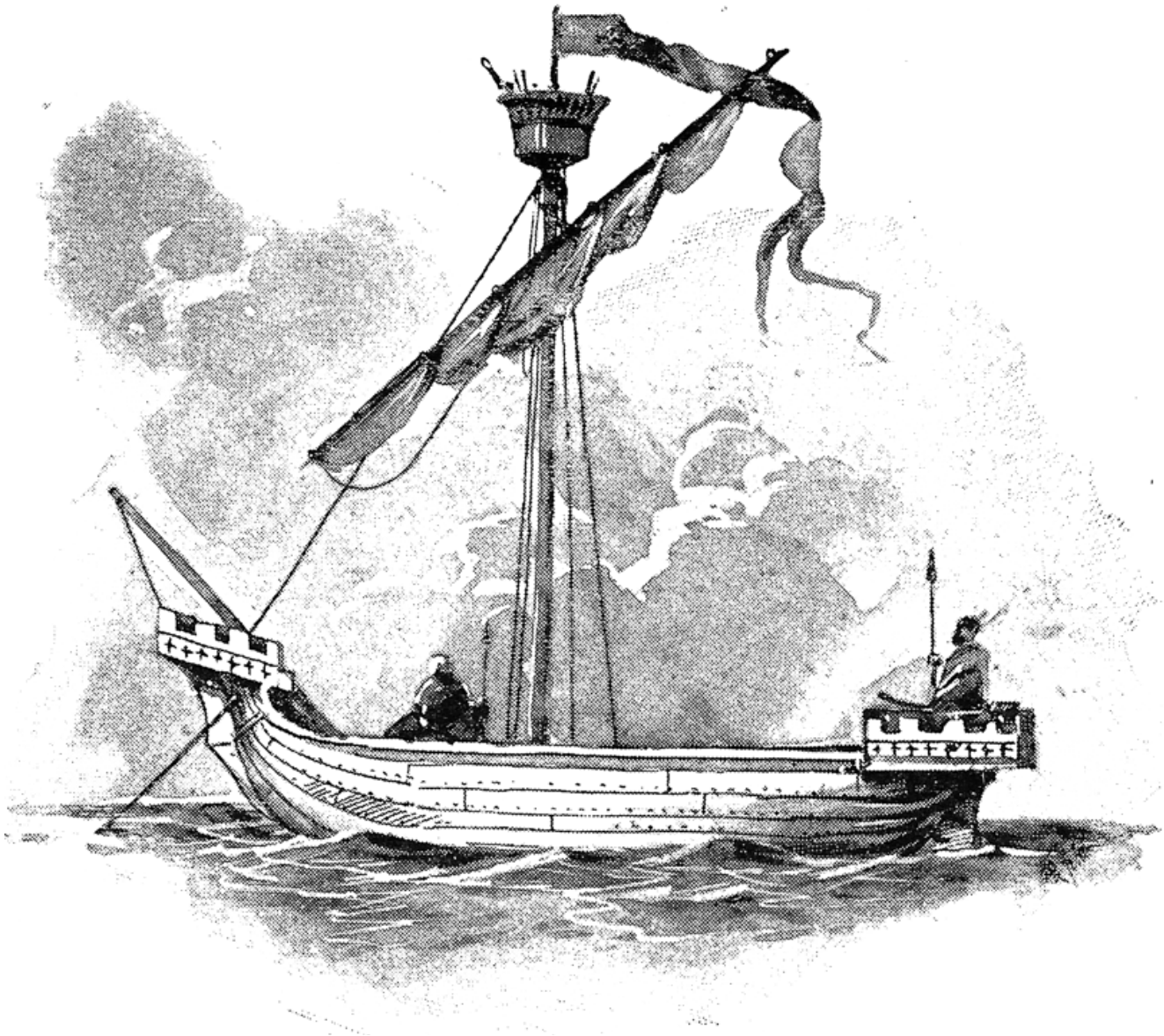


# *Annotations of Travel to Santiago*



*A manual for Expedition: The New World*

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## Preface



Long have I been traveling the seas of the Mediterranean, from Naples to Cyprus - from Sicily to the islands of Minorca and Majorca. I have traveled even as far as Tunizia, and the lands of the Mamelukes. I have witnessed our world changing with the passing of each equinox from the swaying boards of our ships. All my life, I have been learning.

Recently, I have seen our caravels break beyond the frontiers that had kept us bound for centuries. Our ships have gone beyond the pillars of Hercules, and far into the south. We have found the islands which we now call the Canaries, and the vast Atlantic Ocean now lays open before us.

This is a time of great changes, but my days of exploration are over... my health is declining. No longer can I even keep myself on my feet aboard a ship. My son, this is why I am leaving you all that I know; so that you can find your way in this new world.

## Quickstart

I have many things to teach you my son, but if you are ever in need of finding a quick answer these tips may help you.

- The King and Queen are your benefactors, they will give you the funds necessary to outfit your expedition. Return to them when you succeed in your voyage. They will continue their patronage as long as you bring them results.
- My old friend, the Friar Dominicus Marcus, will answer your questions if you are in need, he resides in the Alcazar of Seville.
- You can either depart for the Indies with the basic equipment given to you by the Crown, or you can outfit your expedition on your own. Only do the latter when you have gained some experience from a successful voyage.



## The Beginning of a Dream



The Portuguese get closer every year to finding an African route to the Indies. They have mapped half the coast of that unknown land of jungle and desert, and they have established outposts to strengthen their presence. They have perfected their ships and nautical techniques. It is now only a matter of time before they reach their goal.

My son, I have seen you sitting at the docks of the port of Palos, looking west into the vastness of the Ocean. When you were a child, you once asked me what was beyond the horizon, where the ships can no longer be seen. Now history has given you a chance to find out the answer for yourself.

After a harsh war with the moors, the allied crowns of León and Castilla have consolidated their power over the Iberian lands. It is speculated that soon they will join forces and form a single, strong kingdom. It is a kingdom that will need a strong trading position if they want to stand against the other kingdoms of Europe.

It comes as no surprise then that the proposal to search for a western route into the Indies has been accepted by the King and Queen. As insane as it may sound, it is a great opportunity to gain an advantage over the Crown of Portugal.

I bless the heavens then, for giving you this chance to make this dream a reality. I hope that by now you have been granted a well equipped expedition, and that you are ready to sail to the horizon, to the west, and beyond!



## The Voyage



What follows comes from my experiences on the colonization of the Canary Islands, pay heed to my words, I trust they will be very useful on your journeys.

After leaving the port of Palos, you should sail south and then southwest until you find the Canary Islands, strong southwest winds flow from there, those winds are your best chance to get somewhere far away with your ships.

Your food supply will decrease every day, so be sure you have enough in your barrels. Check the "Food Days" counter often! It tells you how many days of food you have left.

Avoid storms and repair your ships when they are under 3/4ths of their integrity. Try to sail with the wind running behind you or with it hitting your beam.

While sailing, you will occasionally catch fish. However, these fish won't be enough to prevent starvation for long.

In order to sail at full speed, you need a full crew for each ship. Sailors are weak in combat but you need 25 of them for each ship to achieve decent speed on adverse winds. Unfortunately, sailors can only use basic weapons (Lances and Maces, for instance)

Captains on the other hand can use stronger weapons and armor (Harquebus and Swords, and Breastplates or Studded Leather). You need one captain per ship to complete the crew.

Carpenters specialize on fixing your ships, they make more efficient use of wood during repairs, and having a healthy ship greatly increases your chances of success

## Foundations of a Colony



You can only build colonies in lands far beyond those claimed by European and African nations.

To establish a colony, you need at least 200 pieces of wood. You will be building a plaza and houses which can be inhabited by up to 40 people. The people inhabiting your settlements do not actively consume food from your inventory. However, they can make the population of your colonies grow over the time.

You can transfer people and equipment to and from the colony at any time. How many people you can transfer depends on the population capacity of the colony. The following is a list of buildings that you can build in your settlements

Building Name	Description	Wood Cost	Build Days
Settlement Plaza	Can hold 50 units of foraged food	40	14
House	Can be inhabited by up to 10 people	40	7
Storage Tower	Holds 300 units of foraged food	60	14
Farm	Produces 5000 food each six months	60	14

You can also choose to inhabit the settlement with your expedition, in which case you will stay in the town for a week without consuming food from your supplies. This can only be done if the town has enough capacity to host all the members of your expedition.

## Exploring New Lands



Your expedition is made up of men of different skills, and it is important to know the role of each one in order to have a successful journey.

Rogues are ruthless survivalists who will gladly take part of your adventure. They are stronger than sailors and can use swords.

Marines and Soldiers are strong, specialized warriors who are trained to fight under harsh conditions. They are the strongest men you can have on board.

Marines can handle and even prefer ranged weapons like crossbows and harquebus, but they can't wear breastplates. They can also use swords and basic weapons.

Soldiers, on the other hand, prefer to use swords and can wear breastplates, making them valuable on the battlefield. They can also use harquebus.

Archers are light warriors trained on the use of the bow, which may be valuable in the wilderness. They can wear basic armor and they can use crossbows too.

Explorers are weak but indispensable in your journey; they extend the field of view of your expedition and that may save your life. They can only wear basic weapons.

Finally, you can also bring colonists with you, they are people willing to strengthen the presence of the crown in foreign lands.

## Interacting With Foreign Settlements

Should you find civilized settlements in your journey, you can interact with them in the following ways:

- **Raid the Settlement:** Attack the settlement, be aware that most of the times there will be hundreds of people in the settlement, however if you win a combat, their morale will be reduced and they will be subject to your threats.
- **Trade Goods:** This can only be done if the settlement is friendly. Pick the kind of goods you are interested in and then make an offer. The people of the settlement will evaluate it and propose you a trade. Each culture has a different appreciation for different goods. So, you may need to conduct some trading before you find their preferences. You can also ask what kind of goods they are most interested in.
- **Threaten:** If the people of the settlement have been intimidated by you, they will offer you goods in exchange for your mercy.

If the settlement is hostile, they will continuously send combat expedition after you.

Try to have at least some trained soldiers in your ships, and be sure to buy them weapons and armor. And remember to arm your expedition when its time to combat!

Combat is divided into assaults: the sixty best equipped men from each expedition will be chosen for the assault, with a maximum of 20 ranged and 20 mounted men.

An assault is divided into three phases: "Ranged", "Mounted" and "Melee", and you may suffer retaliation from the defending party during any phase.

Each phase may result in wounded or dead units. Wounded units cannot participate on the assault and are moved to the back row. Units with ranged equipment and mounted units can participate more than once on battle, during the Ranged and Mounted phases respectively.

## Returning to Europe

The prevailing southwest winds may be a problem on your return to Europe; try to sail north until you find more suitable winds.

Prepare yourself for a dangerous voyage fraught with freezing winds and thunderous storms!

If you manage to return to Europe, you should report back to the King and Queen. They will reward you if you managed to establish colonies in foreign lands, with ranks and large sums of money to support your continued expansion.



## Resources

Be sure to obtain the latest version of Expedition from <http://slashware.net>. Expedition is currently in constant development and evolution, so check back often!

All bug reports, comments, and requests for enhancement are welcome! If you have a bug report, or feel the game could be enhanced, please contact us! All bug reports and enhancement requests will be included in the Slashware Interactive Mantis repository.

## Credits

**Design and Programming:** Santiago Zapata

**Graphics:** Oryx

**MP3 Music:** Contributed by "The Roguebard" <http://roguebard.eptalys.net/>

"The 3 Caravels" by Dominik Markzuk

"Marizápalos Psaultier Remasterisé" by Jice

"The Naive Bard (Cover)" by Dominik Markzuk

**MIDI Music:**

Marizápalos by A. Turón. <http://www.arafolk.net/gsanx.php>

Guitar version based on "Instruccion de musica sobre la gvitarra española" of Gaspar Sanz.

Musical Transcription: Ernesto Bitetti.

## Appendix I: Prologo al Deseoso de Tañer

“Aunque son muchos, y grandes los Maestros que han compuesto sobre la Guitarra, assi de antiguos, como modernos, que pudieron acobardarme a sacar a luz este Tratado; no obstante, aviendo llegado a mis manos todas sus Obras, dirè mi sentir en esta materia. Unos linajudos de Instrumentos han querido buscar el solar, y genealogia a la Guitarra, y desenterrando huesos en sus instentinos sonoros, no han averiguado el intento. Solo digo, que en España es muy antiguo este Instrumento, y que el puntear en el O qualquiere otro, se usava yà en los passados siglos, pues Virgilio en sus Eneidas, pondera los primores que hazia con los dedos el Sumo Sacerdote Trayicio, diziendo:

*Nec non Trayicius longa cum ueste Sacerdos.*

*Obloquitur numeris septem discrimina uocum,*

*Iamque eadem digitis, iam pectine pulsat.*

En esste mi Tratado hallaràs reglas que no he visto en ninguno de los referidos Autores, porque a mas de enseñar a mutiplicar un Passacalle en veinte y quatro modos diversos, como otros han discurrido, y enseña el Doctor Carlos, aqui hallaràs forma de mayores quilates, pues sobre cada uno de los veinte y quatro Passacalles, y demàs sones, te enseñarè a que te inventes tantas diferencias como quisieres.”

Gaspar Sanz

## Appendix 2: Letter of Colombus of the Discovery of the Indies

"Señor, porque sé que habreis placer de la grand victoria que Nuestro Señor me ha dado en mi viage, vos escribo esta, por la cual sabreis como en 33 días pasé a las Indias, con la armada que los Ilustrísimos Rey e Reina nuestros señores me dieron donde yo fallé muy muchas Islas pobladas con gente sin número, y dellas todas he tomado posesión por sus altezas con pregón y bandera real extendida, y no me fué contradicho. A la primera que yo fallé puse nombre San Salvador, a conmemoración de su Alta Magestal, el cual maravillosamente todo esto ha dado: los Indios la llaman Guanahani. A la segunda puse nombre la isla de Santa María de Concepción: a la tercera Fernandina: a la cuarta la Isabela: a la quinta la isla Juana, é asi a cada una nombre nuevo."

Cristobal Colón

