

For IBM Personal Computer

SHULTZ'S TREASURE



BY JIM MCMAHON

Have Some Fast and Furious Fun in the Lost Dutchman's Gold Mine. This Real-time 3 D animated adventure has over 10,000 unique layouts for all skill levels. The game is controllable with or without joysticks and absolutely no text inputs are required.

VeriSoft Works

SHULTZ'S TREASURE

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"SHULTZ'S TREASURE" SYSTEM REQUIREMENTS

This program requires the IBM Personal Computer with 64K of RAM, IBM DOS Version 1.1, Color Graphics Board and disk drive.

INSTALLING "SHULTZ'S TREASURE"

The first thing you should do is to install the Disk Operating System onto your "**Shultz's Treasure**" disk. To do this, first insert your DOS Ver. 1.1 disk into disk drive A. Next insert the "**Shultz's Treasure**" disk into disk drive B. Turn on your computer and when the request for the current date appears, press the return key twice. When A appears type **B: INSTALL** and follow the instructions given. Now anytime you wish to play "**Shultz's Treasure**", just place the disk into Drive A and turn the computer on or press the CTRL-ALT-DEL keys simultaneously. **NOTE:** This operation requires a dual disk drive. If you do not have access to a dual disk drive, place the disk in your default drive and type **SHULTZ**

"SHULTZ'S TREASURE"

"**Shultz's Treasure**" is the first high quality 3-D color animated adventure which uses **no** text inputs. It has fast action and the entire game layout is designed uniquely (over 10,000 different layouts) each time the game is played.

In "**Shultz's Treasure**" the player enters a future world where the famous Lost Dutchman's Gold Mine has been discovered and excavated but the Mother Lode was never found. A friend, Ken Shultz (descendant of the famed Lost Dutchman), designed and built a new device to locate gold ore at a distance. He was last heard from a month ago just before entering the abandoned mine.

PLAYING "SHULTZ'S TREASURE"

The object of the game is to enter the Lost Dutchman 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 first level is the gold, but there are also extra mazer refills scattered around to help you out); to seventh level where you start out with only your mazer and mine car, 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 in the maze the bat left it.

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

a map — generously left behind by Ken Shultz before he disappeared.

a pathfinder — an item of advanced technology that displays where you are on the map.

a compass — just a regular everyday compass.

a chemical mazer — with cartridges that will give you twelve shots before you discard it for the mazer refill.

mazer refills — these can be found scattered throughout the maze.

dynamite — which must be detonated with a blast from the mazer.

night goggles — which allow you to see in the dark.

a 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 at the exact spot where you should drop the dynamite, it will turn solid red.

a 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 use the one you had.

This game may be played with either keyboard or joystick. Other options are for silent play (press the S key), to change the background color (press the B key), and to save a game in progress (press the F2 key, then to reload that game press the L key).

KEYBOARD CONTROLS

For keyboard play you will select what level of play you wish by pressing keys **1-7**. Then you will use the **Ins** key to turn left, and the **Del** key to turn right. To turn around you press the **End** key, and the key to the right of that (the cursor down key) will allow you to Zip (move in one hop to the next point of interest: the next doorway, the next item in the hall, the next animal). To fire your mazer, you press the **F9** key to stop you and bring your sights onto the screen. If your sights are already on the screen, pressing **F9** will remove them and allow you to move again. Then you aim your sights by using the **Ins** key to accelerate it left, the **Del** to accelerate it right, the **F10** key to accelerate it down, and the **F8** key to accelerate it up. To fire press the **F7** key. Press the **F1** key to drop the dynamite. The dynamite may only be dropped when the hallway is clear of animals and items.

JOYSTICK PLAY CONTROLS

Joystick play is selected by pressing keys **F1-F7**. Then you will use the joystick control to move through the maze. Push the control left to turn left. Push the control right to turn right. Pushing it backwards will cause you to turn around. Pushing the joystick control forward will cause you to Zip (go forward in one jump to the next point of interest). To use the mazer you must press the bottom red button (do not hold it down). This will stop you and bring your sights onto the screen. If your sights are already on the screen, pressing the bottom red button again will remove them and allow you to continue. Then you aim it with the joystick control by moving it in the desired direction (up for up, back for down, left for left, right for right). To fire you press the top red button. **You can only fire when the sights are on 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.

WHAT TO WATCH

There are several items to keep your eyes on. 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, at which point, you die. Another item to keep in mind is that the bats will normally steal something from you that they will then deposit elsewhere within the maze. This kind of bat attack will not affect your Strength. On the other hand, if you have nothing that the bat can steal (he will not steal your mazer, night goggles, mine car, or gold) then he will affect your Strength the same as the other animals. All items that you are carrying are displayed in the upper right hand corner of the screen. When you have found the gold and blasted it out, it will be displayed inside the mine car. Remember to 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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