
Air Tanks

You carry a limited supply of air on your search through the cabins of this sunken ship. While hard-hat divers normally breathe using an air hose, the sharp edges of the ripped metal of the Esmeralda would quickly cut any hose. Instead, you carry two of these tanks on your back as you explore the ship.

Your air supply is limited, and doesn't really provide the time you need to fully gather all the gold. The dive master however, made a preliminary dive and scattered emergency bottles of air throughout the ship.

When your air supply is running low (indicated by the air gauge on the right side of the screen), you must find one of these tanks. Just walk up and touch the bottle, and you automatically receive additional air supplies. Do not pick up additional air unless your air supply is below 50 percent. If you have to much air, the excess blows your suit up like a balloon and you will have difficulty moving for a short period.
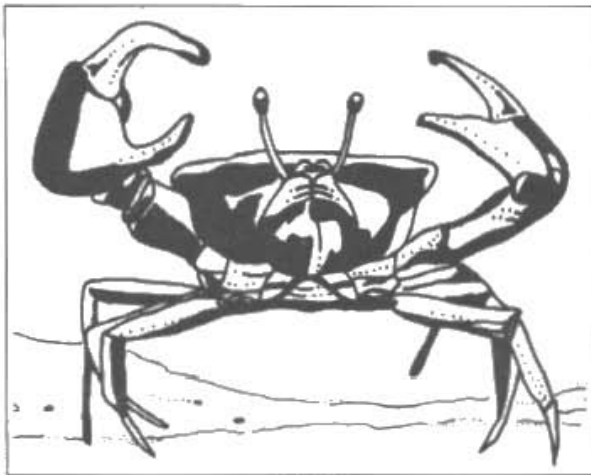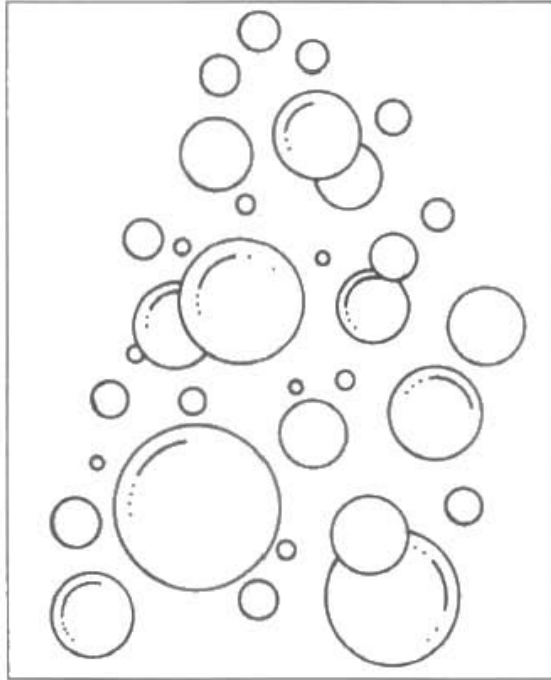
Inhabitants of the Esmeralda (Continued)

Bubbles

While the Esmeralda's main cargo was gold, barrels of an unknown substance were also carried. The first divers on the wreck discovered that time and pressure ruptured many of the barrels resulting in the release of bubbles which are deadly to a diver clad only in a canvas suit.

The bubbles continually rise and fall in the rooms of the ship and must be avoided. You can watch the shadows they cast to detemine where they will fall.

Crabs

These crustaceans are fast and nasty. When they scurry into a solid object like a wall, they'll usually turn to the right. If they hit a corner or get stuck in a doorway, it's hard to tell which way they'll go.
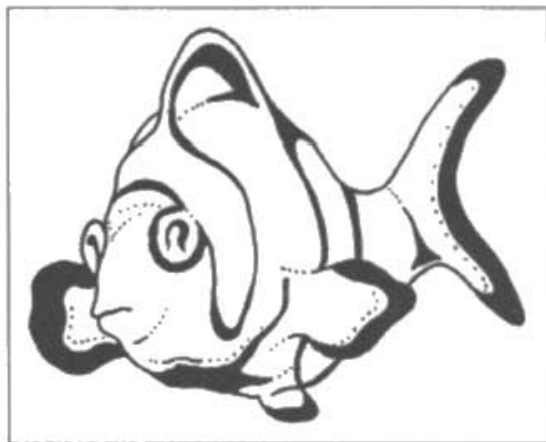
Inhabitants of the Esmeralda (Continued)

Electric Eels

They look like green snakes, but these slender amphibians can shock the life out of you. They're faster than most of the swimming creatures you'll see, but they always swim in a straight line and are easy to avoid.

Smart Fish

You automatically catch one of these fish whenever you reach a multiple of 80 bars of gold. They're stored in the small glass aquarium on the lower left side of the screen. A counter, also on the lower left, tells how many of these fish you have collected.

These red snappers are your friends, but the rest of the creatures in the wreck are scared to death of them. When you press the <S> key, a friendly fish will swim into the room you're in and swallow up everything that can harm you.

Gold

These gleaming bars of gold are the reason you came to this fish infested wreck. If you figure out the puzzles, you can touch the gold and it to add it to your salvaged items. The number of bars you find will be added to the gold counter on the left side of the screen. When the "G" in gold is flashing, there is gold in the current room that hasn't been collected.
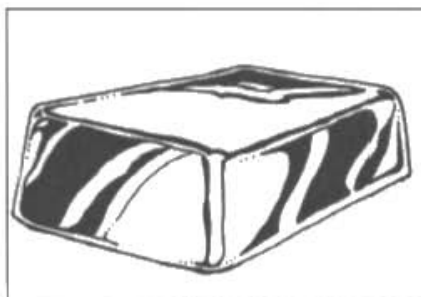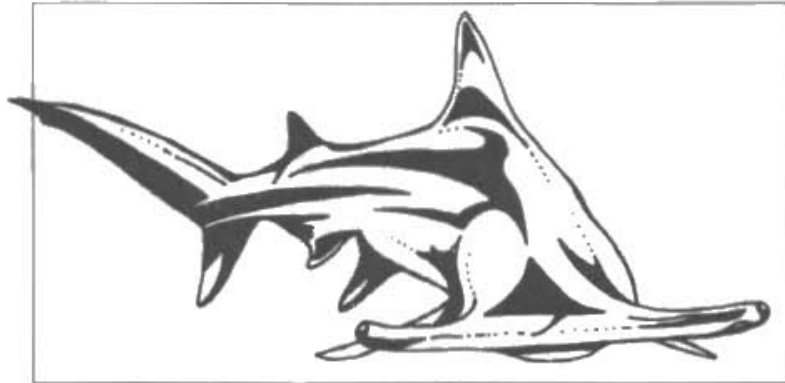
Inhabitants of the Esmeralda (Continued)

Hammerhead Sharks

These voracious sharks are easily recognized with their hammer-shaped head. Easily the fastest of the creatures you might encounter, the hammerhead shark could move in any direction. Don't turn your back on this beast, or it could be the last turn you ever make.

Jellyfish

These graceful swimmers look pretty harmless, but their tentacles are packed with a dangerous poison. They usually move up and down, but on occaission they'll hover right over your head and prevent your from jumping.

Jellyfish that are moving straight up and down cast a shadow that can be helpful in determining their position and avoiding their touch.

Keys

They might not look like keys but they'll open locked doors on the Esmeralda. Found on the decks and crates of the ship, each key is a different color and shape. If you possess the key that matches the one above a door, you'll be able to enter. You pick up a key by jumping on top of it and pressing <D>.
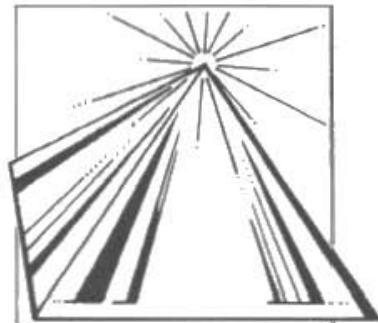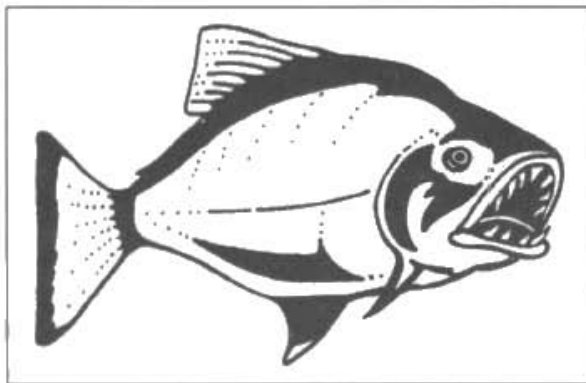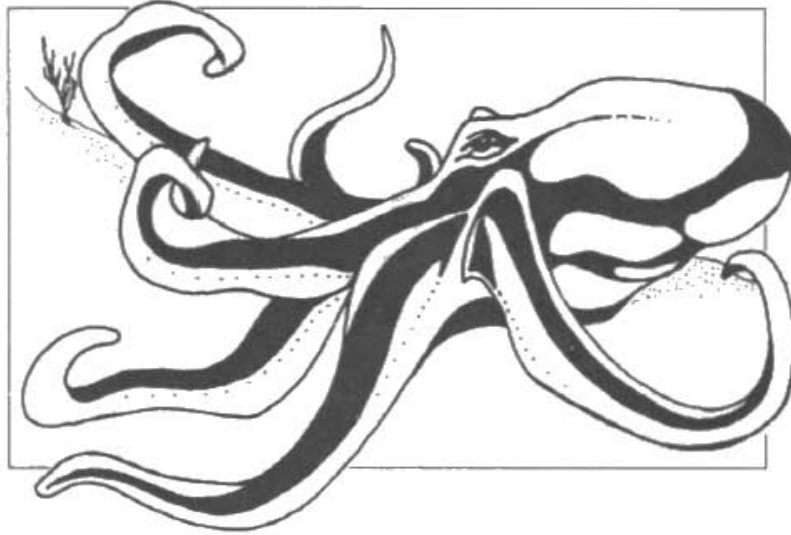
Inhabitants of the Esmeralda (Continued)

Octupi

As dangerous as they are ugly, the octopus can grab on with a suction-like grip and hold you captive until you die. They usually move to the left when they run into an object.


Pirhana

The tooth-filled grins of these quick fish are misleading. Don't hesitate to run away when you see them coming. Piranha will travel individually or in small schools and can swim in all directions.

Starfish

While they don't move much in real life, the starfish on the Esmeralda slither across the floor. Unwary divers end up in Davy Jones locker if they don't watch their step.

Starfish always travel alone and usually turn to the left when they hit a wall or immovable object.
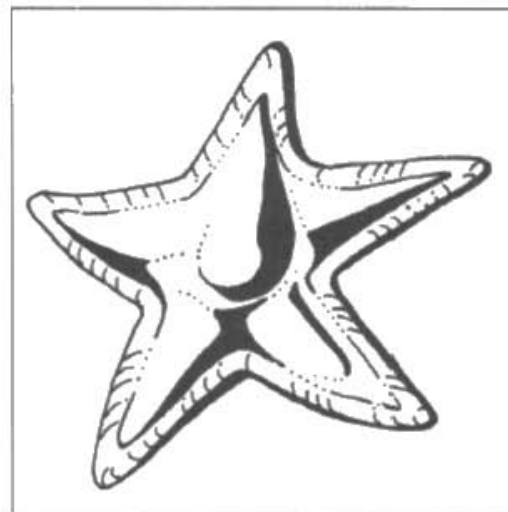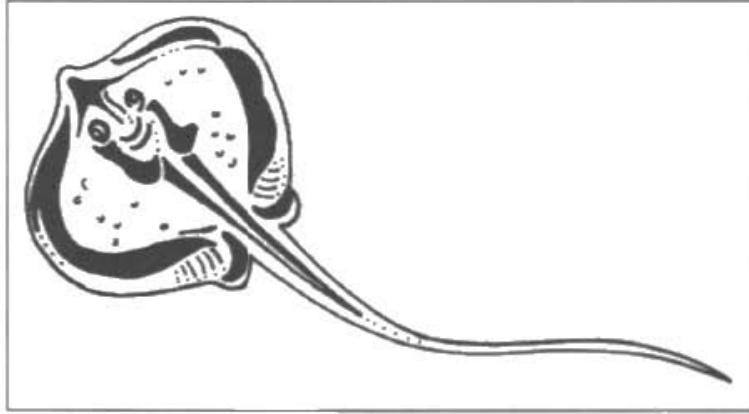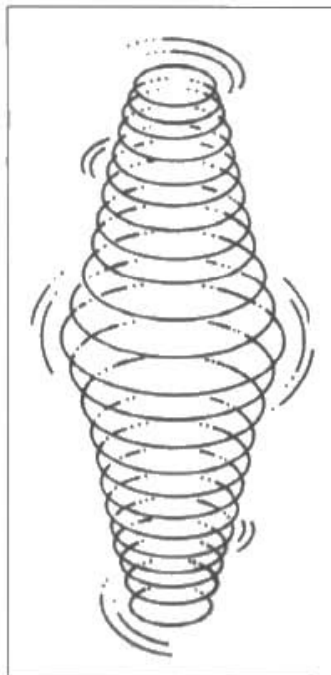
Inhabitants of the Esmeralda (Continued)

Stingrays

The flapping wings of these graceful swimmers are beautiful, but don't get too close. Some of them will let you stand on their back, but the pointed tail can sting fast and is as deadly as it is painful. This is one of the only creatures that swims at different depths in *Treasure Trap*.

Whirlpools

It looks like a whirling dervish as it bounces around the decks of the Esmeralda, and it's just as dangerous. If a whirlpool sucks you in there's no escape. You won't die, but you'll be transported to a new location. Good luck in finding your way back.

You'll never be able to anticipate the moves of one these screaming vortexes of water, so don't even try. Just stay out of the way.

Designer's Notes

Amiga/Atari ST

Treasure Trap started out as a much simplified version of the current game. Basically, we programmed routines for the isometric perspective of the game and the object interaction first and then created a game around that system. The first playable version of the game had only 20 rooms and contained very few creatures that could harm the diver.

As the room count and the number of creatures grew, we quickly ran out of space on the Amiga. The solution was to cache the bobs to the disk. This involves keeping in memory only those bobs that are required for a particular room, plus as many of the most recently used bobs as possible. It created a short delay when moving from room to room, but was the most acceptable way of being able to incorporate a large library of creatures and objects. This change resulted in the first major re-write of the game.

The next hurdle we encountered was disk space. There just wasn't enough room on the Amiga disk for everything we wanted to include. Advanced compression techniques allowed us to pack all the information on a single disk. While you won't realize it during play, files are constantly being uncompressed as you move from room to room in the game. Of course, this required another major rewrite of the game.

Our next step was to give users with extra memory on their Amiga an advantage. We speeded up room to room access for those users, added control panel animation and allowed the music to continue playing after the intro sequence.

The intro sequence on the Amiga makes extensive use of the machine's copper to produce the reflection and rippling effects. This is a simple use of the machines's hardware, but is not used often enough by many programmers. The Amiga is a wonderful piece of hardware, and we look forward to the day that its potential is truly realized.

We are especially proud of our work in *Treasure Trap*. While it's not a totally new concept in game design, it takes full advantage of the current technology to deliver exciting game play that blends the best features of arcade action with the intriguing nature of a puzzle game. This is a genre of game that grabbed our attention and resulted in many sleepless nights before we even entered the entertainment software industry. We're sure you'll find a world that's exciting to explore and great fun to play! Enjoy.

Brian Kelly

Designer's Notes

IBM/Tandy/compatibles

The IBM version of *Treasure Trap* grew from the wonderful Amiga version which my two friends "Kel" (Brian Kelly) and Paul McLaughlin designed and implemented. While Brian was adding the final touches to the game, I was working on the "front end" of the IBM version. This consisted of developing the graphics libraries for the various video formats in use on the IBM and figuring out the "isometric view" of the game.

The basic game was up and running quickly, but having it work correctly with all the different PCs (from 8088 processors to the 386) was a real challenge. Because of the speed restrictions on many PCs, the algorithms used by Kel on the Amiga version had to be changed to allow the computer to cope with the extensive number crunching required of the game.

If you look carefully at some of the rooms, you will notice that a room can be made up of as many as 150 "atoms" or objects. When the action of the game really heats up, many of these objects must be redrawn in every frame. We discovered that the CPU spent more than two thirds of its time in the 3D calculations and only a quarter of its time in drawing to the screen. With those restrictions, it wasn't easy to incorporate an acceptable redraw rate.

The most time consuming aspect of the project was spent in creating a "virtual" game. What this means is that from the second you type TT at the prompt, the program constantly adjusts to fit the specific computer environment. It caters to memory restrictions, video card irregularities, CPU types, disk drive configurations and much more — the list is endless.

It is worth noting that the VGA and EGA versions of the game play considerably faster and without interminable disk accessing because of the extra memory provided by the video cards themselves. In addition, computers with 640K of memory have less disk accessing than systems with only 512K.

To make a long story short, we were able to overcome all of the restrictions and differences required by the wide range of IBM and compatible computers. *Treasure Trap* represents our best work and we are sure you'll derive many hours of enjoyment in playing.

Bobby Healy

Designer's Notes

The Artwork

As the computer artist for *Treasure Trap*, it was up to me to come up with a visual style for the game. In the early days of the project, all we had was a mechanism that Brian wanted to build a game around. We knew we were going to do an isometric puzzle game, but that's all we were sure of at the time. I started working on some ideas for a main character, thinking that it would spark some ideas for the main scenario of the game.

After a relatively short period of time, I had designed a cuddly, deep-sea diver that Brian named POON. Everyone seemed to like the concept, and we established that the game would be set underwater with the main game involving the exploration of a sunken ship. Before the character of POON was designed, we had discussed using nuclear power plants, medieval castles, submarines and spaceships as the scenario for the game. The underwater aspect however, won out over the other ideas. We were intrigued by the possibilities inherent in a sunken ship — the underwater creatures, the scattered treasure and the number of rooms we could design. As an added bonus, no one else had come up with the sunken ship angle (we think).

The graphics for the ship consist of blocks (boxes, pipes, doors, etc.), sea creatures (friendly or otherwise), and detail tiles (used to construct the walls and decks of the Esmeralda). The number of tiles used in the game was limited by the memory restrictions of the computer and the amount of disk space. We were afraid that these limitations would create repetitive rooms unless we came up with some way of adding variety. We were able to keep the look fresh from room to room by changing the colors of walls using a pallete of 214 colors (not EGA/CGA). It's not entirely realistic, but it's not boring either. While we're discussing numbers, it's worthy to note that there are more than 256 frames of animation used with the objects and animals that you interact with, and more than 46 different detail tiles used to create the rooms.

As the game is set in the 20s, I had to convey some sort of period feels with the graphics. Hopefully this comes across in the introduction sequence and still screens, with lots of pipes, rivets and dials. Certainly the paddle steamer in the intro (S.S. POON) cannot be described as contemporary.

The only true non-period graphic in the game is the woman in the swimsuit in the end game/win sequence. I won't give it away, because hopefully you'll be able to see that soon enough, but you will notice that her swimsuit is one that was not typical of the 20s.

Designer's Notes

The Artwork (continued)

I have to credit Brian for the faded, ripply reflections in the intro (only on Amiga). This effect works well and is a nice bit of number juggling.

Since everyone is interested in trivia, I have some that is truly trivial. Many names were suggested before we settled on *Treasure Trap*. Among them, *Howard Kelp is the Depth Collector, Poon, Commotion in the Ocean, Bubble Trouble, Davey Jones Locker* and *Ship of Gold*.

By the way, POON was the code name for the character (and the game) at Doodlebug for a long time. My preference for the character name, Howard Kelp, is used in the news stories at the beginning of the manual. Remember, I'm the only one who knows what he looks like under that suit.

Paul McLaughlin

Credits

Developed by
Core Developments Ltd.

Game Concept & Implementation
Brian Kelly

Computer Graphics
Paul McLaughlin

Map Design
Brian Kelly

Music
David Hunt

Coordination
Mike Murphy

IBM Conversion
Robert Healy

ELECTRONIC™ ZOO

3431-A Benson Avenue
Baltimore, MD 21227
(301) 646-5031