

Robinson Crusoe

INSPIRED BY DANIEL DEFOE'S CLASSIC NOVEL



Shipwrecked!
Castaway on a deserted island!



Tivola
STORIES AND ADVENTURES

**NARRATED BY
MARTIN JARVIS**

Castaway!

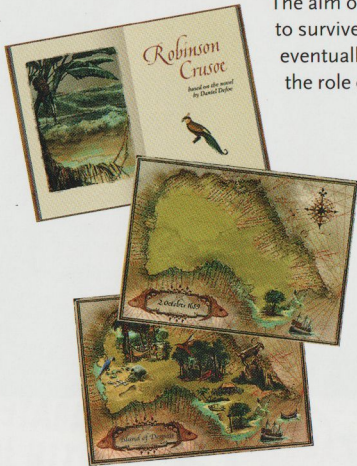
Robinson Crusoe's adventure begins after a brutal storm wrecks his ship. He is the sole survivor, stranded on a deserted island. This classic novel by British writer Daniel Defoe was first published in 1720.

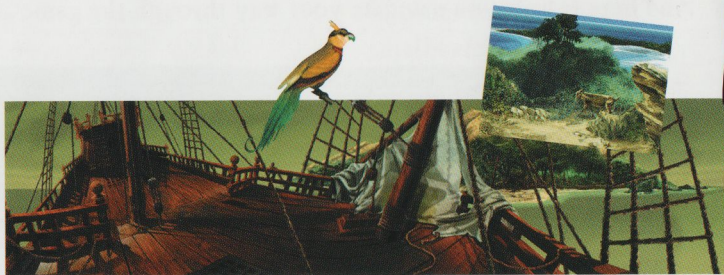
How to play

The aim of the game "Robinson Crusoe" is to survive on the Island of Despair and to eventually leave it. To do this you must play the role of Robinson Crusoe.

You find important information that you need to master living on the island in the book.

Using the map, you reach the Island of Despair. You are stranded and have to carry out various tasks so that you do not starve or become a victim of wild animals. Gradually you will discover more parts of the island, which then appear on your chart.





An Example

Your first task is to board the shipwreck. There, you have to collect all the pieces you need to build a raft. Using the raft you can take the remaining food and water ashore. Wait for low tide before you head for the wreck.

In order to be able to get on the deck, you have to look for a rope and climb onboard. As soon as you have all the important pieces ashore, it's time to begin building your shelter.

To find out what you have to do you must carefully follow the directions in the book.

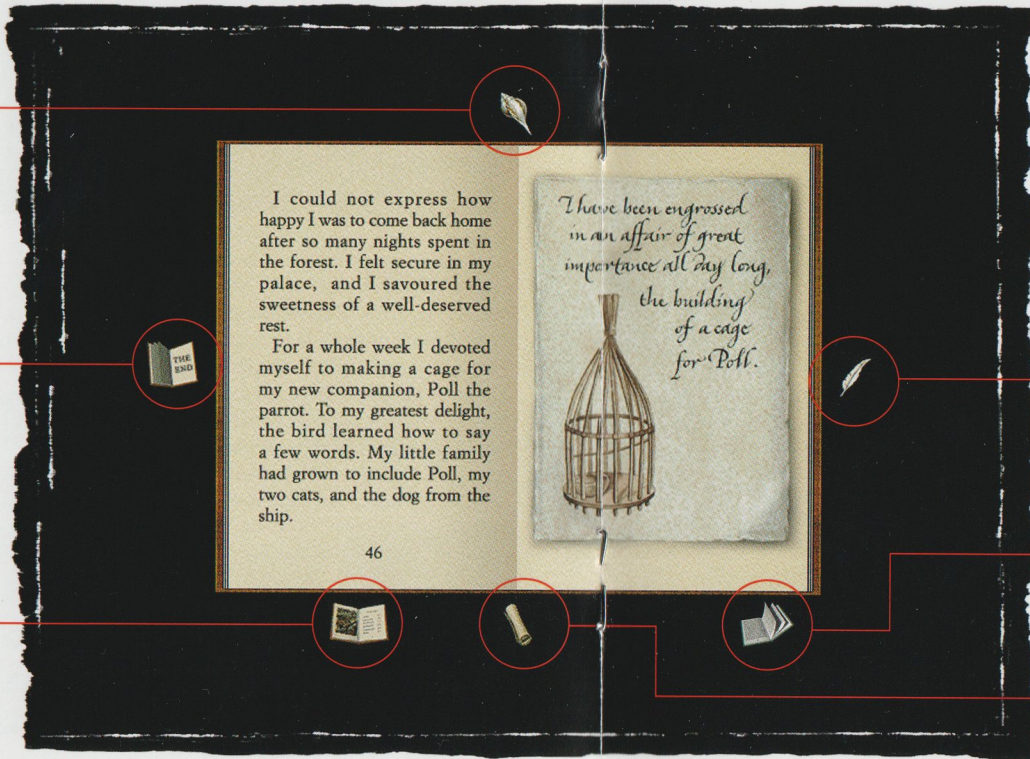


And here is how you navigate your way through the game ...

Click here to
adjust the volume.

Click here to
exit the game.

Here you'll find
the table of contents.



In order to view the
small symbols, you have
to click on the black frame
surrounding the book!



Click on the feather to
have the story narrated.
By clicking on it a
second time, you turn
the sound off.

Click here and you
go from the island
back to the book.



From here, you're taken
to the Island of Despair.



The Book

By clicking on the pictures or some of the passages in the book, you can **start the animated video clips**. Sometimes you reach a part of the island where you have to perform a particular task. Click on the white corners of the book to flick forward or backwards through it.

The Sketches

On some pages of the book you'll find **sketches**. These show tools or objects, which Robinson made in order to make his life easier. You'll find important information in the book about each of the objects. If you've found or created an object it will change into a 3D model. Some of these objects, for example the compass, are necessary to progress further in the game.

The Map



You can go to the **Island of Despair** anytime simply by **clicking on the map**. At the beginning of the game, you see only one place. In total there are nine spots on the map, which you can gradually discover during the game. The more you progress through the story and the more tasks you complete, the more places

that become accessible to you. The **progression of your time on the island** is noted on the map. By the way, previously discovered destinations can change during the game. So it's well worth returning to those places you already know, in order to discover some new things!



The Island of Despair



When you hold down the mouse button and move the pointer left or right over the screen, the **panoramic view** of the island sweeps around as though you were actually turning on the spot. The cursor changes form if you can zoom into a section of the landscape or an object. To leave the detailed scene, just click with the mouse pointer in the lower picture frame.



Saving your progress in the game.

Before you exit the game you can **save your place**. Simply enter your name in the empty space. On starting the game next time, you can resume where you last finished.

Installing and Starting the Program

Windows 95/98/ME/NT 4.0

Autostart



After installing, you have the option of starting the standard or deluxe version of the game. Choose the standard version if your graphic card is set-up for 256 colours (8 bit), and choose the deluxe version if it is set-up for High Colour (16 bit) or True Colour (24 bit).

Macintosh

Click on the "Installation" icon and follow the instructions on the screen given by the installation program. If QuickTime 2.5 is not installed on your computer, then on the CD-ROM you will find a QuickTime Installer. By double clicking on the "QuickTime Easy Install" you'll start the installation program.

After installing, you have the option of starting the standard or deluxe version of the game. Choose the standard version if your graphic card is set up for 256 colours, or the deluxe version if it is set up for 32768 colours.

Help

Do you still have some questions about the installation and content of "Robinson Crusoe," or you just can't get any further in the game? In the Program Group "Robinson Crusoe" you will find an icon "Readme". Click on it and you will get detailed answers to your questions.

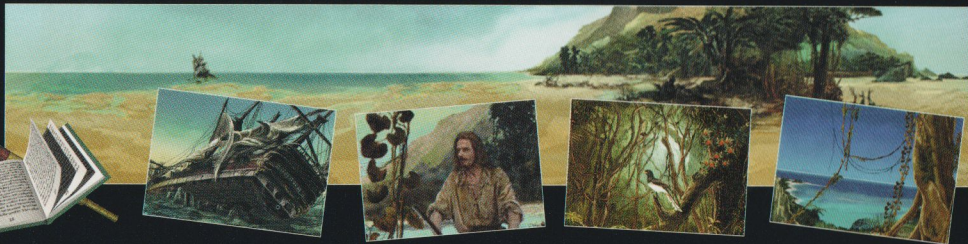
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Robinson Crusoe



Castaway on the Island of Despair, Robinson Crusoe awakes from unconsciousness on a tropical beach. He is the sole survivor after nature's violent fury strikes his vessel at sea. His survival depends on his ingenuity

and luck. Left with few possessions from the shipwreck, he is alone without any hope of rescue. Then, one day, he discovers a footprint in the sand ...



PC (minimum requirements): WIN 95/98/ME/NT, Pentium, 90 MHz, 12 MB RAM, SVGA graphics card (8 bit), sound card, CD-ROM drive (4x speed)

Flammarion

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Produced by gyoza media.



Apple Macintosh (minimum requirements): MAC OS 7.5, Power PC, 12 MB RAM, graphics card 32,768 colours, sound card, CD-ROM drive (4x speed)

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