



The story:

The Schränker is now so rich that he can retire on a beautiful island and enjoy life.

One day, while lying on a deck chair on the beach, he reads in the newspaper about a treasure in the jungle of this island.

A legend says that there are 5 caves in the jungle, where one of them contains a treasure chamber. However, it is said to be protected by 4 impenetrable golden doors, of which the keys are hidden in the other caves. The caves themselves are protected by various creatures and traps, so no one has ever managed to retrieve the treasure.

Life has been too quiet for the Schränker for some time, so an adventure like this would be more than welcome!

Gameplay and goal:

The Schränker has to find 5 caves in the jungle.

In 4 caves he will find a gold key, which he will need in the 5th cave to get into the treasure chamber.

In the jungle he has to be careful that the animals don't catch him. He has to jump over them or duck, depending on the situation. In the caves he has to avoid the strange creatures and look for safe ways to get the keys. Once he has found a golden key, he has to leave the cave and look for the next one.

Only when he has found and looted the treasure chamber, he can go home and look for the exit in the jungle.

The two modes „Normal“ and „Helfen“:

In "Normal" mode, the Schränker will die as soon as he uses up his last life. However, if you loot the treasure and find the exit, you will receive bonus points for each life you have left.

In "Helfen" mode, after using up his last life, the "Schränker" will automatically buy a new life for 250 points. He does this until he runs out of points. This gives you the opportunity to go deeper into the jungle and explore the caves. Should he loot the treasure chamber and find the exit, he will not receive any bonus points for the remaining lives.

System requirements:

„Der Schränker 3“ contains almost 50Kb of code and needs additional memory for the display. Therefore the game can only be played on ATARI XL/XE models with 64Kb memory. To make the game fit into one file, data reloading has been omitted.

Controls:

Without fire button pressed

Joystick up	In the maze:	The player goes through a passage at the top end
	In the cave:	The player climbs up a ladder or rope
Joystick-down	In the maze:	The player goes through a passage at the bottom
	In the cave:	The player climbs down a ladder or rope
Joystick-left/right:		The player goes left or right.

With the fire button pressed

Joystick-Up	In the maze:	If there is no enemy, a map is opened If there is an enemy, the player jumps up at the spot
	In the cave:	The player jumps up on the spot
Joystick-Down		The player ducks
Joystick-Left/Right		The player jumps in the corresponding direction

Fire button only

The player jumps up on the spot
If the map is open, it will be closed

SELECT-button

Turns the music on or off

Tips and tricks:

- The caves have Roman numbers at the entrance. This tells you which cave you are entering. Cave "V" is the cave with the treasure chamber. Do not enter until you have all 4 golden keys.
- Once you are caught by an enemy, that enemy disappears. In the jungle, no other enemy will enter that path until you leave it. A maximum of 3 enemies per path will surprise you in the jungle.
- Collect points to get bonus lives. But don't waste lives collecting points.
- Every key is important. Take them all!
- The bombs won't kill you... but falling into the depths will. You have more time than you think... don't rush.
- All the bombs have already exploded? Don't panic, they'll be back!
- The word „Schränker“ is an older German term for burglar or safecracker and does not mean carpenter 😊

