

## TREASURE ISLAND

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

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.

Loading the game

1 Put the cassette in the recorder.

2 To load, type LOAD""

This can be achieved by:

(a) Pressing the L key which will produce the word LOAD on the screen.

(b) Holding down the SYMBOL SHIFT key which is at the bottom right-hand corner of the Spectrum - and while holding it down press the P key

twice.

This will produce two sets of quotation marks on the screen.

Then take your finger off the SYMBOL SHIFT and press the ENTER key. The screen on the Spectrum will now clear, indicating that it is waiting to receive the program from the tape recorder.

3 Press PLAY on the tape recorder. The screen border will slowly change colours while searching for the information. The border changes to multicoloured stripes when it has found the first part of the program.

The

screen remains blank until a picture of Long John Silver appears -  
after  
approximately one minute. The rest of the program will then load  
automatically, and the process takes a few minutes. The Long John  
Silver  
picture will then disappear, to be replaced by the first screen of the  
game, and the game can commence.

If you experience any difficulty we suggest that you try loading with  
only  
one plug in the EAR socket of the cassette deck and the same coloured  
plug  
in the EAR socket of the Spectrum.

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 and Sinclair Interface 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 M pressed.

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

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(Transcribed by Robin Stuart)