

Treasure Hunt 2014 Player's Guide

There are 3 different types of treasure for you to collect. Those treasures are coins, pearls, and a special atomic molecule. The coins will be spinning yellow cylindrical objects, while the pearls will be hollow spheres that are not quite solid.

Each coins or pearl treasure is worth a value ranging from 1-3 points. When you collect one of those, your score will go up by the value of the coin or pearl and your treasure box will grow larger in size. The molecule is worth a whopping 10 points and there is only one to be found. There will be anywhere from 0-10 coins and 0-10 pearls populated throughout the world at the start of the game. These treasures may be close, but they may also be very far away. Try to collect them all!

You can use the keyboard or a 2 joystick USB controller.

Action	Keyboard Command	Controller Command
<i>Turn Left</i>	Left Arrow	Right Stick Left
<i>Turn Right</i>	Right Arrow	Right Stick Right
<i>Orbit Right</i>	Right Arrow	Right Bumper
<i>Orbit Left</i>	Left Arrow	Left Bumper
<i>Toggle Orbit Mode</i>	Caps Lock	Click R3
<i>Move Forward</i>	W	Left Stick Forward
<i>Move Backward</i>	S	Left Stick Back
<i>Strafe Left</i>	A	Left Stick Left
<i>Strafe Right</i>	D	Left Stick Right
<i>Quit Game</i>	ESC	none

Happy hunting!

NOTES:

- All requirements completed
- Game tested with an Xbox 360 USB controller