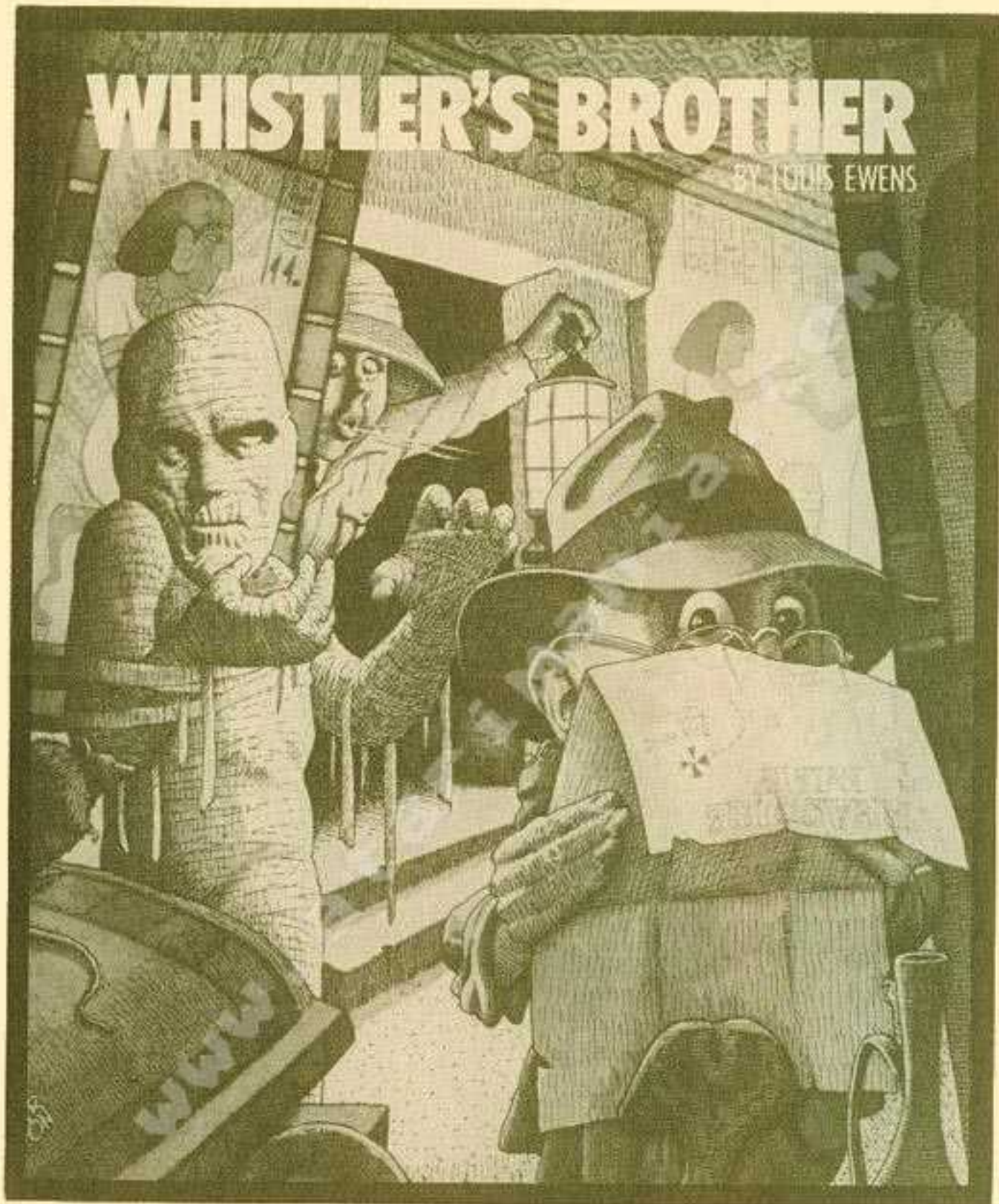


# WHISTLER'S BROTHER

BY IAN EWENS



## INSTRUCTIONS

*For the Commodore 64  
and Atari Home Computers*



## GETTING STARTED (Commodore 64):

Turn on your disk drive and then your computer. After the disk drive busy light goes off, insert your disk and close the drive door. Type **LOAD"GAME",8** and press **RETURN**. When your computer responds **READY** type **RUN** and press **RETURN**. The program will continue to load.

After booting, the program automatically begins a demo sequence that explains the game. To begin play, plug your joystick into control port #2 and press the joystick button. You will see the high score screen roster and then the game will begin. To skip through the high score screen, press the Space Bar.

## GETTING STARTED (Atari Computers):

After booting, the program will go into a demo mode that explains the game. To start, plug your joystick into control port #1 and press the joystick button. You will see the high score screen roster and then the game will begin. To skip through the high score screen, press the Space Bar.

## CONTROLS:

The joystick moves your player up/down/left/right. You can increase your speed in any direction by moving your joystick diagonally.

The joystick button lets you whistle and whirl.

Whistling will keep your brother safe at your side; whenever you whistle he will try to move in the same direction as you. (Your direction of travel is indicated by the arrow in the status line.) The farther away your brother strays the more vulnerable you will both become. If you let him wander too far, he will turn white with fear and you will be cautioned by the music to get him closer to your side.

Whirling will pave a path before your feet and allow you to become impervious to the many dangers that lie ahead. You'll be able to whirl only when you are moving horizontally and only after you have retrieved the two tools from the current screen. The hammers, picks, shovels and other tools blink on the screen.

## THE GAME:

The story began years ago on the campus of a large university. You were a first-year student who spent more time learning how to sufi dance with a local whirling dervish than studying. Your brother, while always a bit more clumsy and scatter-brained than you, somehow managed to graduate with a doctorate and was immediately offered a research position in the archaeology department.



Trouble began when your brother returned from a year-long research expedition in the rain forests of South America. Not only did he return without any of the tools he'd borrowed from the university, but he had no notes documenting how he had spent his year.

Out of concern for your brother's future and intrigued by his repeated mumbling about priceless ancient artifacts, you decide to retrace his steps. Your hopes are to recover his misplaced documents and perhaps get your hands on a few of the artifacts.

When you step onto the boat bound for the South you discover just how scatterbrained your brother is. You'll find yourself having to continually whistle to keep him at your side ... and out of harm's way.

Your brother won't be your only problem. You'll soon be dealing with deadly arrows, runaway boulders, leaping frogs, mysterious mummies, and an assortment of other dangers. It is only when things become a bit too much that you'll remember, if you are wise, the words of the dervish: "When confronting obstacles or facing foes: Whirl!"

### ON-SCREEN INFORMATION:

**Score.** You can earn points in a number of ways. Here are the various point values:

Retrieving small artifacts	100 points
Retrieving medium artifacts	150 points
Retrieving large artifacts	300 points
Retrieving each tool	100 points
Protecting yourself or your brother	300 points
Retrieving a chapter of your brother's document (completing a level)	800 points

**Lives.** You begin the game with five lives and will gain another life each time you earn 10,000 points. The number of your remaining lives appears next to the man in the status line.

**Tools.** The university insists that you retrieve the two tools that your brother left behind in each location. You will not be able to whirl and protect your brother until you have recovered them. Each tool you find will be worth 100 points and will be placed in the status line when you find it.

**Directional Indicator.** Your brother will try to travel in the same direction that you are traveling when you whistle. The arrow in the status line indicates this direction.

**Chapters.** You will be traveling through 13 game chapters in search of the 13 chapters of your brother's document.



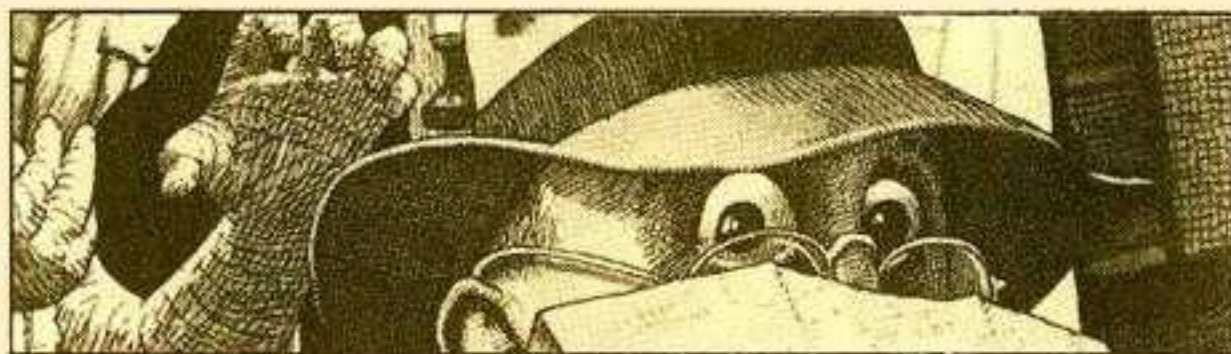
**Levels.** After completing all 13 chapters of the game, you can replay it up to 16 times. Each time you complete all the chapters, the level number will increase, as will the challenge!

### SPECIAL KEYS:

**Taking a break.** You can freeze the game at any time by pressing the F3 key (Commodore 64) or the ESCAPE key (Atari). Press the key again to continue.

**Adjusting the music volume.** Press the F1 key (Commodore 64) or the OPTION key (Atari) to adjust the volume of the background music.

**Starting over.** Press the F7 key (Commodore 64) or the START key (Atari) to restart the game from the beginning.



### WHAT LIES AHEAD:

#### Chapter 1: The Docks

Get the Doctor to Pier 15. Make sure you fill in any holes in your path before trying to cross!

#### Chapter 2: The Sailing Ship

Beware of passing gulls and any arrows or spears used against you by mutinous crew members.

#### Chapter 3: The Jungle

Find your way through the jungle and get to the bridge crossing the river. Look out for the marauding jungle animals. You are likely to find that the Doctor likes to monkey around in the jungle.

#### Chapter 4: The Strange Tomb

The Doctor may prefer not to assist you as you may battle mummies and other keepers of the tomb. Giant frogs may be helpful, though.

#### Chapter 5: The Inner Tomb

Remember the rule about checking a ladder before you step onto it? You'd better!



## Chapter 6: The Royal Chamber

Lots of treasure in here! Better not be too greedy, though. Keep the Doctor close behind.

## Chapter 7: The Swamps

Watch the Doctor around here! You wouldn't want to let him lose his footing on a slippery tree trunk. Keep him extra close when you run through the last trees.

## Chapter 8: The Cliff Village

These guys really know how to throw a spear. You've got to be quick and precise. Now they are starting to roll boulders from above!

## Chapter 9: The Cliffs

Now you've really got the natives mad. They're throwing faster than ever! It might be easier to just keep the Doctor somewhere safe while you do the searching. Cliff villagers sometimes hide treasures under aqueducts, I hear.

## Chapter 10: The Cave

Speed is of the essence. Watch out for the dreaded red spiders.

## Chapter 11: The Mines

What's that death-like skull on the wall supposed to mean? You aren't scared, are you? If not, you might as well keep collecting treasures. Ignore the cave dwellers, if you can.

## Chapter 12: The Lava Cave

Beware of the evil lava-dwelling Trolls. They will reach out and attack if their treasures are disturbed.

## Chapter 13: The Ship Home

Be careful. The persistent mummy continues to keep a vigil over the treasures that you now carry. Get off the boat as soon as possible. Your mother is waiting to greet you.

## HIGH SCORES:

If you achieve a new high score, a high score roster will appear on the screen at the game's end. You will then be permitted to enter up to six characters next to your score and the chapter and level completed. Make sure that your shift lock is off. If you make an error in your typing, you can use the Delete key (Commodore 64) or the Backspace (Atari) to make a correction. Press RETURN to save your high score to disk.



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