❄ Captain's Broadsheet ❄

LOADING & SAVING

Loading

PIRATES! requires an Apple IIe or IIc with 128K RAM, double hi-res graphics (standard on almost all 128K machines), 5.25" disk drive, composite (not RGB) monitor (color suggested) and a joystick. It is also compatible with the Apple IIgs with a 5.25" drive.

Follow the steps below to load the game:

1. Turn off your computer.

2. Make sure joystick is attached.

3. Insert the PIRATES! disk, label upward, into the disk drive. Close the drive door latch.

4. Turn on your computer. PIRATES! loads automatically.

5. Have a spare disk handy. To save the game, you'll need a blank disk. Don't format the disk now — you can format a disk during the save game option.

6. Check joystick alignment. 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):

*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 the Controls summary in 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 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 in the direction you wish to set sail. Once sailing, leave the stick centered to remain on course, pull it left or right 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 trigger. 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 the Plunder*. After that, select retirement. This ends the game and shows your score. Don't worry! You can come out of retirement again (health permitting). See pages 34-35 for more information.

Saving Games & Hall of Fame

You need an extra, blank 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.

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.

Two Drive Machines: If your Apple II has two 5.25" disk drives, you can use drive one for the game disk, and leave the game-save disk in drive two.

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.

If the program still doesn't load or run correctly, turn off you computer and all attached equipment. Disconnect attached peripheral devices, such as printers, modems, light pens, graphics tablets, mice, etc. Some of these hardware items may conflict with the software settings of PIRATES!

It is especially important that any accelerator cards be turned off, disabled, or removed. When running on an Apple IIgs, PIRATES! automatically switches the computer to the appropriate speed setting.

If you still have problems, try loading it 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.

Menus

Joystick	Move pointer (changes highlighted option)
Trigger on joystick	Select highlighted option
Space bar	Stop music

Trading & Moving Goods (see page 19 for details)

Joystick up-down	Selects item to be traded or moved
Flick joystick left	Buy or take item for your party
Flick joystick right	Sell or abandon items held by your party
Trigger on joystick	Exit

Fencing & Swordplay (see page 11 for details)

Joystick left	Fast attack high, mid-level or low
Joystick left & trigger down	Slashing attack high, mid-level or low
Joystick in center	Parry (blocks attacks) from high, mid-level or low
Joystick right	Retreat and parry high, mid-level or low
Space bar	Pause and resume

NOTE: Joystick height (upward, horizontal, or downward) controls height of attack or parry (high, mid-level, or low). For example, the joystick left and upward is a fast attack high, while the joystick left and downward is a fast attack low.

Marching Overland (see page 21)

Joystick (any direction)	Party marches in that direction
Joystick trigger	Get information
Space bar	Pause and resume

Sailing the Caribbean (see page 18 for details)

Flick joystick (any direction)	Set sail (joystick controls initial direction)
Joystick left	Turn left (port) while sailing
Joystick right	Turn right (starboard) while sailing
Joystick trigger	Get information
Space bar	Pause and resume

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

Sea Battles (see page 24 for details)

Joystick left	Turn left (port)
Joystick right	Turn right (starboard)
Joystick up	Full sails (raises all sails for maximum speed)
Joystick down	Battle sails (reduces risk of gunfire damage)
Joystick trigger	Fire cannon broadside
Space bar	Pause and resume

Land Battles (see page 29 for details)

Joystick trigger	Change highlighted group
Joystick	Move the highlighted group only
Joystick & trigger down	Move all groups simultaneously
(automatic when stationary)	Group fires
(automatic when in contact)	Group fights hand-to-hand with enemy
Space bar	Pause and resume

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

Joystick left-right	Move astrolabe under sun
Joystick up-down	Raise-lower astrolabe platform to bottom of sun
Joystick trigger	Exit
Space bar	Pause and resume

National Colors

Red	England
Green	Netherlands (Holland)
Dark Blue	France
Cyan (Light Blue)	Spain

Fencing & Swordplay

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

White Shirt	You, with whatever weapon you selected
Yellow Shirt	Enemy with a cutlass
Purple Shirt	Enemy with a longsword
Green Shirt	Enemy with a rapier

Sea Battles

You can distinguish friendly from hostile ships by color.

Black hull, white sails	Your ship
Brown hull, yellow sails	Enemy ship

Land Battles

You can distinguish one group from another by color.

Black	Your highlighted (selected) group
Gray	Your other group(s)
Red	Enemy groups