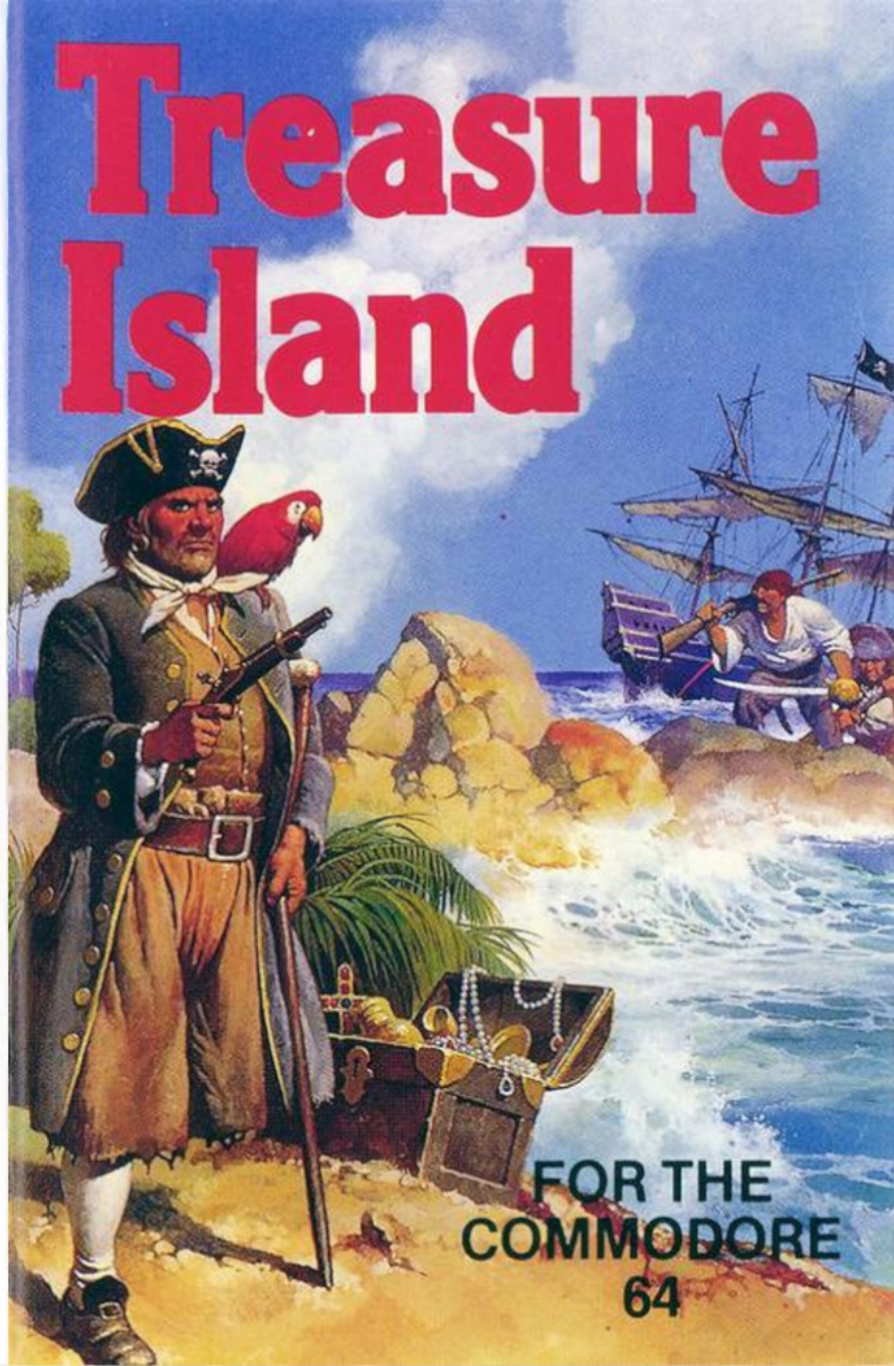


An exciting game based upon the classic adventure by Robert Louis Stevenson, using the memorable scenes from the original story as a backdrop for arcade style action.

TREASURE ISLAND COMMODORE 64



FOR THE
COMMODORE
64

Treasure Island

This exciting game is based upon the classic adventure by Robert Louis Stevenson.

First Jim Hawkins must avoid Blind Pew to board the good ship Hispaniola. Then he has to avoid capture having heard the crew's mutinous plans. Once these challenges have been overcome the main game can be played on Treasure Island itself.

The quest for the treasure starts at the stockade which the adventurers have built on the island. Then whilst tackling the evil murderous pirates Jim must find Ben Gunn's cave. The chase and search takes place upon an attractive 'Treasure Map' which is displayed on screen in sections. There are a total of sixty-four sections to play through.

Once Ben Gunn's cave has been found the treasure is located, and must then be taken to the ship which is anchored in Spy Glass Cove, to complete the arcade adventure.

At the end of each game a percentage score will be given which reflects the speed and fighting spirit with which it was played. Treasure Island can be played time and time again to attempt to reach a 100 per cent score, which represents total player perfection.

For instructions, see overleaf

Loading the game

- 1 Put the cassette in the recorder.
- 2 Hold down the SHIFT key and while holding it down tap the RUN/STOP key. The screen will then display 'press PLAY on tape' - so do this. The screen now goes blank whilst the game is loaded, and you should be prepared to wait for six to seven minutes for this to be completed. The first screen of the game now appears and you can start.

If you experience any difficulty, try again, and consult the Commodore Manual.

Please ensure that your tape is stored well away from any source of magnetic fields - such as televisions, hi-fis, radios, and electric motors.

Controls

Jim Hawkins is moved using a joystick plugged into PORT 2, or by the keyboard where Q or A are up or down and O or P move left or right.

Just avoiding the pirates is not enough to ensure success. You must perfect a technique which involves getting close to a pirate so that he throws a cutlass at Jim. You must move Jim swiftly out of the cutlass' path to avoid injury.

To pick up a weapon or the treasure Jim must be moved over the object. To throw a cutlass Jim must first be moved in the direction required and then the fire button or the SHIFT key pressed.

Pressing H will hold the game. Pressing T will terminate the hold. Holding both SHIFT and CTRL down together will restart the game.