

Mysterious Island



Vic 20



Commodore Vic 20, 16k expansion, by Joystick or keyboard.

A Jules Verne Graphic Vic Venture

MR.
MICROTM

Mysterious Island

- Full graphic display.
- Several games leading up to an Exciting Climax.
- Separate practice program.
- Blank data tape to store the game to play later.

The Game

Your adventure starts after escaping from prison in a hot air balloon which descends to a small, inhospitable island.

Once you've landed the fun really begins!

There are booby trapped fields, killer bees, hives to raid for energy and natives to be bribed!

Enter the caves to find clues hidden under a mosaic floor, avoiding the crabs at all costs!

Then negotiate a force field, capture the Nautilus and you're almost home – but not quite!

This game requires skill and quick reflexes. All successful adventurers can claim a unique personalised award by sending Mr. Micro their final surface position at the end of the game.



Contents: Mysterious Island master tape, practice program and extra data tape.

Playing Instructions

Whether you play each game as part of the full adventure or whether you play with the practice tape. The instructions are the same.

Balloon Landing

There is only one way out and that is down. Steer your way to the island and pick up energy from the energy field, avoiding the giant bees who are also intent on harvesting the energy. Watch out for the treacherous crosswinds which may blow across the island and steer you off course.

DIRECTION KEYS OR JOYSTICK TO MOVE
(ON PRACTICE TAPE)

Energy

At all times during your stay on the island you will be using up energy and should your level drop to 1 you will be thrown into one of the two energy games (no matter what you are doing at that time). One game - Honeydrops - is safe and sedate but gives low rewards. The other - Beesting - is dangerous but very rewarding.

Honeydrops

Catch the energy module carried by the bee in your cup by shooting at the bee at the instant it passes directly above your cup. Easy? Well your cup does move about a bit making life difficult. If you fail to catch anything in the time allowed, you will either go again or go to Beesting.

SPACEBAR TO FIRE.
(ON PRACTICE TAPE)

Beesting

Quick! Move your man between the deadly crosses to pick up energy before the rogue bee stings you!

DIRECTION KEYS OR JOYSTICK
(ON PRACTICE TAPE)

Beehive

Luck, strategy and gambling skill are needed to get off here! Escape is that star at the bottom of the hive to which you should make your way, however you may find your way blocked by bees or cell walls. If you meet a bee which you want to pass you have a choice of either paying up (PRESS P) whatever energy it demands or you may gamble (PRESS G) your energy against it. If you are blocked in or you wish to go through a cell you can knock down all the cells around you by pressing the space bar or fire button. This will cost you 6 energy units. For 5 energy units you can see a map of the hive for a few moments (PRESS M). Should you lose all your energy the adventure is over.

DIRECTION KEYS OR JOYSTICKS TO MOVE SPACE/FIRE BUTTON TO KNOCK DOWN CELLS.
P to PAY ENERGY AND PASS BEES.
M to SEE MAP OF HIVE.

(ON PRACTICE TAPE)

Treasure

The means to your ultimate goal. Scattered about the island are treasure chests buried by our friends the pirates which you must try to find by digging around the island. To open any chests that you manage to find you must first solve the key to the combination. Should you answer incorrectly - To the Beehive you must go! Answering correctly allows you to see what's in the chest, silver or some other artefact or maybe a riddle for you to solve. The rewards for answering a riddle are that much greater. Only one choice may be taken from the things that are offered to you (silver or artefact). Warning: Whilst moving or digging you may come under attack by killer crabs.

NORMAL DIRECTION KEYS OR JOYSTICK TO MOVE SPACEBAR/FIRE BUTTON TO DIG.

N.B. There may be more than one chest in a hole, also there may be a chest deeper in a hole which you may have to dig more than once or twice to reach.

Killer Crabs

Unpleasant if caught, as the hive waits for the unfortunate victims. To escape from the crabs you must get to the sand dune (from any direction). The crabs move three times to your one. Note: Three crabs may move once or one crab may move three times. No stopping once you have started so plan well before you move.

NORMAL DIRECTION KEYS OR JOYSTICK TO MOVE.
(ON PRACTICE TAPE)

The Caves

Hidden in the inner vaults of these caves are clues towards your escape which you must find. To enter these caves you must pay a toll of 20 pieces of silver to the native who lies within. Don't try to cheat him or he will steal all you have and throw you out. To enter a cave, position yourself beneath the entrance and press space/fire

button. You may find your entry to the inner vaults blocked by a giant crab, if you pass the crab and safely enter the inner vault you will be shown a mosaic tiled floor. The clue is hidden under one of these tiles, also hidden are snakes and other nasties, move about and dig where you choose using one energy unit per dig. Failure can result in a visit to the hive or the end of your adventure on Mysterious Island.

NORMAL DIRECTION KEYS OR JOYSTICK TO MOVE.
FIRE/SPACE TO ENTER CAVE AND DIG.
(ON PRACTICE TAPE)
(GIANT CRAB & MOSAIC FLOOR ON PRACTICE TAPE)

End of Part One

When you have found all four clues you will then be shown them altogether and asked for the password which can be deduced from them. The wrong answer means a swift exit from the adventure, get it right and you will be asked to load part two - YOUR ESCAPE.

Part Two

A lot of this stage of the adventure is secret and will only be revealed to you as and when you reach it. However there are two elements that you can know about they are: NAUTILUS DEFENCE and SUB ESCAPE. Both are on the practice tape: you will be given some special instructions.

WARNING: FAILURE at any stage of part two means instant death.
TAKE CARE you will have to re-load and start again if you die.

Nautilus Defence

You will be shown your only hope of escape - protected by mine and electric force field defences, you must pass these defences inside the time limit before you can board Nautilus and start your bid for freedom.

NORMAL DIRECTION KEYS OR JOYSTICK TO MOVE.
(ON PRACTICE TAPE)

Sub Escape

To reach this stage means you have passed the secret part of the adventure - CONGRATULATIONS. You are now in a position to effect your escape by guiding Nautilus through the system of underground trenches to the surface. The clock will countdown, the engines will start and you will shoot off at atomic speed. There are two routes to choose from, the easier but longer route or the shorter tricky route. Good reflexes necessary.

NORMAL DIRECTION KEYS OR JOYSTICK TO MOVE.
(ON PRACTICE TAPE)

The End

Our congratulations to you on reaching this point of the adventure. You have overcome daunting odds to escape! Only the last hurdle to come. The onboard computer will give you a final (secret) readout. We look forward to hearing from you!

The author wished you every success. We guarantee it can be done!

Please note that on completion of your escape, your MYSTERIOUS ISLAND adventure is not redundant.

There are dozens of different passwords and final escape combinations to make it different each time you play.

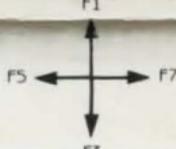
Saving your Adventure

At any time you are on the island itself you may save on your blank data tape the progress that you have made so far. To do so, press 'T' key in response to 'ACTION' prompt. Follow the on screen instructions to make your data tape. At the start of the program you will be asked 'PART ADVENTURE' answer 'Y' and follow instructions to carry on where you left off.

NOTE: Saving assumes you wish to leave the program. To continue you must re-load.

CONTROL SUMMARY

USE JOYSTICK TO MOVE
FIRE=ACTION KEY
OR
KEYBOARD
F1



F5 ← → F7
↑
↓
F5

SPACE=ACTION KEY
OTHER GAME KEYS:
P=PAY G=GAMBLE
M=MAP T=TAPE SAVE

Mysterious Island

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Mr. MICRO, PO Box 24, Swinton,
Manchester M27 3AI.



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