

* Captain's Broadsheet *

LOADING & SAVING

Loading

PIRATES! requires an Apple IIGS with 256K RAM, 3.5" disk drive and monitor (RGB suggested). A joystick or mouse is optional.

Follow the steps below to load the game:

1. **Turn off your computer.**
2. **Make sure joystick or mouse is attached** if you're using one.
3. **Insert the PIRATES! disk**, label upward, into the disk drive.
4. **Turn on your computer.** PIRATES! loads automatically. (NOTE: If you wish to set the volume, you should use the Apple IIGS Control Panel to do so before starting PIRATES! Hold down the Option key while turning on your computer to enter the control panel. See the Apple IIGS reference manual for details.)
5. **Have a spare disk handy.** To save the game, you'll need a blank 3.5" disk. Don't format the disk now — you format the disk during the "save game" option during play.

6. **Check joystick alignment (if attached).** When selecting from menus, if your pointer moves left, right, up or down of its own volition, your joystick needs adjustment. Virtually all Apple joysticks have two rotating adjustment controls somewhere on the stick housing. The Treasure Fleet/Silver Train menu, with its two columns, is the ideal place to adjust your stick.

A Quick Start

For your first game, the following "Quick Start" is recommended.

Starting Options: Begin your first game with the following selections (starting selections are described in detail on pages 5-9). If using a keyboard, use the numeric keypad (“2” is down, “8” is up) to highlight an option, then the Return key to select that option.

1. *Welcome: Start a New Career.*
2. *Special historical period?: No.*
3. *What nationality are you?: English.*
4. *Type your name (no more than 9 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 “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 joystick, keypad or 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 the options available before leaving for your first cruise. However, do not Divide up the Plunder yet. See pages 19-20 for details, and pages 37-43 for additional background.

Cruising the Seas: Push your joystick/mouse or tap the keypad in the direction you wish to set sail. Once sailing, leave the stick centered (press no key) to remain on course, pull it left (“4” key) or right (“6” key) to turn in that direction (just like the rudder of a real ship). See pages 19-20 for details. For information while sailing, press the joystick/mouse button (Shift key). If you’re lost, one of the information options is a Sun sight with your astrolabe, see page 22 for details.

Fighting Ships: If you encounter and fight an enemy ship, 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.

Saving Games & Hall of Fame

You need an extra, blank 3.5" disk to save PIRATES! during play. You cannot save any information on the game disk.

Saving the Game: To save the game, enter any town and *Check Information*. The option list includes *Save Game*. Select this option and follow the instructions. PIRATES! save-game disks use a special format. You must use the format option offered in *Save Game*, a normally formatted disk will not suffice. Note that formatting a disk prepares it for saving games, but does not actually save anything.

Two Drive Machines: If your Apple IIGS has two disk drives, you can use drive one for the game disk, and leave the game-save disk in drive two.

The Hall of Fame: Having a formatted disk is necessary to record your final score on the Hall of Fame. The same disk can hold both your saved games and the Hall of Fame.

Loading Problems?

If the program does not load or run correctly, turn off the computer for at least 10 seconds, then start the loading process again. You cannot load PIRATES! from another loader or utility program. You must load by rebooting the machine (Ctrl-Open Apple-Reset).

PIRATES! is copy-protected. This means copies of the program will not run, nor can the program be transferred to a hard disk. A backup disk is available from MicroProse at a modest cost, using the card in the center of the manual.

If the program still doesn't load or run correctly, turn off your computer and

all attached equipment. Disconnect attached peripheral devices, such as printers, modems, light pens, graphic tablets, etc. Some of these hardware items may conflict with the software settings of PIRATES!

If you still have problems, try loading PIRATES! on another machine. If it loads correctly on that machine, your difficulties are in your hardware. We regret that we know of no way in software to fix problems that exist within your hardware! If the problem is in the hardware, you must fix the hardware. The most common problem is that disk drive speed or alignment (especially alignment) is off. Have a local dealer or service department readjust it. Be sure to treat your disk drives carefully—minor bumps can throw them out of alignment. Note that certain non-Apple disk drives may not load PIRATES!, depending on their compatibility with Apple drives. Similarly, PIRATES! may not work on other computers running a software emulation of the Apple II.

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

PIRATES! *Apple IIGS*

Original design and programming: Sid Meier

Apple IIGS programming: Dan Chang, Ed Magnin

Scenario design: Arnold Hendrick

Art: Michael Haire, Murray Taylor, Max Remington

Sound: Ken Lagace, Silas Warner

Documentation: Arnold Hendrick, Mike Harrison, Dan Chang

Quality control: Al Roireau, Chris Taormino

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The Art of
COMMAND

Menus

Move pointer (changes highlighted option)	<i>Joystick/mouse up-down</i>
Select highlighted option	<i>Joystick/mouse button</i>

Trading & Moving Goods (see page 19 for details)

Selects item to be traded or moved	<i>Joystick/mouse up-down</i>
Buy or take item for your party	<i>Joystick/mouse left</i>
Sell or abandon items held by your party	<i>Joystick right</i>
Exit	<i>Press button over "DONE"</i>

NOTE: Contrary to the manual, after you select the direction of transfer (by moving the joystick left or right), you must press trigger to actually transfer the goods.

Fencing & Swordplay (see page 11 for details)

Fast attack high, mid-level or low	<i>Joystick/mouse left</i>
Slashing attack high, mid-level or low	<i>Joystick/mouse left & button down</i>
Parry from high, mid-level or low	<i>Joystick/mouse in center</i>
Retreat and parry high, mid-level or low	<i>Joystick/mouse right</i>
Pause/resume play	<i>Space bar</i>

NOTE: If you fence with the mouse, a crosshair will appear in one of eight positions around you, corresponding to the eight joystick positions. The mouse sets the crosshair position and determines your swordfighting action. This action will continue until the crosshair is moved to a new action position. For example, if the crosshair is above and left of you, you will be making high attacks. If the crosshair is moved to your lower left, you will thereafter be making low attacks.

Sailing the Caribbean (see page 18 for details)

Set sail	<i>Move joystick/mouse in desired direction</i>
Turn left (port) while sailing	<i>Move joystick left/slide mouse left</i>
Turn right (starboard) while sailing	<i>Move joystick right/slide mouse right</i>
Get information	<i>Joystick/mouse button</i>
Pause/resume play	<i>Space bar</i>

NOTE: You can anchor safely anywhere on the coast and disembark automatically. However, travel over shoals (reefs) may be fatal.

Marching Overland (see page 21)

March in a direction	<i>Move joystick/slide mouse</i>
Get information	<i>Joystick/mouse button</i>
Pause/resume play	<i>Space bar</i>

Sea Battles (see page 24 for details)

Turn left (port)	<i>Move joystick left/slide mouse left</i>
Turn right (starboard)	<i>Move joystick right/slide mouse right</i>
Raise sails (full for maximum speed)	<i>Joystick/mouse up</i>
Lower sails (less risk of gunfire damage)	<i>Joystick/mouse down</i>
Fire cannon broadside	<i>Joystick/mouse button</i>
Pause/resume play	<i>Space bar</i>

Land Battles (see page 29 for details)

Change highlighted group	<i>Joystick/mouse button</i>
Move highlighted group only	<i>Move joystick/slide mouse</i>
Move all groups simultaneously	<i>Button down then move joystick/slide mouse</i>
Fire muskets at enemy	<i>(automatic when stationary)</i>
Fight hand-to-hand with enemy	<i>(automatic when in contact)</i>
Pause/resume play	<i>Space bar</i>

Taking a Sun-Sight with the Astrolabe (see page 22 for details)

Move astrolabe under sun

Joystick/mouse left-right

Raise-lower astrolabe platform to bottom of sun

Joystick/mouse up-down

Exit

Joystick/mouse button

Pause/resume play

Space bar

Using a Mouse

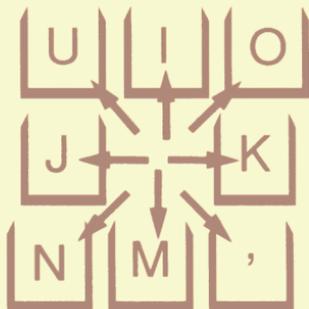
When sailing, if you wish to turn to port (left), move the mouse left. As long as you keep moving the mouse left, the ship will continue to turn to port. Slow, gradual mouse movements work best. Similarly, if you wish to turn to starboard (right), move the mouse right.

When traveling over land, move the mouse in the direction you wish to travel. Again, slow, gradual mouse movements work best.

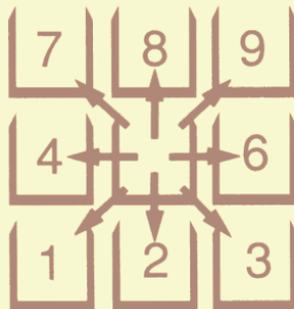
Keyboard Emulation of a Joystick

To play PIRATES! without a joystick or mouse, press the letter or number key corresponding to the joystick direction arrow. For example, press the "K" or "6" key to emulate moving the joystick to the right. To emulate the joystick trigger, press the Shift key.

Main Keyboard



Numeric Keypad





The Art of
OBSERVATION



National Colors

<i>Red</i>	England
<i>Green</i>	Netherlands (Holland)
<i>Dark Blue</i>	France
<i>Cyan (Light Blue)</i>	Spain

Fencing & Swordplay

The color of the shirt indicates who and what is fighting.

<i>White Shirt</i>	You, with whatever weapon you selected
<i>Yellow Shirt</i>	Enemy with a cutlass
<i>Blue Shirt</i>	Enemy with a longsword
<i>Green Shirt</i>	Enemy with a rapier

Sea Battles

You can distinguish friendly from hostile by color.

<i>Black hull</i>	Your ship
<i>Brown hull</i>	Enemy ship

Land Battles

You can distinguish one group from another by color.

<i>Black</i>	Your highlighted (selected) group
<i>Gray</i>	Your other group(s)
<i>Red</i>	Enemy groups