



# TREASURE ISLAND™

## Loading Your Adventure on the IBM® PC/PCjr

You may add DOS 2.0 or 2.1 (Disk Operating System) onto the Game Disk in order to make the game self-booting. You need to install DOS only once. If you have a PCjr, you may only use DOS 2.1.

*Note: You cannot install DOS 3.0 or higher onto your disk. To play the game without installing DOS, see the instructions that follow the installation procedure.*

### To add DOS if you have ONE disk drive:

1. Put the DOS disk into the disk drive and close the disk drive door. Turn on the monitor and the computer.
2. Follow the instructions that appear on the screen. If you do not wish to enter the date or time, press the  key twice.
3. When A) appears on the screen, remove the DOS disk from the disk drive and put Game Disk A into the disk drive and close the disk drive door.
4. Type **INSTALL1** and press the  key. Press any key when the message "Strike a key when ready" appears on the screen.
5. Respond to the series of prompts that appear on the screen.

*In response to prompts for drive B:*

Insert the DOS disk and close the drive door.  
Then strike any key.



*In response to prompts for drive A:*

Insert the Game Disk and close the drive door.  
Then strike any key.

When A) appears on the screen with the flashing cursor, DOS has been added to your Game Disk.

6. Place a write protect tab on your Game Disk.

### To add DOS if you have two disk drives:

1. Put the DOS disk into drive A; put Game Disk A into drive B and close the disk drive doors. Turn on the monitor and the computer.
2. Follow the instructions that appear on the screen. If you do not wish to enter the date and time, press the  key twice.
3. When A) appears on the screen, type **B:INSTALL2** and press the  key.  
(over)

4. Press any key when the message "Strike any key when ready" appears on the screen. When A) appears on the screen with the flashing cursor after it, DOS has been added to your Game Disk.
5. Remove Game Disk from disk drive B and place a write protect tab on it. Remove DOS disk from drive A.

#### **Load your IBM Game Disk after Adding DOS:**

1. Place Game Disk A in Drive A and close the disk drive door.
2. Turn computer on, or if computer is already on, press the **Ctrl** **Alt** **Del** keys simultaneously.
3. The program will load. After the Windham Classics screen appears, a demonstration game will load automatically. Press G if you want to play the game. Press C if you want to see game credits.

#### ***If you have DOS 3.0 or higher, the following instructions apply:***

1. Insert the DOS disk in the disk drive and close the disk drive door.
2. Turn on the computer and monitor, or, if computer is already on, press the **Ctrl** **Alt** **Del** keys simultaneously.
3. Follow the instructions that appear on the screen until you see an A).
4. Remove the DOS disk from the drive and put Game Disk A into the drive and close the disk drive door.
5. Type AUTOEXEC and press the **↵** key.
6. The game will load. After the Windham Classics screen appears, a demonstration game will load automatically. Press G if you want to play the game. Press C if you want to see game credits.

#### **Disk Drive Configurations on the IBM®**

You may use one or two drives while playing on an IBM. Your computer will automatically recognize how many drives are currently attached. However, SAVE disks are not interchangeable between one- and two-drive systems. Any gameplay that you SAVE on a SAVE disk created under a two-drive system, for example, can only be RESTORED when using two drives.

You may wish to use fewer drives than are connected to maintain compatibility with another system. For this purpose, the SETUP command is available:

1. Type SETUP when the first cursor appears on the screen.
2. Follow the instructions on the screen to indicate how many drives you wish the computer to recognize.
3. Follow all screen instructions on which disk to insert during gameplay.