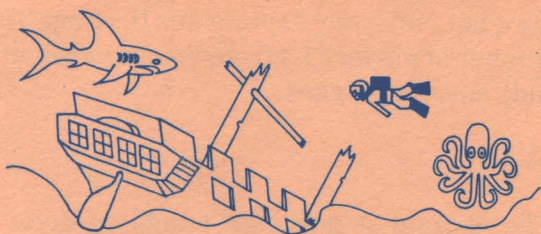


# SPECTRECADE™

presents

## TREASURE COVE



# Ship's Log

**Monday**

**March 27**

**7: 30 P.M.**

You are anchored in a small boat off a small island in the Carribean. You are in "El Bayo del Matta Fisha." Bay of the Deadly Fish! You have come in search of the treasure of the lost Spanish Galleon (shown on title page). Squeeze trigger or press any key.

**Tuesday**

**March 28**

**5: 30 A.M.**

The captain wakes you early and instructs you to go on deck to check for any boats that may have followed you into the bay. For many know of the treasure but only your captain has the map. (Enter the number of players 1-4 from your hand control or keypad) squeeze trigger.

**6: 00 A.M.**

The captain sounds "all hands on deck". He asks for volunteers to swim to the bottom of the Bay and bring back the lost treasure, a task for which you are promised a share of the wealth. (Enter the number of divers 1-9 from your hand control or keypad) squeeze trigger.

## Later the same morning

All systems are ready. The water is clear and it is possible to see all the way to the bottom. A deadly octopus with glowing eyes guards the treasure. Timing is of the essence as the first diver jumps overboard, (squeeze trigger). The going is slow at first. It is early and there are not many fish in the bay. But you must avoid even the smallest at all costs. Of course, you may swim faster (squeeze trigger), but be careful--expending this energy means using your oxygen more quickly. You discover the treasure lying at the bottom of the cove. As the boat circles above, you hover directly over one of the encrusted treasures and with arm extended snatch it from its sandy tomb. **DO NOT ATTEMPT TO RETURN TO THE BOAT EMPTY-HANDED.** Little did you know that the captain is greedy and will not let you back on board without his share of the wealth. Each time you successfully clear the bottom of the cove your score will be displayed as the boat sails to a new location (squeeze trigger). Each new location means an increase in the value of the treasure not to mention an increase in the number of fish. How much treasure will you be able to collect?

## SCORING

Each piece of treasure is worth 100 pts. x the number of the round. In addition each diver begins each dive with 100 units of oxygen. The amount of oxygen left is added to your score only after each board is successfully cleared. So be frugal and swim faster only when absolutely necessary.

## SPECIAL FEATURES

El Bayo del Matta Fisha contains more than 20 species of sea life. All of these are extremely dangerous and must be avoided at all costs. Somewhere in these treacherous waters lies a fleet of deadly yellow submarines whose nuclear emissions have poisoned the fish. Each round brings a new species of aquatic life. The unique, continuous music may be stopped by pressing (MR) on your Astrocade keypad while the title page or scoring routine is displayed. Play continues as usual. Restart music by pressing (MS). The designers of this game have also provided a Tournament level playing mode. To enter this mode select 0 divers. Each player will automatically be provided 4 divers. The score display screen will then indicate "Tournament Level". Use this mode when mailing screen image for high score verification. Direct all questions concerning the cartridge to:

Esoterica Inc.  
P.O. Box 614  
Warren, Ohio  
44482-0614

Treasure Cove is the exciting new creation from Spectre Systems. Spectre is a new company dedicated to developing exciting, innovative games for your enjoyment.

The crew here at Spectre includes our Engineer/Programmer/Game designer Brett Bilbrey; Programmer/Musical conductor/Keeper of the crows nest Marion Nalepa; and our Captain-at-Arms Michael Toth. We hope that Treasure Cove will give you many hours of enjoyment, and we will be working hard to bring you more and better games in the future.