
PlayStation
NTSC U/C
PlayStation
TEEN
T
CONTENT RATED BY
ESRB
TREASURES OF THE DEEP
BLACK OPS
namco

THE STORY

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 gruelling 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 rumoured to be infested with underwater pirates, Jack was sure his training could handle anything.

SETTING UP

Set up your PlayStation™ according to the instructions in its Instruction Manual. Insert the TREASURES OF THE DEEP™ disc and close the Disc cover. Turn the PlayStation™ ON at the POWER button. It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on. Make sure there are enough free blocks on your Memory card before commencing play.

CONTROLLER INFORMATION

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 return to the previous screen.
Press **UP/DOWN Directional buttons** to highlight selections.
Press **LEFT/RIGHT Directional buttons** to cycle between choices.

IN GAME CONTROLS

BUTTON	ACTION
UP Directional button	Nose Down
DOWN Directional button	Nose Up
LEFT Directional button	Turn Left
RIGHT Directional button	Turn Right
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

BUTTON	ACTION
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 & START buttons 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
Hold SELECT and ✕ buttons	Toggle Overhead Map OFF/ON
Hold SELECT and □ buttons	Toggle Sonar Panel OFF/ON
Hold SELECT and ○ buttons	Toggle Vital Signs Meter OFF/ON
Hold SELECT and △ buttons	Change Locked-On Enemy

USING AN ANALOG CONTROLLER

TREASURES OF THE DEEP™ can be played with an Analog Controller. The default configuration is the same as for the in-game controls above, however you will need to callibrate the Sticks of your Analog Controller as follows:

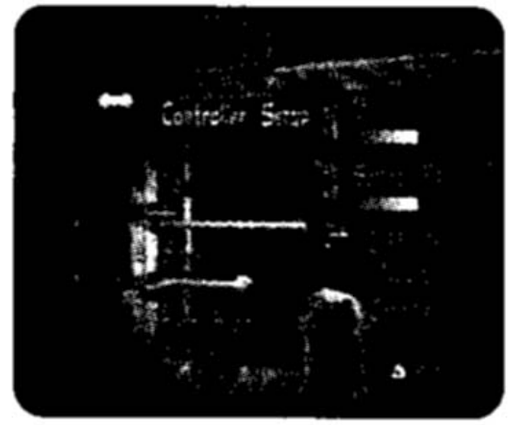
First, select the ANALOG mode on the Analog Controller (the LED lights up RED). Then enter the OPTIONS from the Title screen and select CONTROLLER SETUP, then choose CALIBRATE CONTROLLER. Centre both Sticks and press the ✕ button, then move each Stick in one complete circle and press the ✕ button. Your Sticks should now be configured.

USING AN ANALOG JOYSTICK

The procedure for using an Analog Joystick is identical to that for the Analog Controller. Make sure you have selected the analog mode on your Analog Joystick before attempting calibration.

GETTING STARTED

After the start-up sequence, the Main Menu will be displayed. Here you will have two selections, **GAME START** and **OPTIONS**. Choose **GAME START** to go directly to the briefing section or **OPTIONS** to customise your game configuration.



OPTIONS

Press the ✕ button to select your choice and advance. Press the △ button to Exit out or return to the previous screen. Use the Directional buttons to toggle between each choice. Press the UP/DOWN Directional buttons to cycle between these choices:

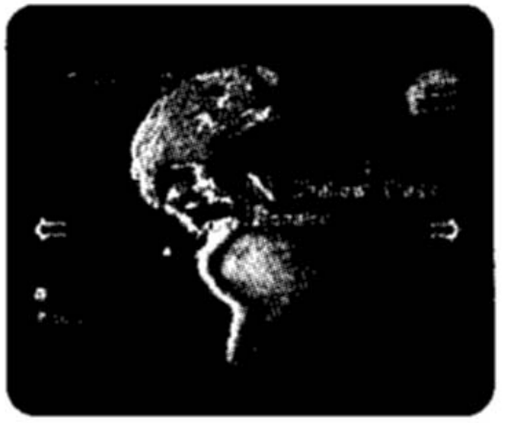
CONTROLLER SETUP	Allows you to reconfigure the Controller settings.
LOAD	Load Games from either Memory card slot.
SAVE	Save Games to either Memory card slot. To do this requires one free block on your Memory card. Saves include all subs, weapons, equipment, money & high score data.
HIGH SCORES	List high scores for each completed level.
MUSIC	Volume level for background Music.
SOUND FX	Volume level for Sound FX.
DIFFICULTY	Choose from NOVICE or EXPERT mode.
CREDITS	View the TREASURES OF THE DEEP™ credits list.

After you've made your choices, press the △ button or START button to return to the Main 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 **O 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 the **START** or **✕ button** to go to the **Dive Command Center (D.C.C.)** or press the **O button** to review your objectives again. Press the **△ button** to exit **Dive Site Selection.**



DIVE COMMAND CENTRE (D.C.C.)

Press the **LEFT/RIGHT** Directional buttons to select between **WEAPONS/EQUIPMENT/SUBS/ GO TO DIVE** rooms. Press the **✕ button** to enter the selected room.

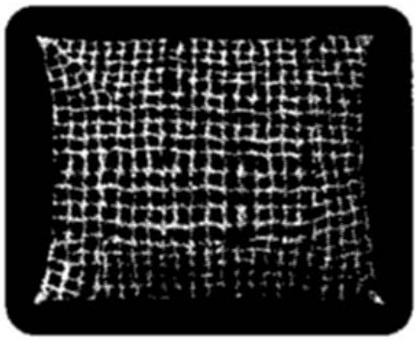
While in D.C.C. Rooms

Press **RIGHT/LEFT/UP/DOWN** Directional buttons to choose an item.
Press the **✕ button** for a description of each item. Press the **✕ button** again before you select the number of each item you wish to purchase.
Press the **UP/DOWN** 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



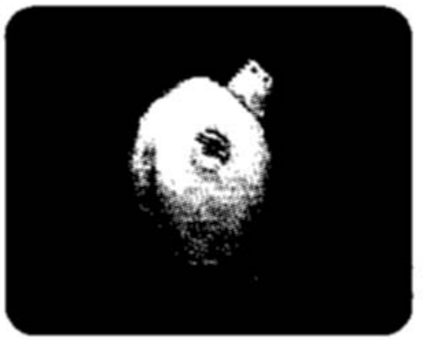
Traps target and sends it to the surface

TORPEDO



Sonar-guided torpedo

MINE



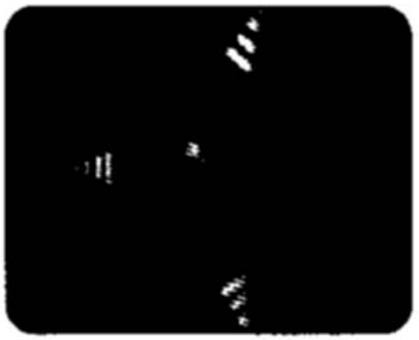
Contact mine

MISSILE



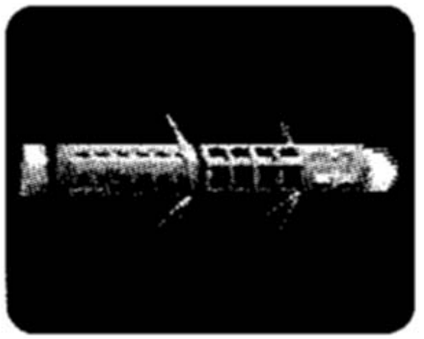
Underwater smart missile

SEEKER



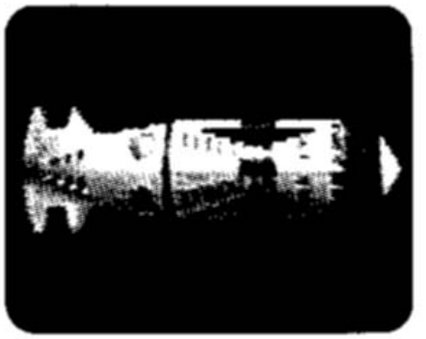
Magnetic homing mine

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



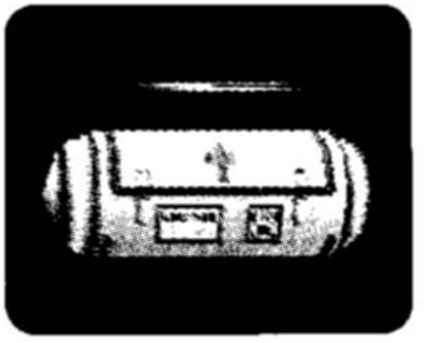
Remote operated vehicle

FLARE



Incandescent flares

MEDKIT



Portable first aid kit

AIR PONY



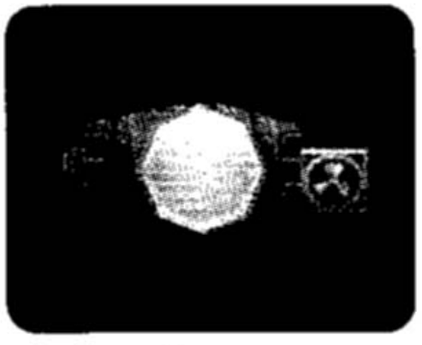
Emergency air tank

VISOR



Light enhancement goggles

SONAR



Sonar upgrade

ROV PLUS



ROV upgrade

WETSUIT

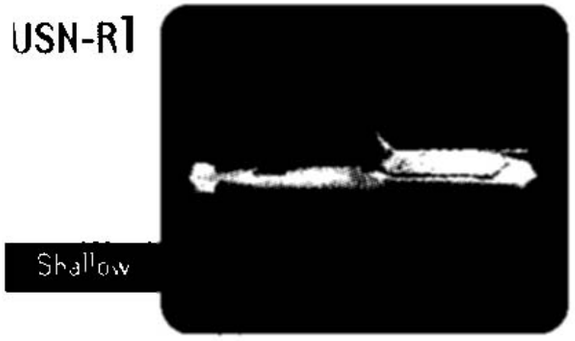


Wet suit selection

SUBS ROOM

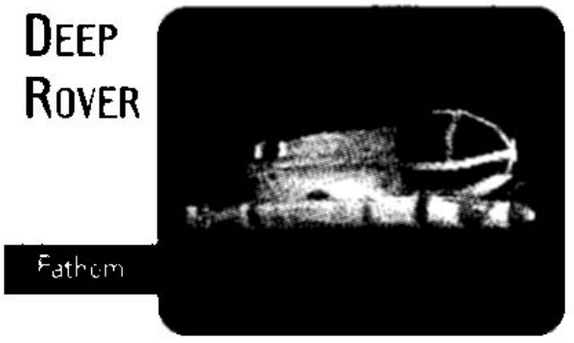
Here you can purchase some of the most advanced attack submarines around. Each sub has different characteristics such as speed, agility, payload, armour, and depth class. Make sure to choose a sub that is compatible with the mission's environment. Press the **△ button** to return back to the **Dive Command Center**.

USN-R1



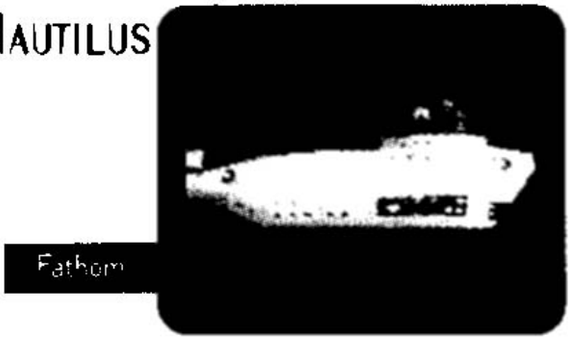
Single-seat underwater frogman vehicle

Deep Rover



Heavy-armoured underwater cargo vehicle

Nautilus



Deep-diving vehicle

Typhoon



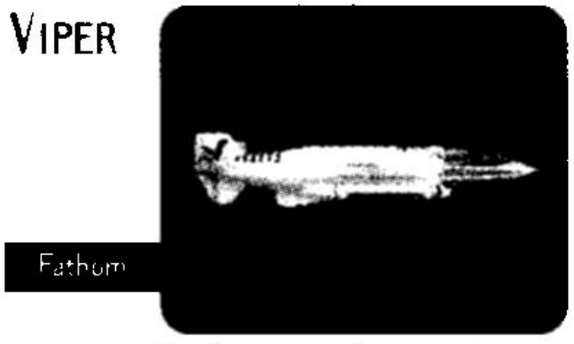
Undersea cargo hauler

Porpoise



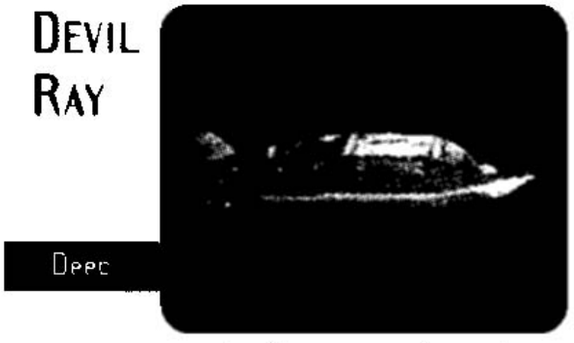
High performance sport sub

Viper



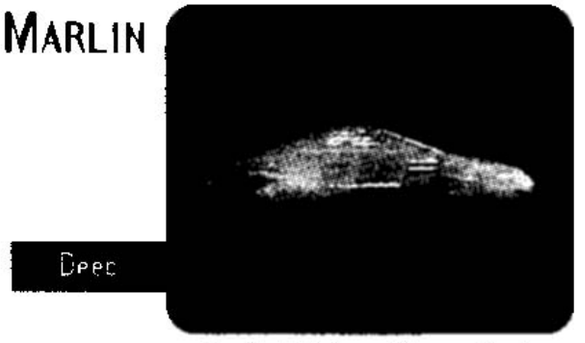
High-speed attack sub

Devil Ray



Agile attack sub

Marlin



Cold War Spy Sub

NOTE: You can change the sub-paint scheme by using the LEFT/RIGHT Directional buttons before or after purchasing.

GO TO DIVE ROOM



You can configure your Sub and payload to be carried to your mission.
On the bottom-left **Computer Screen**, use the UP/DOWN Directional buttons and press the **✕ button** to select:

SUBS	WEAPONS
EQUIPMENT	GET WET

On each of the above items, pressing the **UP** or **DOWN** Directional buttons selects the item. Pressing the **LEFT** or **RIGHT** Directional buttons 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.

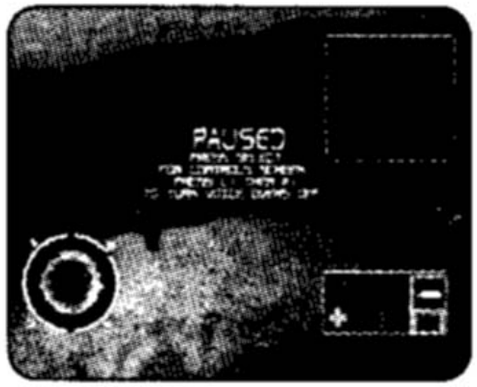
On the top-right **Computer Screen**, the sub selected and its payload are displayed on the first line. Also, any weapons/equipment selected to be taken for the dive are listed including their quantities and weight. The total payload selected is listed at the bottom of this screen. If payload exceeds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

PLAYING THE GAME

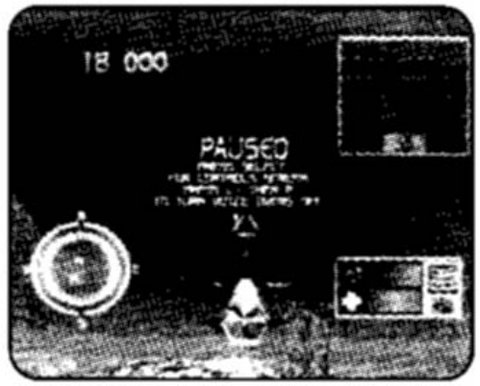
There are a few basic things you should know before you take on a mission. Make sure to read both the "**CONTROLLER INFORMATION**" and "**GETTING STARTED**" sections of this manual before piloting a sub.

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

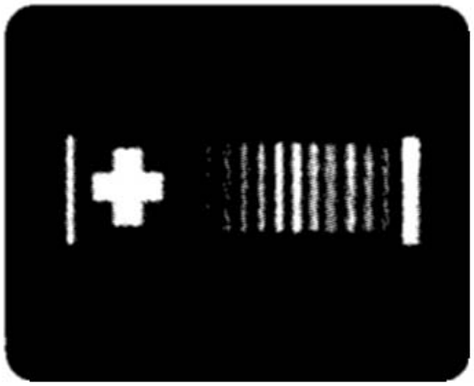


THIRD PERSON VIEW

Selecting Weapons and Equipment

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 equipment that you have selected. You can toggle through your weapons with the **O 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 equipment selected shows how many of that item are left.



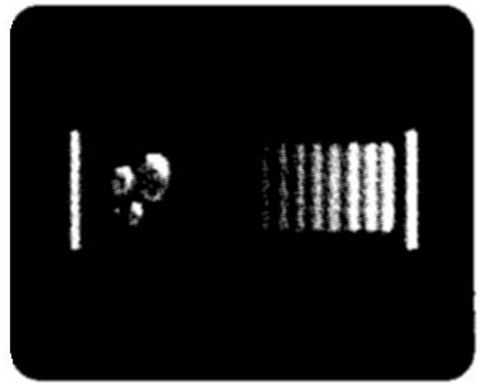


The Life Bar

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.

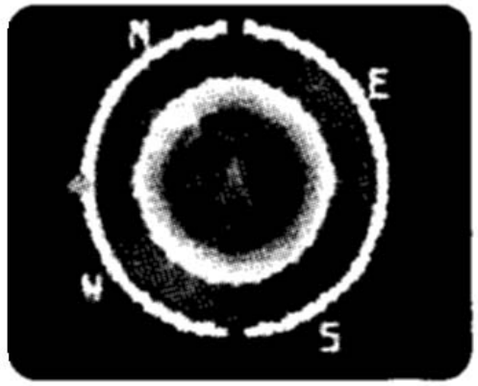
Air Bar

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 gold-coloured 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. A red arrow will represent your sub. As you progress throughout the mission, the map will automatically draw the terrain as you uncover it.



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

Torpedoes and Missiles require you to lock onto an enemy first. To do so, first select your weapon (Torpedoes or Missiles). When an enemy sub comes into view, a red or yellow triangle will appear over it. When you fire your weapon, it will automatically home in to that enemy. To switch enemies, hold the SELECT button 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. Control the ROV by pressing the □ **button** after firing the ROV away from the sub. You can toggle between the two vessels using the □ **button** as long as ROV is shown in the special items window. To replenish the ROV's stock of torpedoes, simply pick up the ROV by moving your sub over it.

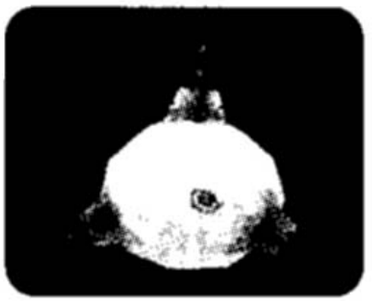
Power Ups

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

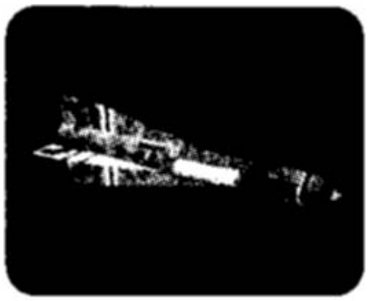
Torpedo



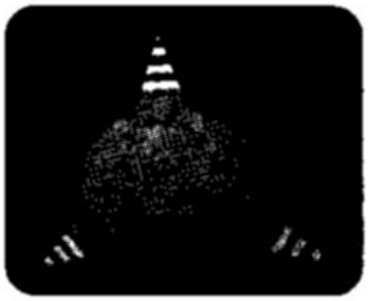
Mine



Missile



Seeker



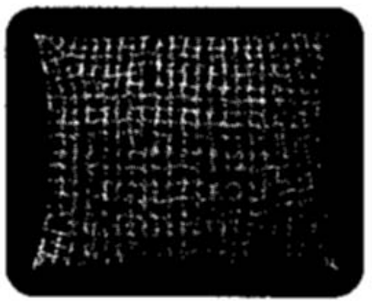
Sonic



Plasma



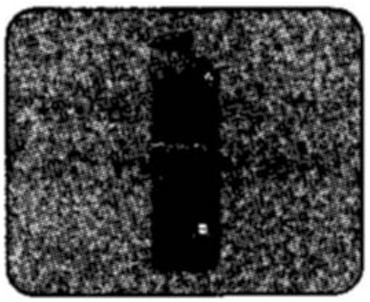
Net



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 attacking enemies or marine life, 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 travelling 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.)