

## Pirates! Book I - Instructions To Captains

The stars of new Kings and Emperors are rising in Europe. New opportunities abound for the ambitious man. There are reputations to be made, fortunes to be won, beautiful women to wed, and with royal favor you may even gain a patent of nobility. "Duke of the Realm" has a fine sound to it, does it not? These are days when glorious careers can come from a humble start.

To begin your adventure, load the game (see your "Captain's Broadsheet" for specific instructions, including troubleshooting instructions if you have trouble loading). To make a choice move the pointer on the screen (using your joystick, mouse, or keyboard cursor keys, as appropriate) to highlight the option you prefer. To select the highlighted option, press the joystick trigger. You need not wait for the "Press to Continue" message.

### A Word About Your Goals

From a humble start, you are seeking to make your fortune in the West Indies, so that you can retire to a life of wealth, ease, and high status. The quality of your retirement is a sum of your personal fortune, your rank, your lands, your reputation, the wife you marry (if any), and whatever especially pleasing events befall you during the course of your adventures.

After any voyage, when you return to port and divide up the plunder, you can then retire. If your health permits, you can leave retirement and take up adventuring again, should you wish to try for more. As you learn the game make a few "trial retirements" to understand this. See "Your Career on the High Seas", page 33, for more information about your retirement and future happiness.

You can save a retired character in a "Hall of Fame". You must have a properly formatted save game disk for this. Use the save-game routine (available at any port under check information) to format a disk. See your "Captain's Broadsheet" for more information on saving games.

### Initial Opportunities

A new player should select Start a New Career.

Start a New Career begins a complete adventure, from your first arrival in the New World to your well-earned retirement. This is the "standard" game, and can continue for quite some time.

Continue a Saved Game allows you to resume any game in progress. Do not insert the save-game disk until instructed on screen. See the "Captian's Broadsheet" for how to create and used a 'saved game' disk.

Command a Famous Expedition is a "short game" where you command just one expedition. These expeditions are usually large, but end whenever you divide the plunder. Famous expeditions are not for a novice - doing as well as the historical model can be a very challenging task.

### Famous Expeditions

A new player should try a career rather than a famous expedition. Each expedition is a short, selfcontained adventure that ends when you divide up the loot. In reality these expeditions were commanded by an experienced, skillful leader. To do well, you also should be an experienced leader.

John Hawkins, 1569: This is a fairly difficult situation. You have a large, powerful squadron, but are in a totally Spanish Caribbean. The only friendly ports are tiny anchorages. In reality, Hawkins tried to be a peaceful trader (sometimes at gunpoint - a most peculiar combination), and failed. See Famous Expeditions for additional background information.

Francis Drake, 1573: This is a very difficult situation. Like Hawkins, you are faced with a completely Spanish Caribbean, but now you have a small force. In reality, after a few false starts, Drake's boldness and bravery gave him successful. See page 51 for additional background information.

Piet Heyn, 1628: This is a fairly easy situation. You have a balanced task force, and are admirably positioned to intercept Spanish treasure galleons off the Havana or in the Florida Channel. Equalling Heyn's feat of ambushing the entire Treasure Fleet will take a combination of good luck and persistence at the right place and time. See page 52 for additional background information.

L'Ollonais, 1666: This is a fairly easy situation. You have many potentially friendly bases and militarily weak Spaniards. However, duplicating L'Ollonais' achievement of conquering and plundering the entire Maracaibo region may prove taxing. See pages 52-53 for additional background information.

Henry Morgan, 1671: This is a very easy situation. You have overwhelming forces, various friendly bases, and an enemy already weakened by earlier raids. Morgan captured Puerto Bello and sacked Panama. With any luck, so can you. See pages 53-54 for additional background information.

Baron de Pointis, 1697: This is another very easy situation. You have powerful forces, while the Spanish are at their lowest militarily. Duplicating de Pointis' capture and sack of Cartagena isn't too difficult. See page 54 for additional background information.

#### Selecting an Historical Time Period

A new player should answer No, thanks. This automatically gives you the most advantageous era for piracy: The Buccaneer Heroes (1660).

The Caribbean and the Spanish Main were a changing environment as military and economic power waxed and waned, new colonies appeared, and old cities declined. The region gradually changed from total Spanish dominion in the 1560s, to a wild frontier for European colonization, and eventually to a cosmopolitan nexus in a new global economy.

The Silver Empire (1560): In this era the Spanish Empire is at its peak. All the colonies (with one lonesome exception) are Spanish, all the major ports and trade are controlled by Spain. However, Spain's gains have been so great other Europeans are attracted to steal and plunder whatever Spain cannot protect. Because of Spain's great power, this is an extremely challenging era, and should not be attempted by novices. See page 59 for more information.

Merchants Smugglers (1600): This era is very similar to the The Silver Empire, but Spain is slightly weaker. A few abortive non-Spanish colonial ventures have begun, but the Caribbean remains essentially Spanish. Another change is the predominance of the Dutch smuggling trade. Like the 1560s, this era should not be attempted by novices. See page 61 for more information.

The New Colonists (1620): This era sees the first successful colonies founded by the enemies of Spain, while Spanish power continues to decline. With these colonies prospects for piracy and privateering are improved. Life is fairly challenging for would-be pirates and privateers. See page 64 for details.

War for Profit (1640): This era is the heyday for small, independent buccaneers. The Spanish military and economy are at their nadir, while new European colonies are blooming throughout the Antilles. This period is a golden age (literally!) for the independent and resourceful man. It is an enjoyable era for players of all skill levels. See page 66 for more information.

The Buccaneer Heroes (1660): These decades are the peak of swashbuckling adventure in the Caribbean. Spanish wealth is reappearing, but Imperial military power remains a joke. European colonies and ports abound, fortune-hunting sailors crowd the taverns, searching for lucky Captains. This classic age makes piracy a pleasure for players of every skill level. See page 68 for more information.

Pirates' Sunset (1680): This era is the last for Caribbean pirate adventuring. European nations now, take seriously events in the Caribbean. Navy warships are on patrol, Letters of Marque are harder to find, governors are less tolerant. Enjoy this era while you can, for it is the end of an age. This period is somewhat tough for novices, but interesting and challenging for all others. See page 70 for more information.

### Selecting a Nationality

A new player should select English Buccaneer. Specific roles available vary from period to period (no Dutch role is available in 1560). The role you choose determines where you start, what ship(s) you have, the size of your crew, your initial wealth and reputation, etc. Your initial nationality does

not require you to support that nation (many of France's admirals in the Caribbean during the 1680s were Dutch buccaneers!). Your acts speak for you: if your deeds please a nation, a governor may reward you. If you anger a nation, a governor can order his harbor forts to fire on you!

English is often a useful nationality. This nation supports privateers in the 16th Century, and just as generously supported private colonization ventures in the next Century.

French is the second classic nationality for pirates. Although this nation provides less support to its sons overseas, it also gives them more independence, more freedom of action. Furthermore, the growing 17th Century French colonies on Western Hispaniola and Tortuga are ideal pirate bases.

Dutch is an exciting and different nationality. Except in the 1620s, the Dutch sailed as traders to the Caribbean, not as warriors. Of course, once in the Caribbean, more than a few supplemented their trading with more violent and profitable pursuits. As a rule, Dutch traders tried to stay on the good side of the French and English, although this was not always possible.

Spanish is the most challenging nationality. As a Spanish renegade you start in a weak position, although in 1680 you can play the interesting role of a Costa Guarda - the Spanish Caribbean coast guard who often acted like pirates themselves! In either event, Spanish origin is a pleasant change and refreshing challenge.

### Your Name

Type any name you wish, but you are limited to nine characters. Press the 'Return' key to finish your entry.

### Difficulty Level

A new player should choose Apprentice. This gives you the easiest and most helpful environment for learning.

Apprentice gives the player maximum "aid" from expert subordinate officers on board the ship. This makes play easier, but whenever the party's loot is divided, all these experts take rather large shares, leaving little for you.

Journeyman is moderately easy. The player's subordinates are less expert (although still quite good), but your share of the loot is larger.

Adventurer is moderately difficult. Your subordinates are mediocre, but your share of the loot is very good.

Swashbuckler is extremely difficult. Your subordinates are 'drunken gutter swine' of precious little value. Of course, your share of the loot is the largest possible.

### Special Abilities

New players may select what they please. Apprentice difficulty level insures that all activities are fairly easy.

Skill at Fencing gives you well-trained reflexes that make enemy actions and reactions seem sluggish by comparison.

Skill at Navigation make travel on the high seas faster and easier.

Skill at Gunnery aids you during naval battles, making your broadsides more likely to land on-target.

Wit and Charm is useful when dealing with governors and others of high station.

Skill at Medicine helps you preserve your good health longer, and to suffer less from injuries. As a result, your career can last longer.

Your Starting Tale: Treasure Fleets Silver Trains

As your early life unfolds, you are asked for a crucial piece of information: when the Spanish Treasure Fleet or Silver Train arrives at a particular city. The itinerary varies from year to year. The itineraries appear in chronological order on various pages throughout this manual. Be sure you have the correct year, and don't mistake the Treasure Fleet for the Silver Train, or vice versa. If you answer the question correctly, then events will unfold to your advantage. If you answer incorrectly, you are warned about an unpromising start. Heed the advice and start over, otherwise you'll find your situation most bleak.

Spain Peru: At times the Treasure Fleet is not in the Caribbean, but in Seville, Spain, preparing for another journey. Similarly, at times the Silver Train is not in the Caribbean, but in Peru, loading silver and gold there. In both cases it is inaccessible to you. You'll have to wait until it reappears in the Caribbean area.

Historical Footnotes

From the 1530s onward, Spanish ships suffered from privateers and outright piracy, not only in the West Indies, but also in the Atlantic. Spain's solution, adopted informally in the 1540s, then made law in the 1560s, was to "convoy" ships together in one powerful fleet.

Each year the fleet ("flota") sailed from Seville in Spain, carrying passengers, troops, and European trade goods to the Spanish colonies of the new world.

However, its principal purpose was returning silver from the mines in New Spain (Mexico) and Potosi (Peru) to the Spanish government in Europe. This vast wealth made the returning fleet a tempting target. Privateer and pirate ships frequently followed it, hoping to pick off stragglers. This was a dangerous business, since a well-handled war galleon could (and sometimes did) turn the tables and capture a pirate!

Similarly, the mule train roads along the coast of Terra Firma (South America) moved silver and other goods toward the major ports of Cartagena, Nombre de Dios, and Puerto Bello. These trains carried produce and specie destined to be loaded aboard the treasure fleet.

Fencing Swordplay Picture

Early Modern Europe was a willful and violent age. You discouraged thieves, righted injustice, protected your family, and maintained your honor with a sword. Whether challenged to a duel, or fighting your way through a tavern brawl, skill with cold steel was simple survival.

Basics of Control

The descriptions here assume you are using a joystick (stick). If not, see the "Captain's Broadsheet" for your equivalent controls.

You are on the right side of the battle scene, your opponent is on the left.

To Attack, push the stick left, toward the enemy. Push high for a high attack, horizontal for a mid-level attack, low for a low attack. Hold the trigger before and during the attack for a slower but more powerful slashing attack.

To Parry, do not push left or right. Just push up to parry high attacks, leave centered to parry mid-level attacks, and push down to parry low attacks.

To Retreat, push the stick right, away from the enemy. You parry while retreating, and like normal parries, these can be high, mid-level, or low, depending on stick position.

To Pause, press the pause key. To resume fencing, press it again.

### Choosing Your Weapon

Three types of swords are available: rapier, cutlass and longsword. For all three weapons, a slash is twice as effective as a normal attack, should it hit. Of course, slashes take longer to execute. Your opponent also has different weapons. The color of your opponent's shirt indicates the weapon he carries.

The rapier is a long, thin, flexible weapon with a sharp point. It can be maneuvered easily and thrust into a target with accuracy. It has a longer reach than any other weapon, but its strikes do the least damage (that is, you must hit more often to defeat the enemy).

The cutlass is a short, heavy, curved cleaver with a mean edge but short reach. Cutlass hits can be devastating (twice as damaging as a rapier) making it a popular weapon among untutored fighters.

The longsword is a classic weapon of medium length (longer than a cutlass, shorter than a rapier). Its attacks do more than a rapier, but less than a cutlass.

### The Principles of Fencing

Combinations: Like all active men of your time, you are a trained swordsman.

Attacking and defensive movements, including wrist, arm, body, and footwork are as automatic as throwing or kicking a ball. Put together, these motions form "combinations" that allow you to attack, parry, or retreat in various ways. Each combination takes one to two seconds to execute.

In battle, victory depends on selecting the best combination. If you recognize an attacking combination fast enough, you can block it with a defensive combination, or counterattack with a combination that exploits his attack.

A "hit" occurs whenever an attack connects. You'll see a flash and a hint of blood when you hit. Each hit weakens your enemy and demoralizes his followers.

Retreat from battle is easy. Just select retreat combinations until you move off the screen. This ends the battle. Of course, you lose whatever you were fighting over and your reputation suffers. On the other hand, when facing a skillful enemy, retreat is often better than defeat!

Panic Surrender occurs whenever a leader in "panic" is hit. It also occurs in large battles when a leader's forces are reduced to just one man, and then he is hit. Striking a man who surrendered is an unchivalrous deed that may inspire him to rise and fight on.

Novices are advised to select a cutlass and just keep attacking, high, middle, and low, relying on the large damage done with each hit. However, if you'd like to defend yourself with some parry combinations, a weapon with more reach, such as a longsword or rapier, is recommended.

### Combinations

Each combination is a different swordfighting maneuver in combat. As a fencer, you select a combination and your body automatically makes the appropriate moves.

All attacking combinations include forward-moving footwork. Therefore, to advance against your opponent, select an attacking combination. Similarly, all retreating combinations cause you to back away from your opponent. Slashing High takes the longest period of time to execute, but has an extra-long reach. If it hits, this combination does twice the damage of a normal attack. Slashing Mid-Level is a faster slash, but slower than normal attacks and parries. If it hits, this combination does double the damage of a normal attack. Slashing Low is the fastest slash, but has a slightly shorter reach. If it hits, this combination does twice as much damage as a normal attack.

Attacking High is a moderately fast attack that exploits the point rather than the edge of a weapon. It has a longer reach than mid-level or low attacks and slashes. If it hits, this combination does half as much damage as a slash. Attacking Mid-Level is the second-fastest attack. It also emphasizes the point, rather than the edge. Therefore, if it hits this combination only does half as much damage as a slash.

Attacking Low is the fastest attack, but has a slightly shorter reach than normal. Like high and mid-level attacks, it uses the point. Therefore, if it hits this combination only does half as much damage as a slash.

Parrying High counters any high combination, attack or slash. As high attacks are slower developing than mid-level or low, defensive fighters rarely stand "on guard" in a high parry.

Parrying Mid-Level counters any mid-level combination, attack or slash. This is a classic "on guard" position to which many swordsmen return. A fencer can move from this position to any other position very quickly.

Parrying Low counters any low combination, attack or slash. Experienced swordsmen periodically stand "on guard" in a low parry, since low attacks can develop very quickly.

High Parry Retreat combines the standard high parry with backpedal foot movements that move you away from your opponent.

Mid-Level Parry Retreat combines the standard mid-level parry with backpedal foot movements that move you away from your opponent.

Low Parry Retreat combines the standard low parry with backpedal foot movements that that move you away from your opponent.

## Leadership in Battle

Only a few of your battles are man-to-man duels. Most of the time you are leading your stalwart crew against the enemy. As you duel the enemy leader, your crewmen are also fighting.

Morale: Your hits against the enemy leader, and his against you, change the morale of each side in battle. Morale levels run from Wild! (the best) downward through Strong, Firm, Angry, Shaken and finally Panic.

Number of Men: As you fight, a battle rages around you. The rate each side suffers casualties depends on their strength and their morale. If morale is fairly equal, a force with superior numbers will inflict more casualties.

However, an inferior force that has high morale can avoid casualties and inflict serious losses on a larger force with very low morale. Therefore, morale can be more important than numerical comparisons.

Retreat Surrender: You can lead your men into a retreat from battle by retreating yourself. Surrender occurs when you inflict sufficient hits on an enemy leader in "panic," or when you've reduced the enemy to just one remaining man and then hit the leader (regardless of morale). Of course, the same could happen to you.

## The Memoirs of Capt'n Sydney

Many a buccaneer captain is nothin' but a big bully. Unschooled in fencing, he'd carry a sharp cutlass and swing away, knowing that a spine-splittin' slash do'd more than a half dozen rapier thrusts. I hear Blackbeard himself, who always used a cutlass, was run through several score times by rapier before he fell. He'd not lasted so long with a cutlass in his gizzard, mate!

Well, I'm no fencing master, but I had some schoolin' in the art of cold steel. I'd use a cutlass to terrify poor, inept merchant Captains, slashin' 'ern up and chopin' 'em down quick as a slipped anchor. 'Gainst most opponents I preferred me longsword. Toledo steel it was, with a fine balance and nice edge. In a serious fight I'd not slash much, since it slowed me down and exposed me too long. Now I know rapiers are all the rage now, and their extra reach is right handy. But it takes too bless'd long to do in the opposition with an overgrown pin!

Now if'n I 'twas leadin' my men 'gainst greater numbers, me tactics did change. I remember bein' boarded by a war galleon commanded by an Admiral or Count or somethin'. Long fancy name, he had. Sure to be a good fencer, I thought, and he was. But outnumbered as we were, I had ta' strike quick like, get the battle goin' our way, or me mates would've been slaughtered up right quick.

So I's grabbed a cutlass and charged that Don, howlin' like a demon. I shrugged off a couple rapier pricks and got right in eye-to-eye, slashin' at 'is legs. That took some stuffin' out of him right quick! With them papists all shaken and panicky like, it didna' take long to polish 'em off.

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## Travelling The Caribbean Picture

The Caribbean is a wide, warm, and pleasant sea. Idyllic tropical islands and lush jungled shores contain in its steady currents. Stretching over three thousand miles, the water is a broad highway between mainland ports, island towns and hidden anchorages.

### Information

You can see information about your situation by selecting Check Information while in town, or by pressing the joystick trigger, mouse button, or return key (depending on your computer) while travelling around the Caribbean.

Continue Travels returns you to your previous activity.

Party Status shows what your group owns and the attitude of your men (happy, pleased, unhappy, or angry). Beware of mutiny if the men remain angry too long. Expect defections if you run out of food.

Personal Status shows your standing with each nation, and personal details about your age, health, wealth and reputation. If your health is poor, you will be forced to retire soon.

Ship's Log recaps your activities and travels, with notes about special information you found. If you're confused about recent events, consult your log.

Maps is a file of all your map fragments to buried treasures and other hidden locations. Initially you have none. You'll find that all maps have the objective (buried treasure, hidden plantation, etc.) in the center.

Unfortunately, it's a secret map, so parts may be missing. Once you follow a map to the spot where you think the object is to be found, you must spend time searching for the object (see Search option, below).

Cities provides all available information about the various towns and cities in the Caribbean. Just point to a name and press the joystick trigger, mouse

button or return key (as appropriate) to see more information. If an important event (such as pirate attack or a new governor) radically changes information about a town you'll find "no information available" until you either visit the town or purchase new information from a traveller in a tavern.

Take a Sun Sight allows you to spend the day plotting your position with the astrolabe. An explanation of this technique is found on page 22.

Search means you'll spend a day searching for treasure or other hidden things at your present location. If you're in the right spot, and have the appropriate map fragment, you'll find what's there. Without a map fragment you always find nothing. This option is not available if you are at sea or in a town.

Save Game allows you to save the game in progress. This option is available only if you are in town.

#### Getting Around Town

**Visit the Governor:** A visit to the governor's mansion may be useful. He can tell you with whom his nation wars and allies. He may make special offers or awards. With luck and sufficient prestige, you may meet his daughter. However, the governor does not spend much time entertaining coarse sea dogs like you. Once you have visited the governor of a town, don't expect to gain admittance again soon.

**Visit a Tavern:** Taverns are a place where you can recruit additional men for your crew, hear the news, purchase detailed information from travellers, and perhaps meet new and interesting people. You can visit a tavern again and again, drowning your sorrows in drink while time passes. However, you'll notice that new crewmen aren't interested in signing up with an old sot.

**Trade with a Merchant:** This option is explained in more detail below.

**Divide up the Plunder:** As Captain, you get a fixed percentage of the party's wealth (the percentage varies with difficulty level). The remainder is divided among the crew. Furthermore, not only is the plunder divided, but also the ships, stores, goods and cannon on them. The crew always disperses with their newfound wealth, leaving you with just your flagship and its share of the provisions and armament. After refitting your ship (which takes a few months) you'll have to rebuild your band from scratch.

**Check Information:** This shows information about you, your party, and the current situation (see the preceding subsection for details).

**Leave Town:** Your party departs from the town, ready to either set sail or march away overland, as you prefer.