



Convinced that still more treasure remains as yet undiscovered on the island, you have returned to try and find it. It seemed like a good idea at first but your supplies have started getting low and you've spotted pirates on the island who are hot on your heels and determined to get to the treasure first.

KEYBOARD ONLY
PROGRAM BY PHASE TWO
SOFTWARE

MANUFACTURED IN THE U.K.



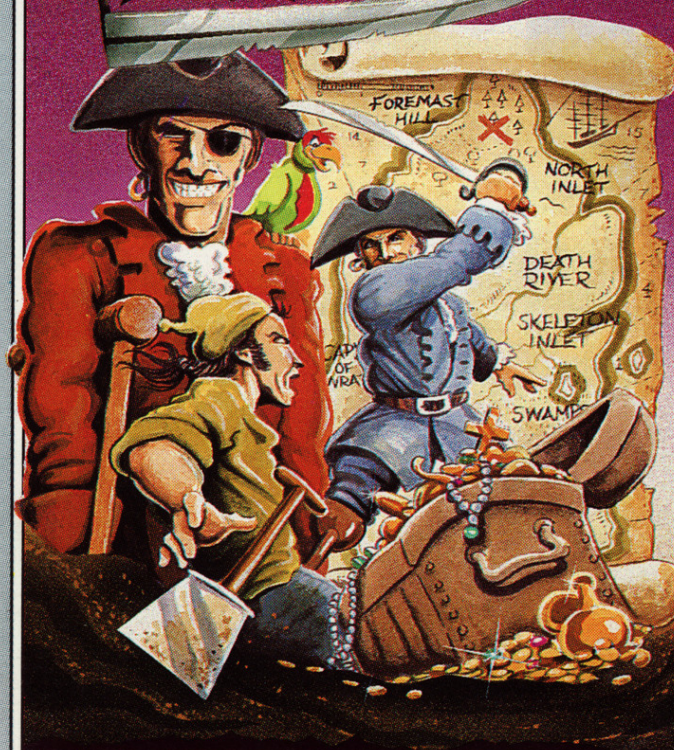
CBM 64/128



IC 0178

COMMODORE 64/128

Treasure Island



MASTERTRONIC

THE GAME

OBJECT OF THE GAME

Maybe returning to Treasure Island wasn't such a good idea after all. Convinced that there is still more buried treasure on the island, you have decided to return to try and find it. However your supplies are running low and you've never really trusted Long John Silver who has so generously agreed to accompany you.

You have a map and a set of clues, but you have a nasty feeling that there are pirates around, who probably know all about the treasure as well ... so you've got to get there first!

ENERGY AND SURVIVAL

Energy, or strength, is used up by various activities, walking, digging etc.

A bar display of your current strength is shown at the bottom right of the screen. You are at full strength at the start of the game. Your strength is replenished by eating and sleeping therefore it is advisable to do both regularly. You are initially given a quantity of food which, if used wisely, will last for a number of days. This can be supplemented by collecting berries, or killing goats, which must be cooked over a fire before eating.

Each full meal eaten will add 400 energy units, while sleep adds 24 units per hour, provided there is a fire lit to keep you warm during the night. Note that even standing around doing nothing uses up energy. Beware of catching the fever or being bitten by snakes in the swampy areas of the island, as these will sap your energy and disable you.

In addition to eating meals regularly you must drink water, otherwise you will dehydrate in the intense heat of the day. You are provided with a flask which holds 2 drinks of water, each of which will keep you going for 8 hours. The flask may be filled in the cabin or the cave at the north of the island, where there are supplies of fresh water.

MOVING AROUND

There are five modes of movement around the island - WALK, RUN, SEARCH, SWIM and WADE. The mode selected will determine the distance covered and the amount of energy used. RUN moves the greatest distance and uses the most energy - 16 distance units are moved each time RUN is used. WALK will move you 4 units, while SEARCH moves only 1 unit, and is used for finding an exact location when looking for a particular place or object, 1 unit of distance corresponds to about 22 yds. SWIM and WADE are used to get across rivers and move 1 distance unit. When you SWIM, you cannot carry much - this is very restrictive, and if you have a lot to carry across a river it is better to WADE across, but this can only be done at places where the river curves and is shallow.

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Made in Great Britain

Design: Words & Pictures Ltd., London



TIME

The game is played in real time (i.e. time passes and events may occur even if you take no action), with 1 hour lasting about 4 minutes. However, the clock speeds up considerably when you use the SLEEP command. The day is divided into 15 hours of daylight (including dusk and dawn) and 9 hours of darkness.

CARRYING OBJECTS

Various objects such as a spade, firewood, water flask etc. may be carried. Each object has a specific weight, shown below. The total weight carried may not exceed 20 weight units. Also note that energy is used picking up and carrying objects – the more weight carried, the greater the energy used, and even more is used if you RUN when you are carrying objects. When SWIMMING, you may not carry more than 4 weight units. Similar restrictions apply when you are digging, throwing, shooting or fighting.

ITEM	WEIGHT	ITEM	WEIGHT
meal	2	goat	15
drink	1	bundle firewood	6
spade	4	telescope	1
gun	3	bag of berries	1
stone	1	treasure	??

A list of the objects you are carrying is given by using the INVENTORY command, and a list of objects in the current location is given by using the LOOK command. Items may be picked up using the GET or TAKE commands. The COLLECT command may be used for collecting berries or firewood. A specific item may be dropped using the DROP command, or you can use DROP ALL to drop everything you are carrying.

PLAYING THE GAME

At the start of the game, the time is 12.00 noon and you are standing on a beach at the south of the island (this position is marked on the map). You are carrying a few objects and there are several more by you on the beach.

Amongst the items you are provided with at the start of the game is a telescope. To use this, enter the TELESCOPE command (TE will do) – the prompt AIM will appear together with a crosswires on the screen – this can be moved left or right using the L or P keys to aim the telescope, then press the space bar – the view through the telescope will then appear. To get back to the original view, press the space bar again.

The game may be saved at any point by using the SAVE command (if you are saving to disc, use the DISC command first). When loaded back in using the LOAD command, the game will resume where it was left off.

CONTROLS

INV
TURN
LEFT
RIGHT
NORTH, SOUTH, EAST, WEST,
NE, NW, SE, SW
WALK
RUN
SEARCH
SWIM
WADE
EAT
DRINK
FILL
GET or TAKE

lists objects currently carried
use before direction – can be omitted.
turns 45° left.
turns 45° right.
turns and points in specified direction –
only works when compass is carried.
moves 88 yds. in direction pointed.
move 350 yds. in direction pointed.
moves 22 yds. in direction pointed.
swims 22 yds. across river.
wades 22 yds. across bends in river.
eats meal, berries or meat if carried.
drinks water from river or flask.
fills flask from river, cabin or cave.
picks up specified object if present.

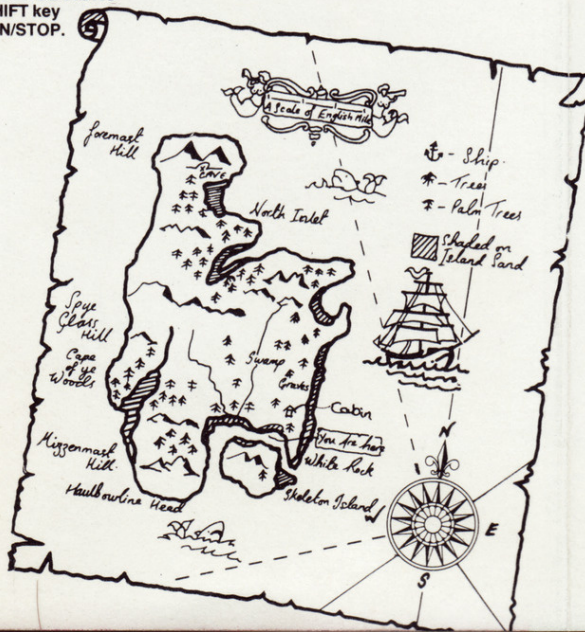
COLLECT
DROP
DROP ALL
GIVE
SLEEP
AWAKE
REST
LIGHT FIRE

COOK
SHOOT
LOOK
INVENTORY
TELESCOPE
ENTER
LEAVE
FIGHT
THROW
DIG
AGAIN
QUIT
F7 key
PICTURE
SAVE
LOAD

LOADING INSTRUCTIONS

Hold down SHIFT key
and press RUN/STOP.

collects berries or firewood.
drops object specified.
drops all objects carried.
gives specified object to another character if present.
go asleep – clock speeds up.
wakes up if asleep.
speeds clock up until new command given.
lights fire if you have firewood – 2 bundles
give 8 hrs. 1 gives 4 hrs.
cooks goat on fire if lit.
fires at person or goat if you have gun.
lists any objects in current location.
lists any objects carried.
looks into distance in direction selected by P and L keys.
enters cabin or cave when nearby.
leaves cabin or cave.
fights character present.
throws stone.
digs in current location with spade.
repeats last command – return key has same effect.
abandons game and returns to start.
toggles picture on and off.
toggles picture on and off.
saves current state of game.
loads previously saved game.



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