Surely you have all read the book by now, so here is your chance to play the game.

Written by Jack Lockerby and the 'cast of thousands' down at RIVER SOFTWARE , this is a stirring version of the original tale and features all the characters you have come to love and hate over the years .... JIM HAWKINS, BLIND PEW, SQUIRE TRELAWNEY, BILLY BONES, Mr.DANCE, BLACK DOG and last but not least the infamous LONG JOHN SILVER.

Come back with us now to those days of 'grog' and 'press-gangs', 'parrots' and 'peg-legs' and 'sloops' and 'black spots' .... the adventure of a lifetime awaits you!!!

The plot of 'TREASURE ISLAND' is simple. It concerns the hunt for buried treasure on a small island, appropriately named, Treasure Island. Two rival groups of pirates are searching for the treasure, one consisting of pirates led by LONG JOHN SILVER and the other by SQUIRE TRELAWNEY. You of course play the part of JIM HAWKINS, whose parents own the Admiral Benbow inn. Your father has been taken ill and your mother has taken him away for a rest cure ... you have been left in charge of the inn. An old sea-dog by the name of BILLY BONES comes to stay at the inn and promises to give you a silver fourpenny piece every month if you will keep a good lookout for a dreaded sea-faring man with only ONE leg. As it turns out, TWO men visit the inn looking for Billy, firstly BLACK DOG and then BLIND PEW. The former, who has two fingers missing, is chased off by Bones, but the latter, whom some regard as a repulsive blind man, gives Billy a 'black spot', a piratical summons, which brings on a heart-attack.

Realising that Pew would return with more pirates, you rush down to the village to summon help. Unfortunately, the villagers refuse your pleas, so you instead talk one young lad into going to fetch Mr.Dance and his revenue officers. You return to the inn and decide to keep a lookout for your unwelcome visitors ....

TREASURE ISLAND - THE ADVENTURE

NOTES :   This game takes place in TWO parts and in part one Captain Smollett is in charge and ALL comments should be addressed to him. In part two Doctor Livesey is in command and all comments should be addressed to him. Part one will end when you have overheard the mutiny plot and reported the conversation to the Captain.

To inform either the Captain or the Doctor of events, just type in the following manner. TELL DOCTOR ABOUT BEN, TELL CAPTAIN ABOUT MUTINY or TELL PIRATE TO REPORT TO CAPTAIN. There is no need to use speech-marks.

To manipulate objects use the following routines ... PUT (OBJECT) IN (CONTAINER) where the words in brackets are the actual names of the objects or containers you wish to use. However to remove an object from a container is simply just a case of GET (OBJECT).

The island is approximately 9 miles long by 5 miles wide and you would be well advised to map the 'internal' locations BEFORE mapping the 'shoreline' .... pay heed to this!!!

Some 'useful' commands are ... REPORT, CHOP, RELEASE, SHARPEN, LAUNCH, AGAIN and PADDLE Use RAMSAVE (RS) and RAMLOAD (RL) to store a position to memory. Please note, some of the commands are NOT used in both parts and some events are played in 'real-time'.