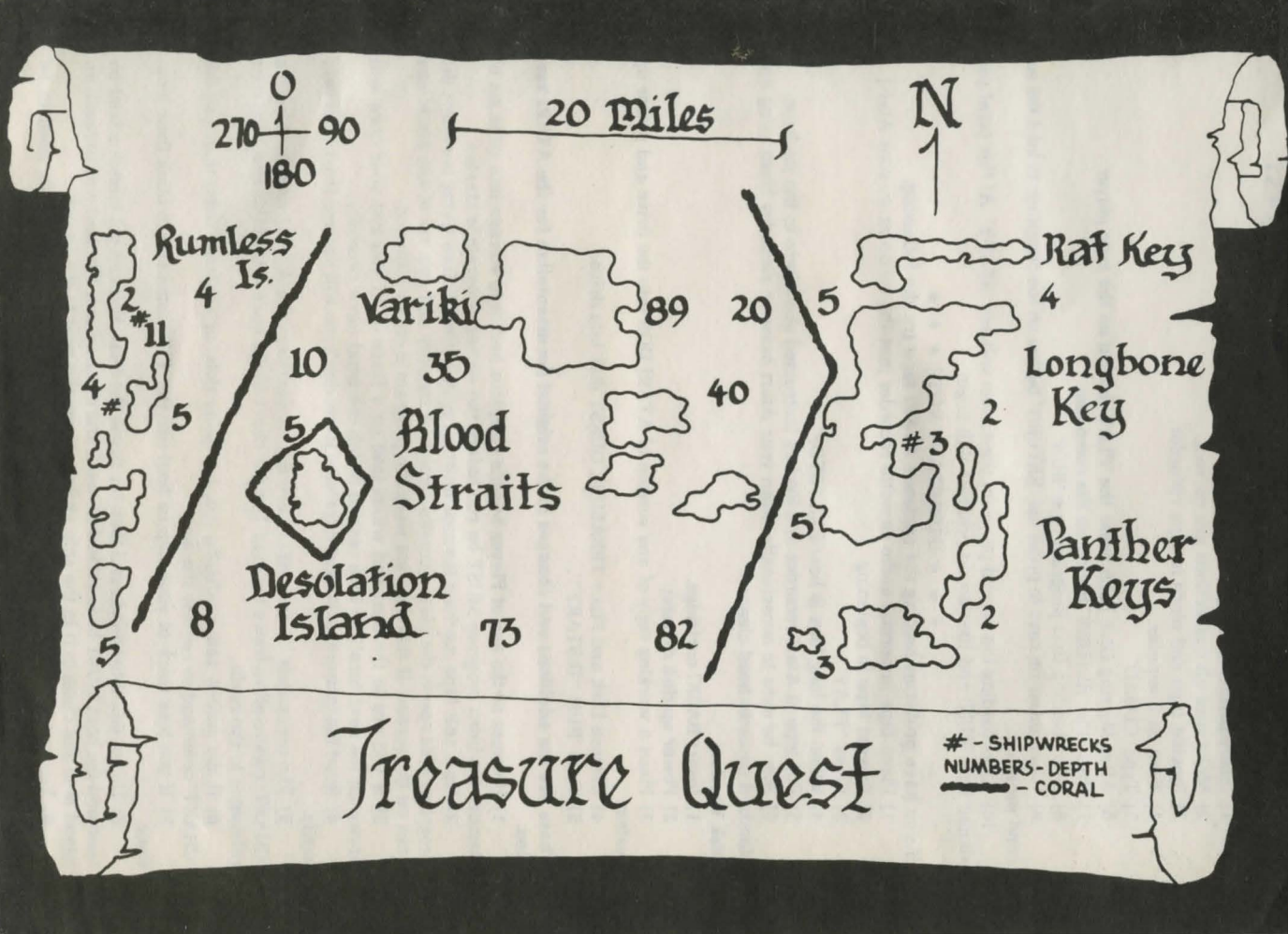
0
270
90
180
20 Miles
N
Rumless Is.
4
2
#11
4
#
5
10
Variki
89
20
35
40
5
Blood Straits
5
Desolation Island
8
73
82
5
Rat Key
4
5
Longbone Key
2
#3
5
Panther Keys
2
3
Treasure Quest
- SHIPWRECKS
NUMBERS - DEPTH
- CORAL

Loading Instructions for ATARI TREASURE QUEST

Tape Version:

1) Insert BASIC cartridge.
2) Make sure all connections are correct.
3) Rewind tape and place in tape recorder.
4) Turn on Computer.
5) Type 'CLOAD'
6) After hearing ONE beep press the 'PLAY' button on the tape player.
7) Press the 'RETURN' button on the computer.
8) After loading first program type 'RUN'
9) When program says to press the 'RETURN' button on the computer to load the second program.
10) After loading the second program the screen will say 'READY'. At this point you should type 'RUN' and the second program will begin.

★ ★ ★ **IMPORTANT NOTE** ★ ★ ★

If you have problems loading the enclosed ATARI tape try the following:

1) Place tape in normal audio cassette recorder (**not** the recorder on your Atari)
2) Rewind tape to beginning
3) Press "PLAY"
4) When the long tone is heard hit "STOP"
5) Put tape in Atari recorder and load as instructed elsewhere in the package.
6) Also be sure to occasionally clean your Atari cassette recorder head using any standard cassette head cleaner.

Disk Version:

1) Insert BASIC cartridge.
2) Power up disk drive(s).
3) Place a working copy of any version of ATARI DOS into the drive and power up system.
4) Remove Disk and Place TREASURE QUEST disk into drive.
5) Type 'RUN "D:START"'.

These are the additions and changes to the original documentation for the ATARI version.

1) Because of the use of Player Missile Graphics and data storage into page six of memory the intro program MUST be run before the second program is started.
2) On a 16K tape machine the user must hit system reset before trying to restart the program. This resets the player missile section of memory and gets rid of any remaining lines on the screen. If this does not work the program must be reloaded.
3) If you are in the boat and winds take on a force of 11 you and your crew will drown on the next turn!! So take care to watch the wind force carefully.
4) Read the instruction booklet carefully. If you don't you will become frustrated very easily.
5) The commands '?' and 'HELP' are not supported in the ATARI version. Also the 'CHART' command redraws the map. Use the chart on the back side of this sheet for your reference to the reefs.
6) If the screen gets confusing (i.e. too many dots, or smeared dots) then use the 'CHART' command to redraw the map.
7) If you lose track of your ship or boat use the 'FIX' command to blink their locations.
8) Do not sail into islands and then try to use the boat. You can not launch a boat on sand and the boat MUST be launched to reach and on an island. The best way to reach an island is to sail close to it in the ship and then row the boat to the island.
9) You cannot merge commands as shown on page 2. All commands need to be seperate.