

TREASURE TRAP

IBM/Amiga/Atari ST Reference Guide

Computer Systems:

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

System Requirements:

Color Monitor
Minimum 512K Memory
One Floppy Disk Drive

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.

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.

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**.