



COMMODORE 64

PETER GERRARD

**ISLAND
ADVENTURE**

Island Adventure for the CBM—64

Warning: this fascinating adventure game for the 64 may take over your house! The setting is a desert island, on which you are stranded. Try to find your way off the island by avoiding monsters and other hostile island inhabitants, while collecting the treasures. If you wish to stop, there is an option to save the current game status on tape.

Island Adventure will accept a wide variety of words and is originally responsive. The game also accepts abbreviations.

Loading instructions

To LOAD the adventure place the cassette in the tape deck and ensure it is rewound. Then hold down the SHIFT key and press RUN/STOP.

Playing instructions

The game is very friendly with helpful prompts and occasional clues. Any command may be abbreviated to the first three letters or typed in full, as may the directives. The exception is the direction: this may be entered as a single letter (e.g. s for south). The vocabulary is extensive, but

sometimes you may need to try alternative words or type HELP. To finish the game enter QUIT and you will be given the option to save the game or to finish.

Good luck.

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Also available

Exploring Adventures on the 64

Peter Gerrard

A complete look at the fabulous world of Adventure Games for the 64. Starting with an introduction to adventures, and their early history, the book takes you gently through the basic programming necessary before you can start writing your own games.

Inputting information, room mapping, movement, vocabulary, and everything required to write an adventure game is explored in detail. There follow a number of adventure scenarios, just to get you started, and finally three complete listings written specially for the 64, which will send you off into wonderful worlds where almost anything can happen. (The three games listed in this book are available on one cassette at £7.95.) The complete guide to adventure games: playing, writing and solving them. Peter Gerrard is the author of Island Adventure and Romik's two top-selling adventure games — Fools Gold and Tomb of Xeiops.

Many other books are also available.
Write in for a leaflet.



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