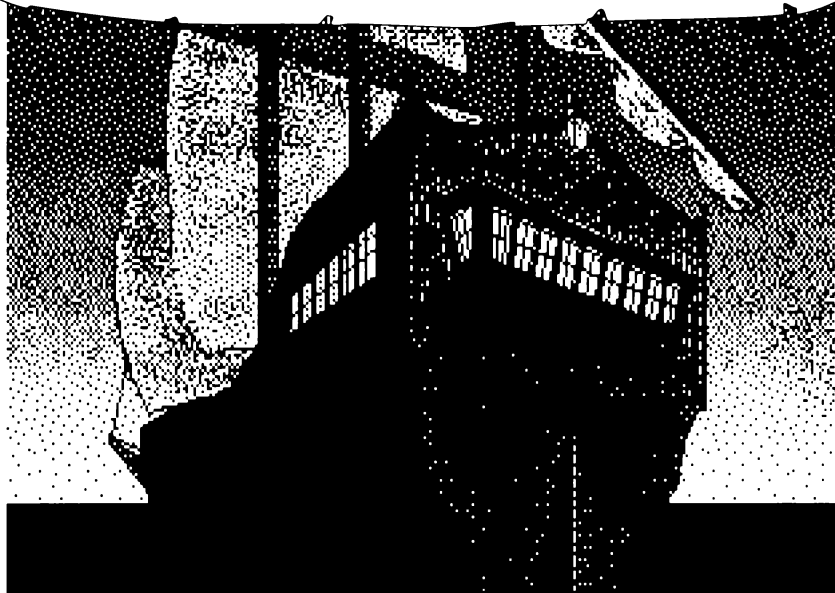# CAPTAIN'S BROADSHEET

PIRATES!™
Amiga

System Requirements and Setup

System: *PIRATES!* requires an Amiga 500, 1000, or 2000 with 512K RAM, a 3.5" disk drive, and a color monitor. A mouse is strongly recommended, but not required.

Disks and Disk Drives: *PIRATES!* can be played from floppy disks or installed on a hard disk. If you do not have a hard disk, we recommend that you make backup copies and play the game from these.

Obtain two blank, formatted disks; copy the original disks onto them. Be sure the copy of PiratesA is named "PiratesA"and the copy of PiratesB is named "PiratesB". You may wish to set aside another formatted disk to hold your saved games.

Memory Requirements

512K Systems: The game requires the entire 512K of RAM, so you should boot from the *PIRATES!* disk.

1 Meg Systems: *PIRATES!* takes advantage of the full megabyte of RAM, keeping more data in memory rather than on disk.

More than 1 Meg: *PIRATES!* fully supports Amiga multi-tasking on systems with more than 1 meg of RAM. On systems with sufficient memory, you may switch between *PIRATES!* and other cooperative programs using the standard "left Amiga M" and "left Amiga N" keys. If you are sailing or swordfighting, be sure to pause the game (tap the Space Bar) before switching.

Note that *PIRATES!* uses a lot of graphics "chip" memory; if you are running another program that does likewise, there may not be enough room for *PIRATES!*, even if you still have a lot of RAM left.

Hard Drive Installation

For your convenience, we have included a hard disk install program on Disk A. To install the game on your hard drive, do the following:

1. Insert Disk A into your floppy drive. (If you have two floppy drives, you can also insert Disk B into the other drive.)

2. Double click on the "HD Install" icon.

3. The program will ask you which directory or subdirectory you wish to place the "Pirates Stuff" folder into. It will then create this folder and copy the necessary files into it. If you have only one floppy drive, you will be told when to insert Disk B.

4. Installation is complete. Any games you choose to save are placed in the "Pirates stuff" folder.

Loading

To run *PIRATES!*, simply insert your backup Disk A into your disk drive and reset your computer.

If *PIRATES!* is on a hard drive, go to the "Pirates Stuff" folder and double-click on "Pirates!" to begin play.

A Quick Start

We suggest you begin your first game with the following selections (starting selections are described in detail on pages 5-9 of the manual). Move the mouse until the desired option is highlighted, then click the left mouse button.

1. Welcome: **Start a New Career**.

2. Special historical period?: **No.**

3. What nationality are you?: **English.**

4. Type your name (no more than 11 characters) and press Return.

5. You are an: **Apprentice**.

6. Special Ability: **Skill at Fencing**.

IMPORTANT — **Treasure Fleet or Silver Train:** You must know when the Treasure Fleet or Silver Train arrives!

• If asked about the Treasure Fleet in 1660, refer to page 35.

• If asked about the Silver Train in 1660, refer to page 36.

Learn by Doing

Some players prefer to learn by experimentation. To do so, just read the notes below and refer to "Art of Command" on this broadsheet. If you are confused, refer to the indicated sections of the manual for more details.

Pause: The space bar pauses the action. This is handy while learning.

Your First Duel: The mouse controls your fencing tactics. You see these tactics acted out on screen. You do *not* control each specific wrist, arm, body, and leg motion. See pages 11-17 for details.

In Port: Explore the port and all the options available before leaving on your first cruise. However, do not yet *Divide up the Plunder*. See pages 19-20 for details, and pages 37-43 for additional background.

Cruising the Seas: Your ship always sails toward the compass star graphic. Use the mouse to move the star around your ship. As the star moves, the ship turns accordingly. For example, suppose you're currently headed north. You decide to move the star to starboard (right). The ship turns right till it's facing the star again. Note that the ship never *reaches* the star, it always sails *toward* it. See pages 19-20 for details on sailing techniques and dangers.

To check information while sailing, press the left mouse button. If you're lost, one of the information options is to take a *Sun sight* with your astrolabe; see page 22 for details.

Fighting Enemy Ships: While sailing, you may encounter other ships. If you choose to fight, see pages 24-27 for details. If you pull alongside, a boarding battle with swordfighting may occur.

Finishing Your Voyage: Return to port, sell your gains to the merchant, visit the governor for any rewards, then *Divide up the Plunder*. After that, select *Retirement*. This ends the game and shows your score. Don't worry! You can come out of retirement and sail again (health permitting). See pages 34-35 for more information.

Special Features in Amiga *PIRATES!*

Dividing the Party: In this version of *PIRATES!* you can divide your party at sea, leaving some behind. Be sure to leave them some food. Men left behind desert as soon as they get hungry.

To rejoin a party, sail your ship onto those left behind, then click the left mouse button to get the information menu. Finally, click on *Join Party*. Be sure to take back any or all booty

Gaining Political Favor: Governors of the towns and cities have unique personalities and attitudes towards you, as described in the rulebook. In addition, unless the governor truly despises you, he'll occasionally ask favors of you. If you succeed in pleasing him, rank and land grants may come your way. Pleasing governors in this fashion is an excellent way to advance yourself during peacetime.

Saving Games and Hall of Fame

To save *PIRATES!* during play you need either space on your hard disk or an extra formatted 3.5" disk. You cannot save any information on the game disks.

Saving a Game: To save the game, enter any town and *Check Information*. The option list includes *Save Game*. Select this option, then follow the prompts.

Deleting Old Games: To delete old games, exit *PIRATES!* (remember to save any game in progress, first!) and go to the workbench. Then drag unwanted files into the Trash.

The Hall of Fame: The game places you in the Hall of Fame whenever you retire a pirate and answer "Yes" to the question "Do you wish to be added to the Hall of Fame?" This Hall of Fame contains the names of our playtesters so that you can compare your pirates to theirs.

If you should ever wish to reset the Hall of Fame (and thus clear all names), you must drag the "Hall of Fame" file into the trash.

Pirates! Music

PIRATES! is full of good music which you hear throughout the game. In addition, you can simply listen to all the music in the game by choosing "Pirates Music" from the welcome screen at the beginning of the game.

Loading Problems?

If the program doesn't load or run correctly, restart your computer using your original game disks. If you still have problems, try loading *PIRATES!* on another Amiga. If it loads correctly on that machine, your difficulties are probably in your hardware. You should have your computer checked by your local Amiga dealer.

If you have further problems unanswered by the above, contact MicroProse Customer Service at (301) 771-1151 Monday through Friday, 9AM-5AM EST. Please have a pencil and paper handy when you call.

The Art of
COMMAND

Amiga *PIRATES!* is designed to be controlled by the mouse, so the list of controls below pertain exclusively to the mouse. However, a joystick and some keys can also be used (see Using the Keyboard and Using a Joystick, below).

Menus

Change highlighted option.	Move mouse.
Select highlighted option.	Click left mouse button.

Trading and Moving Goods (page 19)

Buy or take items.	Highlight left arrow next to item and click left mouse button.
Sell or abandon items.	Highlight right arrow next to item and click left mouse button.
Exit.	Highlight "Continue" and click left mouse button.

Taking Some or All: Clicking the left mouse button moves one ton of goods (or two cannons). Holding down the left button moves progressively more goods. If you click the right mouse button, all the goods are moved at once. If you are trying to move goods into your hold, and your available space is less than the goods listed, then clicking the right button moves as many goods as possible into your hold.

Fencing and Swordplay (page 11)

Fast attack high, mid-level, or low.	Move mouse left.
Slashing attack high, mid-level, or low.	Move mouse left and hold down the left button.
Parry from high, mid-level, or low.	Move mouse up, center it, or drag down.
Retreat and parry high, mid-level, or low.	Drag mouse to the right.
Pause/resume play.	Press space bar.

The Tactics Arrow: An arrow appears in one of eight positions around you. This arrow turns black when you slash. The mouse sets the position of the arrow and determines your swordfighting action. This action continues until the mouse is moved to a new action position. For example, if you drag the mouse diagonally up and to the left, the arrow will point above and to the left, and you'll make high attacks. You'll keep making high attacks until you move the mouse again. If the arrow is moved to your lower left, you'll thereafter be making low attacks. When you mid-level parry, the arrow disappears.

Ending Swordfights: If you succeed in defeating your opponent and he drops to his knees, it is considered crass to continue to hack at him with your blade.

Sailing the Caribbean (page 18)

Set Sail.	Move mouse.
Set course while sailing.	Move mouse.
Get information.	Click left mouse button.
Pause/resume play.	Press space bar.
Toggle Sails Full/Reefed.	Click right Mouse Button.

Full and Reefed Sails: When sailing the Caribbean, your sails can be either fully raised or reefed. When sails are reefed, they do not catch as much of the wind and your ships move a little slower. When your sails are fully raised your ship takes maximum advantage of the wind.

Anchoring and Shoals: You can anchor safely anywhere on the coast and your crew will disembark automatically when the ship is close enough to the land. However, travel over shoals (reefs) may be fatal to ships other than pinnaces and sloops.

Marching Overland (page 21)

March in a direction.	Move mouse.
Stop Marching.	Move mouse back to remove direction arrow.

| *Get information.* | Click left mouse button. |
| *Pause/resume play.* | Press space bar. |

The Direction Arrow: Move the mouse to move your men. When you move the mouse, a direction arrow appears, and the men start marching. Move the mouse to change direction. To stop, drag the mouse a tiny bit in the opposite direction, until the arrow vanishes.

Sea Battles (page 24)

Set course while sailing.	Move mouse.
Toggle sails raised/lowered.	Click right mouse button.
Fire cannon broadside.	Click left mouse button.
Pause/resume play.	Press space bar.

Land Battles (page 29)

Change active group.	Click left mouse button.
Move the active group.	Move mouse to set direction arrow.
Move all groups simultaneously.	Move mouse while holding down left button.
Stop marching.	Move mouse back, to remove direction arrow.
Fire muskets at foe.	Automatic when stationary.
Fight hand-to-hand.	Automatic when in contact.
Pause/resume play.	Press space bar.

The Direction Arrow: This works just like the direction arrow in Marching Overland, above.

Taking a Sun-Sight (page 22)

Move astrolabe.	Move mouse left-right.
Raise/lower astrolabe.	Move mouse up-down.
Exit.	Click left mouse button.
Pause/resume play.	Press space bar.

Using the Keyboard

Amiga *PIRATES!* is designed to be played almost entirely with the mouse. However, you must use the keyboard for these game functions:
  • Pausing/resuming the game (**space bar**).
  • Quitting the game during play (**Alt-Q**).
Other useful keys: The following keys may be used instead of their mouse equivalents, if you wish.
  • The Arrow keys may be used to scroll through menu choices.
  • The Return key is analogous to a left mouse button click.
  • The Enter key is analogous to a right mouse button click

Using a Joystick

Additionally, you may use a joystick alone, or in combination with a mouse. The joystick button is analogous to the left mouse button and the enter key is the right button.

The only instance in which the joystick does *not* mimic the mouse is when sailing the Caribbean:

  • Holding the stick to the right turns the ship to the right continually.
  • Similarly, holding the stick to the left turns the ship to the left continually.
  No other joystick motion has any effect when sailing the Caribbean.

The Power of
OBSERVATION

Fencing and swordplay: Your character is always to the right in a sword fight. A message appears displaying which swords you and your enemy have chosen.

Sea Battles: You can distinguish your ship from the enemy's by the fact that your ship has a direction indicator directly in front of it.
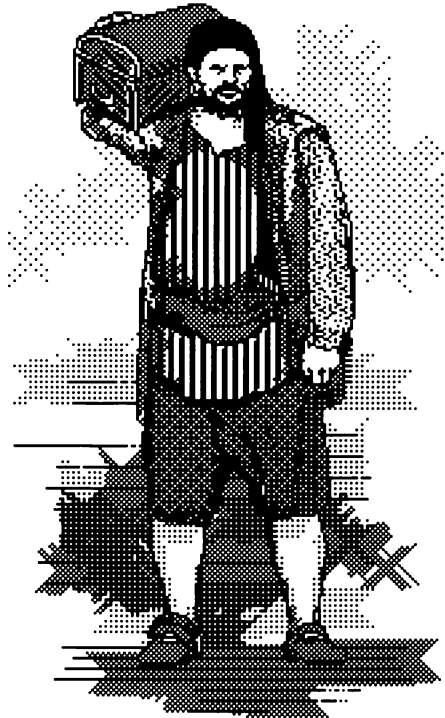
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