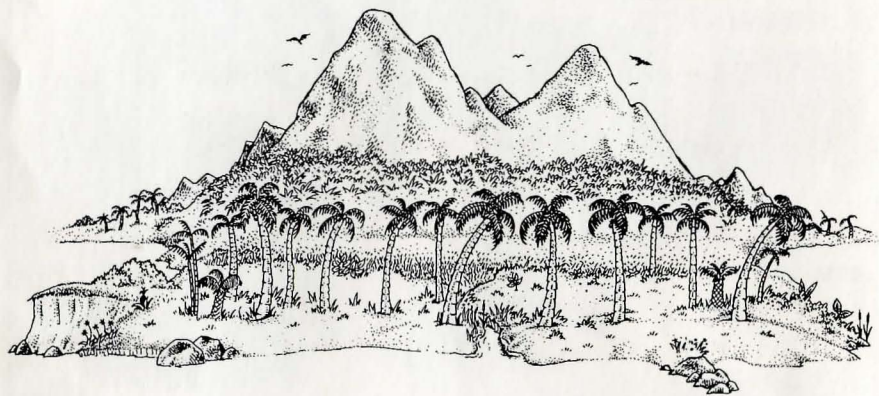


SWISS FAMILY ROBINSON™

A Classic Software Adventure
based on the book by Johann Wyss



WINDHAM
CLASSICS™



. . . The raging storm is over at last. Daylight breaks over a calm, blue sea. Your ship, perched precariously on a rocky coral reef, creaks and groans with every crashing wave. In the distance, a lovely island covered with swaying palm trees beckons to you and your family . . .

Mother says urgently, "How will we get ashore? It seems so far away."

"That's just our first problem—the island may be full of all sorts of danger," Father answers worriedly.

"Yes, we'll need to find a safe place to live—*if* we ever get there," adds your brother Ernest.

"I just want to get rescued," moans your brother Jack.

"I'm hungry and thirsty," whines your little brother Franz.

"We'll survive," you say optimistically, "if we use our wits and work hard. Just think of this as an adventure. Now let's find a way to get off this shipwreck."

Everyone springs into action, dashing around the deck in search of anything that may help. Suddenly, you see some large barrels.

"Eureka!" you shout, as you remember the saw and other tools below deck. "I have a great idea . . ."



Table of Contents

Preparing for the Adventure

Loading Your Disk	3
Saving Your Game	

Meet the Swiss Family Robinson	4
--------------------------------	---

Guide to Survival

Computer Commands	5
Other Points to Remember	

Supplies

Help Key	6
Inventory	
Map	
World Traveler's Guide to Nature	7
Survival Hints	8

After the Rescue

About the Classic Book	9
About the Adaptation	
Some Adventure Reading	10

Preparing for the Adventure

Loading Your Disk

On the Commodore 64™

1. Turn on the computer, disk drive, and TV or monitor.
2. Place SWISS FAMILY ROBINSON in the disk drive and close the drive door.
3. Type: **LOAD "WIND", 8**
4. Press **RETURN**.
5. When computer prints **READY**, type **RUN** and press **RETURN**.
6. The program will load. After the Windham Classics screen appears, type **D** if you want a demonstration. Type **G** if you want to play the game.

On the Apple®

1. Before loading, be sure the computer is turned off.
2. Place SWISS FAMILY ROBINSON in the disk drive and close the drive door.
3. Turn on the TV or monitor and the computer.
4. The program will load. After the Windham Classics screen appears, type **D** if you want a demonstration. Type **G** if you want to play the game.

Saving Your Game

SWISS FAMILY ROBINSON, like many adventures, may take more than a day to complete. You and your friends can save the games you are playing and then continue them at another time.

Games may be saved directly onto the SWISS FAMILY ROBINSON game disk.

To Save a Game

1. To save a game you are playing, you can, at any time, type **SAVE** and then press the spacebar.

2. Decide which letter, **A–Z**, you wish to name your game. Up to 26 games can be saved on the disk at one time. Type the letter you want and press the **RETURN** key.

Note: Do not save a game under a letter that already holds a game. Also, when you save a game, be sure to make a note of the letter you select and the conditions of your adventure.

3. The game will be saved on the disk. You may then continue playing the game or turn off the computer and return to continue play later.

To Continue Playing a Saved Game

1. Insert and load the SWISS FAMILY ROBINSON disk.
2. Type **CONTINUE** and press the spacebar.
3. Decide which game, **A–Z**, you want to continue playing. Type the letter of the game you want and press the **RETURN** key.
4. The game will be recalled from the disk. You can then continue playing the game from where you left off.

To Start a New Game

If, for any reason, you wish to start your adventure over, simply:

1. Type **START NEW GAME** and press the **RETURN** key.
2. The computer will ask you to confirm that you want to end the current game. If you do, type **Y** and press the **RETURN** key. If you do not want to end your game, type **N** and press the **RETURN** key.
3. The game will then start over from the beginning.



Meet the Swiss Family Robinson

We are the Swiss Family Robinson and you are Fritz, our eldest son. We are counting on your skills and ingenuity to help us survive and to find a way to get us rescued.

You also have another important responsibility—you must take care of your little brother Franz. He will go with you wherever you go. Everything that happens to him will also happen to you. So, when he gets hungry or thirsty, you'll get hungry and thirsty too. He may be troublesome at times, but remember that he's your brother and he depends on you.

We are here to help you . . . Be sure to take advantage of all that we have to offer. Our family is a team—help us and we'll help you.



Here are some ways that we can help you:

1. We will sometimes ask you to do specific things that are essential to our survival.
2. We will organize and run the camp while you are off exploring and collecting things.
3. We will offer you valuable advice when you tell us about your adventures and the objects you find.
4. We will sometimes make things out of items you gather and **DROP** at our location.

Guide to Survival

Computer Commands

You can move around and explore the island by typing in commands using the SWISS FAMILY ROBINSON vocabulary.

To enter a command:

Type in a verb, followed by a noun or object, when necessary. Then press **RETURN** key to start the action.

If you want to travel, type **GO** and the direction you want to move, for example:

GO SOUTH
GO TOPSIDE

After pressing the **RETURN** key, you will move in that direction.

If you want to use an object, type the verb and noun of your choice, for example:

TAKE BOOK
SAW BARRELS
OPEN FLASK

After pressing the **RETURN** key, the action will be completed.

If you want to tell your family about something, type **TELL FAMILY ABOUT** and the name of the object, for example:

TELL FAMILY ABOUT BARRELS
TELL FAMILY ABOUT ALOE

After pressing the **RETURN** key, your family may provide you with useful information about that object.

Other Points to Remember When Entering Commands

Vocabulary

If you enter a word that is outside of the vocabulary, or misspell a word that is in

the vocabulary, the program will not understand the word and will respond with "TRY SOMETHING ELSE".

When you enter an appropriate word from the vocabulary, it will automatically highlight. If the computer doesn't display a highlighted word after you press the spacebar, then you will know that word won't work in that situation.

Long Commands

In some cases, where commands are several words long, the computer will supply a word or words for you after you hit the spacebar.

For example, if you decide to launch your boat, you would enter

LAUNCH

and press the spacebar. The computer would automatically add:

BOAT TO THE _____

Before pressing the **RETURN** key, you would enter the direction you choose to launch toward: **NORTH, SOUTH, EAST** or **WEST**.

Erase a Letter or Word

To eliminate letters or entire words that you've typed, press the appropriate **DELETE** key on your computer.

Freeze and Unfreeze the Action

To stop the game at any time press the **RUN/STOP** key on the Commodore 64 or the **ESC** key on the Apple.

Return to a Location

To return to a game screen from a message screen, a **HELP** screen, the **BOOK**, or the **MAP**, press the **RETURN** key.



Supplies

The Help Key

On the Commodore 64, press the **F7** key for help. On the Apple, press **?** for help.

If you find yourself at a point in the game where you don't know what command to enter, press the "help" key. The help key is tailored to provide you with options specific to each situation.

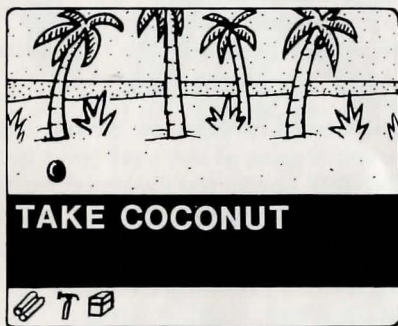
For example, if you are at a point in the game where you need a verb, and you press the help key, a list of possible verbs will appear. If you choose a verb, but are still uncertain as to what should follow, press the help key again to review your options.

Try the help key in any situation to see what information it contains.

Inventory

Items in Your Possession

Your inventory, the items you have with you at a given time, is illustrated at the bottom of the screen. You may also see a list of the items you are carrying by typing **INVENTORY**.



A Take line B Text line C Inventory line

The objects directly below the large picture and above the text lines show what is on the ground where you are located. You can usually add these items to your inventory by using the **TAKE** command.

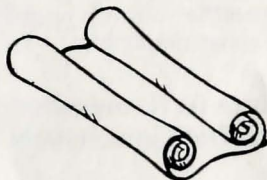
The Map

As you explore the island, you will find the map very helpful. The island is large and it's easy to get lost.

You will find a blank map on the wrecked ship. Be sure to take it with you everywhere. Use the map to keep track of where you are, where you have been, and to plot your path from place to place.

Each time you go to a new screen, that location on the map will be automatically charted for you. If you want to return to a place you visited earlier in the game, the map will help you to get there.

To use the map you need to first type **TAKE MAP**, if you do not have it in your inventory. To read the map, you must type **OPEN MAP**, then type **LOOK MAP**. When you look at the map you will notice a flashing cursor that indicates your current position on the island. *Remember, you can use the map at any time.*



TAKE MAP



SWISS FAMILY ROBINSON™

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To help us provide you with better service in the future, please mail this card to Windham Classics within 10 days of the date of original purchase.

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WINDHAM CLASSICS product purchased:

Date of purchase _____ Where purchased _____
mo yr

Computer used _____ When was computer purchased:

within 1 month within 1 year more than one year ago

How much memory does the computer have? _____

Age of this program's primary user?

10 or younger 11 to 13 14 to 16 17 or older

Is the primary user male or female? M or F

Who purchased the product?

primary user Mother Father other _____

How did you first learn about the product?

ad friend saw in store other _____

What other educational or adventure game software products do you enjoy playing?

What other children's classic would you like to see in the Windham Classics collection?



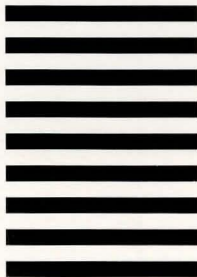
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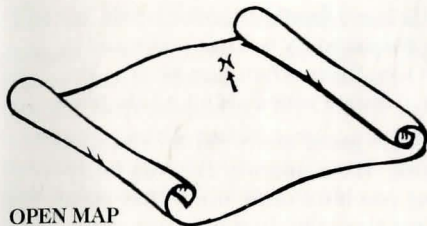
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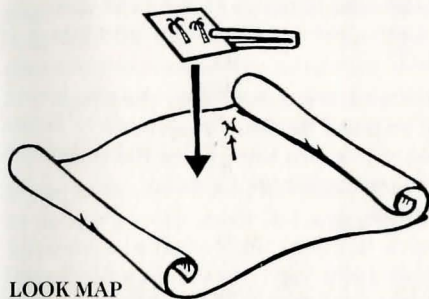
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OPEN MAP



LOOK MAP

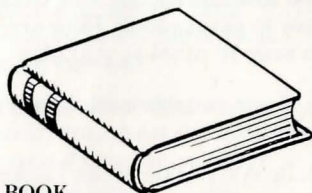
The World Traveler's Guide to Nature

On the ship you'll find a valuable book. It's called **THE WORLD TRAVELER'S GUIDE TO NATURE**. The book contains interesting facts about the plants, animals, and other natural things you may encounter on your journey. This information contains clues about how the natural resources of the island can help you survive.

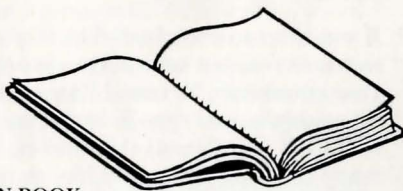
If you encounter something unfamiliar on the island, you may be able to identify it by referring first to the **NATURE KEY POSTER** that is enclosed in the package. It may be helpful to hang up the **NATURE KEY** near your computer

while you play. Once you know the name of something, you can find it in the book.

To find something in the book, you must first **TAKE BOOK**, if you do not have it in your inventory. To read an entry, you must first type **OPEN BOOK**, then type **FIND _____** (whatever object you want to read about).



TAKE BOOK



OPEN BOOK



FIND _____
(type in word)

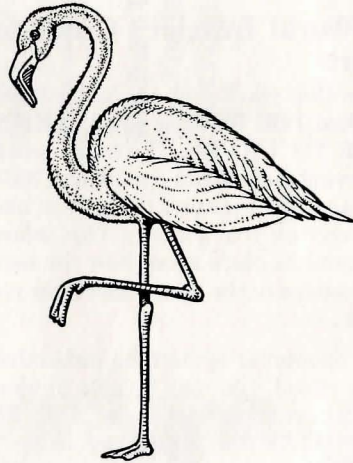


Survival Hints

If this is one of your first adventure games, you may need a little help getting started. The term “adventure game” describes a computer game that puts you in a situation where you take actions by typing commands into the computer. The fun comes in figuring out how to solve the problems your situation presents. In *SWISS FAMILY ROBINSON*, you must figure out how to survive and how to get rescued. Here are a few tips to keep in mind as you play:

1. If you run aground, launch your boat again.
2. Be systematic about exploring the island. One strategy might be to continue moving in one direction until you meet an obstacle.
3. If you want to travel quickly, there's a shortcut you can take when entering your command. To travel East quickly, for example, just type **E** and press the **RETURN** key. Repeat this process as many times as you would like to travel East.
4. If you are uncertain about the direction you are traveling in, refer to your map for direction.
5. Type **LOOK** to review the text description of a particular scene. This is helpful after you've entered a lot of commands, and the original text description is no longer on the screen.
6. Keep track of the place where items are located or were left behind. You can then go back and get anything you need.

7. If you leave food out in the open, it may be eaten by wild animals and won't be there when you return. Be sure to store your food in a safe place.
8. Save the game often. When you save a game, the computer records everything you have done up to that point. Saving the game in dangerous situations can be a good idea. Then, even if something happens that would end the game, you can pick up where you left off.
9. You often learn things after they happen, so don't be discouraged too quickly. Use this knowledge the next time you encounter a similar situation.



After the Rescue

About the Classic Book

Johann David Von Wyss, author of *The Swiss Family Robinson*, was born in Berne, Switzerland, in 1743. He served as a chaplain in the Swiss Army and then became pastor of a village church. Wyss was married and had four sons.

The members of the Wyss family often went on long hikes and hunting trips together. Wyss tried to inspire his sons with his own love of nature. The family also enjoyed discussing adventure and travel stories, including a very popular novel of the day—*Robinson Crusoe* by Daniel DeFoe.

Wyss, with the help of his sons, began to create a story about the adventures of a family, similar to their own and shipwrecked on an island. They filled their fantasy island with a colorful variety of animals and plants, not taking into account whether these plants and animals actually could be found on a tropical island.

In 1813, one of Johann Wyss's sons had his father's manuscript published. The book quickly became popular. Since publication, the story has appeared in many languages and has been made into several film versions.

Certainly, Johann Wyss never could have imagined that his family's story would have such lasting appeal in so many forms. Now, with the debut of *SWISS FAMILY ROBINSON*, the *WINDHAM CLASSICS* adventure game, the player becomes a member of the shipwrecked family, actively taking part in the adventures of survival and rescue.

About the Adaptation

Swiss Family Robinson is one of the greatest family adventures of all time. The story of a family's struggle to survive on a remote and deserted island has captured the imagination of countless readers for over a century.

In adapting the book to a computer software game, we sought to recreate the rich, lush tropical setting and offer an adventure in which the player would need to be as creative as the family was in their struggle for survival.

The adaptation involved reading and rereading the book, noting every description of the island geography, every mention of the wild animals and the strange and exotic plants found on the island. The adaptation also required that an index be constructed of each major adventure with information on when and where it occurred on the island. With this complete, an accurate map of the island composed of 223 distinct locations was created.

To recreate the lush tropical setting, the graphics had to be colorful and detailed. And to capture the vastness of the island environment, there had to be lots of them. The dominant theme of the book—survival in the wilderness—is maintained in the game adaptation. Most of the adventures in the book easily lent themselves to interesting and exciting game play; those that did not were excluded.

Finally, in the book, the family made little attempt at getting rescued. In fact, the parents even chose to remain on the island after a rescue ship arrived. To



create stronger game play, we placed a higher priority on getting rescued. In the game, part of the challenge is to discover the quickest way to get rescued.

Turning *The Swiss Family Robinson* into an adventure game has involved the work of many people at Tom Snyder Productions, Inc.—game designers, writers, artists, musicians and programmers. And it has involved making many decisions—as many as you'll need to make when you assume the role of Fritz. We hope that you'll find your adventure exciting, challenging and lots of fun. Good luck.

Some Adventure Reading

If you have enjoyed playing *SWISS FAMILY ROBINSON*, you may want to read the novel. Several editions are available, two are listed below.

Wyss, Johann Von. *The Swiss Family Robinson*. New York: Grosset and Dunlap, 1949. (A 1983 printing is available.)

This Junior Library Edition is cloth-bound and illustrated.

An inexpensive paperback edition is available from Dell Press.

In addition, there are many other adventure novels available that deal with the theme of survival. Below we have listed a few titles that may be of interest to you.

DeFoe, Daniel. *Robinson Crusoe*. New York: Charles Scribner's Sons, 1983. *After being shipwrecked, Crusoe spends 28 years on the coast of South America. Over time, Crusoe discovers ingenious ways to survive and learns much about*

the world during his stay in a foreign land.

O'Dell, Scott. *Island of the Blue Dolphins*. New York: Dell Publishing, 1960. *Left alone for years on a Pacific island, Karana, a young Indian girl, fights for survival by building shelter, making weapons, and finding food. Not only an unusual adventure of survival, this book is also a tale of natural beauty and personal discovery. Winner of the Newbery Award.*

Roth, Arnold. *Two for Survival*. New York: Charles Scribner's Sons, 1976. *Six people, including four high school seniors, manage to survive a plane crash in the Maine wilderness. Two teenage boys are chosen to make the dangerous hike out in search of help while the others must survive as they wait for rescue.*

Guidebooks

Angier, Bradford. *How to Stay Alive in the Woods*. New York: Collier Books, 1962.

Hildreth, Brian. *How to Survive*. New York: Penguin Books, 1982.

Wood, Robert S. *The 2 oz. Backpacker: A Problem Solving Manual for Use in the Wilds*. Berkeley: Ten Speed Press, 1982.

WINDHAM CLASSICS adventure games are specially designed to entertain and offer players ten to adult an exciting way to enjoy some of the best classic literature of all time.

SWISS FAMILY ROBINSON™ is based on the book *THE SWISS FAMILY ROBINSON* by Johann Wyss, originally published in the 18th century.

The program was developed by Tom Snyder Productions, Inc., a leading developer of home educational software.

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Handbook Design: Graphic Ink

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If this product should fail to work for any reason whatsoever during the first 30 days following purchase, return it to the dealer from whom it was purchased for a free replacement. If it should fail to work after the first 30 days, mail it to Windham Classics at the address below. If it has been physically damaged, you will be charged five dollars for a replacement.

Should you have any questions concerning this warranty, please contact the dealer from whom you purchased this program, or write or call Windham Classics.

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