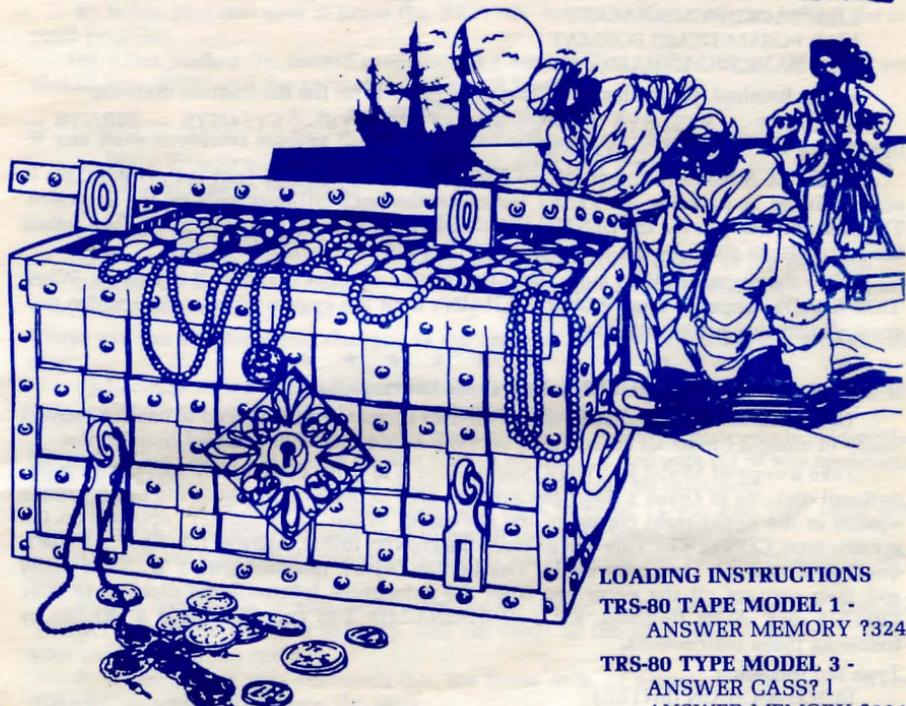


# TREASURE QUEST



## LOADING INSTRUCTIONS

TRS-80 TAPE MODEL 1 -  
ANSWER MEMORY ?32468

TRS-80 TYPE MODEL 3 -  
ANSWER CASS? I  
ANSWER MEMORY ?32468  
TYPE CLOAD.

THE FIRST PROGRAM WILL POKE SOME MACHINE LANGUAGE PROGRAMS, DISPLAY AN INTRODUCTION, THEN LOAD THE MAIN PROGRAM FROM TAPE.

## DISK LOADING INSTRUCTIONS

These are the loading instructions for the Disk version of this program:

For all computers: Be sure that you are not using write protect tabs on the destination disks.

**If you have the APPLE version, follow these instructions:**

If your APPLE has DOS 3.2, you can simply boot the disk Drive 1 and the disk will auto-run. You can accomplish this by locating the on/off switch on the back left hand side of your APPLE. Place the disk into Drive 1 and turn the Computer on. The program should start running by itself. If you should have any problems, please contact Adventure International.

If your APPLE has DOS 3.3, you will have to convert this disk to the format that your computer uses. This is accomplished by use of the MUFFIN utility provided on the DOS 3.3 master. Instructions on the use of MUFFIN are provided in your DOS 3.3 users manual.

**If you have a TRS-80 Model I, follow these instructions:**

If you have more than 1 drive, simply place the Adventure International disk into drive 1, and a copy of TRSDOS into drive 0. Boot the system. This is done by pressing the reset button, located on the back of the keyboard on the left-hand side. After booting the system, type 'AICHAIN' and the program should start running automatically.

If you have a single drive system, you will need to take a copy of TRSDOS 2.3 and remove all the visible files from the disk. Visible files are those that appear when you type 'DIR'. After KILLing all the visible files, kill the following files in the given order:

- KILL BACKUP/CMD.BACKUP
- KILL FORMAT/CMD.FORMAT
- KILL BASICR/CMD.BASIC

When finished, these should be the only files left on the destination diskette:

- SYS0/SYS — SYS1/SYS — SYS2/SYS — SYS3/SYS — SYS4/SYS — DIR/SYS —
- BOOT/SYS — SYS5/SYS — SYS6/SYS

Place the Adventure International Diskette into drive 0 and boot the system. This is accomplished by pressing the RESET button on the back left-hand side on the keyboard. The disk will ask you for the DESTINATION DRIVE?. Answer this with a '0'. Then follow the instructions given by the program regarding when to swap the disks.

After the transfer utility stops, take the destination disk and boot it in drive 0. When 'DOS READY' appears type 'AUTO AICHAIN'. Boot the system once again and the program should thereafter auto-run.

★ ★ ★ ★ ★ ★ ★ ★ ★ ★

**If you have a TRS-80 Model III, follow these instructions:**

The disk you have purchased is in a Model I format. You will need to use the convert utility to make a Model III compatible version. To do this, follow these instructions:

Take a copy of Model III TRSDOS and place it in drive 0, place the Adventure International diskette in Drive 1. Boot the system. This is done by pressing the small orange square in the upper-right corner of the keyboard. When 'DOS READY' appears on the screen, type 'CONVERT'. This will execute the convert utility. Answer the 'Source Drive?' question with a '1'. Then answer the 'Destination Drive?' question with a '0'. Then utility will then convert all the programs from the Adventure International diskette to your TRSDOS disk. After finishing, KILL AICHAIN/CMD. You can then build a DO file by following these instructions:

- Type the following
- BUILD AICHAIN (ENTER)
- BASIC (ENTER)
- 1 (ENTER)
- 48852 (ENTER)
- RUN"START" (ENTER)
- (BREAK)
- AUTO DO AICHAIN (ENTER)

For all computers: Be sure that you are not using write protect tabs when performing these operations.

**Loading Instructions for ATARI TREASURE QUEST**

**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"'.

**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.

**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 manual 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 separate.

## ADVENTURE INTERNATIONAL

*Presents*

# TREASURE QUEST

By Luke Buxton

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### ADENDUM

- 1) ALL pauses are broken out of by hitting any key - messages, flashing, whatever.
- 2) Input of all commands is allowed on TRS-80 version. A slash is needed to delimit the final numerical entry ("/'"). Examples:  
SAIL 45/3 (sail 45 degrees for 3 hours)  
ROW 90/1 (row 90 degrees for 1 hour)  
WALK 128/.5 (walk 128 degrees for ½ hour)  
HEAVE TO /8 (heave for eight hours)  
WAIT 3.5 (wait for 3½ hours)

NOTE: the placement of blanks between entries is optional. Also, it is still possible to enter these in two or three stages.

### BACKGROUND

You are captain of sailing ship *Zombie*. The year is 1760. You have sailed to a remote corner of the world known as Blood Straights. Your purpose is to find a treasure that is hidden there - either under the sea or on one of the islands.

You can explore Blood Straights under sail and by rowing the ship's boat. You can use the boat for exploring shallow areas that *Zombie* cannot reach at low tide and for going ashore to explore the islands on foot. Blood Straights is known for its shifty winds, shoal waters, and frequent storms, so simply exploring the area will require thoughtful seamanship.

You will have to explore carefully to find the treasure. Although you can dig or dive for the treasure repeatedly at as many locations as you wish, you are starting with no information about the treasure's actual location except that it is somewhere in Blood Straights. You hope to discover more information as you travel about the area.

You face certain hazards and complications in your search for the treasure. One of the frequent storms could easily sink *Zombie* if you do not handle her properly; it would certainly sink the ship's boat should you be caught in her at sea. There are pirates in Blood Straights also looking for the treasure (this could be turned to your advantage if you could find out what they know about its location). Blood Straights is very difficult to find so if you wander out of the area you might not find your way back; you might also be captured by the British Navy which has units near Blood Straights looking for pirates (you and your crew would not easily convince the Navy that you were not pirates yourselves). You and your crew do not trust each other so you cannot afford to turn your back on them; consequently, you all go everywhere together. Finally, hurricane season is rapidly approaching; *Zombie* could not stand up to a hurricane even with the best of handling so you cannot afford to waste a lot of time.

There are some points in your favor. You have an excellent chart of Blood Straights that shows plenty of accurate soundings and many other important features (including the locations of wrecks in the area). You have a fine navigator who can provide instant and precise navigational fixes and who will keep track of important tide and wind information; he will also keep a careful record of all the facts you discover about the treasure's location. Your crew will notify you instantly of all wind shifts so that you can reevaluate the situation and give new orders. You will have ample information on which to base your decision.

With perseverance, good seamanship, and a little luck you will determine where the treasure lies. Then riches may be within your grasp!

### PLAYING THE GAME

As the game goes on the program will pause on occasion. When the pause is simply to provide time to read a short message the program will usually continue automatically after a predetermined interval. If the pause is intended to give you time to ponder the situation or read a great deal of material then the program will wait until you press a key to go on. Any key will do (except SHIFT or BREAK), in general, whenever the program has paused and you are ready to go on before it shows signs of doing so, try pressing a key.

When you run "Treasure Hunt" you will see on the screen first a 'title page' and then three more 'pages' of introduction and rules. The next display begins the game and shows a representation of the Blood Straights area at the top of the screen - the light areas are the islands, the dark area is the sea, and the small dot which flashes when the display first appears is your ship, *Zombie*. (If you happen to miss *Zombie*'s location use the FIX command - this will show you the ship's position.) At the bottom of the screen there will be information about the tide, the wind, and the status of the ship plus the command input prompt "What are your orders, Captain?" Aside from the rules and certain messages which appear on the screen alone, the other displays are variations of this basic display.

In hunting for the treasure it is advisable to hunt for clues first. To do this simply explore by sailing, rowing, and walking. When you encounter a clue the computer will automatically display it and store it so that you can see it again later using the CLUES command. "Treasure Hunt" handles distances and directions quite accurately so the ruler and protractor can be very helpful both in manuver and in interpreting some of the clues.

### THE GAME

"Treasure Hunt" convincingly simulates a number of sea and weather conditions and some of the limitations inherent in sailing a ship. Learning how to deal with these factors

is one of the challenges of the game. The overall object of "Treasure Hunt" is to find the treasure, but it is hoped that much of the fun of the game will lie in becoming skilled at maneuvering the ship and the boat and exploring the islands.

The location of the treasure and the combination of clues for the particular treasure are determined randomly for each game. Some treasure/clue combinations will be quite easy while some will be considerably more difficult. If you find a particular combination beyond your frustration tolerance level, use the END command to finish the game, locate the treasure, and generate a new game.

An outline of the rules of "Treasure Hunt" is displayed at the start of the game and is accessible at any time during play. More detailed information is available below. However, if you enjoy experimentation it is easily possible to begin playing "Treasure Hunt" using only the information that the program provides, clarifying points interactively as you play.

## MOVES

The game consists of your making a series of moves in search of the treasure. Each move begins with your giving a specific command from the list of command options on the following page. You decide on the command you wish to give and type it and enter it in response to the prompt "WHAT ARE YOUR ORDERS, CAPTAIN?". (be sure to wait for the prompt - otherwise your command won't register properly.)

## COMMAND OPTIONS

Information Commands (see "?" below also)

HELP	Display the rules of the game.
CHART	Displays a chart of Blood Straights.
FIX	Displays navigational information.
CLUES	Lists the clues you have found up to that point.

## Movement Commands

SAIL	Moves the ship.
ROW	Moves the boat.
WALK	Moves the shore party.

## Search Commands

DIG	Checks for treasure at your present location on land.
DIVE	Checks for treasure at your present location at sea.

## Miscellaneous Commands

WAIT	Lets you wait.
ANCHOR	Anchors the ship. Enables the ship to survive a storm.
HEAVE TO	Enables the ship to survive a storm.
END	Finishes the game.
?	Displays a list of all the commands which are legal at that point in the game.

## USE OF COMMANDS

### Information commands:

These can be used at any time to provide you with more information on which to base your decision. No game time will pass and you return to the same situation from which the command was given.

### Other commands:

All other commands (except END) relate directly to the play of the game and are subject to good seamanship and common sense. When you show poor judgement the computer may react in one of several ways.

### Movement commands:

Movement commands will result in two more prompts: first, "WHAT DIRECTION?"; second, either "HOW MANY HOURS?" or "HOW MANY MILES?".

"WHAT DIRECTION?": you reply by entering a number from 0 to 359 inclusive. This will give the computer the compass heading of your intended course.

"HOW MANY HOURS?" follows SAIL or ROW commands. You reply by entering a positive number or 0. This tells the computer how many hours you wish to sail or row.

"HOW MANY MILES?" follows WALK command. You reply by entering a positive number or 0. This tells the computer how many miles you wish to walk.

### Search commands:

Search commands use up to three hours of game time. You must be anchored (or sunk) to search.

### WAIT:

WAIT will result in the prompt "HOW MANY HOURS?". You reply with a positive number or 0. The ship must be anchored (or sunk) to use this command. You cannot use this command when the boat is launched.

### ANCHOR:

ANCHOR will change the status of the ship from underway to anchored. No game time is used when you anchor. The ship's status changes back to underway automatically when SAIL is entered. You must be anchored (or sunk) to row, walk, wait, dig or dive.

### HEAVE TO:

HEAVE TO works like WAIT except that it can only be used when the ship is underway. The ship will drift slowly when it is heaved to.

### To change your mind about a command:

To countermand a movement/direction command enter 0 to the "HOW MANY HOURS?"/"HOW MANY MILES?" prompt. This works for WAIT and HEAVE TO also.

### To recover from bad input:

If you enter non-numeric data to "WHAT DIRECTORY?" or "HOW MANY HOURS?" or "HOW MANY MILES?" you will get a "REDO?" message. This will cause the display to shift on the screen and the game will not play properly. To recover simply enter 0 to all prompts until you get back to "WHAT ARE YOUR ORDERS, CAPTAIN?" or "YOUR ORDERS?". Then enter RULES. When you return from the rules the game will be back to normal.

### Fractional hours and miles:

To enter fractional data use decimal equivalents (a half hour is .5, etc.).

### Simplifying command input:

You can shorten command input for SAIL ROW, and WALK from three stages to two. To do this add the direction number to the end of the movement command before you enter it. This will take you directly to the "HOW MANY HOURS?"/"HOW MANY MILES?" prompt. (See example on next page.)

## Simplifying command input (continued):

Example:

- (1) WHAT ARE YOUR ORDERS, CAPTAIN? **SAIL**
- (2) WHAT DIRECTIONS? 315
- (3) HOW MANY HOURS? 2.5

becomes

- (1) WHAT ARE YOUR ORDERS, CAPTAIN? **SAIL 315** (2) HOW MANY HOURS? **2.5**

The blank between SAIL and 315 is optional.

## Repeating a command:

To repeat a two stage or a one stage command exactly press ENTER twice or once as is appropriate. This will not work with a command that has been entered in three stages.

## Passage of game time:

Normally the full amount of game time that you choose (or imply by your choice of activity) will elapse before the end of that move. There are two exceptions.

**wind shifts** - Whenever the wind shifts (or a storm hits) game time stops at the time of the shift.

**interrupted moves** - Certain events will interrupt a move, such as running aground, sailing into an island, walking off an island, etc. These may cause game time to either stop or advance, depending on circumstances.

## Overshooting your goal:

Planning a move to overshoot your goal (for example, to row farther toward an island than you actually need to to reach it) works fine in many cases and can simplify your calculations. You will simply reach your goal and your move will end. In some cases, however, overshooting can have undesirable consequences. These are predictable by applying principles of good seamanship and common sense.

## Transferring from the ship to the boat and back:

To transfer from the ship to the boat first anchor, then just row away. To get back aboard ship row the boat directly into the ship's location. When the ship is anchored right next to an island, however, the boat may overshoot the ship if you are rowing directly from the island. If this happens you can row to the ship normally in your next move. It is usually simpler to leave the ship a mile or so offshore.

## Transferring from the boat to an island and back:

To transfer from the boat to an island row directly into the island. If you have actually reached the island the display will change from "BOAT IS LAUNCHED" to "BOAT IS ON BEACH" (if it doesn't, row for a little while longer). You are now in a transitional stage. You may walk onto the island or you may relaunch the boat by rowing away from the island or by walking from its location towards the sea. When the boat is on the beach **and** you are in it you cannot dig or dive; to do so you must walk onto the island or launch the boat. You **can** wait in this situation.

When walking out of the boat and back into it it is usually a good idea to walk at right angles to the shore line. Because of the way that the screen displays motion that is not exactly horizontal or vertical, if your party is not moving at right angles to the shore you may take an unexpected jog and either launch the boat or walk into the sea. Neither is a serious catastrophe, but a little time will be wasted.

## SUMMARY OF GAME VARIABLES

### Tide:

The tide is either low or high. The tidal range is five feet. The tide changes regularly. Learning how to handle the ship and boat can be one of the most rewarding aspects of

"Treasure Hunt". This guide will be a help to that end, but the most effective learning will come through experience and thoughtful consideration of the various conditions you encounter.

Be sure to check the screen carefully (and to use the CHART and FIX commands) so that you understand the conditions at each move. Use the glossary to check the meanings of any terms whose meanings you aren't sure of.

## GUIDE TO SHIPHANDLING AND SEAMANSHIP

### Maneuvering:

Maneuvering the ship and boat around Blood Straights requires close attention to the wind and sea conditions and to the status of the ship and the boat. You should read carefully the information on the screen and frequently check the additional information available through the FIX and CHART commands. Use the glossary at the end of this section to check the meanings of the terms shown on the screen.

If the message "YOUR LAST ORDER WAS UNREASONABLE. THERE ARE RUMBLINGS OF MUTINY AMONG THE CREW." appears it means that you have attempted something that was either impossible or unwise under the prevailing conditions. You should then re-examine the situation - read the screen carefully - and make another choice.

### Restrictions on the use of commands:

Restrictions on SAIL - you will be **unable** to sail under one or more of the following conditions:

- 1) Wind is force 0 (to sail again you must wait - perhaps several times, for as many hours as it takes - for a wind shift, or use up the time till the next shift in another activity).
- 2) **Zombie** is aground (to sail again you must wait or use up the time in another activity).
- 3) **Zombie** is sunk (no more sailing on that hunt - you are restricted to rowing and walking to explore).
- 4) Boat is launched } to sail again you
- 5) Boat is on beach } must return to **Zombie**.
- 6) Your intended course is too close to the wind direction (this will generate the message "THE SHIP WILL NOT POINT THAT HIGH" - to sail again choose another course).

Restrictions on ROW - **Zombie** must be anchored (or sunk) and you must be in the boat.

Restrictions on WALK - boat must be on beach.

Restrictions on DIG - boat must be on beach and you must be out of the boat.

Restrictions on DIVE - **Zombie** must be anchored (or sunk).

If you are using the boat it must be launched.

Restrictions on WAIT - **Zombie** must be anchored (or sunk), even if she is aground.

Restrictions on HEAV TO - **Zombie** must be underway.

Restrictions on HELP, CHART, FIX, CLUES, END - none.

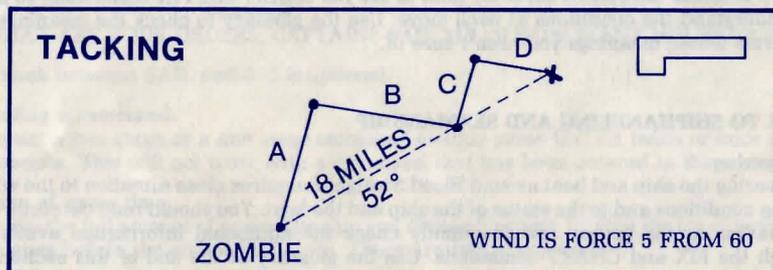
### Storms:

Usually storms are preceded by a "STORM WARNING" message, but in some cases they are not, so check the wind force before every move (force 11 is a storm). To protect the ship against a storm you can either anchor or heave to - if you attempt to sail she will be sunk.

If you are caught at sea in the boat in a storm you will not survive, so it is a good idea either to return to the ship or beach the boat when you think a wind shift may be due.

### Tacking:

It is possible to reach an objective that lies close to the wind direction by sailing a zig-zag course along your tacking angles - this process is called "tacking". For example:



- 1) SAIL 52 produces "SHIP WILL NOT POINT THAT HIGH".
- 2) FIX shows that tacking angles are 15 and 105.
- 3) So, SAIL 15 for 1 (A).
- 4) Then, SAIL 105 for 1.2 (B).
- 5) Then, SAIL 15 for .6 (C).
- 6) Then, SAIL 105 for .4 (D).
- 7) You are now at object X.

### Wind:

The wind strength can be from force 0 to force 11. At force 0 you are becalmed. Force 11 is a storm. At forces 1-10 you can sail normally. The wind shifts irregularly.

### Ship status:

Zombie can be afloat, aground, or sunk. She draws six feet and will go aground at low tide in the shallow areas. Zombie cannot sail closer to the wind than 45 degrees. The tacking angles indicate the closest headings to the wind direction that she can sail. Zombie can be anchored or underway (either sailing or attempting to). She must be anchored for you to row, walk, wait, dig, or dive (unless she is sunk).

### Boat status:

When not aboard ship the boat can be either launched or on beach. When launched you are vulnerable to storms.

### Speeds:

Zombie's speed varies from 0 knots at wind force 0 to 8 knots in winds of force 5 and above (a knot is one nautical mile per hour). The boat is rowed at a speed of 2 knots. The shore party walks at a speed of 2 knots.

### Distances:

Distances are in nautical miles. The Blood Straits area is a 60 mile by 30 mile rectangle (approximately).

### Directions:

Directions are in degrees (0 to 359). The displays are oriented in the conventional manner (north up).

### Glossary of sea terms:

**AFLOAT** - the ship is floating freely, not aground.

**AGROUND** - the bottom of the ship is in contact with the sea bottom, and she cannot move. In "Treasure Hunt" **Zombie** will go aground in certain areas at low tide but can sail in all the sea areas at high tide. See **DRAWS**, **LOW WATER**, **SOUNDINGS**, and **TIDE**.

**ANCHORED** - the ship is attached to the sea bottom by means of the anchor and anchor line; when anchored the ship will remain securely in one place. In "Treasure Hunt" you must use the **ANCHOR** command to anchor the ship, but the **SAIL** command raises the anchor automatically if sailing is possible.

**CHART** - a nautical map which shows features of special interest to sailors. See **LOW WATER**, **SOUNDINGS**, **TIDE**, **TIDAL RANGE**.

**DRAWS** - indicates how far the ship's bottom extends into the water. How much a ship draws also indicates the minimum depth of water in which she can float. In "Treasure Hunt" **Zombie** draws 6 feet. See **AGROUND**, **SOUNDINGS**.

**FIX** - to pinpoint your location, In "Treasure Hunt" the **FIX** command also provides other important navigational information. See **TACKING ANGLES**, **TIDE**, **WIND SHIFT**.

**FORCE** - see **WIND FORCES**.

**HEAVE TO** - to set the sails and rudder of a ship so that she will lie almost motionless. Heaving to is often done to protect ship against the force of wind and waves.

**HIGH** - see **TACKING ANGLES**, **TIDE**.

**KNOT** - a unit of speed. One knot is one nautical mile per hour.

**LOW WATER** - the water level at low tide.

**NAUTICAL MILE** - a unit of distance slightly longer than an ordinary mile.

**POINT** - to sail in a direction close to the direction from which the wind is blowing. See **TACKING ANGLES**.

**SOUNDINGS** - Numbers on a nautical chart which show the depth of the water. Depth can also be indicated by a depth line on a chart - a line that goes through a series of positions of equal depth. The chart in "Treasure Hunt" shows three such depth lines all indicating positions of 6 foot depth. See **CHART**, **LOW WATER**, **AGROUND**, **DRAWS**.

**STORM** - a weather condition where the wind force is so great that special precautions must be taken by sailors. See **WIND FORCE**, **HEAVE TO**, **ANCHOR**.

**SUNK** - the ship is resting on the bottom and will not float.

**TACKING ANGLES** - indicate the closest courses that the ship can sail to the wind direction from either side. For example, if the wind is from 100 the ship can sail in any direction except in the sector between 55 and 145. 55 and 145 are called the tacking angles. In "Treasure Hunt" when you attempt to sail in the restricted sector you will get the message "THE SHIP WILL NOT POINT THAT HIGH." ('high' in this sense meaning 'close to the wind')

**TIDAL RANGE** - the distance between the water level at low water and the water level at high water. See **LOW WATER**, **TIDE**.

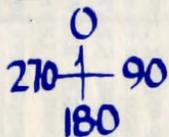
**TIDE** - the twice daily vertical rise and fall of the surface of the sea due to the gravitational pull of the moon. In "Treasure Hunt" the tide is either high or low (there are no in between stages) and it changes every six hours. See **TIDAL RANGE**, **AGROUND**.

**UNDERWAY** - when the ship is being sailed purposefully in a definite direction; when underway she is not aground, anchored, or drafting.

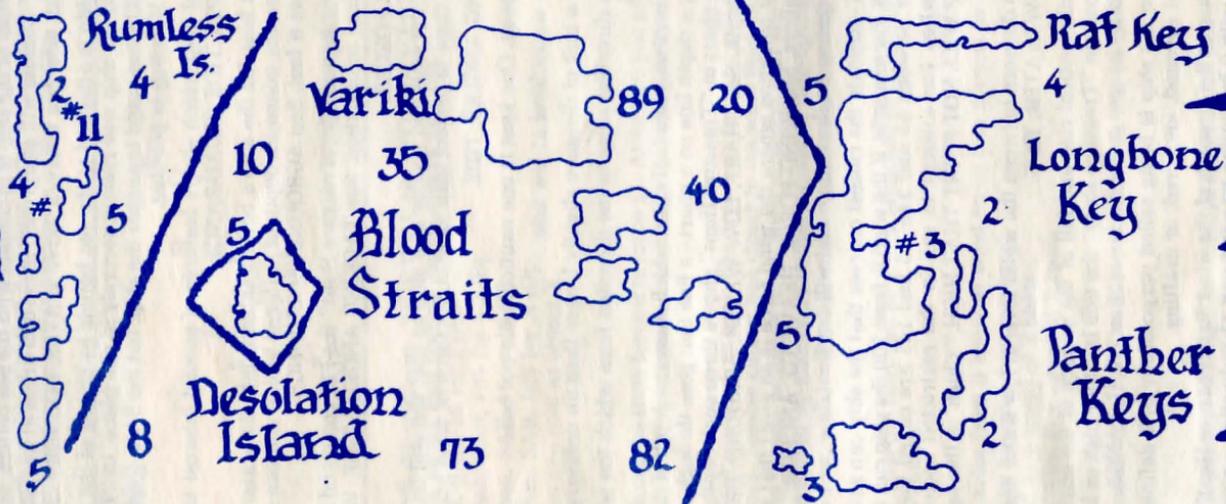
**WIND FORCE** - indicates the strength of the wind. In "Treasure Hunt" this is shown on a scale from 0 to 11, with 0 indicating no wind and 11 indicating a storm.

**WIND SHIFT** - a change in the direction of the wind.

**WRECKS** - the remains of ships which have sunk.



20 Miles



# Treasure Quest

# - SHIPWRECKS  
 NUMBERS - DEPTH  
 ——— - CORAL