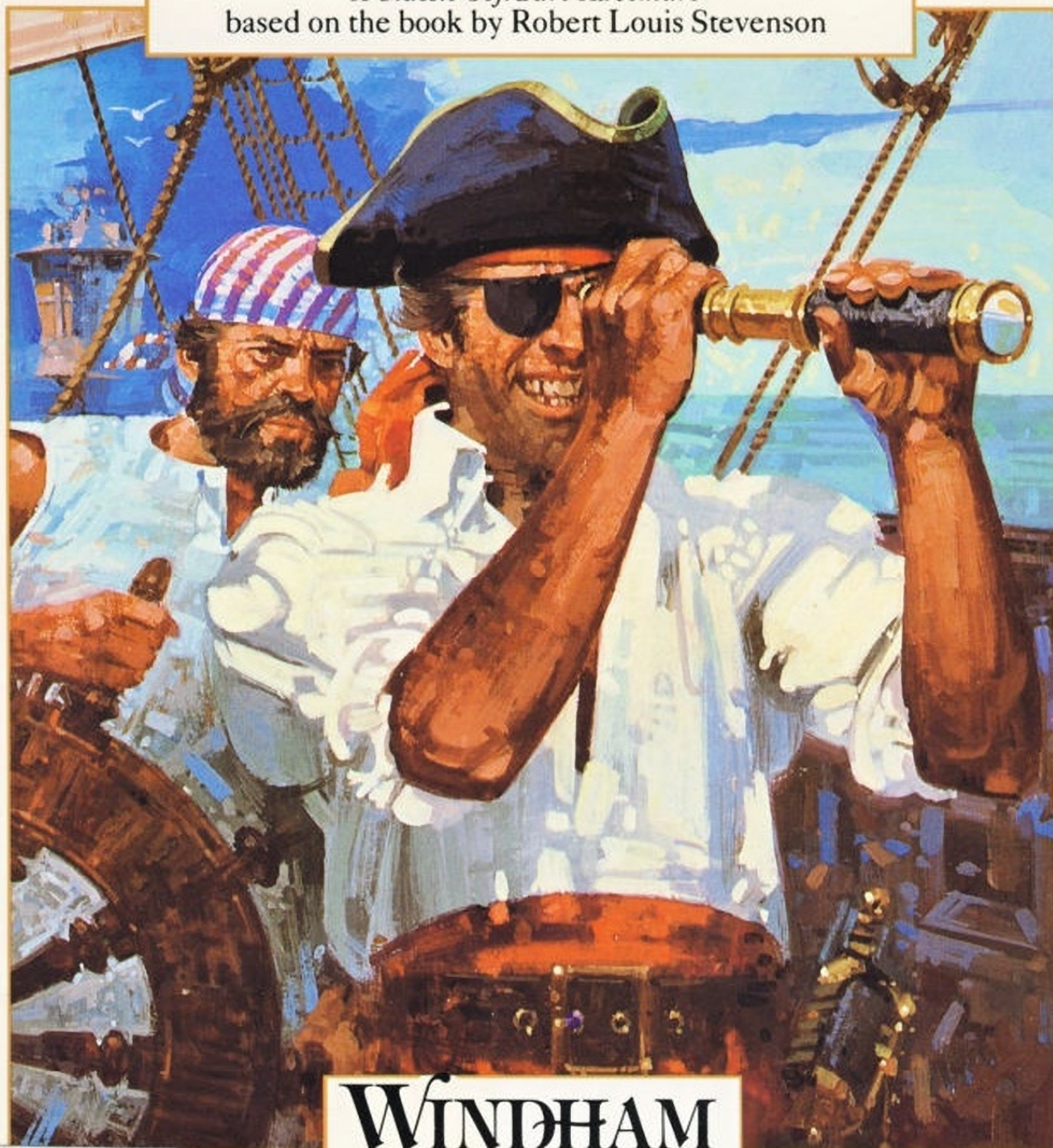


TREASURE ISLAND™

A Classic Software Adventure
based on the book by Robert Louis Stevenson



WINDHAM
CLASSICS™

COMMODORE 64™

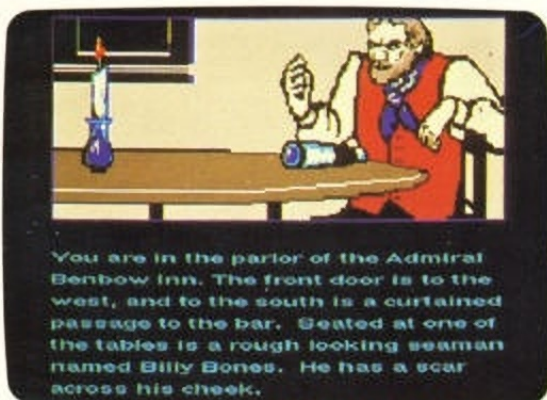
Disk drive required

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Pirate's gold! That was the stuff of dreams and stories, stories that you always found thrilling. Yet their enchanting powers are nothing compared to the adventure that lies before you now. For ever since the seaman Billy Bones arrived at the inn your family kept, the air has been full of adventure—real-life adventure, with real pirates, real dangers, real treasure. With his sabre-scarred cheek and his fierce thirst for rum, Billy Bones seems to you a fearsome man, and more than a little mysterious, too. Why did he come to the Admiral Benbow Inn? What does he keep in that chest he never opens? And why does he ask you to keep an eye out for a one-legged sailor? Yet now, as you sit across from him, you somehow feel that all these questions will soon be answered—and that you, Jim Hawkins, will soon be off on your search for pirate's gold.

Your adventure begins.



You are in the parlor of the Admiral Benbow Inn. The front door is to the west, and to the south is a curtained passage to the bar. Seated at one of the tables is a rough looking seaman named Billy Bones. He has a scar across his cheek.

As Jim Hawkins, it's up to you to determine the course of events in this adventure. Throughout the game you'll have many different options: you can TAKE, OPEN, EXAMINE, EAT, etc., or you can TALK to someone.

You might begin by typing TALK TO BILLY BONES.

Billy tells you that he's willing to talk, but before he tells any stories he'd like a little rum. You notice that to the south of you there is a passage to the bar—so you type GO SOUTH.



You are in the bar. On the counter is a large wooden keg of rum. The parlor is to the north. Near the keg is a tankard.

The program responds by showing and describing what you see. A staircase leads to the second

floor, and a keg of rum and a tankard sit conveniently nearby. You decide to TAKE THE TANKARD AND GET RUM.

If you return to the parlor and give him the rum, you can ASK BILLY ABOUT PIRATES. He'll tell you about those "gentlemen of fortune," and also about a one-legged sailor who scared the famous Captain Flint himself.

Before long you'll meet another fascinating character: Long John Silver. And you'll be able to ask him about many of the other people you've met and heard about. Suppose you want to know more about the pirate Black Dog; just type ASK LONG JOHN ABOUT BLACK DOG.



Ask Long John about Black Dog

He's a good for nothing pirate who is missing two fingers. The two-bit louse didn't pay for his rum.

You'll learn that Long John has a low regard for Black Dog—but it's up to you to figure out what to make of Long John's opinions. Is he really as friendly as he seems? Or is he as dangerous as the rest?

As you search for treasure, you're in for the adventure of a lifetime. Good luck, mate!

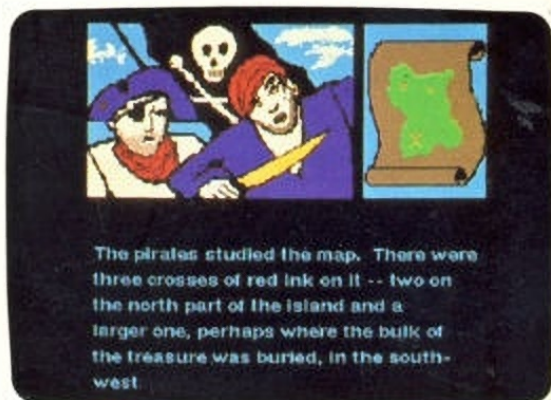
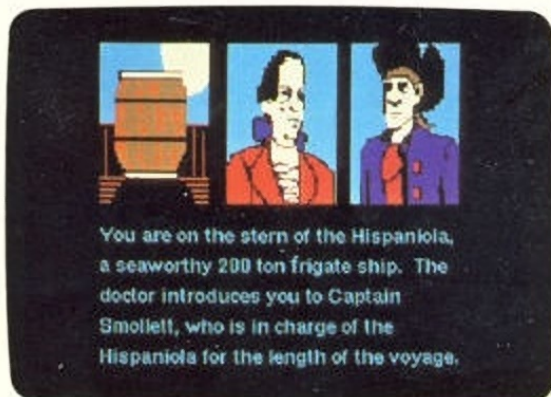
TREASURE ISLAND™

From the very moment you laid eyes on the pirate Billy Bones, you knew your life was going to change. Instantly your mind was filled with dreams of buried treasure, of swords and pistols, of death-defying deeds and high-seas adventure. And you realized that you were face-to-face with the chance of a lifetime.

In this captivating adventure game you're the hero, young Jim Hawkins—and it's up to you to find the secret of Robert Louis Stevenson's *Treasure Island*. You'll actually meet and "talk" to fascinating characters like Ben Gunn and the infamous Long John Silver—and you'll have to decide if they're friend or foe. Throughout your adventure you'll find yourself right at the center of all the action. And if you keep your wits about you, you'll find more riches than you ever dreamed of.

In addition to imaginative graphics and a parser that allows you to use short phrases or complete sentences, TREASURE ISLAND offers WordWindow™, an innovative "help" feature that makes game play more enjoyable. Plus, you'll receive messages of encouragement from author Robert Louis Stevenson, and you'll have the aid of a special map found inside this package.

Based on the novel of the same name originally published a century ago, TREASURE ISLAND adventure game was written by Byron Preiss Video Productions, Inc., leading designers of educational and entertaining software. Their technical director is Lee Jacknow. Designed for Ages 10-Adult.



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