COMING SOON FOR
THE COMMODORE 64/128
JOHN SILVER'S RETURN
TO TREASURE ISLAND

The player takes on the role of Jim Hawkins and the object of the game is to discover the whereabouts of, and to recover, the treasure left behind on the first expedition. Survival on the island is difficult with limited provisions and varied hazards, so careful planning will be necessary to succeed. Other characters from the TV series, including of course, Long John Silver, are also on the island, and may prove either a help or a hindrance.

The island itself is accurately reproduced in 3D from the original Treasure Island maps, with mountains, rivers, trees, beaches etc., all displayed in full perspective with approximately 200,000 locations and 8 angles of view from each location giving over 1.5 million possible views. Each view occupies the top 3/4 of the screen, with the status area and input line below.

The game is played in real time, and has a unique dusk/night/dawn sequence to give added atmosphere. The player must keep a careful watch on his strength, which will be reduced by various forms of physical exertion, but which can be replenished by eating and sleeping. Snake bites and the fever are two hazards which are very energy sapping and may even prove to be lethal.

A series of clues are hidden at various locations around the island. All of these must be found and pieced together to discover the location of the missing treasure, which must then be recovered and taken to a safe place - that is, if you can survive for long enough on the island.

INTRODUCTION

Thank you for buying a Software Projects game. We hope you enjoy playing DRAGON'S LAIR® on your Commodore 64/128

LOADING INSTRUCTIONS

CASSETTE

Place the cassette tape in your recorder and rewind tape to the beginning (There is a complete game on both sides of the cassette). Press keys marked SHIFT and RUN/STOP simultaneously and then follow the computers prompts.

If you are using a COMMODORE 128 please ensure that it is set in 64 Mode.

Because of the size of DRAGON'S LAIR® this game will load in several stages. To make this easy for you when playing the game the computer will load the next screen into the computer while you are playing. As you get better and faster at playing the game you may finish one screen before the next one loads but don't worry the maximum time you will have to wait is 20 seconds (a indicator at the bottom of the screen will show you how long the screen has to load).Because of the multi-load the computer will prompt you to set your tape counter to zero so the game can be re-started by re-winding the tape once all lives have been lost.

Due to the size of the final screen it has to load in two parts, part 1 will load while you are battling the Phantom Knight, and when you have defeated him you then enter the Dragon's Lair, and the second part will load (this will take approximately 30 seconds). If you require to turn the music off during the screen loading just toggle the joystick.

DISK

Please follow these instructions correctly as stated or your program will not load.Make sure that both disk drive and computer are switched **off**. First switch on your disk drive and then the computer (**It is important that it is done in this order**).Insert disk into your drive and close the drive door.

Type LOAD"DL",8,1 then press <RETURN>.

Each screen will load in as you reach it please be patient as you will only have about 10 seconds to wait until the next level has loaded.

ALL OTHER EQUIPMENT SHOULD BE TURNED OFF AND ANY CARTRIDGES MUST BE REMOVED.

BONUS DIRKS

You will earn Bonus Dirks (extra lives) after completing the weapons room and one dirk for each screen completed after that up to a maximum of five dirks (you will need them!).

HIGH SCORE

To record your high score of the day , just press the spacebar when on the title screen and you will be able to put in your initials.

SPECIAL KEYS AND JOYSTICK MOVEMENT

When playing the Ramps and Giddy Goons screen you will need to press the spacebar to jump from ramp to ramp.

In Skull hallway,the Weapons room and the Tentacle room, the joystick will only accept the correct action at the correct time. The correct action at the wrong time will be ignored, and the wrong action at the correct time will result in an audible buzz. If you hold the joystick in anticipation of a move it will be ignored resulting in losing a life.So be warned, timing is very important in these rooms.

DISK UPGRADE

For those people who have purchased the cassette version of this game and would like to have it on disk please return your cassette and it's packaging to us with a cheque, access card number or postal order for £4.00 and we will send the disk version to you.

WARRANTY

We guarantee this product for use on Commodore equipment only, any other equipment may work but is not covered by our guarantee.

This software product has a 1 year guarantee. If the product will not load from at least one side of the cassette (or from the disk), we will replace it free of charge.

PLEASE DO NOT RETURN IT TO THE PLACE OF PURCHASE

This guarantee does not affect and is in addition to your statutory rights under the sale of goods act.

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