

BERMUDA PROJECT – Game Play Instructions.

The hero is moved around the screen using the mouse. All interaction with the game is carried out via menus.

EXAMINE
GET
DROP
USE
ATTACH
DETACH
OPTIONS

The main menu is brought up by pressing and holding the right hand mouse button. Selections are made by moving the highlighted bar to the required option and then pressing the left hand mouse button. Menus and messages will only stay on the screen whilst the right hand button is held down. To interact with objects on the screen the hero must be touching, or very near to, the required object.

- EXAMINE** | This allows you to examine objects that the hero is standing near, touching, or carrying. If a message is longer than can be displayed in one window, press the left button to see the next page. You can pause the message and the game by clicking the left-hand button when the message window is displayed.
- GET** | This allows you to get objects that the hero is standing near or touching. Only objects that he can pick up will be listed. Use 'GET' to board any vehicles that you may find.
- DROP** | This allows you to drop objects that the hero is carrying. It also allows you go leave any vehicles that you have boarded.
- USE** | This allows you to use objects that the hero is carrying on other objects he is carrying, standing near or touching.
- ATTACH** | This allows you to attach together two objects the hero is carrying.
- DETACH** | This allows you to detach two objects that have been attached to each other.
- OPTIONS** | The options menu allows the following:
- Status** | Shows you how you are getting along in the game.
 - Save** | Save your current position to a data disk. This data disk must be formatted and must be used solely for saved games of "Bermuda Project".
 - Load** | Load a previously saved position from a data disk.
 - New** | Start a new game

How to load "Bermuda Project"

COMMODORE AMIGA

You are only 4 steps away from the challenge of the triangle:-

- STEP 1** | Ensure that your Amiga is setup in the usual manner. If you need help with this refer, to your Amiga Owners Manual.
- STEP 2** | Insert the "Bermuda Project" disk into your disk drive.
- STEP 3** | Switch on your system.
- STEP 4** | Your Amiga will now automatically boot "Bermuda Project". After a short delay the title sequence will begin, followed by the main title page. Pressing either mouse button will take you into the challenge of the triangle.