
Traps 'n' Treasures
KRISALIS
SOFTWARE LTD.

I M P O R T A N T

1) NO MORE GAMES

Much work has gone into making this product, but software piracy is slowly destroying the games industry, with many companies going out of business and projects of the depth and detail of ***Traps 'n' Treasures*** becoming less viable. If you enjoy entertainment software of this quality then please have a sense of responsibility.

Any fool can copy software...
It takes a little more intelligence not to

2) VIRUS

All ***Traps 'n' Treasures*** disks are guaranteed to be in working order and virus free. Any disks found to be faulty at the time of purchase will be replaced. Send your details and return the ***disk(s)*** only to **Krisalis Software Ltd.** **Krisalis** always ensure to analyse any returned disks. Note that it is the purchaser's responsibility to prevent subsequent virus infection. Additionally, it is the purchaser's responsibility to avoid damage to the disks by irresponsible use of virus-killers. Any disks which have become damaged in these ways will be replaced at a cost of £3.00. Return the **disk(s) only** enclosing a **SAE.**

Copyright © 1994, Krisalis Software Ltd.

Krisalis Software Ltd
Teque House, Masons Yard, Downs Row, Moorgate,
Rotherham, S60 2HD



PIRACY IS THEFT

WARNING

It is a criminal offence to sell, hire, offer or expose for sale, or otherwise distribute infringing (illegal) copies of this computer program and persons found doing so will be prosecuted.

Any information of piracy should be passed to the Federation Against Software Theft, 0628-660377.

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 Devil's Island.

DEVIL'S ISLAND

On the island there are four regions where members of the crew are kept prisoners. It is your task to go there and help your men to escape.
But alas! Captain Redbeard has taken care that your plan isn't going to be a picnic. Knowing quite well that you have to appear sooner or later to free the prisoners he has some nasties in store for you.
Some of the prisoners are positioned on the rocks of the Threadneedle Lagoon where a number of beasts are waiting for you in the sea.
Some other members are in the Skull Grotto, the least popular place on the island. Hobgoblin is said to appear here in person.
More members of the crew are imprisoned in the Snake Temple. Those who aren't careful enough will lose their way easily and are not likely to return.
The last place to go to is the Pirate's Fortress. A really nasty place where the whole pirate gang is concentrated.

PASSWORD

You are given a password after each successful liberation so as not to despair with your difficult task. This allows our hero to continue his quest some other time.

SCORE PANEL

At the top of the screen there's an info-line containing the following elements:

- number of lives	This shows you the remaining lives
- life - expectancy	This tells you how many more hits you can take. When the last bar disappears you have lost one life. You start with five spare bars but you can extend this number to 13 bars by buying more energy units (pharmacy).
- vitamin level	Collecting fruit during the game fills up your vitamin level. When it's full you are given an additional life. But be careful - stumbling over a skull will empty your vitamin level at once.

At the bottom of the screen you'll find the actual score panel that informs you of the following items.

weapon	In this box you'll find the weapon you are carrying.
tool	This box shows you the articles bought and found that you will need to achieve certain tasks. The tool shown in the box is the one that is activated , i.e. it can be operated by touching "SPACE". Change your tools by "Cursor up" and "Cursor down".
log book	Here you are shown the number of log books that have been collected during a level. Each one of them can be read as often as you want.

	Turn over the pages by "Cursor left" and "Cursor right".
magnifying glass	This helps you to discover traps that are set off by buttons and switches.
map	Using the map gives you information on the surrounding area.
bomb	This helps you to blow up walls but can also be used against your enemies. Standing too close to the explosion will lose you one life.
lamp	You need it to find your way in dark rooms.
rope	To reach certain places you have to fasten the rope to the corresponding hooks.

There'll be various special tools at every level that you have to find out about yourselves.

compass	The compass leads you to the exit, you only have to follow its needle. You'll find it at each level next to the notorious Phil Shave who guards the exit and who you shouldn't get too close to. You should find the compass comparatively early because only then you'll know how much time is left to reach the exit after freeing the last prisoner.
score	This shows you the current score.
gold	Shows you all the treasures collected on your way.
crew	The number shown is the number of men that have yet to be freed.
keys	Number and colour of key you found.
treasure map	You must enter here all the parts of treasure maps you find. If you have completed the map you may enter the extra bonus level.
time	This shows you the span of time that is at your disposition after freeing the last prisoner to reach the exit. The time is shown only after finding the compass.

USING THE JOYSTICK

Joystick up	Jump/climb up/turn to. Together with the fire button this frees prisoners, opens doors, kicks rocks, reads text.
Joystick left/right	The character runs into the direction shown. Touching the fire button at the same time enables your hero to use his sword or to fire a cannon.
Joystick down	Duck/move downwards. Touching the fire button at the same time enables you to pick up the log book and read it. Pressing the joystick down diagonally enables your hero to crawl into the direction shown.
parachute	Jumping from a great height will lose you a life. However, quickly moving the joystick up and down whilst in the air will hoist the pirate flag allowing your hero to float gently down to earth.
boxes	To lift a box you have to walk to its side and press the fire button. Now Flynn is holding the box and can carry it around. Let go of the fire button if you want to drop the box.

KEYBOARD

ESCAPE	Leave the level, losing one life
Cursor up/down	Selecting the tools
Cursor left/right	After choosing log book you can choose the page you want
SPACE	Apply selected tool
S	Sound on/off
P	Pause on/off

Important features at different levels:

treasure chests	These contain several important things like gold, parts of maps, log books, etc.
pitcher	Contains fruits to fill up your vitamin level.
pitcher ?	Breaking this makes a bubble rise that shows different fruits. Hitting this again gives you the fruit shown.
secret treasure vault	There are secret treasure vaults at several places. You only get there if you find the hidden gates. These, however, are invisible and can only be detected by jumping at them.
text, log books	They give you valuable information.

BUTTONS/SWITCHES

ordinary button	This sets off a singular action. Once touched the effect cannot be reversed.
time switch	This sets off an action for a certain time (e.g. lifts a grid for a certain time). The amount of time is indicated by an ascending scale.
switch	With this you can reverse certain mechanisms.
switch/button	To set off an action the switches/buttons have to be touched at certain places in a certain order. You'll find these combinations either by testing or through a hint.

DOORS

open door	Can be walked through right away.
closed door	You must have the appropriate key to walk through a closed door. At the door you will be told which colour key you want. The corresponding key hole is shown above the door.
boxes	Boxes can be carried around and can be stacked to reach a place otherwise unreachable.
sandstones	They can be crushed, some of them hide gold or other things.

THE SHOP

There are useful things to be bought at the various shops. You may use the money collected at the different levels.

fruit basket	gives you one life bar
soup	gives you two life bars
gala diner	gives you three life bars

pharmacy	gives you one life unit
map	gives you information on the surrounding scenery
bomb	with it you can blow up walls
magnifying glass	helps you to detect evil traps that can be set off by buttons or switches
dagger	low-range weapon (your starting weapon) strength=one
sword	long-ranged weapon strength=one
cast iron ball	cannon-shot with lowest range strength=two
special ball	cannon-shot with a bouncing off shot strength=one
spiked club	long-ranged weapon strength=two
scimitar	weapon with a long-ranged hitting area strength=three
fire ball	strong cannon-shot strength=ten

GAMBLING

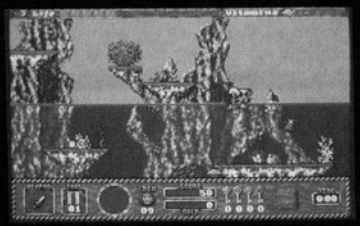
Choosing this area enables you to bet the amount shown. You need only choose odd or even and watch the shop assistant throw the dices.

GOOD LUCK!

CREDITS

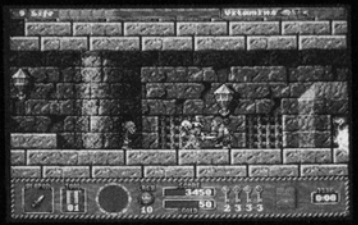
PROGRAMMING & GRAPHICS	ROMAN WERNER
GRAPHICS	ORLANDO
SOUND	RUEDI HUGENTOBLER
QUALITY ASSURANCE	STEVE SUMNER

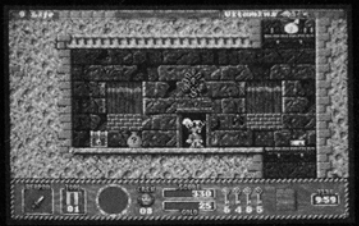
THANKS TO OLIVER, JURGEN, AMANDA, SIOBHAN, TONY, CLAIRE, DONNA, PAUL, TIM AND THE GRAYS GANG.











KRISALIS
SOFTWARE LTD.

Krisalis Software Ltd, Teque House, Masons Yard, Downs Row, Moorgate, Rotherham S60 2HD Tel 0709 372290