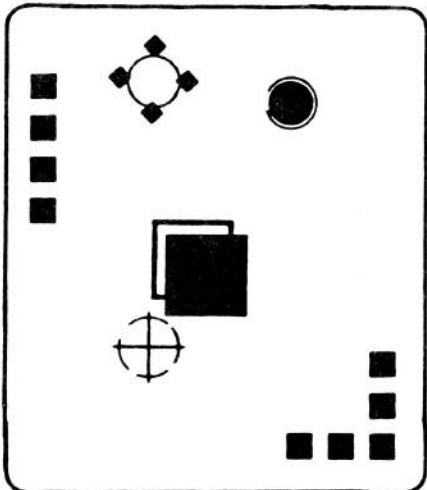


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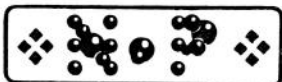


TREASURE TRAP

GRAPHIC ADVENTURE GAME

AN EXCITING NEW CONCEPT IN GRAPHIC ADVENTURE. BREAK INTO THE BUILDERS' PLANETOID AND EXPLORE MYRIAD ROOMS ON YOUR QUEST FOR HIGH TECH TREASURE. A DIFFERENT ADVENTURE EACH TIME YOU PLAY!

TI BASIC - NO PERIPHERALS REQUIRED.



NOT-POLYOPTICS // 13721 Lynn St., Woodbridge, VA 22191

GAMES FOR // TI 99/4(A)



TREASURE TRAP

by Faisal Shah

A Not-Polyoptics Author Co-op Program

When Pioneer 10 passed Neptune's orbit on its journey to deep space, we thought mankind was really something. Little did we know that the far reaches of our system had already been colonized - from the outside! The ancient race of Builders, thinking that our system looked promising, came from Psi Capricorni millions of earth years ago, to construct a network of artificial planetoids, expecting someday to exploit the worlds they found here. Soon, however, they mysteriously died out, leaving their metal spheres, which to them were just home, but for us are fantastic mazes filled with High Tech treasure!

Your job is to land on and explore these "treasure traps" - airless artificial planets - with your lander and escape with the treasure you find inside.

★★ 1. SETTING UP

Load the program from your cassette recorder by typing "OLD CSI" and following the directions that appear on the screen. After the computer says "DATA OK", type in "RUN". Do not use the peripheral system when running this game; the peripheral system takes up memory needed for the program. ★★★★★★★★★★ 2. INTRODUCTION

TREASURE TRAP is a randomized adventure game, different every time you play. The world of TREASURE TRAP, though random, is internally consistent. The layout of the planetoid does not change, and the artifacts remain where they are unless you move them.

Move your character with the arrow keys located on the left side of the keyboard. In addition, it is possible to move diagonally with the keys W, R, Z, and C. Use Q to drop an object, and I to temporarily suspend the game (a series of tones tells you that it's "time out"). Press I again to resume the game. To pick up a thing, move into it; to go through a door, simply go through it. You may only carry one item at a time- the object will follow you until you drop or use it.

★★★★★★★★★★★★★★★★★★★★★★ 3. RULES OF PLAY

The object of the game is to find the treasure and return it to the lander. To accomplish this goal, the player must move through the rooms of the planetoid, carrying objects, storing them strategically, and using them. There are three types of objects that can be picked up and moved: software disks, blasters, and XY detectors. In addition there are special rooms with immobile objects that can help or hinder you in your quest.

Software discs are useless unless they are inserted into a computer access console, which can be found in certain rooms. The computer will process the software and give you a clue about where the treasure is located. North is up. Once a software disc is used it disappears and cannot be used again.

Blasters are used to destroy the berserk guardian robot left by the Builders.

XY Detectors report the co-ordinates of a room as you enter it.

Oxygen rooms contain a respirator that increments your breathing air one hundred units. If your tank contains more than 800 units of oxygen, it can not be added to. Each respirator has 900 units of oxygen, and it can be depleted. The level of your oxygen is displayed by the column on the left of the screen.

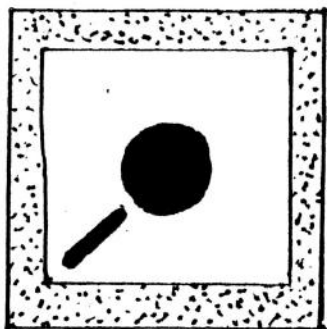
Detention rooms contain a robot who displeased its ancient masters and was incarcerated; unfortunately, when the race of Builders disappeared, the offending robots were left for eternity. A moving trapdoor keeps intruders out. If the trap door opens under you, you will be sent to a random room and lose whatever you were carrying. The robot is rescued by moving into it: the grateful machine will then give out a clue about the location of the treasure.

A Guardian room is located between your lander and the treasure. In it, there is a berserk robot who will transport you to a random room unless you have a blaster with you. This robot emits a buzzing noise which grows louder as you near it.

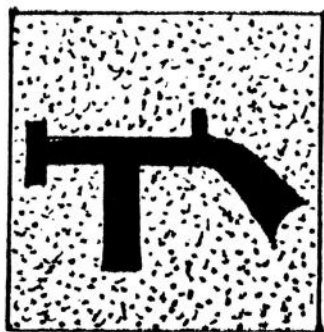
The Treasure Room contains your goal; however, to win, you must return to your lander.

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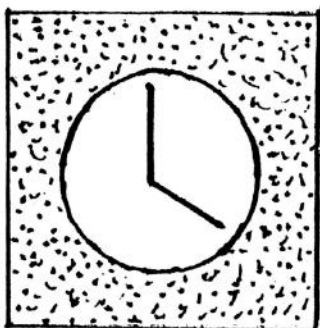
Software disc



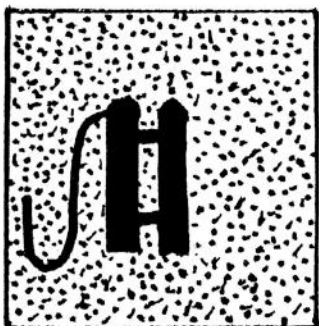
Robot blaster



X-Y room detector



Oxygen tank



Giant computer

