



NTSC U/C

PlayStation™



# TREASURES OF THE DEEP™

TEEN  
TM  
1  
AGES 13+  
CONTENT RATED BY  
ESRB

SLUS-00430





## **WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## **HANDLING YOUR PlayStation DISC:**

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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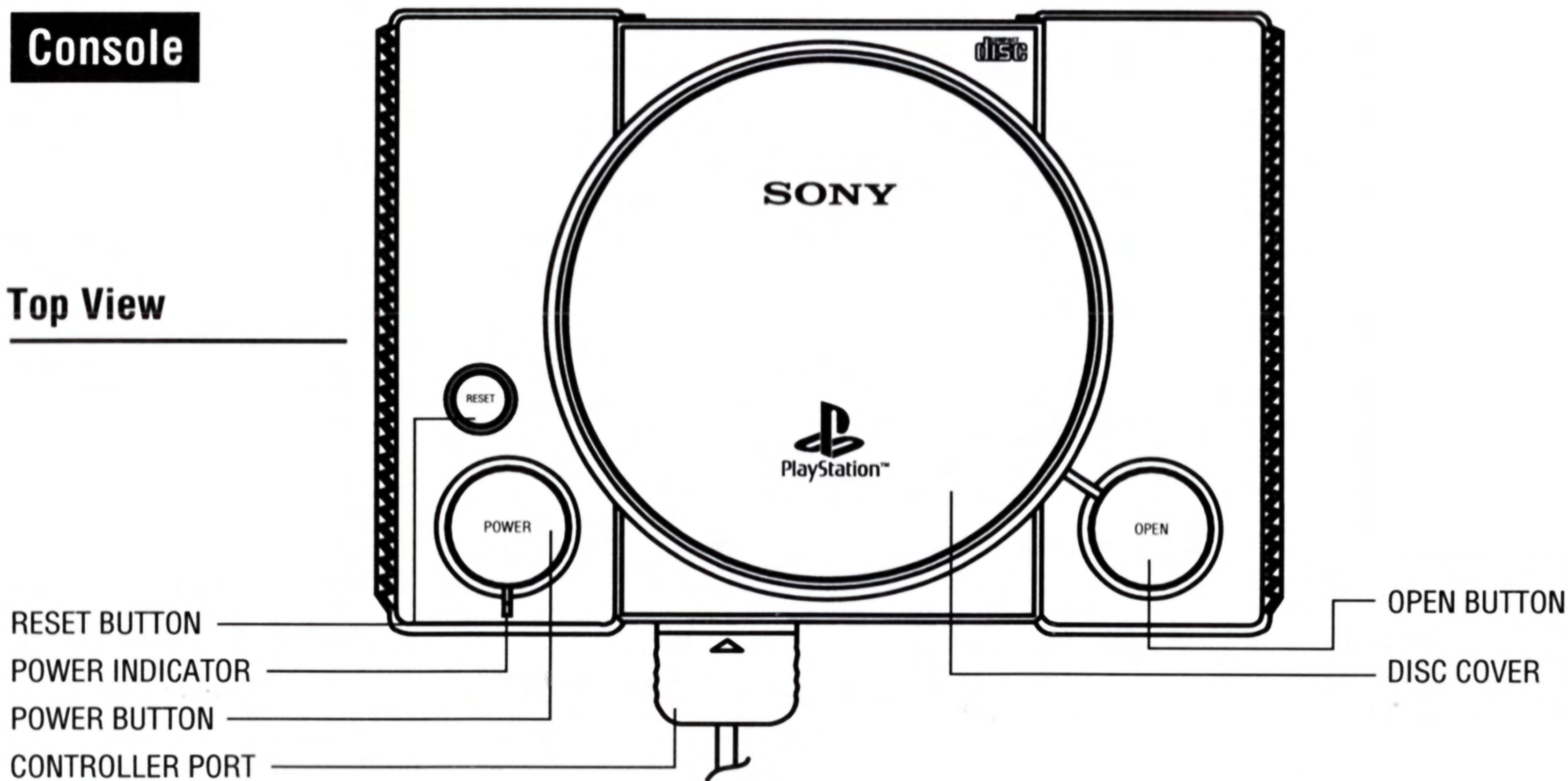
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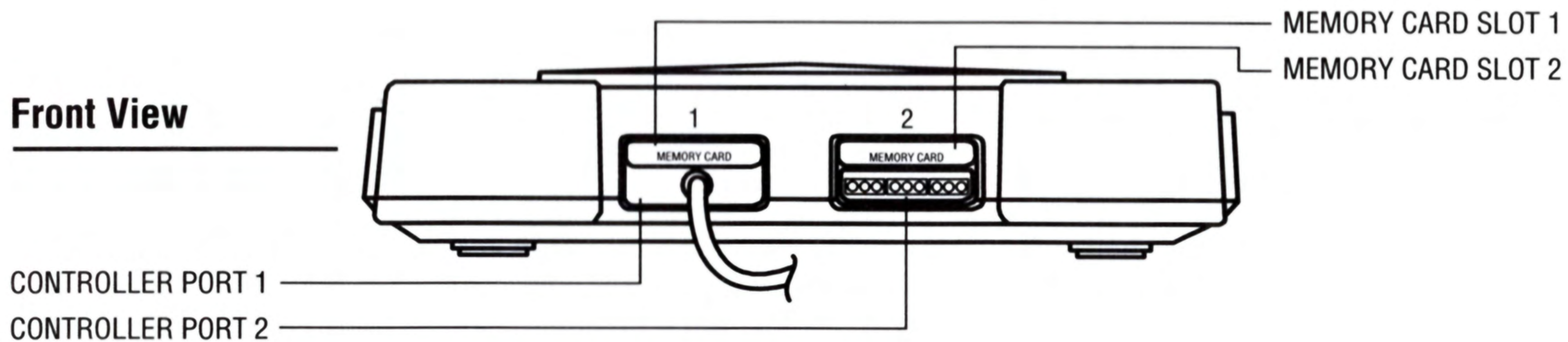
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **Treasures of the Deep™** disc and close the disc cover. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

## Console

### Top View



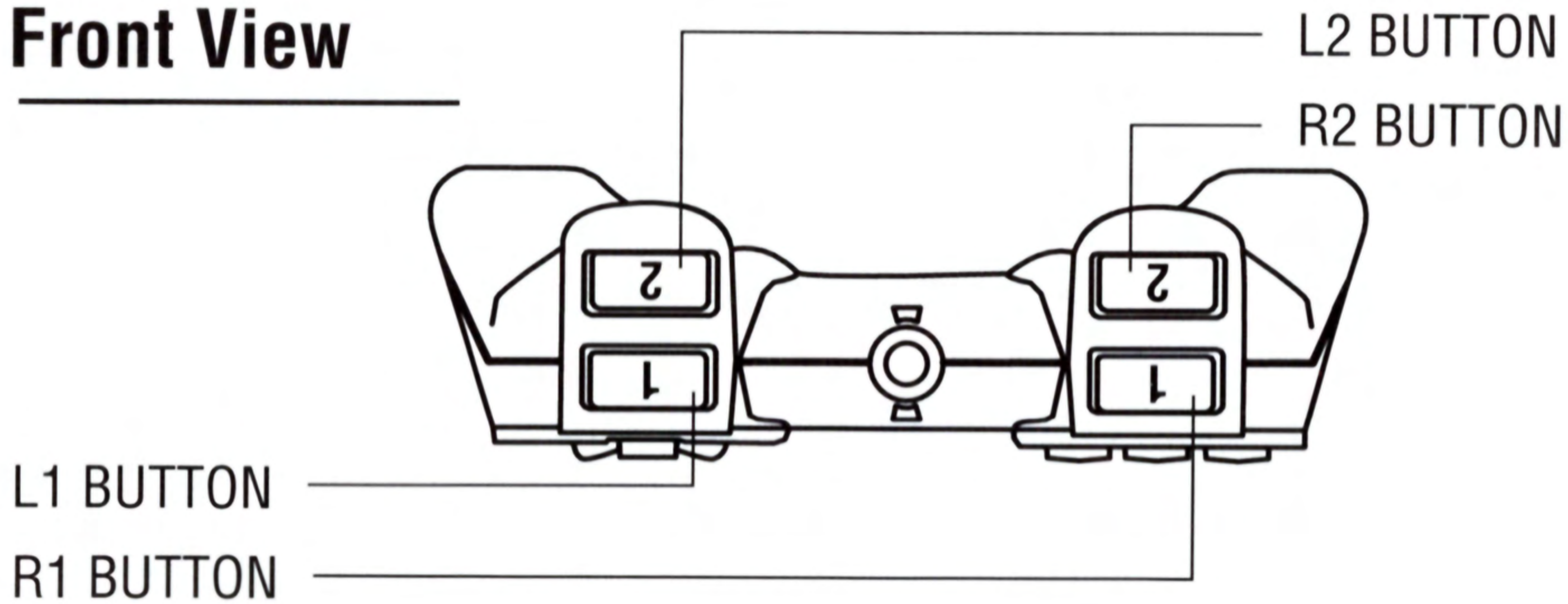
### Front View



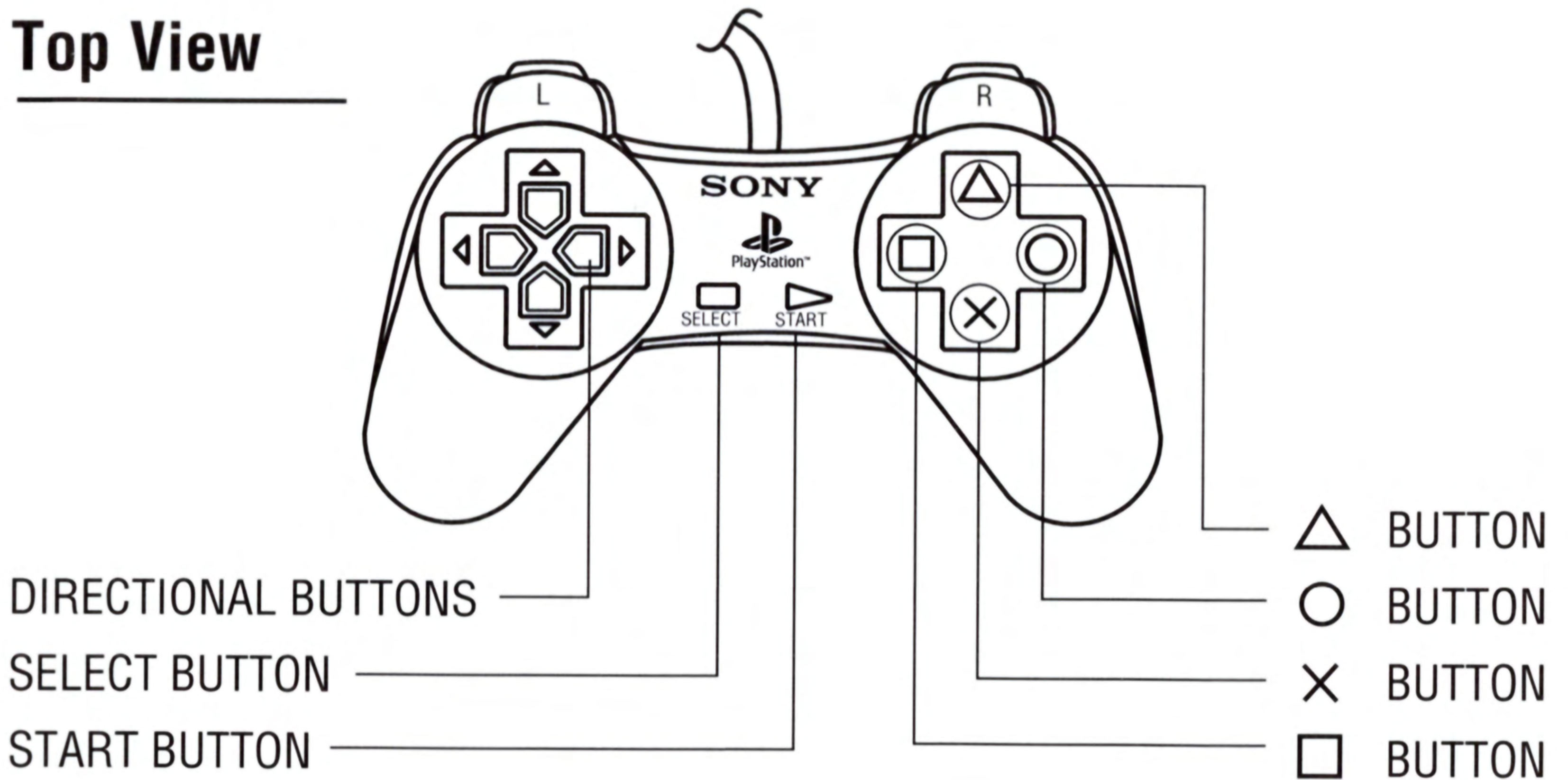


# Controller

## Front View



## Top View





# THE STORY

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After serving as a sailor in the United States Navy, young Jack Runyan discovered his true calling when he decided to try out for the Navy Seals. It took months of grueling training and conditioning, but when Jack was finally inducted he was placed into Seal Team Six, the nation's elite counter-terrorism unit.

Team Six was privy to multi-million dollar equipment and weapons courtesy of the US Navy. "Nothing but the best for the best," they would say in Team Six. Jack truly enjoyed the challenge of the undersea missions he was called upon to perform for his country; but the things that he did on those covert missions caused recurring nightmares that even a battle-hardened man like Jack Runyan couldn't forget. Vivid nightmares of pre-dawn raids, Iraqi dumpsters, explosions, slain civilians, his own hands drenched in blood... so much blood...

After the Gulf War, Jack retired from the Navy Seals as one of its most highly-decorated veterans. But the sea still called out to Jack and he was forced to heed its call. The unexplored depths of the world still held vast wealth, and with his skills, the treasures of the deep could be his for the taking.

Since Jack was obligated by the Navy to be on standby if times of extreme circumstance should arise, starting a business of his own was out. Contracted by the Underwater Mercenary Agency (UMA), Jack could make plenty of money to purchase and upgrade his own vehicles, weapons, and equipment he would need to start his own treasure-hunting adventure.

Jack began his treasure-hunting career at the Navy base on the island of Vieques, just off the coast of Puerto Rico. After scouring the Caribbean, he discovered the wreck of the Spanish galleon, the Concepcion, lodged deep in an undersea trench. The Concepcion was supposedly laden with gold bound for the Vatican when it was sunk in a tropical storm in 1641. Although the area was rumored to be infested with underwater pirates, Jack was sure his training could handle anything.



# CONTROLLER INFORMATION

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Controller configuration is adjustable through the Option Menu. Below is the default controller setup.

## MENU CONTROLS

Press the **✖ Button** to accept your choice and advance.

Press the **▲ Button** to **Exit** or **Back-Up** a menu.

Press **Up/Down** on **Directional Buttons** to highlight selections.

Press **Right/Left** on **Directional Buttons** to cycle between choices.

## IN GAME CONTROLS

<b>BUTTON</b>	<b>ACTION</b>
<b>Directional Buttons "Up"</b>	Nose Down
<b>Directional Buttons "Down"</b>	Nose Up
<b>Directional Buttons "Left"</b>	Turn Left
<b>Directional Buttons "Right"</b>	Turn Right



## THE STANDARD CONTROLLER

### BUTTON

### ACTION

**L1 Button**

Move Backward

**L2 Button**

Slide Left

**R1 Button**

Move Forward

**R2 Button**

Slide Right

**✖ Button**

Fire Unlimited Main Weapon

**■ Button**

Fire Special Weapon/Equipment

**▲ Button**

Select Equipment

**● Button**

Select Weapon

**L2 + R2 Buttons**

Vertical Thrust Down

**L1 + R1 Buttons**

Vertical Thrust Up

**L1 + L2 + R1 + R2 Buttons**

Leave/Get Off Sub

**Start Button**

Start/Pause Game

**Press and Hold Select then  
Start for 2 Seconds**

Abort Game

**Press Select Button**

Switch Views

**Hold Select and R2 Buttons**

Pan Right Sub Light

**Hold Select and L2 Buttons**

Pan Left Sub Light



## BUTTON

Hold Select and ✕ Button

Hold Select and ■ Button

Hold Select and ● Button

Hold Select and ▲ Button

## ACTION

Toggle Overhead Map Off/On

Toggle Sonar Panel Off/On

Toggle Vital Signs Meter Off/On

Change Locked-On Enemy

## GETTING STARTED

---

When you turn on your PlayStation game console, the first item to be displayed on your screen after Publisher/Developer logos will be the **Start Up** menu. Here you will have two selections, **Game Start** and **Options**. Choose **Game Start** to go directly to the briefing section or **Options** to customize your game configuration.

### OPTIONS

In the **Option Screen**, the Player One Controller is used for selections.

### OPTION MENU CONTROLS

Press the ✕ **Button** to select your choice and advance. Press the ▲ **Button** to **Exit** out or **Back-Up** a menu. Use the **Directional Buttons** to toggle between each choice. Press **Up/Down** on **Directional Buttons** to cycle between these choices:





<b>CONTROLLER SETUP</b>	Allow you to reconfigure the controller settings any way you want.
<b>LOAD &amp; SAVE GAME</b>	Load and Save Games from and to the Memory Card Slots 1 & 2. This requires one block. Saves include all subs, weapons, equipment, money & high score data.
<b>HIGH SCORES</b>	List high scores for each level.
<b>MUSIC</b>	Volume level for background Music.
<b>SOUND FX</b>	Volume level for Sound FX.
<b>DIFFICULTY</b>	Choose from <b>Novice</b> or <b>Expert</b> mode.
<b>CREDITS</b>	View the <b>Treasures of the Deep</b> credits list.

After you've made your choices, press the **▲ Button** or **Start Button** to return to Start Up menu. Choose the **Game Start** option to go to the **Dive Site Selection Screen** and select your mission.



## DIVE SITE SELECTION

On the **Dive Selection Screen** you will see your list of assignments. Use the **Directional Buttons** to highlight a mission. Press the **● Button** to begin your briefing.

During the briefing, your commander will give you a complete rundown of your dive objectives. Using full-motion video, you'll see your intended target and be briefed on enemies or any other secondary objectives you may be assigned. When the briefing ends, press **Start** or **✕ Button** to go to the **Dive Command Center (D.C.C.)** or press the **● Button** to review your objectives again. Press the **▲ Button** to exit **Dive Site Selection**.



## DIVE COMMAND CENTER (D.C.C.)

---

Press **Right/Left** to select between **Weapons/Equipment/Subs/Gear Up** rooms. Press the **✕ Button** to enter the selected room.

### WHILE IN D.C.C. ROOMS

Press **Right/Left/Up/Down** to choose an item.

Press the **✕ Button** to select an item.

Press **Up** or **Down** on your **Directional Buttons** to choose how many of an item you want to buy, then press the **✕ Button**.

Press the **✕ Button** again to confirm your purchase.





# WEAPONS ROOM

---

Here you can purchase an arsenal of awesome weapons.

Press the **▲ Button** to return to the **Dive Command Center** after purchasing the desired weapons.

## NET



Traps target  
and sends  
it to the surface

## TORPEDO



Sonar guided  
torpedo

## MINE



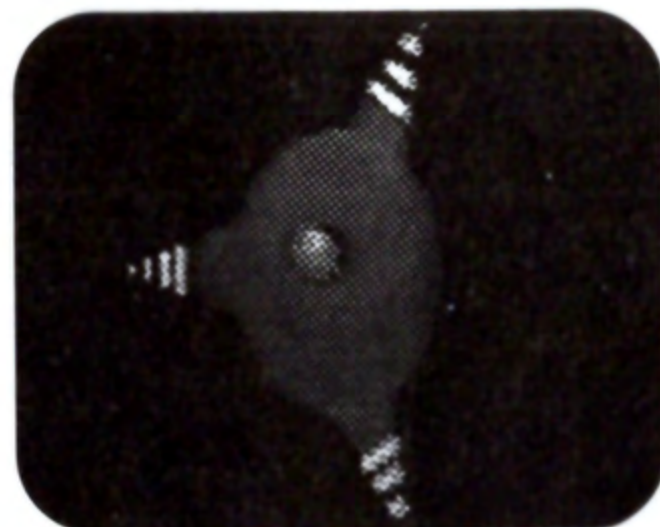
Contact mine

## MISSILE



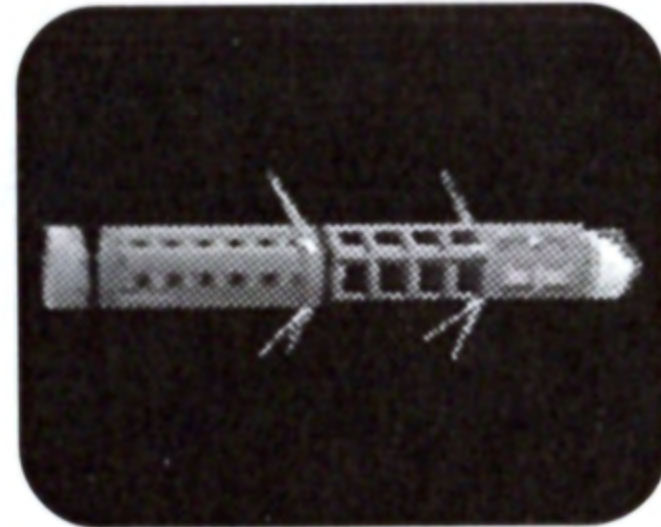
Underwater  
smart missile

## SEEKER



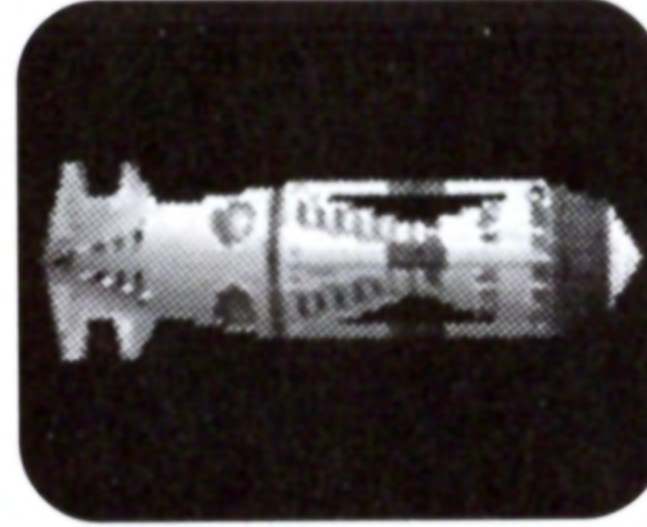
Magnetic  
homing mine

## SONIC



Shockwave  
torpedo

## PLASMA



Plasma bomb

## TORCH



Underwater  
welding torch



# EQUIPMENT ROOM

---

Stock up on Equipment in this room.

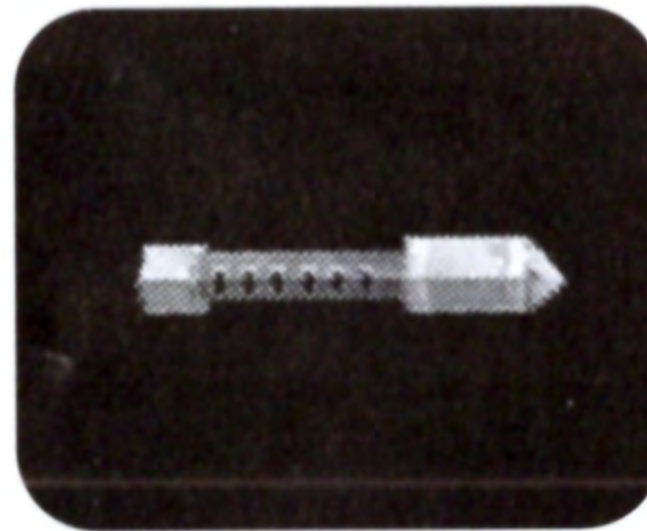
Press the **▲ Button** to return to the **Dive Command Center** after making your purchases.

**ROV**



Remote operated vehicle

**FLARE**



Incandescent  
flares

**MEDKIT**



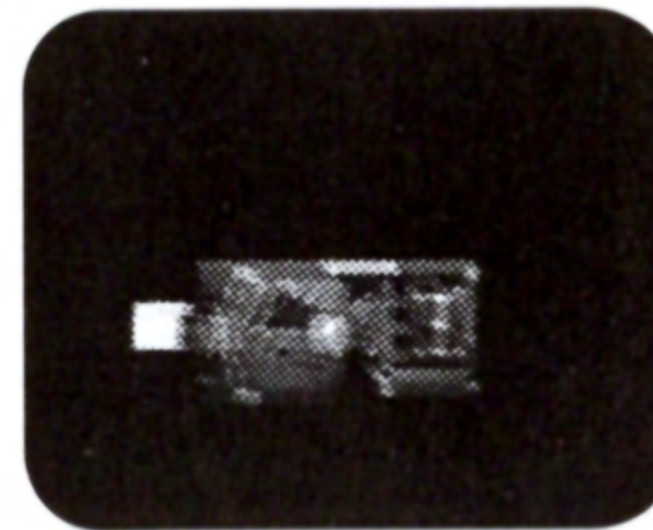
Portable first aid kit

**AIR PONY**



Emergency air tank

**VISOR**



Light enhancement  
goggles

**SONAR**



Sonar upgrade

**ROV  
PLUS**



ROV upgrade

**WETSUIT**



Wet suit selection



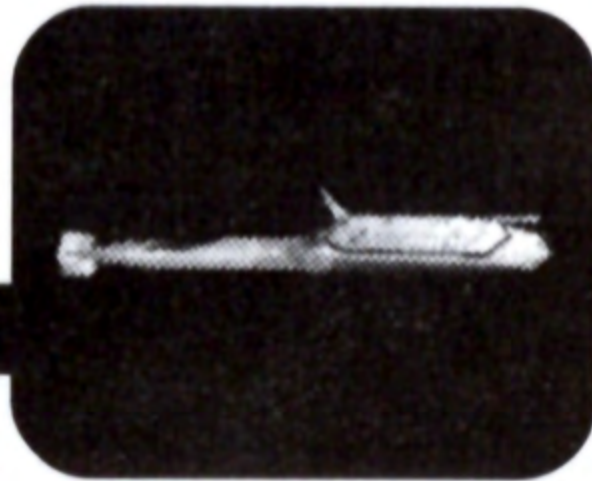
# SUBS ROOM

---

Here you can purchase some of the most advanced attack submarines around. Each sub has different characteristics such as speed, agility, payload, armor, and depth class. Make sure to choose a sub that is compatible with the mission's environment.

Press the **▲ Button** to return back to the **Dive Command Center**.

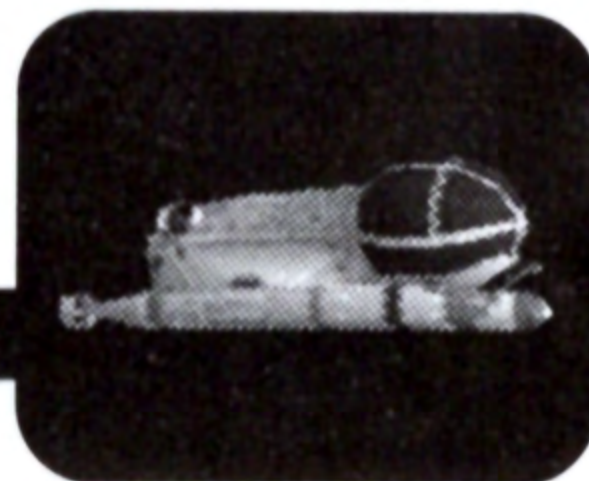
**USN-R1**



Shallow

Single-seat underwater  
frogman vehicle

**DEEP  
ROVER**



Fathom

Heavy-armored  
underwater cargo vehicle

**NAUTILUS**



Fathom

Deep-diving vehicle

**TYPHOON**



Deep

Undersea cargo hauler

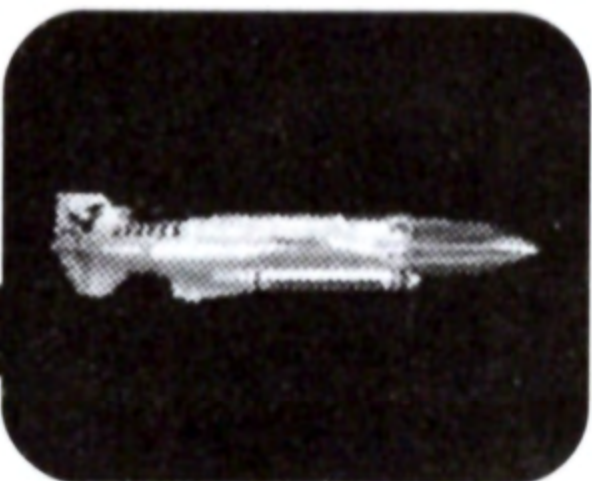
**PORPOISE**



Shallow

High performance  
sport sub

**VIPER**



Fathom

High-speed attack sub

**DEVIL  
RAY**



Deep

Agile attack sub

**MARLIN**



Deep

Cold War Spy Sub

**Note:** You can change the sub paint scheme by using **Left** and **Right** on the **Directional Buttons** before or after purchasing.



## GEAR UP ROOM

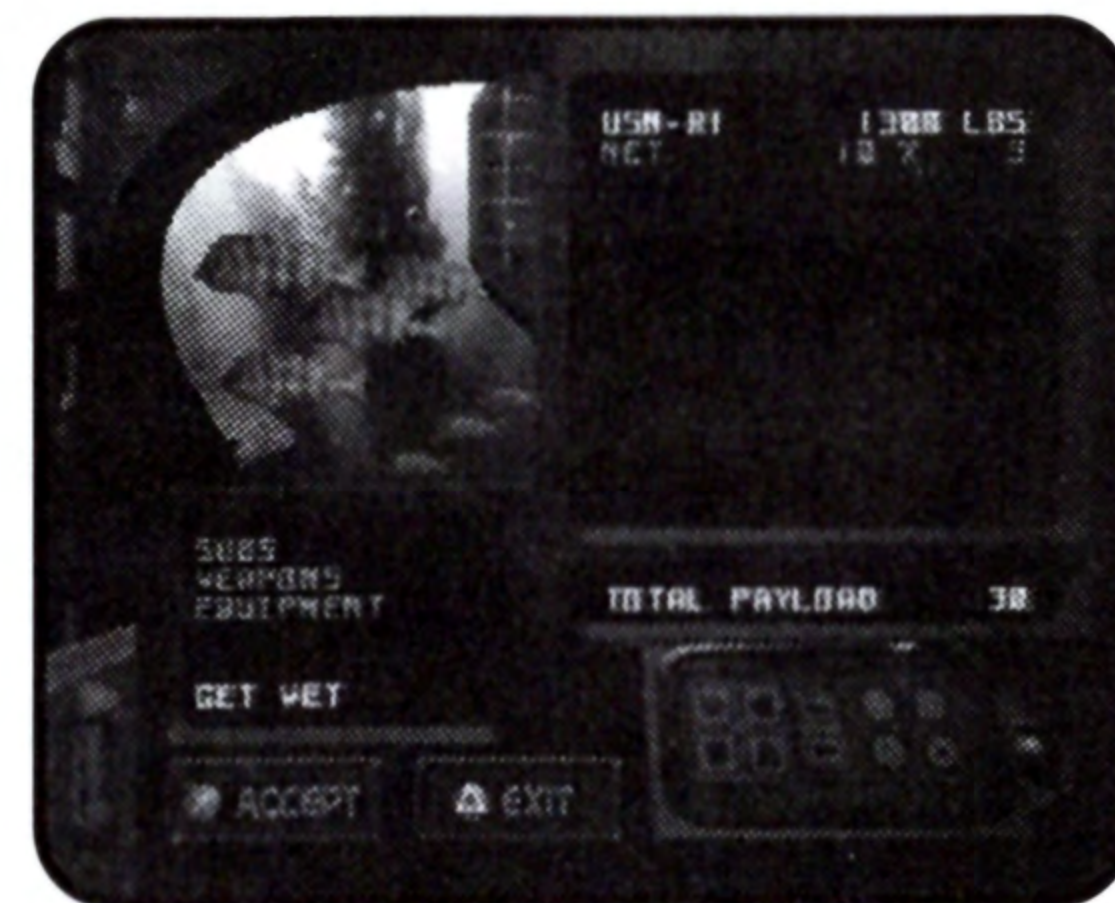
---

You can configure your Sub and payload to be carried to your mission.

On the lower left **Computer Screen**, use the **Up/Down** and press the **✕ Button** to select:

**SUBS  
EQUIPMENT**

**WEAPONS  
GET WET**



On each of the above items, pressing **Up** or **Down** selects the item. **Left** or **Right** increases/decreases the amount of the items to be taken into a mission.

Press the **✕ Button** to accept your choices, or press the **● Button** to clear them.

On the right top **Computer Screen**, the sub selected and its payload are displayed on the first line. Also, any weapons/equipment selected to be taken for the dive are listed including their quantities and weight. The total payload selected is listed at the bottom of this screen. If payload exceeds the limit, reduce the selected amounts.

You're now ready to dive!

## PLAYING THE GAME

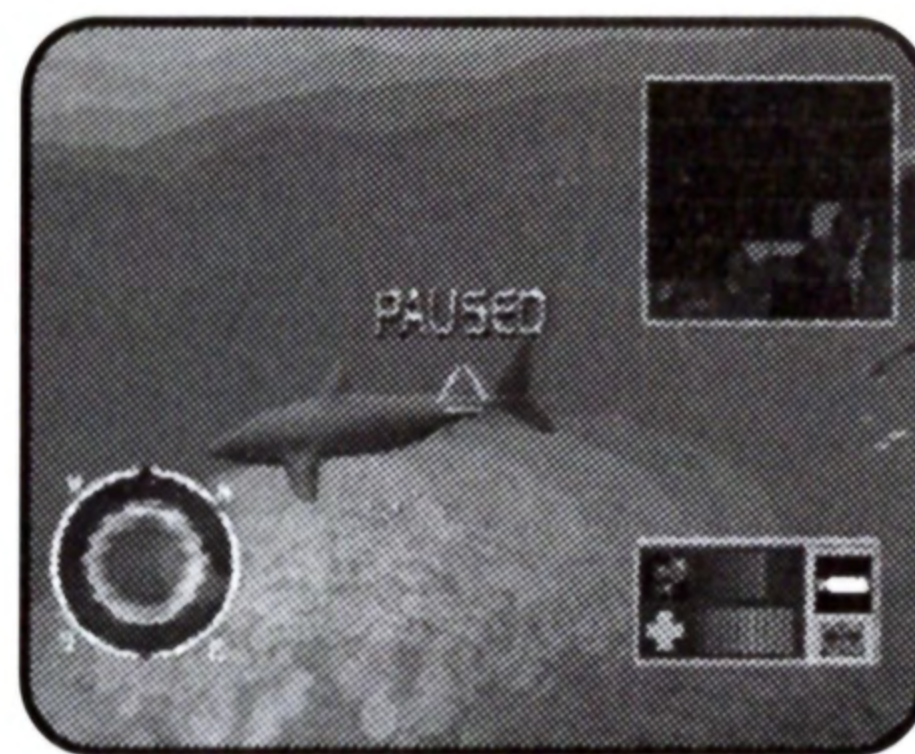
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There are a few basic things you should know before you take on a mission. Make sure to read both the "**CONTROLLER INFORMATION**" and "**GETTING STARTED**" sections on pages 5 - 10 before piloting a sub.

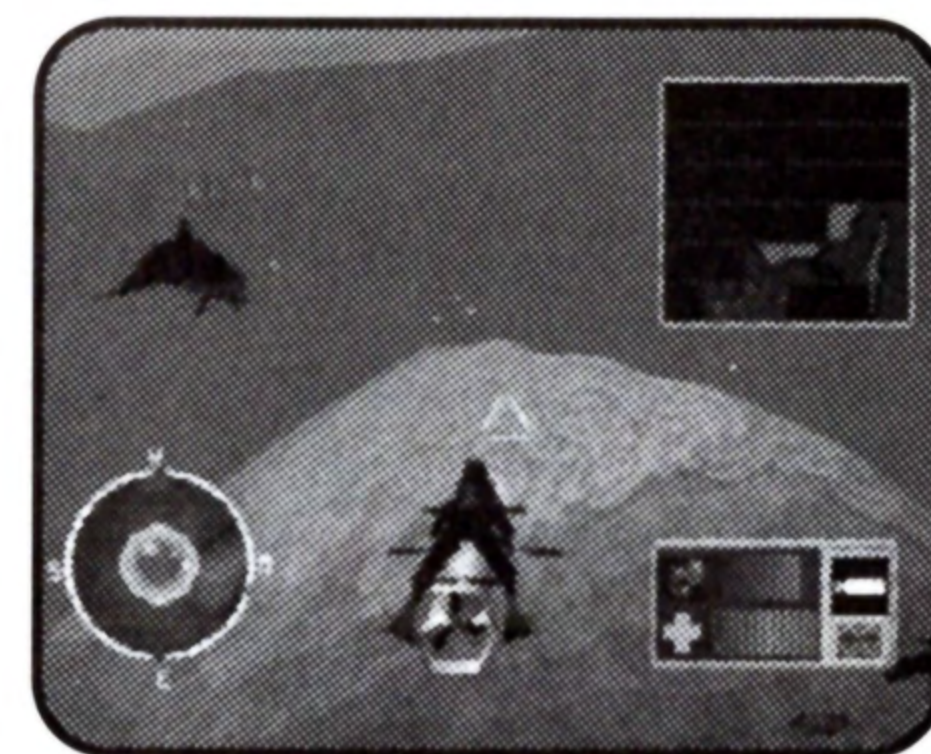


## SUB VIEWS

There are two different selectable Sub views: first person or third person. press the **Select Button** to find out which view is most comfortable.



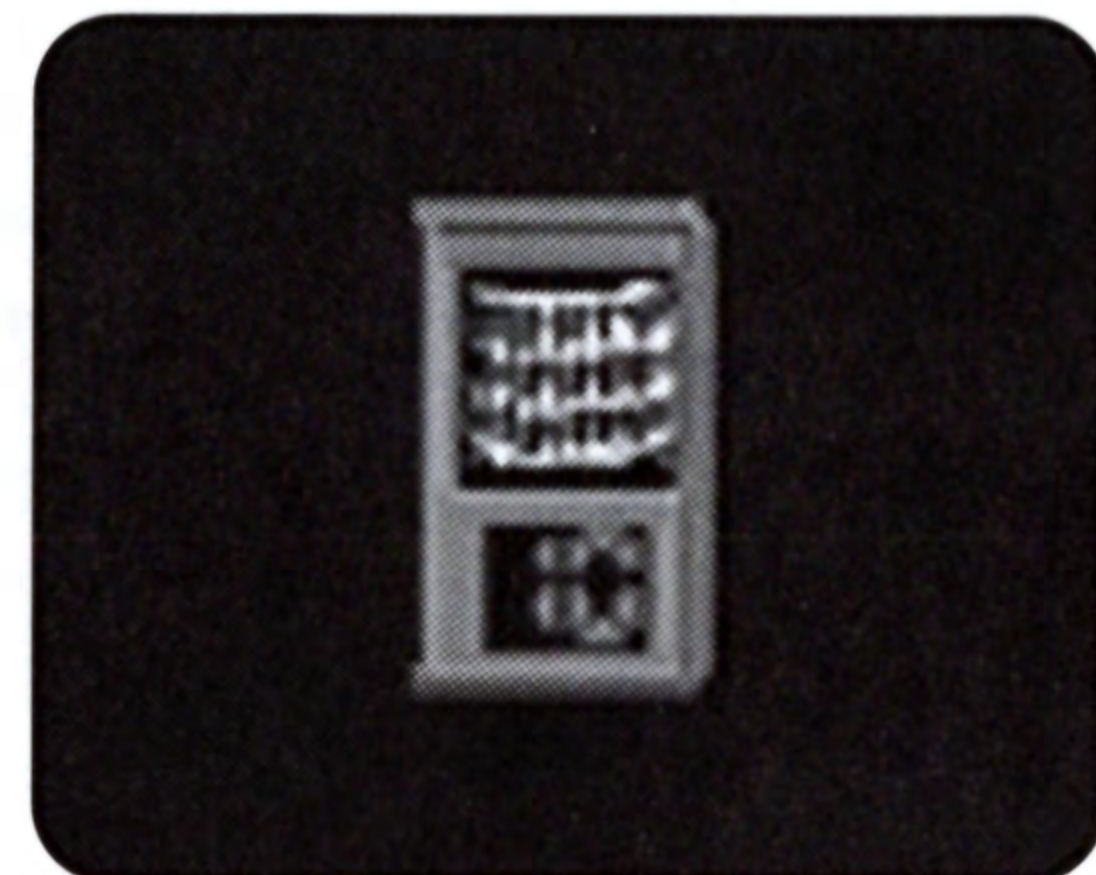
FIRST PERSON VIEW



THIRD PERSON VIEW

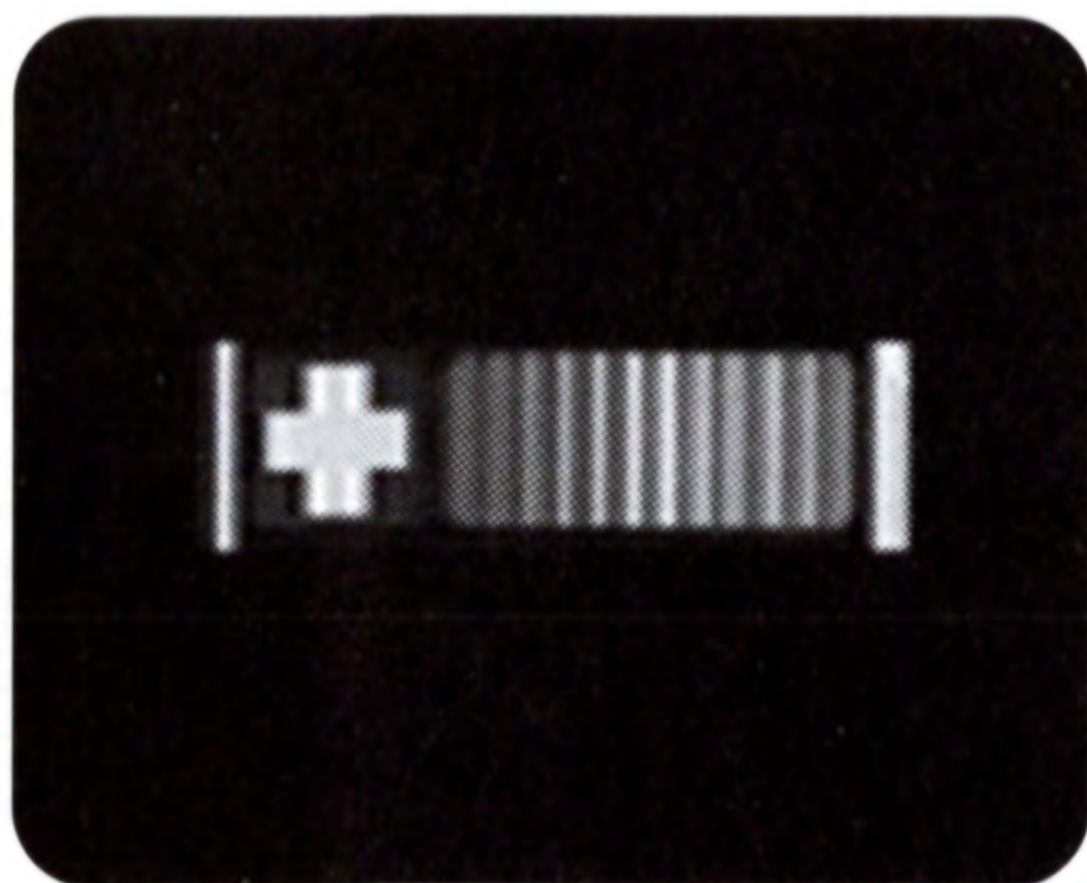
## SELECTING WEAPONS AND UTILITIES

Once you have started your mission, you will notice your life and air gauge near the bottom right corner of the **Game Screen**. Along with these gauges is the current weapon or utility that you have selected. You can toggle through your weapons with the **● Button**, and toggle through equipment with the **▲ Button**. Whatever you have selected will be fired or used by pressing the **■ Button**. The number underneath the weapon or utility selected shows how many of that item are left.



## THE LIFE BAR

This bar displays your health. When you are hit by enemies, the bar will decrease. When this bar is getting low, you can heal yourself by either picking up medkits or using a medkit which you might currently be carrying. When this bar has been fully depleted, your sub is destroyed.





## AIR BAR

This bar displays the amount of air you have reserved. As you are exploring, the air supply will slowly deplete. To replenish your air, either pick up airtanks or select and use your reserved airtanks. Once your air is fully depleted, you will lose a life.

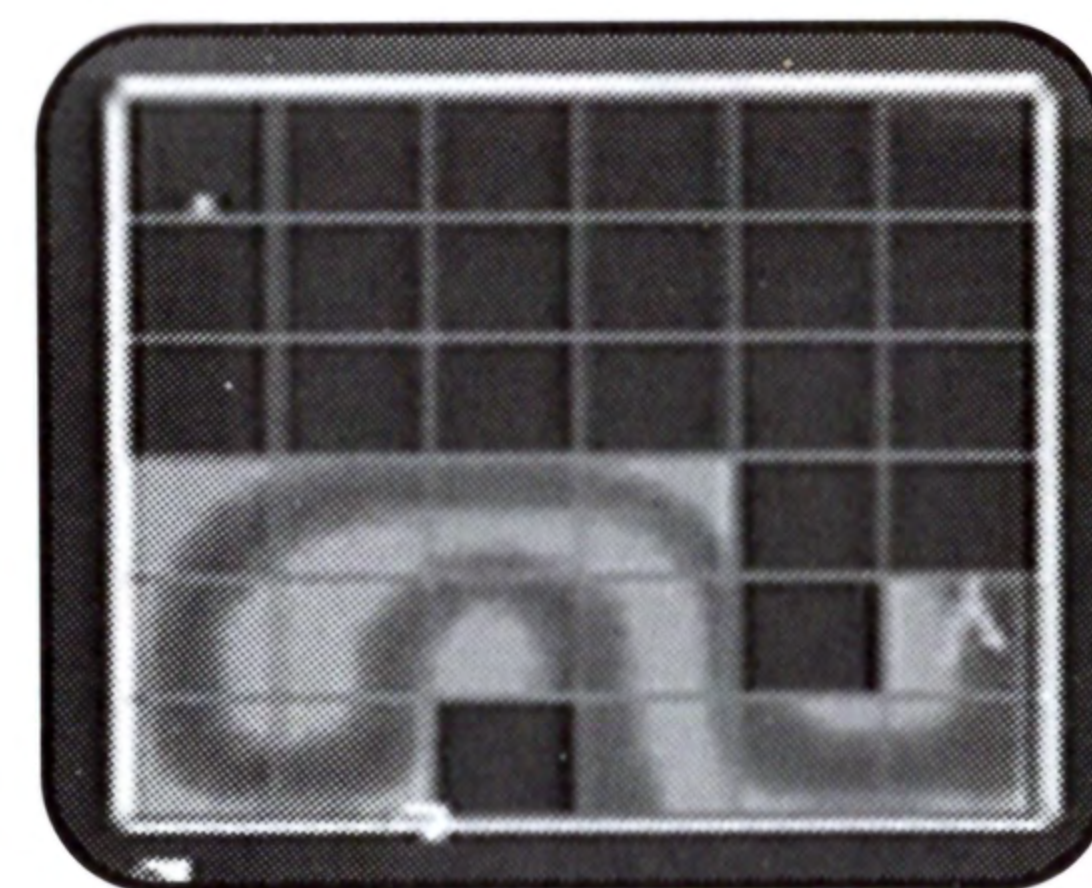
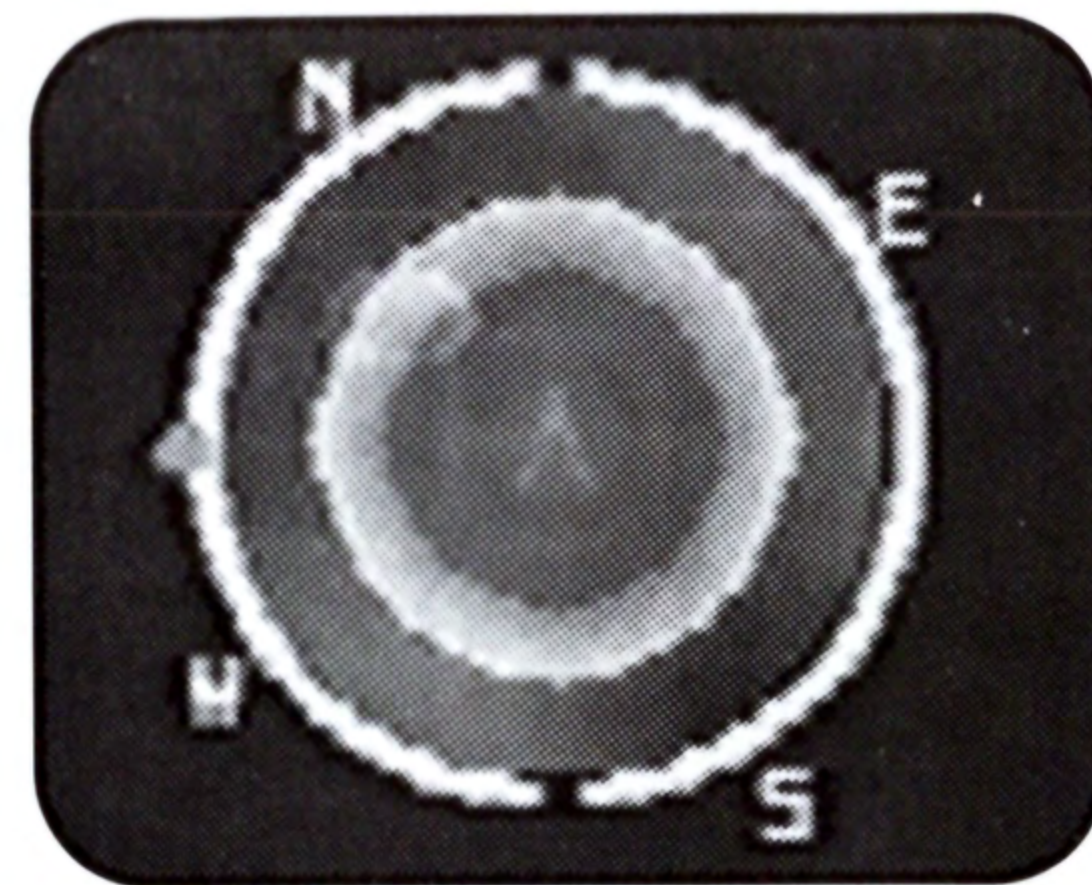
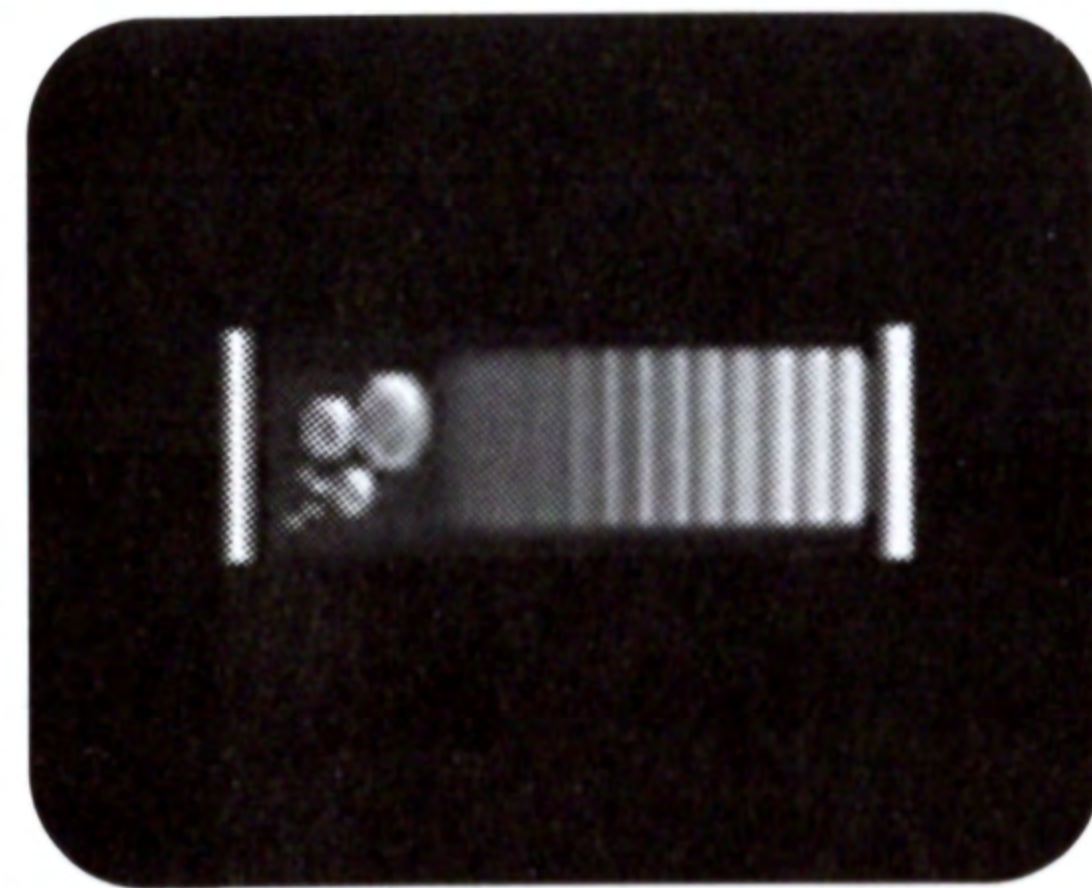
## SONAR

In the bottom left corner of the **Game Screen** is your sonar. You will be able to see moving subs, divers, fish, and other objects on this sonar as yellow blips. The red dot on the outside of the sonar shows you the way to your next objective.

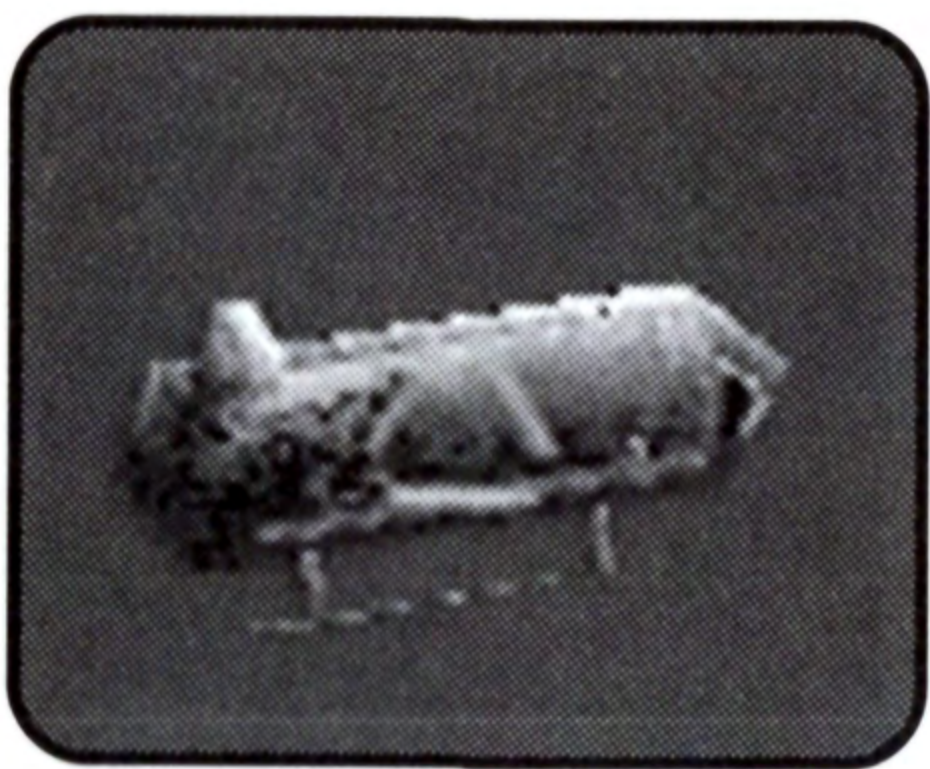
## OVERHEAD MAP

This is located in the top right of the **Game Screen**. Here you will be able to see where your objectives are by blinking red dots. Your sub will be represented by a red arrow. As you progress throughout the mission, the map will automatically draw terrain where you have already been.

**Note:** **R** shows the location of your ROV (if you have deployed it) and **S** shows the location of your sub (if you are not in/on it.)







## LOCKING ONTO AN ENEMY

Some weapons such as Torpedoes and Missiles require you to lock onto an enemy first. To do so, first select your weapon (Torpedoes, Homing Mines, or Missiles). When an enemy sub comes into view, a red, yellow, or blue triangle will appear over it. When you fire your weapon, it will automatically home in to that enemy. To switch enemies, hold **Select** and press the **▲ Button**. Smaller enemies such as divers and sharks cannot be locked onto until you get the sonar upgrade. Red dots appear on the sonar display after the upgrade signifying an enemy vehicle.



## RETURN TO SURFACE

When you see the message "Return To Surface", this means that you have completed all the mission objectives and can now end the mission by floating to the surface of the water. Once this is done, your money will be tallied and you can move on to the next mission.



## ROV

Use the ROV to venture into areas too dangerous for your sub. It can be very useful to inspect areas before entering yourself. With the ROV Plus, the ROV will be able to pick up items and fire up to eight torpedoes. To replenish the ROV's stock of torpedoes, simply pick up the ROV by moving your sub over it.



## POWER UPS

Here is a list of power ups that can be found throughout your missions. You can use some items to find secret areas.

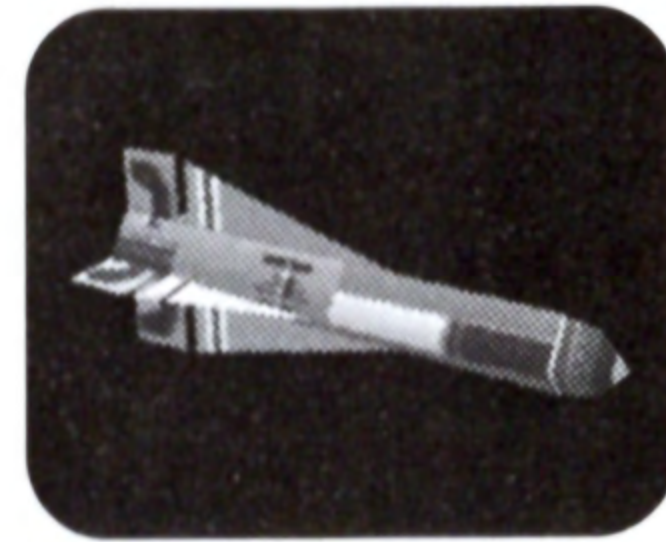
**TORPEDO**



**MINE**



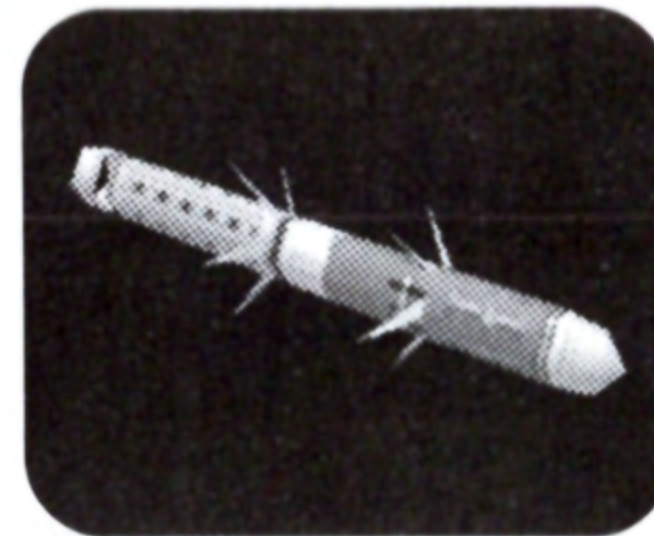
**MISSILE**



**SEEKER**



**SONIC**



**PLASMA**



**NET**



**MEDKIT**



**AIRTANK**



**SUPER  
MEDKIT**



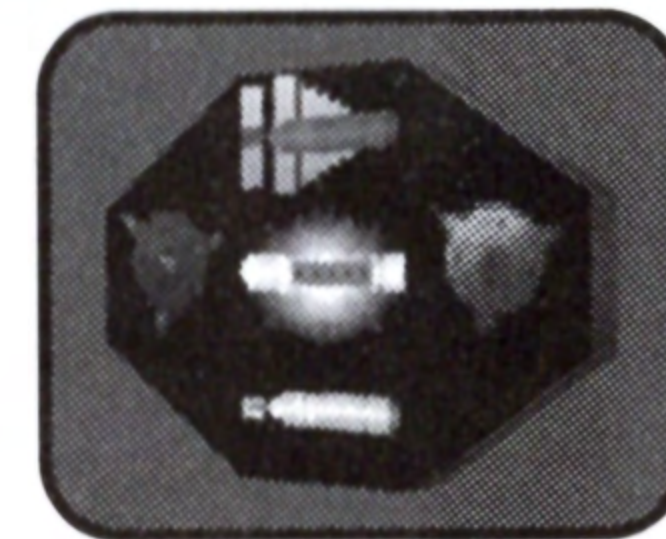
**SUPER  
AIRTANK**



**EXTRA  
CONTINUE**



**SUPER  
WEAPON  
POWERUP**





## STRATEGY TIPS

---

1. Make sure you choose a sub that can dive to the depth of the level you selected.
2. To get out of sticky situations, launch your ROV in an enemy empty area and continue to explore. If you get overwhelmed by some danger, just switch back to your ROV for a breather.
3. Get the special wet suit for cold water if you want to leave your sub during the mission. If you don't you will take damage from the cold.
4. Do not use mines on enemies that are too close; you could easily be damaged or killed by your own explosion blast radius.
5. Take pressure into account when traveling to extreme depths. The pressure can be damaging to your diver if you leave the sub.
6. Bleeding divers and animals are often attacked by nearby sharks.
7. Shoot objects like sunken ships and downed aircraft. You never know what you might find. Some coral can have a payoff as well.
8. Obtain as much money as possible. Who knows maybe you'll find out what it's like to be a fierce meat eating creature of the deep.
9. Make sure to obtain all the pieces of the mysterious Greek tablet; you never know where they might lead you. There is one piece in each level (except the Training Mission.)



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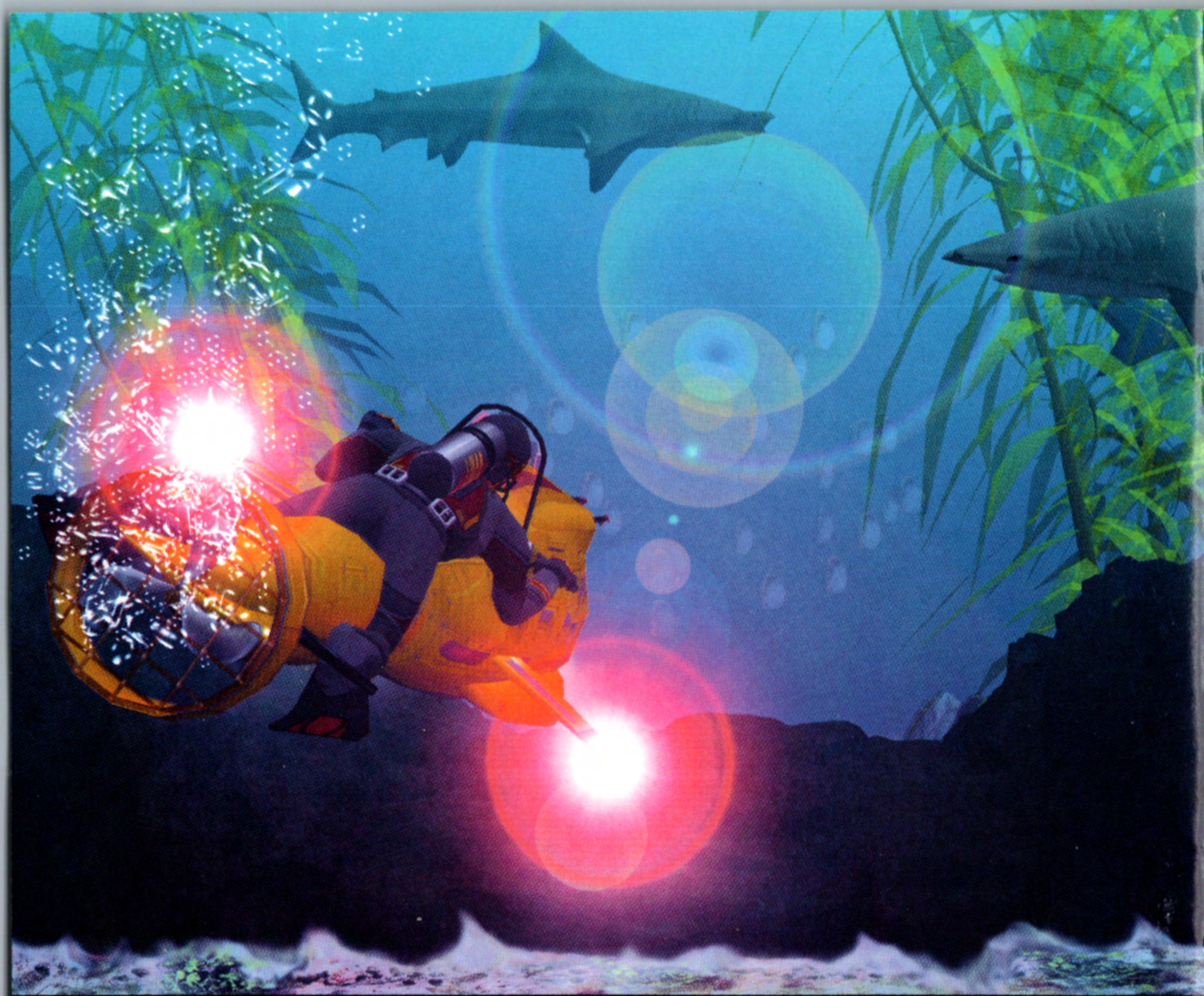
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