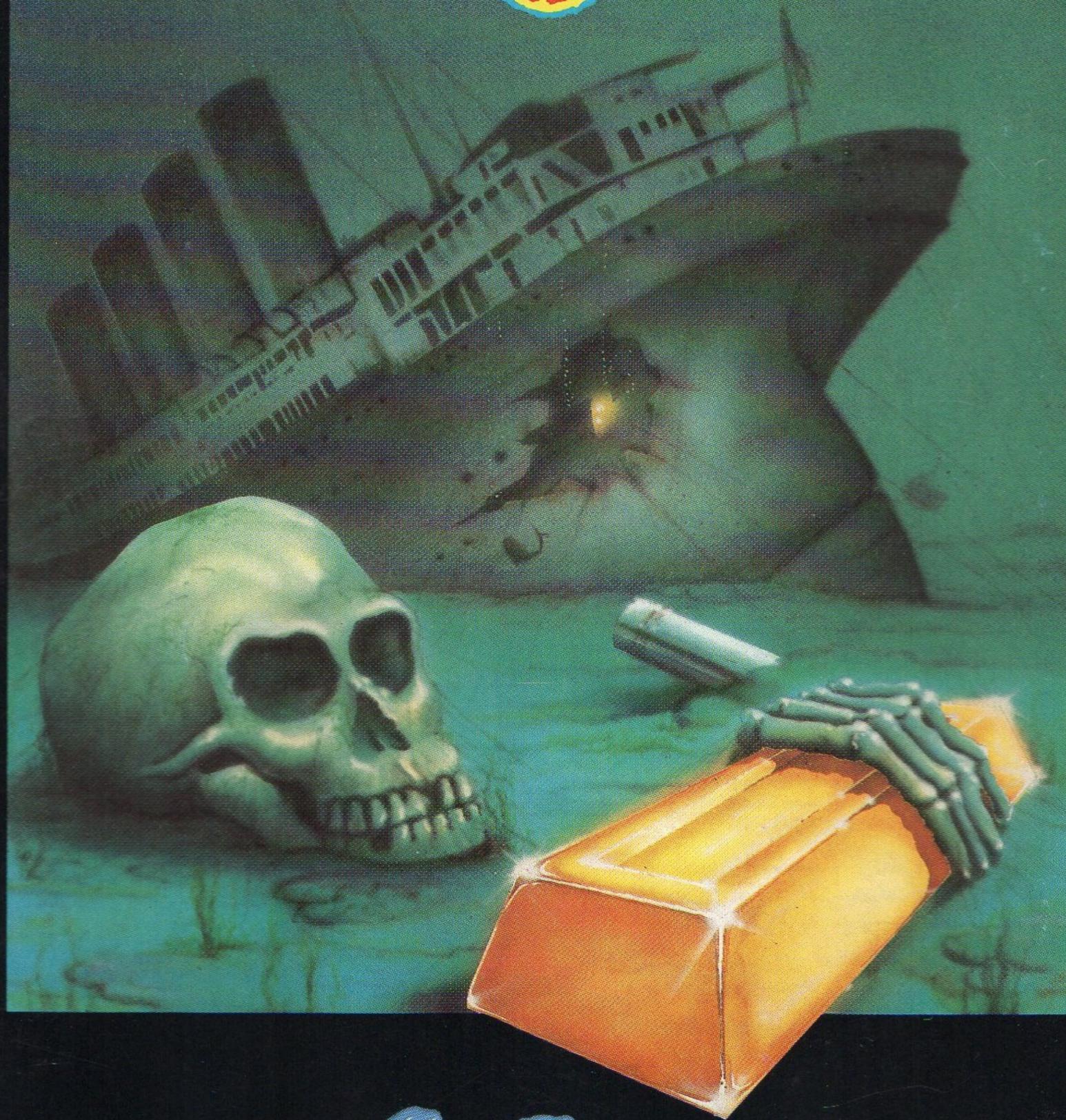


THE WRECK



Electric
SOFTWARE



Prologue

You enter the water-front bar with enough money left for a couple of lousy drinks.

Tomorrow you have to sell the boat and the rest of your salvage gear to pay off your creditors; which is a shame, if you could only have another week you could explore the whole of the wreck you've found out there on the reef. There's something about that ship that doesn't fit. With a name like hers, the 'Beaulieu Anne' should be proudly sailing, not lying precariously on the bottom, cursed and quiet! One more week and another few dollars. There's no point, you tell yourself. Mr Yes has turned you down. No more credit, no more exploration. Depressed and angry you order a drink.

The old man you slump down next to at the bar looks as though he's in the same state. The barman pours you both a drink as the old man starts to tell you his story . . . of how he had escaped from the foreign treasure ship when it went down! He even bundled the dying Captain into the only unsabotaged lifeboat, the one the mutineers had been going to use. News had leaked about the ship carrying gold, that's what had started the mutiny: everybody had wanted a cut. The Captain had locked the gold away in one of the ship's three safes. And then he had changed all the combinations.

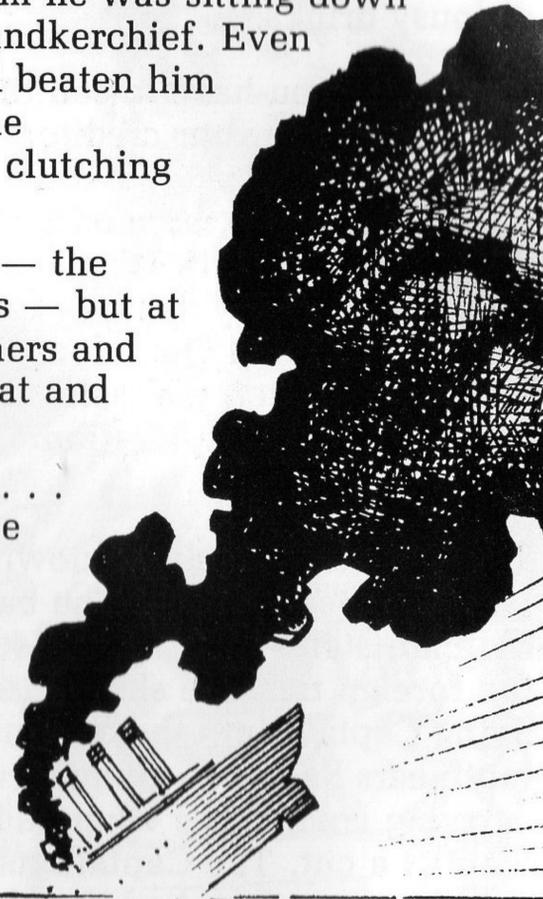
You order more drinks and the old man continues . . .



How he'd urged the Captain to hide, who, instead had rushed round the ship writing graffiti on the walls. Most unlike the Captain. When the crew had found him he was sitting down calmly, mopping his brow with his handkerchief. Even though the crew had tortured him and beaten him again and again he hadn't disclosed the combinations, but remained calm still clutching that handkerchief.

The old man hadn't been able to help — the mutineers had suspected him as it was — but at the first chance he'd slipped his watchers and sneaked the Captain aboard the lifeboat and away in the night.

More drinks and the old man goes on . . . They had drifted about a mile from the ship. Come the dawn they had heard the explosion and watched the ship go down. That had made the Captain smile — he was too weak to do anything else except hang on to that handkerchief.



Three days later, still drifting the Captain had died and as he went, he'd pressed his blood-soaked handkerchief into the old man's hand. "You can't read or write" he'd whispered, "so the secret's safe with you, but keep the cloth — it might make you rich one day."

"What happened to the bullion?" you ask. "The Bully Ann — I told you — she went down — with all that gold on board. And now I'm in trouble with Mr Yes — he wants the handkerchief and he'll kill me to get it — I don't know why, it's only covered in letters."

Just then there is a commotion at the door and Big Barclay crashes in. Barclay is American and built like an Express train. He works for the town's main credit agency, Mr Yes. Barclay slams his fist on the bar. "Where's the old man?" he roars, "Mr Yes wants to see him. Now!"

Barclay grabs the old man by his collar and is about to haul him away when something clicks in your mind. Bully Ann . . . Beaulieu Anne?.. You never did like Barclay much and it could be your turn tomorrow, so the only casualty is the bottle you break over his head. You and the old man are partners now . . .



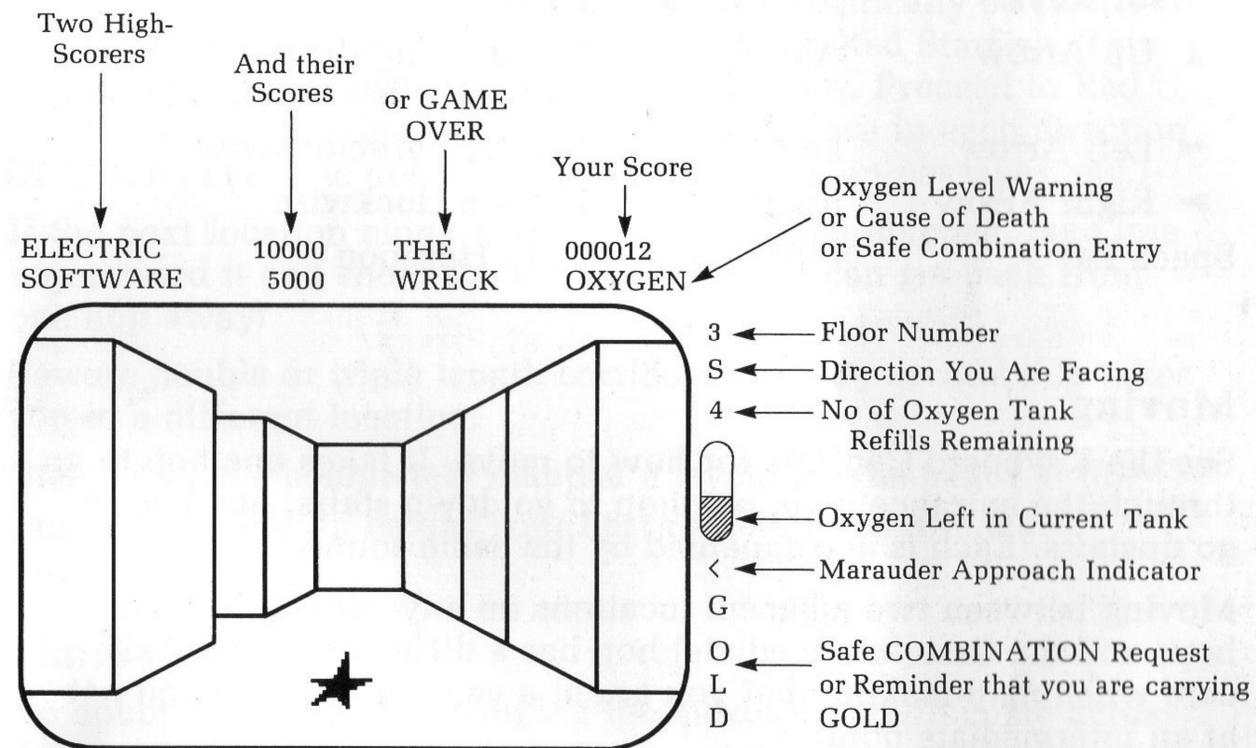
The game takes place within the sunken ship that you located on the edge of an undersea ridge. You have only ten refills for your oxygen tanks and if you returned to your base to get heavier salvage equipment the ship will very likely have slipped off the ridge and into the depths before you could get back.

Your only hope of recovering the gold that the ship was known to be carrying is to go through the hole in the side with air bottles you have. And there of course your problems really begin!

The Captain stored the gold in the lower Deck Safe (bottom level) and he left clues to the combination at various points throughout the ship. You do know that each floor contains all the clues to open the safe on that floor and that each safe must be opened to reveal the information that will be needed on the next floor down.

Tell Tales

Around your face mask aperture are the various bits of information that may be useful and may even save your life.



Oxygen

Exploring sunken wrecks is an oxygen consuming business.

You start with full tanks and nine refills available. At any time you can see how much you have left in your tanks by looking at the tell-tale bottle to the right of your face mask aperture. The number in blue just above the bottle is how many refills remain.

When your tanks are only 40% full you will hear a warning sound (4 long beeps) to tell you that the old man has refilled the spare tanks and lowered them down to just outside the entrance hole. To swap tanks, hop out through the hole while the tanks are hanging outside.

At 20%, you will hear a continuous beeping and "OXYGEN" will flash at you beneath your current score. Get back to the entrance before your whole life flashes before your eyes!

Keyboard Controls

Your movements may be controlled with the keyboard or either of the joysticks.

Cursor Keys	Joystick	Effect
▲ Up Arrow	Ahead	Moves 1 hop forward (2 hops between locations)
◀ Left Arrow	Left	Rotates anti-clockwise
▶ Right Arrow	Right	Rotates clockwise
Space Bar	Fire Button	Fires Harpoon

Moving

See the Keyboard Controls for how to move. It takes one hop to go through the entrance hole, one hop to go down stairs, one hop to go upstairs. Each is accompanied by the same sound.

Moving between two adjacent locations on any deck takes two hops and the first (intermediate) hop has a different sound. Take care when map-making that you are at a genuine location and not at an intermediate point.

Staircases

Staircases connect the 3 decks. From the top deck there is one flight going down to the middle deck and a second flight between the middle and bottom decks.

There appears to be no spatial distortion in the immediate vicinity of the stairs, and you know where you are with the red starfish that you find on each deck.

The Mazes

The three floors contain mazes of different styles and of increasing complexity. On Floor 1, there is a linear maze, the mapping of which shouldn't be too difficult.

On the Middle and Bottom Decks the mazes are non-linear. This means that if, for example, you leave a point going Northwards, turning round to go South won't necessarily take you back to where you came from!

Hints on Mapping Non-Linear Mazes

There are several ways of mapping linear and non-linear mazes and no doubt experienced Adventurers will have their own preferred method.

If you wish to use the enclosed Location Grid simply proceed as follows:- As you enter the ship you will automatically be facing East. At the end of the corridor you will see a Red Starfish. This marker fish will always be present on all levels. Proceed to Red Starfish and start mapping. Take the time to face in each direction (N,E,S,W) and note dead-ends, blank walls, open passages, etc.:-

If the next location along a passage hasn't been mapped, take one hop toward it and shoot the marker fish. You can get back from one hop away!

Beware double or triple length corridors — every second hop takes you to a different location.

Once you have completely mapped a level, use the pages at the back of the book to record your best route through the maze.

Short-Cuts

No doubt when you are mapping the mazes, you will come across the secret passageways — one from each of the lower decks — leading straight to the entrance hole.

If you do discover them, they can save valuable time getting gold up to the surface and getting refills for your air tanks.

Harpoon

You have with you, as normal, your harpoon gun which fires anaesthetic bolts. These prove fatal when you hit a guardian but they only stun the innocent marker fish.

The harpoon fires from below your face mask aperture and is angled upwards.

Marker Fish

Until you have built up your own map of the maze the only way of distinguishing one location from the many other similar locations on each floor is to shoot a marker fish. The marker fish is the grey shape that frequents each location on the floor and it will only

reveal its true shape and colour when harpooned. Once immobilised however, it will stay put until the end of the game, and will provide a useful reference point.

There are 35 different marker fish on each floor — nearly enough to shoot one at each junction/turning on the floor.

At the end of a game the anaesthetic wears off and the marker fish move onto new locations, so don't expect to find them at the same place next time!

A purely selfish arrangement has been agreed with the three red starfish (one on each floor) whereby they lie doggo near the stairs and they don't get shot at. Once you get back to the red starfish you know where you are.

The Guardians

The Guardians are large blue objects with tentacles who patrol the corridors and protect the safes and clues. (Actually they like lurking in dead-end passages). The marker fish are terrified of them and will clear off while a guardian passes by. You too should be suitably respectful — one touch from a tentacle will send you careering mindlessly around the Wreck, wrecklessly (!) using up your oxygen.

Clues

On each of the three decks is a safe and six clues to its six-letter combination. All the clues are written on the walls at the ends of cul-de-sac corridors. Go right up to the end and then look at each wall in turn to find the clue. (On the upper deck there are more "dead-ends" than there are safe and clues so don't be surprised to draw a blank.)

Upper Deck (Deck 1) Clues

On this deck the clues are easily found from the letter grid on the Captain's handkerchief. Start at the bottom left hand corner for each clue. See Example 1.

In the Deck 1 Safe are the instructions to find out where on the letter grid the middle deck clues start from.

Middle and Lower Deck Clues

Each of the six clues on each floor has a number 1 to 6 and on the Middle and Lower Decks, Clue 1 is related to the start Point, Clue 2 is related to Clue 1, Clue 3 is related to Clue 2, etc., etc.

The start for Decks 2 and 3 may be found in the safe on the floor above. See Example 2.

EXAMPLE 1

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16		
16	V	R	B	W	O	D	C	F	J	G	Q	P	A	H	U	X	16
15	M	Y	I	S	N	K	E	T	L	Z	F	O	W	P	A	U	15
14	R	H	M	Q	B	E	Z	X	G	J	I	D	Y	K	T	N	14
13	L	S	V	C	F	G	R	N	M	W	E	K	B	T	Z	J	13
12	Y	C	A	H	U	L	I	V	S	X	O	Q	P	D	J	B	12
11	C	E	D	P	L	I	H	Z	T	Y	S	V	K	A	N	O	11
10	Q	W	F	R	G	X	M	U	Y	H	T	I	C	J	B	K	10
9	Z	F	X	N	W	V	Q	O	D	E	M	R	G	L	P	A	9
8	S	U	R	D	J	A	T	G	B	L	C	H	O	Z	F	W	8
7	P	V	E	Y	I	S	X	Q	N	U	K	M	T	O	C	Z	7
6	I	M	L	K	A	R	U	E	X	D	J	S	H	B	G	P	6
5	N	Q	W	V	Y	F	A	S	P	M	X	C	L	U	K	R	5
4	W	I	T	B	V	N	G	Y	Q	F	Z	J	D	E	O	H	4
3	B	L	G	O	H	J	W	K	A	P	R	X	I	S	Y	V	3
2	D	Z	U	T	M	Q	F	C	E	N	G	B	S	Y	W	L	2
1	E	N	P	A	R	H	O	D	Z	C	V	U	J	M	X	T	1
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16		

④ Up 11, Across 8

reveals that Z is the fourth letter of the combination

EXAMPLE 2

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16		
16	V	R	B	W	O	D	C	F	J	G	Q	P	A	H	U	X	16
15	M	Y	I	S	N	K	E	T	L	Z	F	O	W	P	A	U	15
14	R	H	M	Q	B	E	Z	X	G	J	I	D	Y	K	T	N	14
13	L	S	V	C	F	G	R	N	M	W	E	K	B	T	Z	J	13
12	Y	C	A	H	U	L	I	V	S	X	O	Q	P	D	J	B	12
11	C	E	D	P	L	I	H	Z	T	Y	S	V	K	A	N	O	11
10	Q	W	F	R	G	X	M	U	Y	H	T	I	C	J	B	K	10
9	Z	F	X	N	W	V	Q	O	D	E	M	R	G	L	P	A	9
8	S	U	R	D	J	A	T	G	B	L	C	H	O	Z	F	W	8
7	P	V	E	Y	I	S	X	Q	N	U	K	M	T	O	C	Z	7
6	I	M	L	K	A	R	U	E	X	D	J	S	H	B	G	P	6
5	N	Q	W	V	Y	F	A	S	P	M	X	C	L	U	K	R	5
4	W	I	T	B	V	N	G	Y	Q	F	Z	J	D	E	O	H	4
3	B	L	G	O	H	J	W	K	A	P	R	X	I	S	Y	V	3
2	D	Z	U	T	M	Q	F	C	E	N	G	B	S	Y	W	L	2
1	E	N	P	A	R	H	O	D	Z	C	V	U	J	M	X	T	1
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16		

Top Deck Safe:

Start for 2nd Floor is at "Up 7, Across 11"

Middle Floor Clues

- ① Up 3, Left 8 from Start gives F
- ② Down 9, Right 12 from Letter 1 gives X

Safes

On each deck there is a safe. It will be in a "dead-end" just like the clues. Go right to the end and look at each wall in turn to find the safe.

If it is closed when you face it, the word "COMBINATION" will be flashing down the right hand side of your screen below the oxygen bottle. This is your cue to enter the six-letter combination. Type in the six letters you have deduced from the clues on that deck. The clues are numbered 1 to 6 — enter the letters in that order. The BS key may be used to remove letters you've thought better of! Press RETURN when you have entered the six letters.

The safe will open automatically when you type in the right combination and will still be open if you return to that location later. If you enter the wrong code, the safe will disdainfully make ready for you to have another attempt!

Have as many goes as you like at entering a combination, but remember the safes are wired together and have to be opened in the order — Top Deck, Middle Deck, Bottom Deck.

Gold

So you've opened the third floor safe and there it is — all that lovely gold. How much can you get to the surface before your air runs out? Clear out the six bars you see and another six will appear.

The word "GOLD" will flash on your screen under the oxygen bottle when you are carrying an ingot. Get that one to the entrance before you can collect another.

The Marauder

The last trap the Captain laid was to put a marauder egg in the safe along with the limitless gold. Very rarely seen on this planet (until a couple of weeks ago!), the marauder egg takes about as long to hatch as it takes to get a bar of gold to the entrance. After that, watch out!

One of the reasons the marauder is so rarely seen is that it is very very shy. It always attacks from behind or from one side. Turn to face it and it will run a mile!

An arrow will flash just below the oxygen bottle and this tells you a) that the marauder is in your immediate vicinity and b) which way to face to confront it. React quickly to avoid "ALIEN" on your death certificate.

Scoring

Killing a Guardian	150
Stunning a Marker Fish	75
Finding a Clue	175
Finding a Safe	175
Opening a Safe — Top	1000
— Middle	2000
— Bottom	2000
Getting Gold to the Entrance (per bar)	2500

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14	R	H	M	Q	B	E	Z	X	G	J	I	D	Y	K	T	N	14
13	L	S	V	C	F	G	R	N	M	W	E	K	B	T	Z	J	13
12	Y	C	A	H	U	L	I	V	S	X	O	Q	P	D	J	B	12
11	C	E	D	P	L	I	H	Z	T	Y	S	V	K	A	N	O	11
10	Q	W	F	R	G	X	M	U	Y	H	T	I	C	J	B	K	10
9	Z	F	X	N	W	V	Q	O	D	E	M	R	G	L	P	A	9
8	S	U	R	D	J	A	T	G	B	L	C	H	O	Z	F	W	8
7	P	V	E	Y	I	S	X	Q	N	U	K	M	T	O	C	Z	7
6	I	M	L	K	A	R	U	E	X	D	J	S	H	B	G	P	6
5	N	Q	W	V	Y	F	A	S	P	M	X	C	L	U	K	R	5
4	W	I	T	B	V	N	G	Y	Q	F	Z	J	D	E	O	H	4
3	B	L	G	O	H	J	W	K	A	P	R	X	I	S	Y	V	3
2	D	Z	U	T	M	Q	F	C	E	N	G	B	S	Y	W	L	2
1	E	N	P	A	R	H	O	D	Z	C	V	U	J	M	X	T	1
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	