

TREASURE ISLAND™

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



WINDHAM
CLASSICS™



"Greetings, mate, and welcome to Treasure Island!
I'm Robert Louis Stevenson, author of this hearty tale
of high-seas adventure.

"In this game, you're young Jim Hawkins, the hero of
Treasure Island, and you'll try to recover the legendary
treasure of the infamous pirate, Captain Flint. To get the
booty, you'll need to locate the treasure map. But beware
... the pirates who sailed with old Captain Flint are also
searching for treasure. These treacherous sea dogs crave
riches and rum, and will stop at nothing to get them!

"Luckily, you'll have some help on your adventure. The
courageous Captain Smollett, the burly Squire Trelawney,
and the wise Doctor Livesey are all honest men who'll
aid you as much as they can. You'll also meet crafty
Long John Silver and a strange maroon, Ben Gunn. And
I'll appear from time to time as your adventure proceeds.

"Your adventure starts at the Admiral Benbow, the quiet
inn and tavern kept by your family on the misty shores
of Bristol, England. You're standing in the parlor near
Billy Bones, a hard-drinking and crusty old pirate.

"Are you ready, mate, to embark on an adventure that
others have only dreamed of? Muster all your courage and
choose your friends carefully. If you can outwit the greedy
pirates, you'll find a treasure chest overflowing with bril-
liant gold booty—more than you can imagine.

"Good luck, my friend ... until our next meeting."

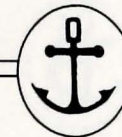


Robert Louis Stevenson



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Beginning the Adventure

TREASURE ISLAND, like many adventures, may take more than a day to complete. You can save the game you are playing and then continue it at another time. The following commands will be helpful in saving your games: **CREATE**, **SAVE**, **RESTORE**, **RESTART**, **QUIT**.

NOTE: *You must use the **CREATE** command to make a save disk before starting the game.*

Create

Use the **CREATE** command to create a Save Disk (**SAVE** is explained below). If a danger appears imminent, the Save Disk will allow you to "restore," or return to that point in your adventure *if* you have previously saved it onto the Save Disk.

To create your Save Disk:

1. Load your Game Disk according to the instructions provided in the insert.
2. When a cursor appears on the screen, enter **CREATE** and press the Return Key. Follow all instructions that appear on the screen about inserting a separate, preferably blank, disk.

Beware: This procedure will erase any contents that are already on a disk.

3. When the disk drive light goes off, the Save Disk may be removed and the Game Disk reinserted. You can now continue your adventure.

Save

This command acts as a "bookmark," allowing you to stop at and save points in the adventure to which you might want to return later.

To save up to a certain point in the game:

1. Type **SAVE** and follow all instructions that appear on the screen. The screen will offer a list of numbered positions for identifying locations to be saved.
2. Select a number and label it with a word or two that describes your present location (up to ten characters). For example, if you want to save a game when you're at the Spy Glass Inn, you might label the location as SPY GLASS.
3. Press the Return Key.
4. When the disk drive light goes off, remove the Save Disk, insert the Game Disk, and resume your adventure.

Restore

Use the **RESTORE** command to return to a point in an adventure that you saved on the Save Disk. You might want to restore in two instances:

If an accident occurs during the game:

1. The computer will respond:
GAME OVER. PRESS ANY KEY
TO RESTART

2. If you do not wish to return to the beginning of a game, type **RESTORE** when a cursor appears on the screen.
3. Follow the instructions that appear on the screen. Insert the Save Disk, select a point from your list, remove the Save Disk and reinsert the Game Disk, all when prompted to do so. The adventure will resume from the point you selected.

If you wish to resume an unfinished game:

1. Load the program as usual.
2. Type **RESTORE** when a cursor appears on the screen.
3. Follow the instructions that appear on the screen. When prompted, insert the Save Disk, select a number from the list of previously saved points, remove the Save Disk, and reinsert the Game Disk. The adventure will resume from the point you selected.

Restart

Type **RESTART** to return to the beginning of the game.

Quit

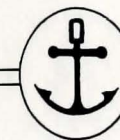
Type **QUIT** if you wish to end an adventure before you have completed it. You may want to save your game before quitting.

New Data

Type **NEWDATA** to obtain any instructions that have changed since the publication of this manual.

Pictureson/Picturesoff

Choose whether or not you want your adventure accompanied by graphic images. The program will automatically provide pictures if no selection is made. Type **PICTURESOFF** if you want only text. At any time you may change your decision by typing **PICTURESON**.



Your Guide to Treasure Island Adventure

You can explore the environment by entering commands using the TREASURE ISLAND vocabulary (see p. 9).

Exploring

Move about by entering directions as full sentences (**GO SOUTH, GO UP**), as specific directions (**EAST, SOUTH**), or as abbreviations (**SE, NW, W, N**, etc.). In addition, **UP** and **DOWN** may be abbreviated as **U** and **D**.

You can get a description of the environment around you at any time by typing **LOOK**. For further information about anything you see, or that is described, type **EXAMINE (OBJECT)**.

Entering Commands

Your commands should consist of short, precise sentences. A verb (**TAKE, GIVE**, etc.) should always precede a noun (**DOCTOR, SHIP, MAP**, etc.). You may use **THE** before a noun (**GIVE BILLY THE RUM**).

Press the Return Key after you type each command. It is not necessary to end a command with a period.

Several separate actions may be included in one command, but actions must always be separated by a

comma or the words **THEN** or **AND**. For example:

**TAKE THE SHELL, BLOW
THE SHELL
EXAMINE THE APPLE THEN
EAT THE APPLE
GET THE RUM
AND GO SOUTH**

The program will not accept more than two lines of typed commands. If your sentence is longer, separate your commands into a logical sequence and strike the Return Key after each one.

Getting Assistance with WordWindow™

If, at any time, you are having difficulty with commands, you can get assistance with WordWindow™ by typing **WORDS**. A list of all the verbs and nouns suitable for that particular scene will appear. For additional words, press the spacebar. When you are finished reviewing the word list, press any key and WordWindow will disappear. You can then continue the game.

Speaking with Others

Your success in finding the treasure will depend on your conversations with others. You must match wits with many men to determine if

they're friend or foe, and to uncover clues to find the booty before the cunning pirates do.

First familiarize yourself with the characters you'll be talking to by referring to their portraits and descriptions on the enclosed map of Treasure Island. They are:

**BILLY BONES
CAPTAIN SMOLLETT
DOCTOR LIVESEY
SQUIRE TRELAWNEY
ISRAEL HANDS
BEN GUNN
LONG JOHN SILVER**

When meeting a character for the first time, be sure to **TALK** to him, and then **ASK** him or **TELL** him about various people and events.

For example:

**TALK TO BILLY
ASK SILVER ABOUT MAP
TELL DOCTOR ABOUT SILVER
AND THE PIRATES**

Note: Long John Silver may be addressed only as **SILVER, LONG JOHN**, or **JOHN**. He can NOT be addressed as Long John Silver.

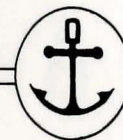
You cannot talk to two people simultaneously about the same thing. For

example, the following will NOT be understood:

**ASK DOCTOR AND CAPTAIN
ABOUT RUM**

Reviewing Your Inventory

Type **INVENTORY** or **INV** at any time to see a complete list of the possessions you are carrying. For a detailed description of any item you are carrying, type **EXAMINE (OBJECT)**.



After the Treasure Hunt

About the Classic Book

Robert Louis Stevenson, author of *Treasure Island*, was born in Edinburgh, Scotland, in 1850. As a young man, he studied engineering, changed to law, but soon devoted himself to writing.

Searching for a climate favorable to his poor health, Stevenson traveled widely in Europe, America, and the South Pacific, finally settling in Samoa. His travels are reflected in some of his writings, which include many novels, essays, and poems.

Stevenson married in 1880. He began *Treasure Island* the following year, hoping to amuse his stepson, Lloyd. The story first appeared in 1881–82 as a serial in a children’s magazine, under the title *The Sea-Cook*, and in book form in 1883. *Treasure Island’s* suspenseful plot and colorful characters continue to make it one of the most popular adventure stories ever written.

Stevenson’s other well-known books include *Kidnapped*, *The Strange Case of Dr. Jekyll and Mr. Hyde*, and *A Child’s Garden of Verses*.

About the Adaptation

For pure adventure, *Treasure Island* has never been surpassed. From the moment young Jim Hawkins first meets the volatile Billy Bones to the

climactic battle for gold on Treasure Island, the story creates scenes and characters that have stirred the imagination of readers for decades. *Treasure Island* offers all the elements of an exciting interactive adventure game—brave and resourceful heroes, cunning pirates, a high seas setting, and buried treasure.

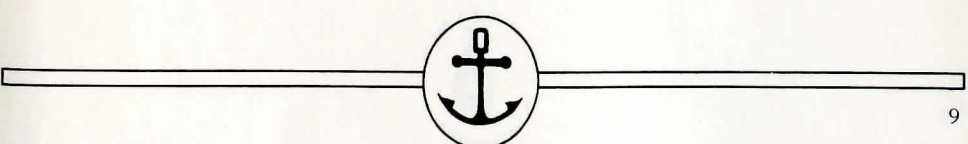
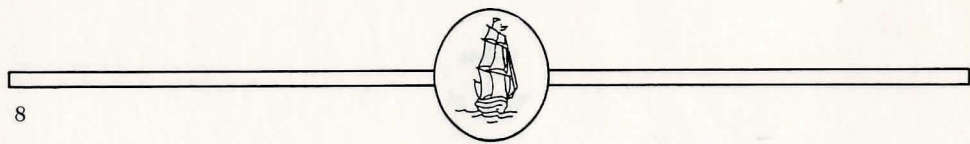
In adapting Stevenson’s classic, we sought to convey the flavor, language, and story of the original novel, while providing a truly interactive experience for the player. We designed the game experience to be as similar to the book as possible. The game was divided into chapters and all of the major characters have been included. And Stevenson himself was cast as the game’s host. As in the book, the goal is to overcome a variety of thrilling challenges and to find Captain Flint’s legendary treasure.

Turning *Treasure Island* into an adventure game has involved the work of many people—game designers, writers, artists, musicians, and programmers. We hope this adaptation enhances one of the most famous fictional tales of adventure. We also hope that you have discovered the richness of a new, exciting form of storytelling made possible only by the computer.

The Treasure Island Vocabulary

Nouns

almshouse	coop	line	sailor
anchor	coracle	litter	scar
apple	counter	Livesey	sea chest
bar	cracker	log	shell
barrel	crates	Long John	ship
bed	crew	man	shreds
Ben	crutch	map	sign
Billy	cutlass	metal	Silver
blind	derelict	model	skeleton
blood	dock	money	slab
boat	Doctor	mutiny	Smollett
Bones	dog	neck	Spanish watch
books	door	newspaper	spot
bottle	dot	oil	spyglass
bundle	fist	oilcloth	Squire
bunkbeds	Flint	paddle	stain
bureau	Florida	paper	stairs
cabin	food	parrot	stalactite
cabinet	fountain	pen	stockade
campfire	gap	Pew	stone
candle	glass	pile	table
cane	goat	pirate	tankard
canvas	gold	pistol	tap
Captain	gun	plank	tavern
carriage	Gunn	plant	tobacco
casks	Hands	plate	tombstone
cave	Hispaniola	porthole	torch
cavern	hole	provision	toucan
charts	island	rat	treasure
cheese	Israel	razor	tree
chest	keg	resin	voice
chestnuts	key	ring	wall
chickens	knife	rock	watch
clothing	lamp	room	water
coffin	leaves	rope	whelk
coin	ledge	rum	window
conch	leg	sack	wink
	lid	sail	woman



wood

Directions

e, east
n, north
s, south
w, west
ne, northeast
nw, northwest
se, southeast
sw, southwest

aboard
above
aft
aloft
ashore
below
d, dn, down
forward, fore
port
starboard
u, up

Verbs

ask
blow
break
bring
bury
chase
climb
close
cut
drink
eat
enter
escape

examine

exit
feed
fight
fill
follow
get
grab
give
go
hide
hit
hurry
jump
kick
knock
leave
listen
look
move
oil
open
patch
pet
pick
pull
punch
push
raise
reach
read
rearrange
remove
repair
rest
run
search
sing

sit

sleep
stand
swim
take
talk
taste
tell
throw
touch
turn
unlock
untie
use
wade
wait
wash

Commands

inv, inventory
new data
picturesoff
pictureson
quit
restart
restore
save
words

Other

no
yes

Windham Classics adventure games are specially designed to entertain and offer players ages 10 to adult an exciting way to enjoy some of the best classic literature of all time.

Produced and developed by Byron Preiss Video Productions, Inc., leading developers of entertainment and educational software.

Technical direction and design: Lee Jacknow

Script: Ann Weil

Illustrations: John Pierard

Additional Illustrations: Walter Martishius

Senior Systems Programmer: Michael P. Meyer

Technical Editor: André Garneau

Consultant: Ruth Ashby

Handbook Design: Graphic Ink

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Windham Classics Corporation Warranty Policy

If this product should fail to work for any reason whatsoever during the first 30 days following purchase, return it to the dealer from whom it was purchased for a free replacement. If it should fail to work after the first 30 days, mail it to Windham Classics at the address below. If it has been physically damaged, you will be charged five dollars for a replacement.

Should you have any questions concerning this warranty, please contact the dealer from whom you purchased this program, or write or call Windham Classics.

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