

TREASURE ISLAND™

Greetings, mate, and welcome to Treasure Island! You are about to enter a world of swashbuckling thrills and high-seas adventure, but be wary of pirating strangers...

You are young Jim Hawkins, the hero of Treasure Island, and you'll try to recover the legendary treasure of the infamous pirate, Captain Flint. It won't be easy, as many of the pirates who sailed with Flint are after the treasure as well, and they won't let a nice, young lad like you get in their way!

Luckily, you will have some help in your quest for riches. 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 Long John Silver and Ben Gunn, the strange castaway.

Your adventure begins 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, sea dog of a pirate...

Muster your courage, mate, and choose your friends carefully. If you can outwit the greedy pirates, you'll find a treasure chest brimming with brilliant gold booty... more than you can imagine! Good luck!



LOADING INSTRUCTIONS

Commodore 64™

1. Turn on disk drive, computer, and TV or monitor. Place Disk Side A in drive and close drive door. *Note: when using a commodore 128, the Commodore key must be depressed while turning on the computer.*
2. Type **LOAD "WIND",8** and press RETURN. At READY prompt, type **RUN** and press RETURN.
3. Press **G** to start.

IBM®

1. Boot your DOS disk (Disk Operating System) in Drive A. When the **A>** appears, remove the DOS disk and insert the Game Disk (side A) and type **AUTOEXEC**. The program will load automatically.
2. Press **G** to start.

APPLE®

1. Place Game Disk Side A in the disk drive and close the disk drive door.
2. Turn on computer, monitor or TV and drive. Program will load automatically.
3. Press **G** to start.

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 when saving your games: **CREATE**, **SAVE**, **RESTORE**, **RESTART**, **QUIT**.

CREATE: Use the **CREATE** command to create a Save Disk.

To create your Save Disk: After loading your Game Disk according to the instructions above, a cursor will appear. Type **CREATE** and press **RETURN**. Follow all instructions about inserting a separate blank disk. *Beware: This procedure will erase any contents that may already be on the disk.*

SAVE: Use the **SAVE** command to store on a separate disk all game play up to a point in the adventure. One important use of this command is to **SAVE** whenever you enter a predicament. Saving allows you to **RESTORE** or return to a point in the adventure where you might have gotten into trouble. *Note: If you turn off the computer, the game will be saved only where you have used the **SAVE** command.*

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 these instances.

If you wish to return to an earlier point in your adventure: When a cursor appears, type **RESTORE**. Follow instructions. The adventure will resume from the point you selected.

If you have reached a premature or unanticipated ending in your adventure, the screen will read "PRESS ANY KEY TO RESTART." Press any key to go to the beginning of the game. Type **RESTORE**. Follow the screen instructions. The game will resume from the point you selected.

RESTART: Type **RESTART** at any time to return to the beginning of the game.

QUIT: Type **QUIT** if you wish to end an adventure before completion. You may want to save your game before quitting.

NEWDATA: Type **NEWDATA** to obtain any new instructions.

PICTURESON/PICTURESOFF: Choose whether or not you want to play with graphics (they are automatically provided). Type **PICTURESOFF** if you want only text. You may recall the pictures to the screen by typing **PICTURESON**.

Your Guide to the Treasure Island™

Adventure

Exploring

You can explore the environment by entering commands using the **TREASURE ISLAND™** vocabulary. Move about by entering directions as full sentences (**GO SOUTH, GO UP**), as specific directions (**EAST, SOUTH**), or as abbreviations (**SE, NW, W, 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, 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 each 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**. 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 those 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** and **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**.

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



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	derelect	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
	Gunn	plant	tobacco

carriage
casks
cave
cavern
charts
cheese
chest
chestnuts
chickens
clothing
coffin
coin
conch
wood

Hands
Hispaniola
hole
island
Israel
keg
key
knife
lamp
leaves
ledge
leg
lid

plate
porthole
provision
rat
razor
resin
ring
rock
room
rope
rum
sack
sail

tombstone
torch
toucan
treasure
tree
voice
wall
watch
water
whelk
window
wink
woman

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

fill
follow
get
grab
give
go
hide
hit
hurry
jump
kick
knock
leave

open
patch
pet
pick
pull
punch
push
raise
reach
read
rearrange
remove
repair

sit
sleep
stand
swim
take
talk
taste
tell
throw
touch
turn
unlock
untie

examine	listen	rest	use
exit	look	run	wade
feed	move	search	wait
fight	oil	sing	wash

Commands:

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

Other:

no
yes

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