TREASURE HUNT

TV GAMES

TREASURE HUNT

Welcome to the chase! After loading the game you will be given your START LOCATION. Simply find the relevant page in the accompanying "Blue Guide" and then get to grips with the first clue: each clue contains three levels of location: for instance, the answer to "Go to a bovine crossing, and a street like a sainted farmer, to see a commemoration of burnt divines" might be (1) Oxford (where your helicopter will land); (2) St Giles and (3) Martyrs Memorial. Remember to write the shortened forms of your second and third level clues: e.g. "Cathedral" rather than Southwark Cathedral. The London game has only two levels of location. (You may find it easier if you have a map).

Happy Hunting!

LOADING

Spectrum: Type LOAD "" and press ENTER. (LOAD is obtained by pressing the "J" key). Start the tape. When the program loads remember to stop the tape immediately.
CBM 64: Hold down the SHIFT key and press RUN/STOP. Start the tape.
BBC: Type CH."" press return and start the tape. Stop the tape when the menu appears, select an option and restart the tape.

PLAYING INSTRUCTIONS

When the program is loaded you'll be shown an introductory screen, that will tell you which Treasure Hunt is in the machine. You may now go ahead and play (by pressing the Space Bar), or you can press 'L' to load the next Treasure Hunt. Each time a new hunt is loaded, the introductory screen will show you which one it is. When you have the Treasure Hunt you want, press the Space Bar to play.

You can now see the first clue, and you have 10 seconds to read it; when the 10 seconds are up the clock starts and the Treasure Hunt is on.

Two screen displays are always available.
SPECTRUM – Press Caps Shift /2
CBM C4 – Press F1
BBC – ESC.

One screen shows the present status of your helicopter, which includes Location (eg: four miles north of Totnes), Destination (eg: Exeter) and time remaining to complete the Hunt.

The second screen is the map screen. This shows a map of the area, and also the position of your helicopter. As you explore more place names will appear, and a line will be drawn to trace where you have been.

You may type in commands to the helicopter pilot (usually on the Status Screen only) which usually include 'Land', 'Take Off', 'Hover', 'Circle', or any of the following compass bearings: N, S, E, W, NE, NW, SE, SW. You can also tell the pilot to fly to a specific place, eg: Totnes, Exeter etc. As soon as you have given the command (and pressed RETURN), the chopper will set off.

When you arrive at your destination, tell the pilot to 'Land'. Remember, you can only land on proper sites, so be careful! You will now be asked 'Where Now?' Type in where you think the next clue is. If you are on the right track, you will be told 'Well Done Keep Going'. When you have finally found the clue, the computer will read it out to you.

If you manage to solve all the clues (or you run out of time), the Treasure Hunt will be over. You can then either start again from the beginning, or load in a new Hunt.

TREASURE HUNT

Treasure Hunt – one of the most exciting TV adventure game shows! Now on this computerised version, you have the chance to step into the contestants shoes, pitching your wits against the clock.

This game is based entirely on the TV show and we've provided extracts from the Blue Guides to help you hunt.

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