Invincible Island
by Peter Cooke

An intriguing split screen
graphic and text adventure
for the 48K Spectrum

RICHARD SHEPHERD
SOFTWARE

INVINCIBLE ISLAND
48K SPECTRUM by Peter Cooke

INVINCIBLE ISLAND is the primitive ancestral home of the mysterious Xaro tribe. Untouched by civilisation, ledgend tells that these island savages guard the unimaginable treasures of their first great leader — Xaro himself.

Fortunately, you have more than just ledgend to guide you. Whilst on Invincible Island Dr. Chumley, the world famous explorer, sent out a last desperate message in a bottle. Amongst his pleas for help and rescue was a vital clue: "First find the Seven Parchments of Xaro". He was never heard of again — perhaps the natives were hungry!

Armed with this information, your quest is to find the seven parchments, which, if Dr. Chumley was rigi it, should lead you to the treasure. But remember: treasure is no use to you unless you can escape with it — alive!

To help you on your quest, this program will show a graphic representation of every location you enter.

GOOD LUCK!

INVINCIBLE ISLAND

LOADING: To load Invincible Island enter LOAD "island" CODE. CODE is obtained by pressing both shift keys until a flashing 'E' appears, then pressing CODE which is located on the I key.

USING THE PROGRAM: To explore the Invincible Island you will need to move from location to location by entering North, South, East or West. You need only use the first letter, i.e. N for North. All instructions must be followed by pressing ENTER.

To give commands, use simplified English. The program has a large vocabulary including: UP, DOWN, ENTER, LEAVE, IN, OUT, CROSS, LOOK, EXAMINE, BREAK, EAT, PUT ON, THROW, and many others. It is possible to string commands together, for example "TAKE ALL AND EXAMINE BOAT", or "TAKE AXE AND GO NORTH". Remember to press ENTER after each instruction.

There are also a number of special functions designed to help you. For example "TAKE" or "T" will allow you to pick up and carry a useful object with you. Enter "DROP" and you will leave the item behind.

If you are unsure of which items you are carrying, enter "I" for inventory. To see how well you are doing, enter "SCORE" to be given points out of 100. If your game is going badly, you can enter "QUIT" to abandon the game and start again.

If you wish to save the game to be continued later, enter "SAVE" and follow the on-screen instructions. To re-load the game enter "LOAD" and play back the program from your tape recorder.

Please note: IT IS IMPORTANT TO DISCONNECT ANY MICRODRIVE DEVICE BEFORE LOADING THIS GAME.

WHEN DESPERATE FOR CLUES:

Load in "help" before or after a game. Having decided to cheat, we recommend that you note down or print off the clues. No help can be given during a game.

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Invincible Island

48K

Can you find the Seven Parchments of Xaro and their mystical meaning?