



INSTRUCTION MANUAL

Twenty cave chambers, one tank of air, and Captain Ter Horst's gold at the very bottom. Dive before the air runs short, and come back up with the treasure.

20

CHAMBERS

3

BOATS

3

STONES

1

JOYSTICK

TAUSCHKE INTERACTIVE

For the Atari 2600. Insert the cartridge with the console switched off, plug a joystick into the left port, switch on. Please read before your first dive.

Captain Ter Horst's Gold

01

Three things are known about Captain Ter Horst. That he sailed one autumn with the brig Hendrika and thirty chests of gold aboard. That he never reached his home port. And that his wreck does not lie where it ought to – on the open seabed, where any diver would have found it long ago.

Years later, fishermen picked up planks and an anchor in a bay where the cliff drops straight into the sea. Beneath the cliff, they say, there is a hole, and the hole leads into caves that go deeper than any sounding line. That is where the current dragged the Hendrika, and that is where she scattered her cargo. Anyone who wants it has to go through the tunnels.

You have a boat for the job. It is small: a one-man submersible with a headlamp, a tank that lasts barely a minute, and a sling for stones you first have to collect down there. The yard would give you nothing more. Three boats are tied up at the quay. Lose one, take the next.

It is not empty down there. Sharks patrol the tunnels. On the floor of some chambers something waits that stretches upward when you come close. An octopus hangs from the ceiling and bars the way with its arms. Boulders drop from the roof, and in front of the hall where the gold lies swims the sea serpent. It is long. It has all the time in the world.

You have not. Bubbles rise from cracks in the floor – that is your only supply of air, and the cracks are rarely where it is safe. Hesitate, and you suffocate. Rush, and you run into the shark. The way to the treasure lies somewhere in between.

■ No saved games

There is no save function. Switch the console off and the dive is over. The best score stays as long as the console is running, and is shown on the title screen.

The Controls

02

One joystick in the left port, the right one stays empty. Plus the switches on the console. The game needs nothing else.

The joystick

MOVEMENT	WHAT HAPPENS
Stick in any direction	The boat gathers way, in eight directions. It picks up speed slowly and keeps its momentum.
Release the stick	The boat slows down and rises gently on its own. It is buoyant.
Stick left / right	Turns the boat around. The way it faces is the way a stone will fly.
Fire button	Throws a stone the way the boat is facing – if you have one aboard and none is still in the water.
Stick down (title screen)	Dive. The game begins at the bottom edge.
Fire button (game over)	Ends the picture of the seabed early and returns to the title screen.

The boat handles like a boat, not like a spaceship. It takes a moment to get moving and a moment to stop. It bounces off rock and loses its momentum doing so. Allow room to turn before you enter a narrow tunnel.

The console switches

SWITCH	EFFECT
RESET	Abandons the dive and returns to the title screen. The score stays there until the next game begins.
SELECT	Title screen only: picks the level you start on – 1, 2, 3 and back to 1. No effect during play.
Difficulty A/B	No effect, left or right.
Colour / B&W	No effect.

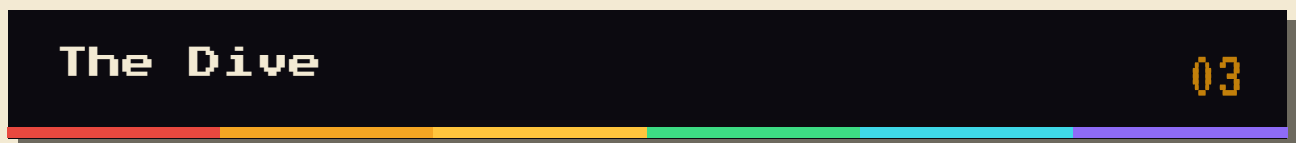
The level stays selected until you switch the console off; RESET does not clear it. What the levels change is explained in the chapter "Deeper".

On the surface



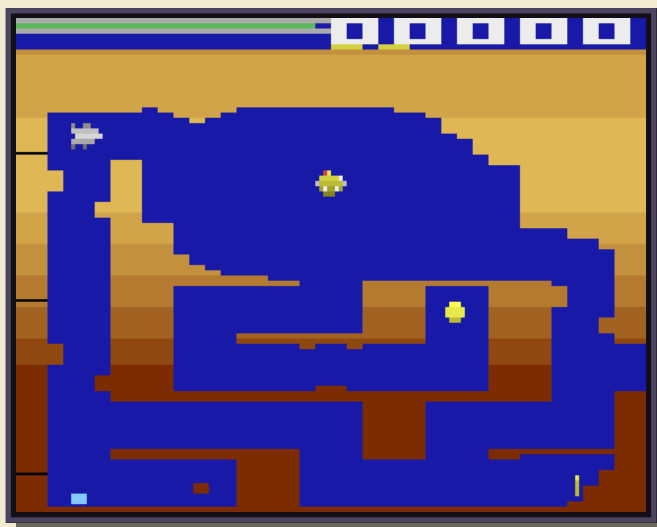
The title screen. The boat bobs on the waves, now and then a gull passes. Below the name stands the level you have chosen – STUFE is German for level.

After switching on, your boat lies on the surface. There is no start button: push the joystick down and hold it until the boat reaches the bottom edge of the screen. That is when the dive begins, and the music with it. While you stay up top you can already steer the boat and get a feel for how sluggish it is.



What you have to do fits in one sentence: find the way through the cave to the gold, and breathe on the way. The rest of this chapter is the details, and the details decide.

The cave



The first chamber. Top left the shark; further down a gold coin, a repair kit, a stone, and on the floor the crack the air comes from.

The cave is twenty chambers, five across and four deep. You always see exactly one. Where the edge of a chamber is open, you drive out and come back in on the opposite side of the neighbouring chamber. Whatever you have aboard comes with you; the tank keeps draining. The treasure lies at the bottom right, and the shortest way is not the safest.

Your boat's headlamp lights the rock at your own height. Anything further up or down fades into the dark. It is not decoration: where it is bright you can see tunnels and dead ends, where it is dark you have to go and look.

Air

The bar at the top left is your tank. It is green while more than half is left, then yellow, and red at the end. A full tank lasts a little under three quarters of a minute. That is not much, and it is not meant to be.



A column of bubbles. Up to three rise from the crack in the floor and burst against the ceiling. Every one you catch fills the tank a little.

Supply comes from the floor. Some chambers have a crack from which pale blue bubbles rise until they burst on rock. Drive through them, and each bubble refills about a seventh of the tank. A whole column will not fill it – for a full tank you would have to wait, and waiting costs what you just took on. Two or three bubbles, then move on.

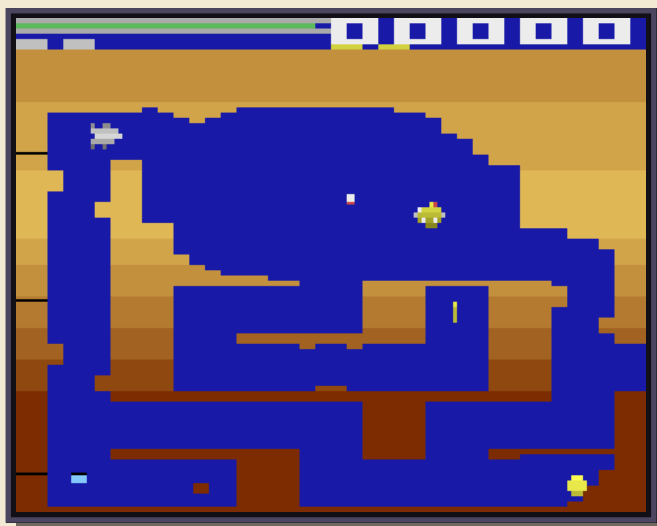
Under water you hear the sonar every three seconds. As soon as less than a quarter is left in the tank, it pings four times as often. You no longer need to watch the bar; you can hear that it is getting tight.

■ When the air runs out

With the tank empty the boat sinks and you lose it. The next one starts in the same chamber with a full tank – so you are not stuck if you have strayed into a chamber without bubbles. It only costs a boat.

Stones

Small rocks lie on the floor. Drive over one and it comes aboard – three at most; the bottom left of the screen shows how many you have. A fourth is simply lost, so do not drive over a stone with a full hold if you might want it later.



A throw to the left. The stone climbs a little, then drops in an arc and shatters on the rock.

The fire button throws. The stone flies the way the boat is facing: a short way up first, then down in an arc, until it hits rock or something alive. Throw while moving and it flies further. Lobbing a stone over an obstacle is a matter of practice – the arc is always the same, only your distance changes. You cannot throw the next one until the first has shattered.

Stones are scarce. There are nine in the whole cave, and most of the creatures are not worth one. A stone is for the moment when there is no way past the shark.

What else lies around



From the left: a stone, an air bubble, a gold coin, the repair kit, and the Captain's gold.

Gold coins lie in dead ends, in the shafts of the rock traps and under the arms of the octopus – in short, wherever you would not go without them. They spin, which is why they are sometimes a disc and sometimes a line. Each is worth fifty points, and each is there only once: take it and it stays gone, even if you lose a boat.

The repair kit is a red box with a bright cross on it. It adds a boat to your reserve; you never have more than five. It is rare, and like the coins it is there only once.

The treasure sits in the last hall, at the bottom right of the cave. Touch it and it is yours. What happens next is in the chapter "Deeper".

The display



Left: the tank, and below it the stones aboard. Right: the score, and below it the boats still waiting at the quay.

The five digits on the right are your score. The yellow marks below them are your reserve – the boats still to come, not counting the one you are sitting in. Two at the start, then fewer, and with luck sometimes more.

The Creatures of the Deep

04

Six things in the cave can destroy your boat. Five of them are alive; one is a piece of ceiling. Every touch costs a boat, and the next one starts where you entered the chamber, with as much air as you had then. Dying does not fill the tank.

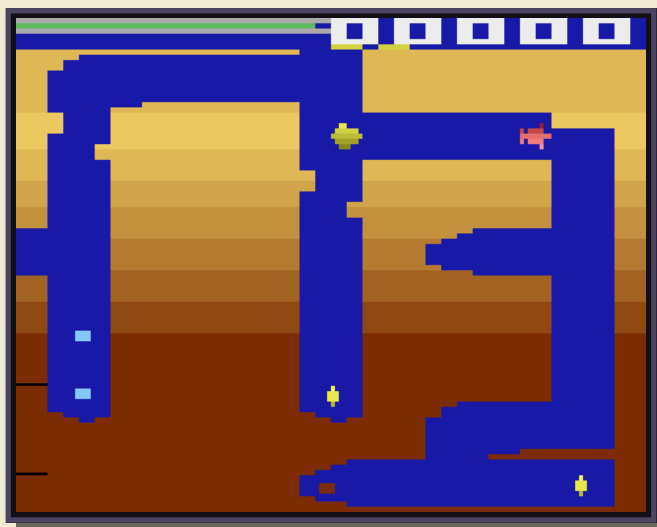
The shark



A shark at your height. From now on it gets faster.

Sharks patrol the tunnels, back and forth, at a steady pace. As long as you stay above or below a shark it is predictable. The moment you come down to its height it sees you and accelerates – not faster than your boat can go, but faster than you can turn. One stone kills it. If you would rather dodge, you need room above or below – the wide chambers have it, a narrow tunnel does not.

The manta ray



A manta on its lane. It has not seen the boat – it never sees anything.

The manta is the shark's opposite: it swims its lane through the tunnel, wall to wall, always at the same pace, and takes no notice of you. Stay above it, below it or right at its height – it never speeds up and never turns towards you. In return it is brisker than a shark on patrol. To get past it, count its rhythm and slip through behind it instead of running ahead of it. One stone kills it, but it is rarely worth the stone.

The lurker



On the floor of the chamber. It has seen the boat and is stretching towards it.

It sits on the floor and looks like a green nothing, two lines tall. Come near and it stretches upward and leans towards you until its head is at your height – quick to grab, slow to let go. It never moves from its spot. Keep your distance sideways or stay high and it cannot reach you. One stone kills it, but for that you have to get close.

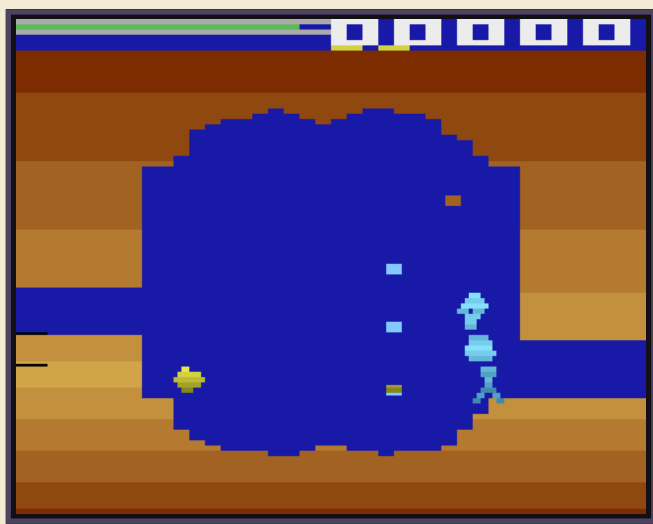
The giant octopus



The octopus hangs from the ceiling and lets its arms down in waves. Right now they are down.

It hangs from the ceiling of a tunnel and does not move. Its three arms do: one after another they stretch downward, block the passage and draw back up, always to the same beat. An arm that touches you crushes the boat. You have two choices: wait for the beat and slip through the gap, or two stones. The beat is the cheaper one.

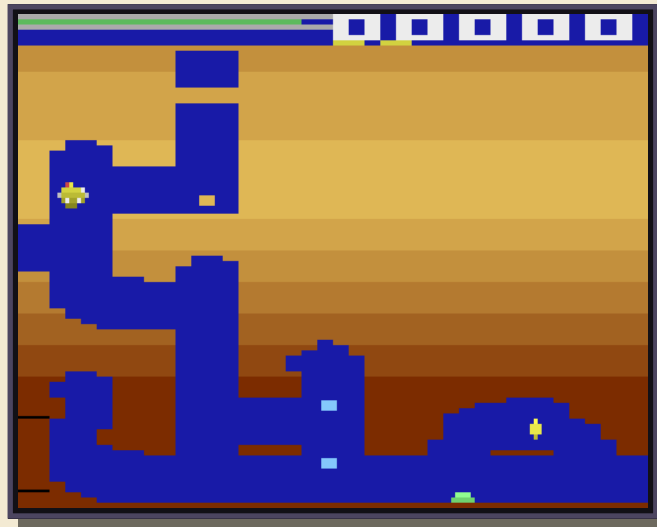
The sea serpent



The hall before the treasure. The sea serpent winds through open water; there is a column of bubbles and a single stone.

It has a hall to itself, the last one before the gold. Head, body and tail follow one another through open water, and because the hall has no tunnels there is nothing to hide behind. Three stones kill it – your whole supply, and it has to be full for that. The other way: read its path and pass on the other side. The exit to the treasure is on the right.

The rock trap



A boulder on its way down. A moment ago it was trembling.

In six places in the cave a loose boulder hangs in a shaft. To a fixed beat it trembles, then falls to the floor and hangs at the top again. Whoever is underneath when it falls has no boat left. The trembling is your warning – when you see it, stay where you are or drive through, but do not stop to think. Stones do nothing against rock.

■ What comes back and what does not

Leave a chamber and return, and the creatures are back, including the ones you killed, and a stone you picked up lies in its place again. Gold coins and the repair kit stay gone.

Points, Boats and the Seabed

05

Points

FOR	POINTS
An air bubble	5
A stone picked up	10
A gold coin	50
A manta	75
A shark	100
The lurker	150
The giant octopus	250
The sea serpent	500
Captain Ter Horst's treasure	1000

The score counts up to 99,999. The highest score since switching on is shown as BEST on the title screen, and stays there until you switch the console off.

Boats

You start with three boats: the one on screen and two in reserve. A shark, the lurker, an arm, a boulder – every touch costs one, and so does an empty tank. The repair kit brings one back; there are never more than five.

After a creature, the chamber restarts with the air you had when you entered it. After suffocating, it restarts with a full tank. That is the only difference, and it is that way round on purpose: running into the shark to save air leaves you one boat short with the same air as before.

The seabed



The last boat lies keel-up on the seabed. The last of the air rises.

When the last boat is lost, the game shows where it ended up: the wreck on the sea floor, the bubbles still escaping from it, and silence. After six seconds, or when you press the fire button, it returns to the title screen. The score stays there until the next dive begins.

Deeper

06



The Captain's hall. The treasure lies on the floor, waiting.

Touch the treasure and the game pauses briefly, counts a thousand points, and then carries on – not up to the surface, but into the next section of the cave. Ter Horst did not sink his gold in a single chest.

The next section has the same twenty chambers, and it begins in the first one, with a full tank. Points, boats and the stones aboard come with you; the gold coins are back in place. But the creatures are faster: the shark on patrol and in pursuit, the beat of the octopus, the lurker's grab, the sea serpent, the traps. And there are fewer stones – six instead of nine in the second section, three from the third on. Three stones for the whole cave means the sea serpent is no longer killed; it is passed.

There are three levels. From the third section on it stays at the third, however deep you go.



After a game: the best score stands below the level. Here SELECT has picked level 2 – STUFE 2.

If you know the first level, you can skip it. SELECT on the title screen picks the level the first section starts on: STUFE 1 is the normal beginning, STUFE 2 the cave as it is after the first treasure, STUFE 3 the fastest. The air is the same on every level – the tank is the clock, and it ticks the same for everyone.

Advice

07

None of this is in the game. These are the things you know after the third dive and would have liked to know on the first.

Let go of the stick when you do not know where to go. The boat brakes by itself, and in almost any situation standing still beats momentum in the wrong direction. Except under a boulder, and except at the height of a shark.

The first column of bubbles is in the first chamber. Take it, even while the tank is still green – the next one is further away than you would like.

The shark only sees you at its own height. In a wide chamber, then, you wait up top until it has passed beneath you, and follow it. In a narrow tunnel that does not work – there it always sees you, and then only speed, a stone or another route will help.

At the octopus, count the beat before you go. The arms come one after another, from one side to the other – the gap moves, and it always moves the same way. Watch two rounds, then go through without stopping.

Save the stones for the end. The shark in the first chamber can be got around; the sea serpent only with difficulty. Arrive in its hall with three stones and you have a choice. Arrive with one and you have none.

The coins in the trap shafts are not there for nothing. The boulder announces itself – go in as soon as it is hanging at the top again, and be out before it trembles. All it takes is not to think about it.

And when the tank is red and no bubble in sight: keep going, do not turn back. An empty tank costs a boat and gives you a full one. A boat that turns back gets neither.

Fair winds. The gold has been lying there a long time. It is in no hurry – you are.

Every picture in this manual comes from the game itself. What you see here is what you will see on your TV.



TAUSCHKE INTERACTIVE