

# TREASURE ISLAND

Windham Classics

High resolution adventure based on the Robert Louis Stevenson book

## Description

You are Jim Hawkins in this recreation of the classic novel. The game follows the book's storyline very faithfully. You will meet Long John Silver, Billy Bones, Doctor Livesay, Squire Tralawney, and a host of others.

## Playability

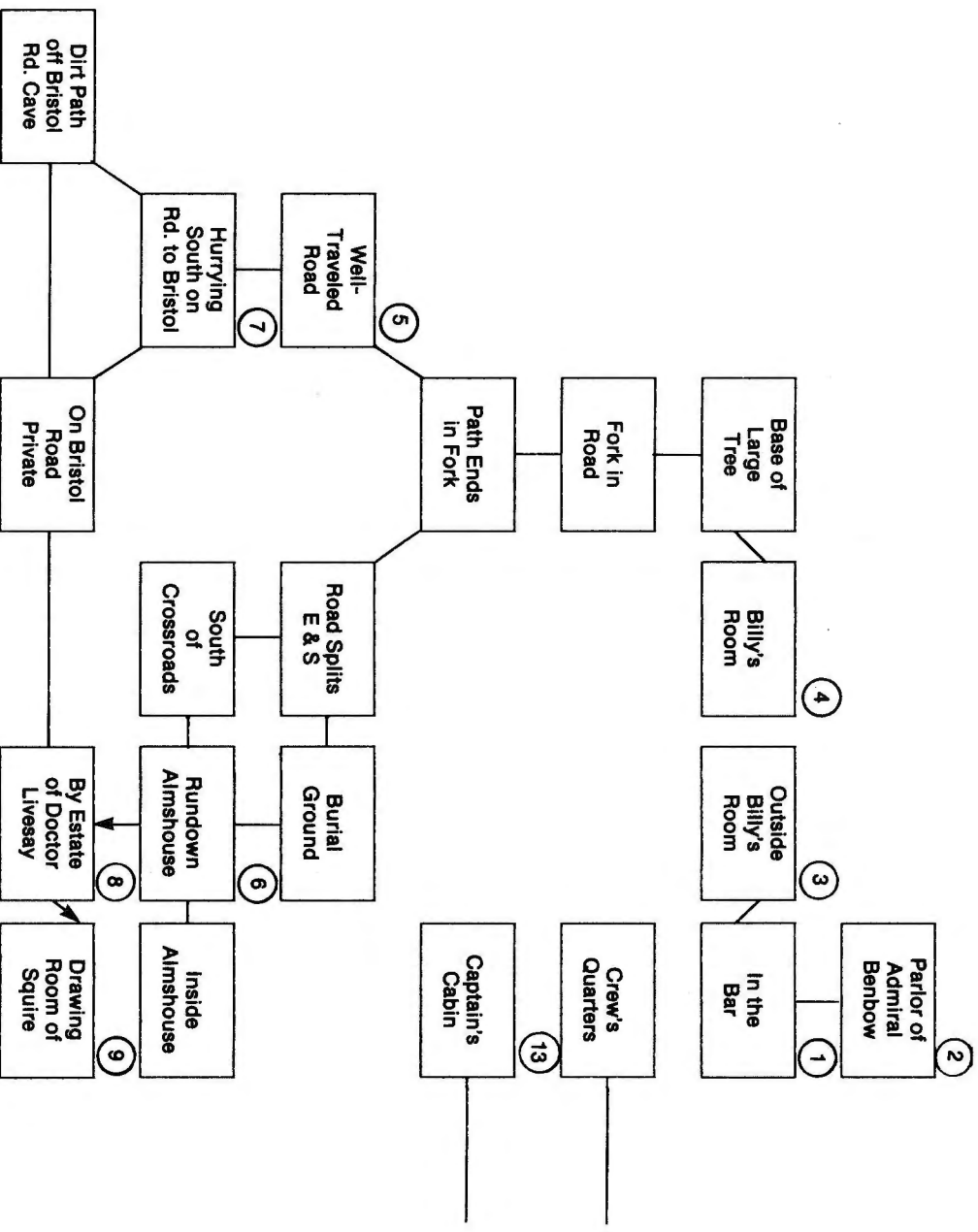
The puzzles are not too difficult in this eighty-location game, but you will be scratching your head a lot to figure out what to say to the many characters who you will encounter. The format of the game is similar to that of *Fahrenheit 451*, with high resolution graphics on the upper third of the screen, and high resolution text on the rest. Nine games may be saved to a data disk created from within the program. A very enjoyable game for all adventurers. Highly recommended.

## Compatibility and Price

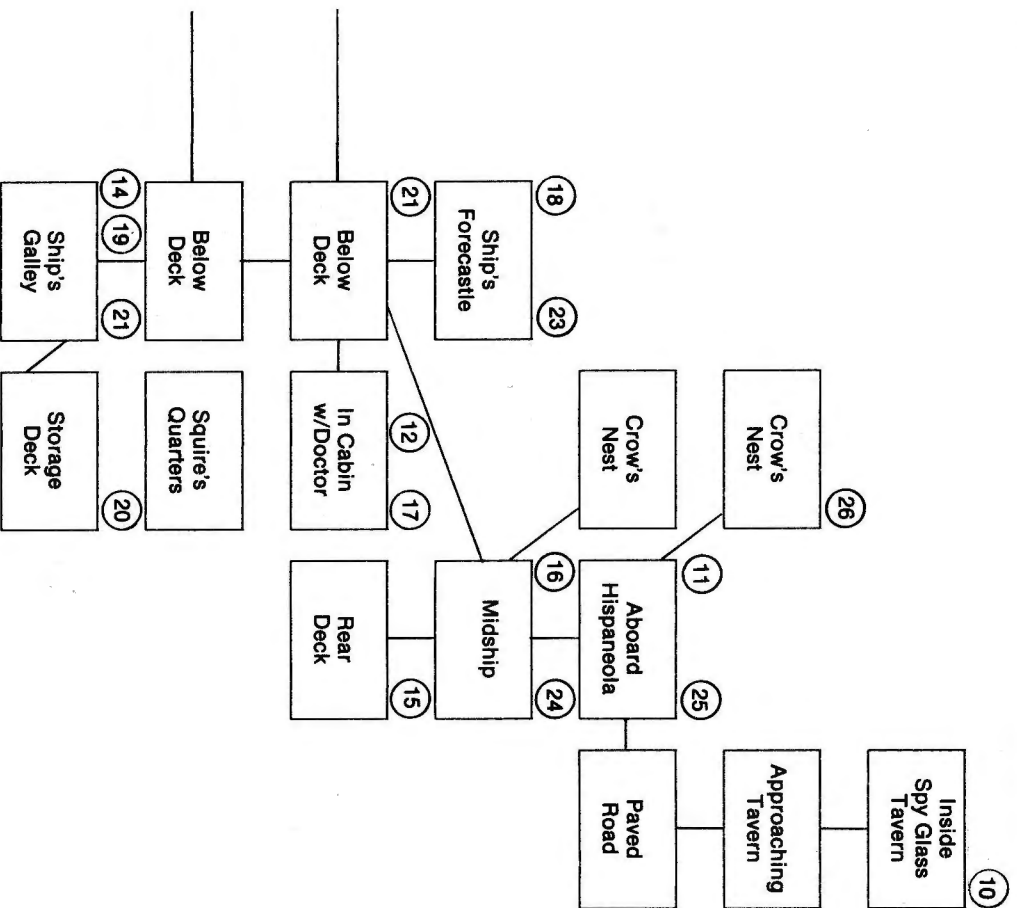
\$26.95 Apple II+, IIe, Commodore 64.

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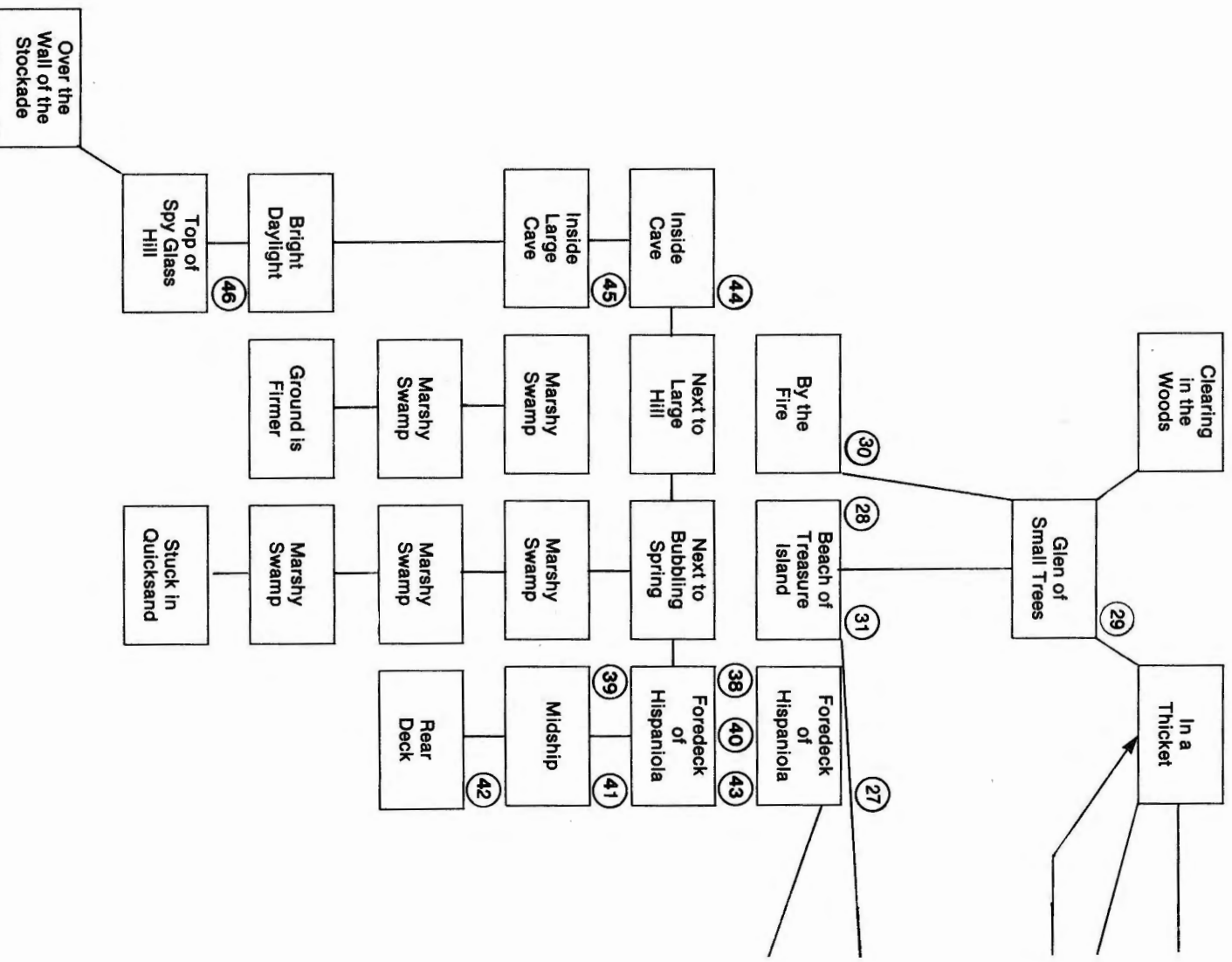
## Chapter I

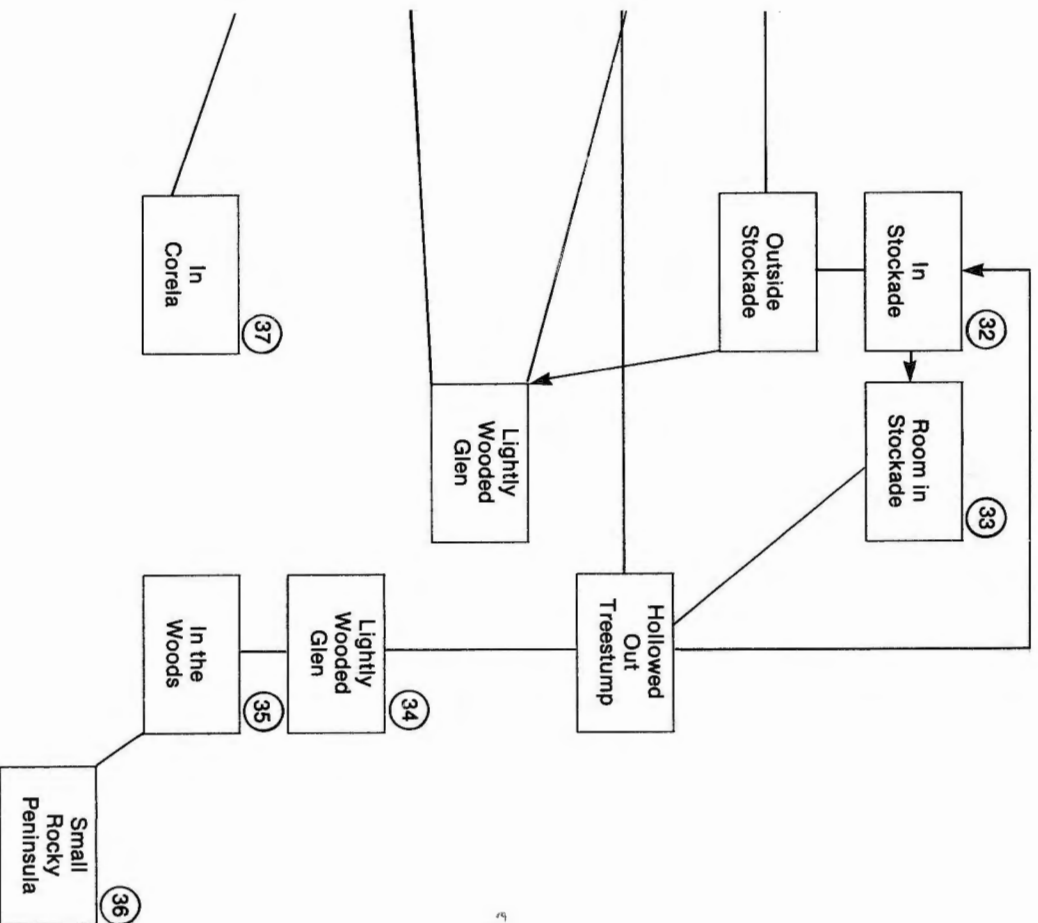


## Chapter II



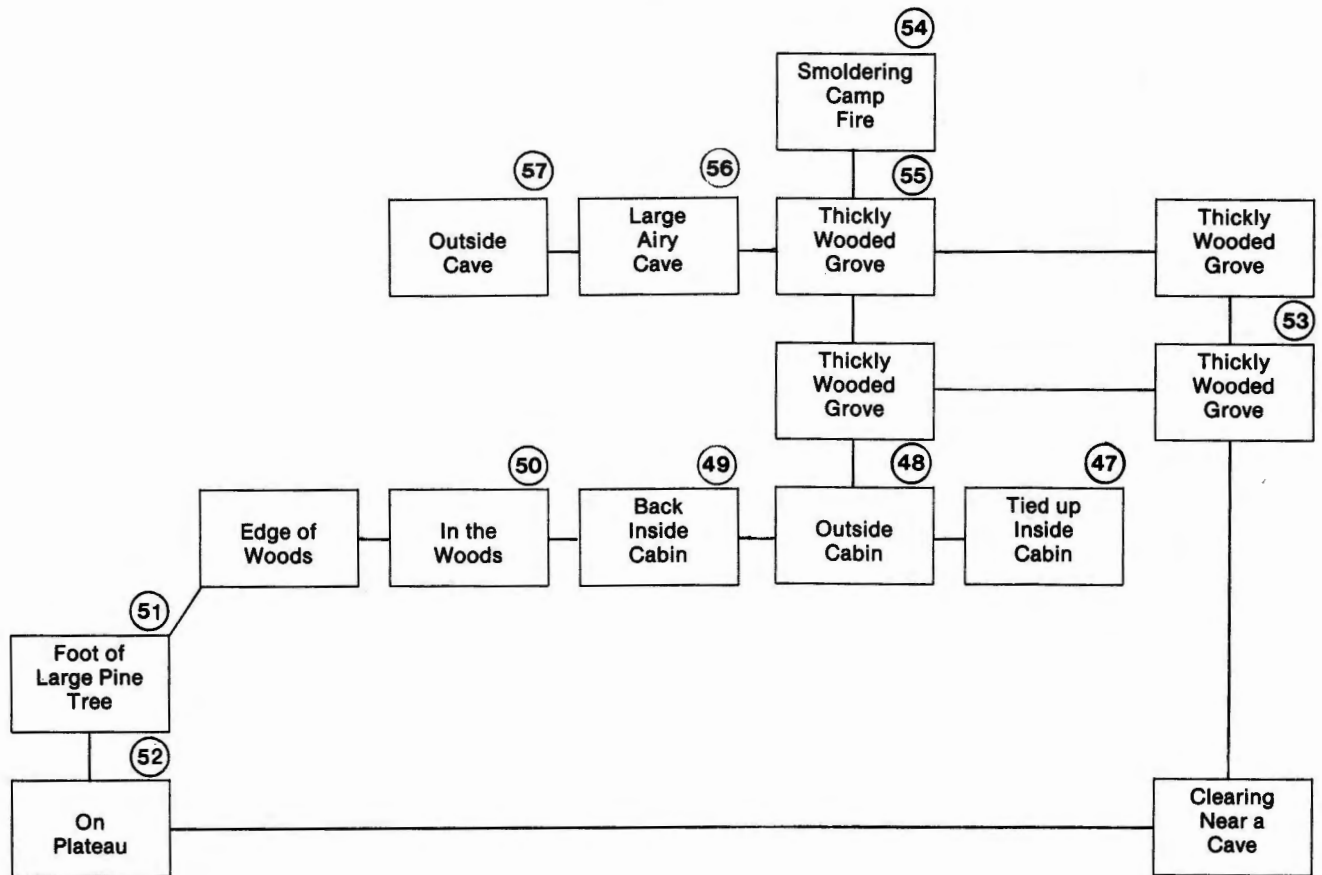
## Chapter III





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## Chapter IV



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1. Take Tankard and Rum.
2. Give Rum. Ask Billy About Flint's Fist. Ask Billy About Map. Ask Billy About Treasure. Ask Billy About Flint. Open Door. Take Man to Billy. Listen to Billy. Take Metal.
3. Take Newspaper. Read Newspaper. Kick Door.
4. Oil Lock. Unlock Chest. Open Chest. Take Oilcloth. Take Gold. Take Tobacco. Take Watch. Open Window. Climb Tree.
5. You can get to Lord Livesey's either by going SE or SW. SW gets you a bit more information. SE presents you a minor puzzle.
6. Knock on Door. Talk to Man. Give Gold. Look. Talk to Man.
7. Talk to Woman. Leave Black Dog, to the SE alone.
8. Tell Doctor About Bones. Tell Doctor About Fist. Up.
9. Tell Squire About Oilcloth. Examine Map. Talk to Squire. Examine Pipes. Give Newspaper. End of Chapter I.
10. Sit Down. Talk to Silver. Examine Silver. Drink Rum.
11. Talk to Captain. Maneuver around the ship with Aft, Forward, Starboard, and Port.
12. Examine Seachest. Open Seachest. Ask Doctor About Silver.
13. Open Seachest. Examine Seachest. Take Spyglass.
14. Sing.
15. Hide in Barrel. Listen. Listen. Forward.
16. When the storm strikes, Tie Rope.
17. Tell Doctor About Mutiny.
18. Ask Captain About Crew. Ask Squire About Crew.
19. Examine Hatch. Go Forward and return, Silver is now gone. Down.
20. Examine Barrels. Examine Casks. Move Cask. Examine Keg.
21. Open Cabinet. Take Food. Take Knife. Examine Food. Feed Parrot.
22. Read Paper.
23. Ask Doctor About Charts.
24. Examine Sailor. Talk to Sailor.
25. Tell Captain About Rum.
26. Use Spyglass. You have now completed Chapter II.
27. Enter Boat.
28. Examine Shell. Take Shell.
29. Take Coin.
30. Sit Down. Tell Silver About Man. No.
31. Take Bottle.
32. Tell Captain About Pirates.

33. Examine Bed. Examine Floor. Pull Ring.
34. Feed Toucan.
35. Examine Leaves. Feed Man. Ask Ben About Treasure.
36. Examine Plant. Take Resin. Examine Ledge. Examine Coracle. Put Resin in Hole. Launch Boat. You have now finished Chapter III.
37. Grab Line. Climb Rope.
38. Examine Stains.
39. Talk to Man. Yes.
40. Cut Line with Knife.
41. Ask Hands About Treasure.
42. Examine Barrel. Take Pistol.
43. Shoot Hands with Pistol. Examine Barrel. Take Barrel.
44. You can Break Stalactites if you wish (not necessary).
45. Blow Shell. Talk to Ben.
46. Blow Shell. Going SW ends Chapter IV, after you Talk to Silver.
47. Ask Silver About Pirates. Ask Silver About Doctor. Examine Silver. Examine Spot. Ask Silver About Spot.
48. Talk to Doctor.
49. Take Food. Take Brandy. Talk to Silver.
50. Examine Map.
51. Examine Skeleton. Try going South. Ask Silver About Voice. Examine Tree.
52. Examine Map.
53. Examine Metal. Take Cutlass.
54. Tell Doctor About Pirates.
55. Untie Silver. Cut Rope with Cutlass. Blow Shell. Follow Ben.
56. Take Treasure. Exit Cave.
57. Talk to Captain. Leave Silver. Congratulations, you've returned to England a wealthy adventurer.