

SHULTZ'S TREASURE

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GETTING STARTED

Before you do anything else, make a copy of your distribution disk and store the original in a safe place. See your system manual for instructions on how to do this.

LOADING THE PROGRAM

Place the DOS diskette supplied with your computer into the A drive and turn on the computer. When the A> prompt appears, remove the DOS diskette. Insert the **Shultz's Treasure** program diskette and type: **SHULTZ**. Press the RETURN key.

PLAYING SHULTZ'S TREASURE

The object of the game is to enter the Lost Dutchman's Gold Mine and, using the equipment that you carry in and the various items that you find inside, locate and blast out the Mother Lode, and return to the outside without being killed.

There are seven game levels ranging from first level where you are provided with everything you need to play the game (all you need to find on the first level is the gold), to seventh level where you start out with only your mazer and mine car and without night goggles (which means you can't see anything until you find the night goggles). The levels in between vary in difficulty according to what items you start out with and what items you must locate within the maze. On all levels the bats are trying to steal items from you, and if you lose an item to a bat, you can retrieve it only by locating where the bat left it in the maze.

The items that you will have to help you in your quest are:

MAP — generously left behind by Ken Shultz before he disappeared

PATHFINDER — an item of advanced technology that displays where you are on the map

COMPASS — just a regular everyday compass

CHEMICAL MAZER — with cartridges that will give you twelve shots before you need a mazer refill

MAZER REFILL — these can be found scattered throughout the maze

DYNAMITE — which must be detonated with a blast from the mazer

NIGHT GOGGLES — allow you to see in the dark

GOLD ORE DETECTOR — provided by Ken Shultz and capable of telling you when you are near the gold. As you approach the area the gold is in, the inside portion will flash gold by degrees. When you are in the exact spot where you should drop the dynamite, it will turn solid red.

MINE CAR — in which to put all that lovely gold

When you find an item, all you have to do to pick it up is to approach it. When you have picked it up, it will appear in the box in the upper right hand corner of the screen. Extra mazer refills that you pick up are kept track of but are not shown until you finish the one you are using.

When the program begins, a demonstration of the program will begin running. You have several options at this point.

JOYSTICK CONTROL — Press a key F1 through F7

KEYBOARD CONTROL — Press a key 1 through 7

FOR SILENT PLAY — Press S key

CHANGE BACKGROUND COLOR — Press B key

Pressing the ESC key will stop the demo and begin a game. If you wish to save a game in progress, press the F2 key. To reload that game press the L key at the demonstration screen. To end playing a game, or to exit the program, press the ESC key.

JOYSTICK CONTROLS

Select the game level you want to play by pressing a function key F1 through F7 (F1 — level one — is the easiest level).

TO MOVE — Moving the joystick left, right, or down (toward you), will move you left, right, or cause you to turn around. Moving the joystick forward moves you forward to the next point of interest (next doorway, next item in the hall, next animal).

TO SHOOT — Press the bottom joystick button to stop and bring your sights onto the screen (or press it again to remove them and allow you to move again). Aim the sights by moving the joystick up, down, left, or right. To fire, press the top joystick button. You can only fire when the sights are on the screen. At any other time, the top red button can be used to drop the dynamite. The dynamite may only be dropped when the hallway is clear of animals and items.

KEYBOARD CONTROLS

Select the game level you want to play by typing in a number 1 through 7 (1 is the easiest level). The following shows which keys to use to play the game:

INS	—to turn left; move sights left
DEL	—to turn right; move sights right
END	—to turn around
↓	—(cursor down) to move forward to next point of interest
F9	—to stop moving and show sights on screen (or to remove sights and allow you to move again)
F10	—to move sights down
F8	—to move sights up
F7	—to fire
F1	—to drop dynamite

You can only fire when the sights are on the screen. The dynamite may only be dropped when the hallway is clear of animals and items.

WHAT TO WATCH

There are several items to keep your eyes on. All items that you are carrying are displayed in the upper right hand corner of the screen. The compass constantly displays the direction you are facing. The pathfinder causes a square to appear on the map showing your location. Your mazer will show each spent cartridge on its barrel.

The green bar that runs across the top of the screen just above the hallway is to tell you how much strength you have. Each time you are attacked by an animal and fail to kill it, this bar will turn red at either end. Every time this happens you lose more strength until the bar is completely red, and at which point, you lose. Bats will normally steal something from you and deposit it elsewhere within the maze. This kind of bat attack will not affect your strength. But, if you have nothing that the bat can steal (he will not steal your mazer, night goggles, gold, or mine car), then he will affect your strength the same as the other animals.

When you have found the gold and blasted it out, it will be displayed inside the mine car. Keep an eye on the gold ore detector to find out when you are approaching the area of the gold. GOOD LUCK!

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