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**OLD IRONSIDES**<sup>TM</sup>

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**LOG BOOK**



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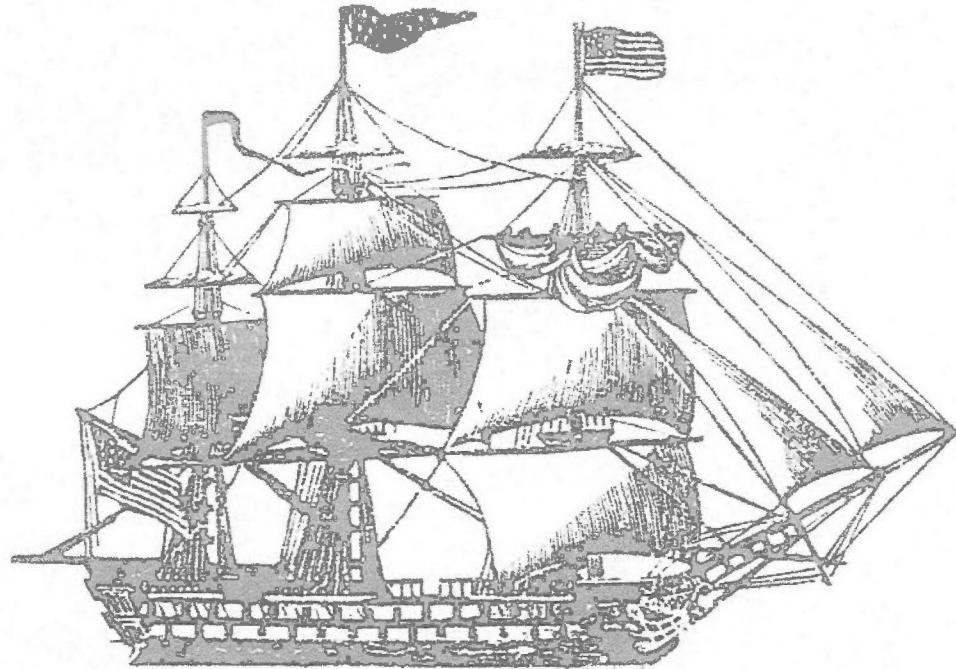
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**OLD IRONSIDES™**

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## **OLD IRONSIDES™**

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By Jack Rice  
and Richard Hefter

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### **LOG BOOK AND INSTRUCTION MANUAL**

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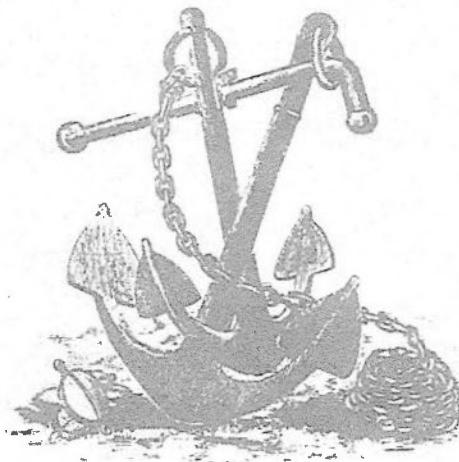
Optimum Resource, Inc., Norfolk, Connecticut



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# HOW TO PLAY OLD IRONSIDES™

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## THE GAME

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Old Ironsides™ is a two-player game of strategy and cunning. It is based on an accurate simulation of battle between three-masted sailing vessels in the early nineteenth century. Although it is simple to learn the game, captains who gain experience in the subtleties of sailing strategy will have a decided advantage.

Victory on the high seas may be achieved in a variety of ways:

Sinking by cannon fire.

Sinking by ramming.

Sinking due to an explosion of the powder magazine.

Dismasting and subsequent drift off into the fog.

Losing direction and remaining in the fog.

Experienced captains can use the wind direction, the fog, and the ramming routines to their best advantage. Even a damaged vessel has a chance of winning an engagement when an expert hand is at the helm.

# TO BEGIN

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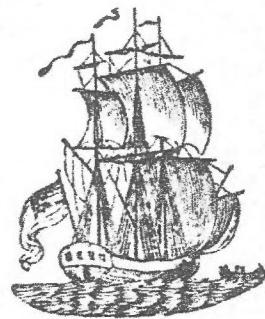
Old Ironsides will work on any Apple\* or Apple II Plus\* with 48K and a disk drive with DOS 3.3 (16 sector).

Put the program diskette into the drive and turn your Apple on. If you have Autostart, you will see the title panel displayed.

Press any key to leave the title display.

You will see the instruction: "CHOOSE K FOR KEYBOARD OR P FOR PADDLE." Make your selection by typing either K or P.

If your Apple does not have the Autostart ROM, you will see the monitor cursor \*. Type 6, then type P while holding down the key marked CTRL, (6 Ctrl p), then press the RETURN key.



## THE CONTROLS

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### PADDLES

The white-sailed ship, instruments on the left side of the playing screen, is controlled with paddle 0. The wheel will tack the ship left when moved hard to the left, right when moved hard to the right. Return the wheel to approximate center to remain on the current heading (see compass to determine direction). The button will fire cannons when there is powder available and cannons are loaded. The direction of the broadside is automatic and relates to the current positions of both vessels.

Numeral 1 toggles the left compass on and off.

The ESC key will stop and start the game at any time during play.

The red-striped (and flagged) ship, instruments on the right side of the screen, is controlled with paddle 1. The controls are the same as for the other vessel listed above.

Numeral 0 toggles the right compass on and off.

The ESC key will stop and start the game at any time during play.

## KEYBOARD

The white-sailed ship, instruments on the left side of the screen, is controlled by the following keys:

A moves the ship left.

S moves the ship right.

F fires the cannons.

The ship will continue on the heading last selected until a new heading key is pressed.

Numeral 1 toggles the left compass on and off.

The ESC key will stop and start the game at any time during play.

The red-striped (and flagged) ship, instruments on the right side of the screen, is controlled by the following keys:

◀ left arrow moves the ship left.

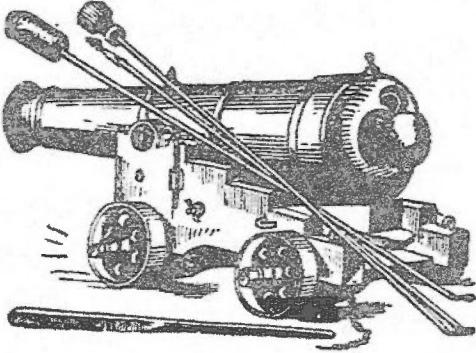
▶ right arrow moves the ship right.

L fires the cannons.

The ship will continue on the heading last selected until a new heading key is pressed.

Numeral 0 toggles the right compass on and off.

The ESC key will stop and start the game at any time during play.



## THE SCREEN

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Both ships (left, white sail, and right, red-striped sail) have the same instrumentation and screen display features.

### CANNONS

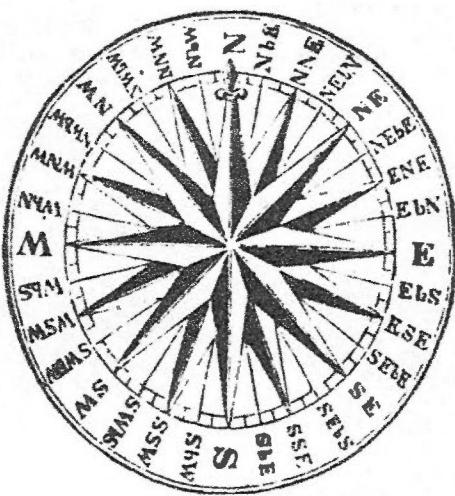
The cannons remaining on each vessel are displayed at upper left and right of the screen area. Starboard cannons (6) above, port cannons (6) below. As cannons are lost due to damage, the display will reflect that loss. Your cannons occupy specific points on each vessel and can be destroyed by a direct hit. As you play, watch the cannon-status display on your side of the screen and, if cannons are destroyed, be sure to bring your better side to bear on the enemy.

### POWDER

The powder loads are displayed on the lower left and right of the screen. Every time you fire a broadside, you use up a charge. Your sailors are constantly bringing new powder to your cannons but at a much slower rate than you can fire. Watch your powder kegs carefully and avoid engagements (especially ramming) during which you might run out of powder.

## COMPASS

The dials on the upper left and right at the top of the screen are the ship's compasses. The red pointer indicates the heading along which your ship is moving. The compass is especially useful for navigating in the fog (off the screen area). An experienced captain will disable his compass (press 1 for the left compass, 0 for the right compass) in order to elude the opponent while the captain remains out in the fog.



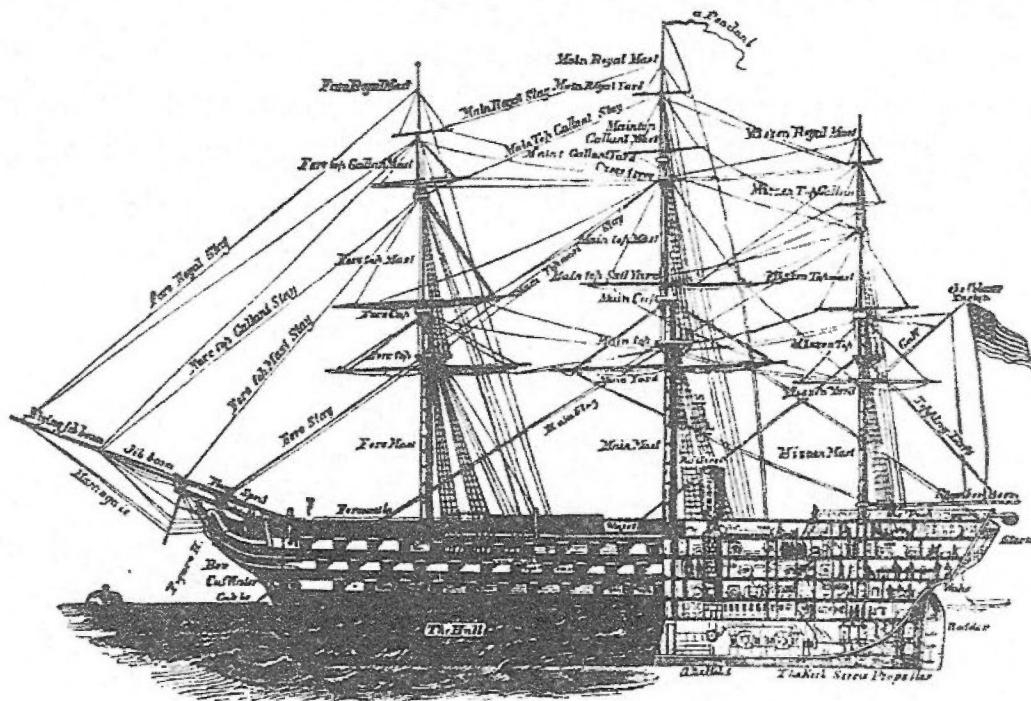
## DAMAGE REPORT

The scoring dials, inside left and right of center at the top of the screen, act as damage-report indicators while an engagement is in progress. As your ship sustains damage, your dial will slowly fill with red. When a dial is completely filled, the ship will sink.

## SCORING

When there is no engagement currently in progress, the scoring dials will display the results of the last 9 battles fought in the current sequence. Your dial will show the number of enemy ships you have sent to the bottom.

# DURING PLAY



MASTS

Each vessel begins an engagement with all masts and cannon intact. The masts occupy specific points on each ship and can be destroyed. When you lose a mast, the screen will display your ship moving with its two remaining masts. You will experience a reduction in the speed with which your ship will come about as well as a loss of speed consistent with the lost mast. Losing two masts will reduce even further your ability to maneuver. Woe betide the captain who loses all three masts: A dismasted ship will drift slowly up into the fog, never to be heard from again.

## WIND

The wind blows from south to north (bottom to top) of the screen. You will find that your vessel travels fastest when reaching for the wind and going perpendicular to it. A vessel pointed south, into the wind, will remain almost motionless. A keen eye and an awareness of the wind factor are of great importance to a determined captain.

## THE FOG

The area outside the visible screen is the fog. It can be both a hazard to the unwary and a boon to careful captains. When a ship drifts off into the fog, an audible beeping begins. This indicates the time remaining for the captain of the lost vessel to return to the visible screen area. When the sound goes beyond human hearing, the ship is lost and the engagement is terminated in favor of the vessel remaining on the screen. A captain can return his vessel to the screen by carefully noting the heading on his compass and tacking to allow the ship to come about on a return course.

The fog has some important tactical advantages as well. A ship in the fog cannot be damaged by fire from the opposing ship. The captain of the ship in the fog can, however, inflict damage on the ship that remains on the screen. In other words, if you find yourself in dire straits, you can lure your opponent to the edge of the screen and pummel him while you are out in the fog.

The need for the compass toggle becomes obvious at this point. If your strategy is to slip off into the fog, sail up the screen, and return from another position, you will find it a great advantage to turn off your compass at the top of the screen (numeral 1 for the left, numeral 0 for the right) so that the other captain cannot see where you are going. Warning: This is an easy way for the inexperienced captain to become lost in the fog.

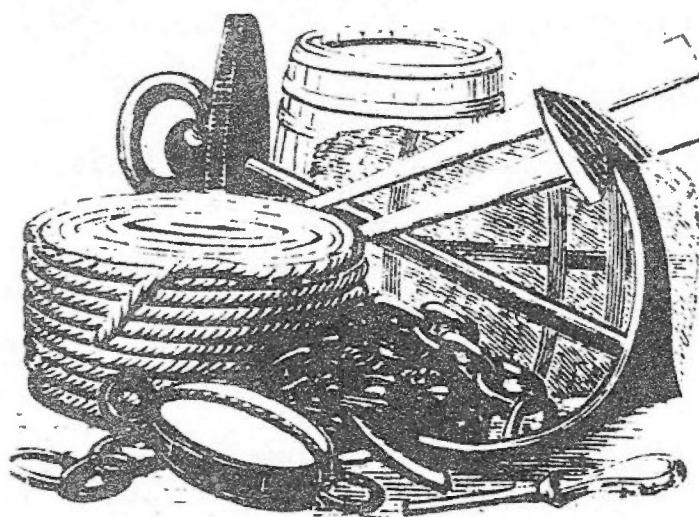


## RAMMING

The ramming process allows you to come to close grips with the opposing captain. A ramming situation occurs whenever a vessel comes about to strike the other vessel from a perpendicular or nearly perpendicular position. If you are attempting to sink your opponent, you will have better luck if you strike him between the main mast and the foremast. A sinking ram can be accomplished only when the positions of the vessels are exactly perpendicular.

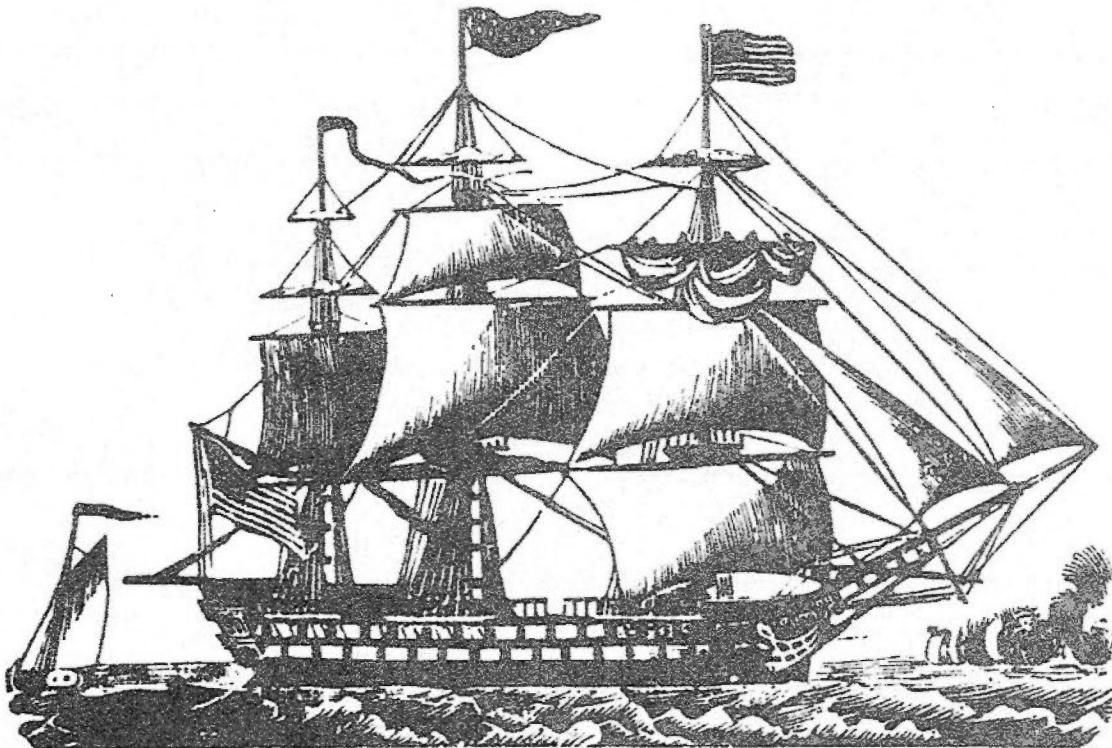
A passing ram is accomplished when the vessels are not precisely perpendicular. The two ships lock together and cannons can be fired while the ships are attempting to disengage. Ramming is automatic once the ships are committed, and their relative positions determine the heading on which they will move. Ramming is most beneficial when your powder supply is greater than your opponent's, so you can score more hits and inflict greater damage than he can.

The price you pay for ramming is a reduction in your ability to come about for as much time as it takes to reset the dails, clear the decks, and support the weakened rigging and structure. The vessel that initiated the ram needs time to recover.



## THE MAGAZINE

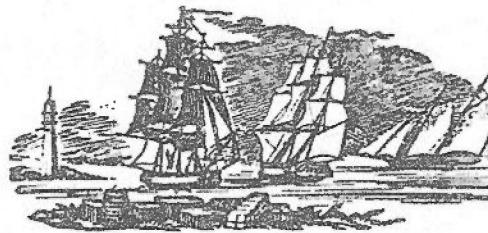
Those captains who are especially accurate and are not wasteful of their broadsides may find that they can destroy the opposing ship by exploding its powder magazine. The resulting explosion, while wonderful to view, is also dangerous to any other ships in the immediate vicinity. Be advised not to be too close when your opponent is blown to smithereens.



## THE LOG

The following pages provide a place for captains to enter a permanent record of their naval engagements.

We wish you smooth sailing and a good wind.



# **OLD IRONSIDES**

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## **LOG BOOK**

*Captain*

<i>Date</i>	<i>Ship</i>
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<i>Engagement</i>	<i>Result</i>
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*Captain*

<i>Date</i>	<i>Ship</i>
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<i>Engagement</i>	<i>Result</i>
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*Total Victories*

*Total Victories*

*Xerox Education Publications*  
**Computer Software Division**  
**Middletown, CT 06457**