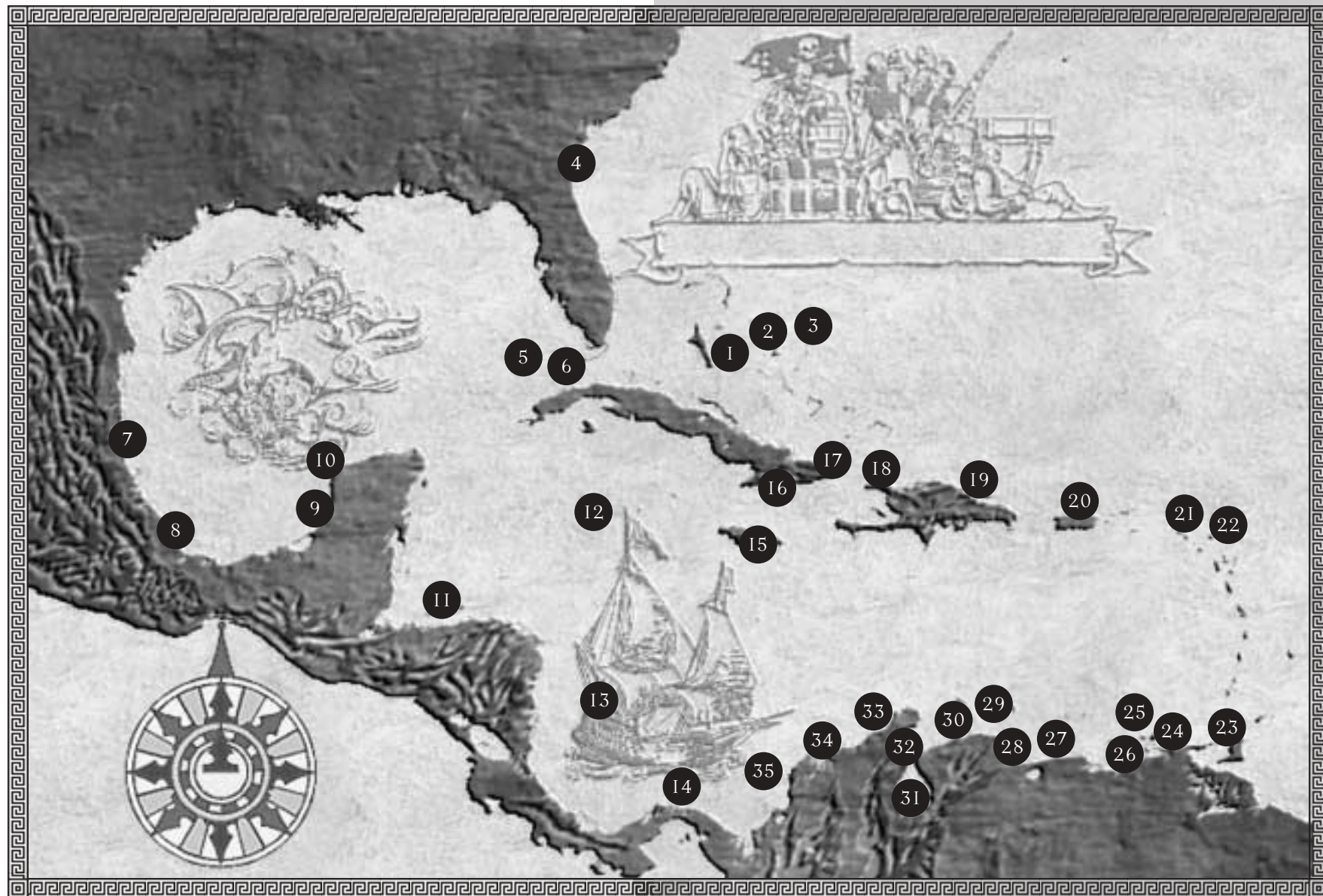


Cutthroats

Terror on the High Seas





1 Eleuthera
2 Nassau
3 Andross
4 St. Augustine
5 Florida Channel
6 Havana
7 Tampico
8 Vera Cruz
9 Campeche

10 Sisal
11 Roatan
12 Cayman Islands
13 San Andres
14 Puerto Bello
15 Santiago de la Vega
16 Santiago
17 Puerto Santo
18 Tortuga

19 Santo Domingo
20 San Juan
21 St. Kitts North
22 St. Kitts South
23 Trinidad
24 Margarita
25 Araya
26 Cumana
27 Caracas

28 Puerto Caballo
29 Curacao
30 Coro
31 Gibraltar
32 Maracaibo
33 Rio de la Hacha
34 Santa Maria
35 Cartegena

"COME, LET US MAKE A HELL OF OUR
OWN AND TRY HOW LONG WE CAN
BEAR IT."

BLACKBEARD

To the memory of Edward Teach, citizen of Bristol
c1680--1718:
wit, raconteur, mass-murderer,
this game is respectfully dedicated.

EPILEPSY WARNING

Please read before using this video game system or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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CHAPTER I



INTRODUCTION

“No, a merry life and a short one will be my motto.”

Bartholomew Roberts

WELCOME TO CUTTHROATS

You are a novice pirate, with a small ship, a skeleton crew, and very limited supplies of food, rum and ammunition.

Every day, your men consume food and other supplies, and every battle uses up some of your precious ammunition. You must set sail and try to waylay passing ships and steal their contents. Your most pressing concern is, of course, supplies - but in the long term, you want more men, a bigger ship, valuable cargo, treasure and jewellery.

At the moment, you are a complete unknown; but soon you will develop a reputation in the Caribbean. As you become richer, and acquire a bigger fleet and a larger band of shipmates, you will become more famous - but if you commit atrocities, slaughter innocents and torture captives, you will become more infamous as well.

At the moment, you will be allowed to harbour in most towns; but as you start to attack ships, some ports of call will become hostile to you. If you pick fights indiscriminately the whole world will be your foe; it is better to make friends as well as enemies...to pick sides in the on-going Caribbean war.

You begin by consulting your maps, to plot your route around the Caribbean - paying due attention to the wind, to what you know of local shipping routes and rumours about ports and their inhabitants. Sooner or later a sail hoves over the horizon. Is she Spanish or English...a trader or a warship...an enemy or a fellow pirate? You can try to catch the other ship or run away from her. If you run up the Jolly Roger, then maybe she'll surrender - or maybe she'll turn and fight; perhaps it would be better to fool her by hoisting national colours and trying to pass for an honest sea-fairer. Or maybe you'd rather run up the flag o' truce and try to trade, request assistance, or just swap sea-stories with the Captain?

Eventually, you'll catch her (or maybe she'll catch you) and then let battle commence. You may haul alongside the enemy and loose a broadside at her, but as you begin to find your sea-legs, you'll want to try to give more complex orders - aiming your guns at her sails, or trying out specialised ammunition like chainshot and grapeshot.

It's not too hard to blast a hole in the side of some puny trader and send her to Davey Jones locker, but it doesn't make much sense either - the canny pirate has got to launch boarding actions; looting pieces of eight and jewellery from her hold and disappearing into the sunset. If she surrenders to you outright, you'll be able to pillage her at your leisure - unloading tons of precious tobacco or cocoa; removing her guns; and offering her crew a choice between a career on your ship and one at the bottom of the briny deep. Maybe you'll just slaughter the officers and add the whole ship to your piratical flotilla.

Piracy is just like any other business, with maybe a bit more torture and looting. With expansion comes increased costs and overheads; if you've pinched some cannons, then you'll need more gunners to man them; if you've liberated a ship, you'll need sailors to run it; and you'll probably be needing officers to make sure everything runs smoothly. So it won't be long before you're visiting some pirate haven or safe harbour.

When you reach a safe harbour, there's a whole lot of things you can do. You can visit the Shipwright, who'll repair your ships and careen them for you. (Careening, as every seaman knows, is pretty important...if you don't scrape the barnacles off the bottom of your ship, she won't move at top speed, and those gold packed galleons will start to out run you.) You can sell your stolen cargo to less than honest merchants, or even buy some if you feel like engaging in some honest trade. You can hang around the dockside taverns and see if any likely lads want to take articles and join your crew. You might even bury your treasure where thieving hands can't get at it, or go and talk to the governor, and see if you can extort - sorry, did I say extort? - I meant request - some favour from him.

The other thing you might like to do at towns is raid them. You'll need to have recruited or pressed a goodly number of marines, to say nothing of some weapons, to make this worthwhile. Plan your raid carefully: if the landlubbers know you're coming, they'll reinforce the garrison and hide their treasure. If you manage to take them by surprise, you may find the town more weakly defended. If you're lucky, you'll be able to land on some secluded beach and creep into town before they know what's hit them - if not, you may have to fight a battle against guard ships before you get near the town. Once you're on land, you'll be able to take gold and jewels from houses...maybe grab some weapons or ammunition from the garrison...take prisoners...and then run back to the ship and beat a hasty retreat with your ill-gotten gains. Or, if you have an army the size of Sir Henry Morgan maybe you can make the town surrender to you.



Eventually, after months and years of plying the shipping lanes; your men will want to see their share of the booty. Then it'll be time to head back to a safe-harbour, and divide the plunder. Every man gets a share, although the officers get a bigger cut and you get the biggest cut of all. This money is stashed away in a secret stock-pile back home. You can't use this money to pay the costs of day to day pirating...but the more money you have saved up, the more famous a pirate you will be.

As you complete more and more voyages, your fame, your infamy and your wealth will increase; you'll be sent on missions by town governors and maybe even acquire the coveted Letter of Marque that will turn you from a wanted criminal to a legitimate mercenary. Eventually, perhaps you'll be rich enough to go straight and retire. But take care - if you meet with a lot of defeats, or if you don't keep your crew happy they may vote you out and appoint a new commander...and if you are arrested by landlubbers, you will end your days, like so many of your illustrious forebears, dangling from a rope on gallows point.

INSTALLING CUTTHROATS

Insert the Cutthroats CD into your CD-ROM drive. If autorun is enabled, Cutthroats will automatically take you into the Autoplay screen.

- Click on the install button, then follow the on-screen instructions as directed.
- If the Autoplay feature has been disabled, double click on the CD-ROM drive icon from My Computer and select Setup.
- Once installed, Cutthroats will appear in the Program group in the start menu.

PLAYING CUTTHROATS

To play Cutthroats, place this CD into its drive. Once the Autoplay screen has loaded, click on the button. If Autoplay is disabled, or the computer was turned on with the CD already in its drive, click on the Start Menu button, then select the Programs group and click on Cutthroats. Alternatively, open the Hothouse Creations folder, situated in **My Computer \C\ Program Files**, and double click on the Cutthroats icon.



CHAPTER 2



YOUR FIRST VOYAGE

START UP

- Click on 'New Game' in the Main Menu Screen.
- You should now be looking at the Start Up Screen. Your first game will start in 1640 in Tortuga.
- If you wish, you may choose the name by which you wish to be known; and the name of your pirate ship. Just type the names in the spaces indicated.
- When you are ready, click 'Begin' again to begin playing.

MAP VIEW

You are now looking at the Map View. Your ship is docked at Tortuga, towards the middle of the screen.

Look at the four supplies icons on the bottom right on the right of the screen to see how well supplied you are with food, fruit, livestock and rum. At present, you have enough food for a voyage of about a month.

Tortuga is near the Windward Passage (click on the Legend button to see the major local place names). This is a good place to hunt for merchant ships.

Find the Town Highlight Buttons at the top left of the screen. Right click on the Pirate Flag. This reveals a drop down menu, showing the flags of all the nations in the game world. Now, left click on the Spanish flag. The pins on the map representing all the Spanish ports will turn red.

Since you can now see that you are in the middle of Spanish waters, you would be well advised to fly under a false Spanish flag. To do this, click the Spanish flag on the Flag To Fly Toolbar at the bottom left of the screen.

Left-click on your ship to select it. Now, set a course for the south of the Windward passage by left clicking in roughly this area of sea. If you want to choose your destination more accurately, then use the zoom buttons to display an enlarged view of the map.

You are now all set to begin your first voyage, so click the Start Voyage button on the right of the screen. Before very long, the Crows Nest lad ought to shout 'Ship ahoy!', as a sail hoves over the horizon.

At this point, you will be asked whether you want to go to crows nest view.

Click 'Yes'.

CROW'S NEST VIEW

You're now looking at a view of an area of about 10 miles around your ship. You can see an enlarged map-view of the sea and, if you are near the coast, the land, including the location of any ports or beaches. If the ship you've encountered is within 10 miles of you, it will appear as a silhouette.

If it is just out of view, then a yellow arrow on the edge of the screen will point to it.

The closer you are to a ship, the more information you'll see about it. Information is displayed in the Ship Information Box, on the left. You'll need to pick your first victim fairly carefully: there isn't much point in taking on a heavily armed convoy at this stage in your career. Trading ships are often fluytes, so if you can find a fluyte out by itself, this might be a good target to head for.

To steer your ship, either use the left and right keyboard arrows to steer left and right, or simply left mouse click on the sea, and your ship will sail in that direction. Your sloop is a pretty fast ship, so if you need to slow down, left click on the Sails Indicator at top right of the screen or use the 'page up', 'page down' keys to unfurl and furl your sails.

Keep an eye on the direction of the wind: your ship will sail very much faster with the wind behind it than if you are trying to sail directly into the wind.

When you have found a suitable target, left click on her. This signifies that you are running out the guns and thus revealing your hostile intentions. Your ship will sail straight towards her. (If you don't like the route your ship is taking then you can, of course, steer manually.) When you catch up with your target ship, you will be taken to the Battle View of the game.



BATTLE VIEW

You are now looking at a close up view of your ship. If your target ship is not on-screen, then look at the mini-Crow's Nest at the bottom right of the screen. Your ship is represented by a white dot. The enemy is represented by a red dot.

Use the keyboard to steer your ship: left arrow to steer left, right arrow to steer right. Pay attention to the wind, as on the Crow's Nest screen: you probably won't manage to catch up with your quarry if you are sailing against the wind. On the right of the screen there is an Information Bar listing information about your ship.

When the enemy ship is on screen, move your cursor over it. A tool-tip will appear, displaying the ship's name. If you are quite close to the ship, you'll be able to see approximately how many cannons and marines it has on board, as well as roughly how much cargo it is carrying.

When you are alongside your enemy, you are going to loose a cannon broadside at him. To do this, hit the 'Space' key on the keyboard.

After you have fired your cannons, note that one or more of the sections of your ship on the 'Reload indicator' has turned from green to red. This indicates that the cannons on this section of the ship are reloading and cannot fire yet. By keeping an eye on this indicator, you ought to be able to keep your loaded cannons pointed at the enemy.

Notice also that when you fired your cannons, the amount of ammunition displayed on the right-screen information bar went down. Every time you fire a cannon, you use a little bit of ammunition; and when it is used up, you can't fire any more. The speed at which the cannons reload is determined by the number of gunners on your ship. At the moment, your cannons have an average amount of gunners.

If the enemy has not surrendered after taking damage from a few cannon barrages, then it is time to attempt a boarding action. Steer your ship towards the enemy, and try to collide with it. This is called 'fouling'; the two ships will become entangled and stop moving. A window appears to tell you that your men are trying to separate the two entangled ships. Click on the animation to tell them to stop trying to un-foul the ships, and instead, to start a boarding action.

As soon as you click on the animation, the boarding action will start. A new window, the Boarding Window will appear. The number on the left represents the number of marines from your ship who have leapt across to attack your opponent. The number on the right shows the number of enemies who are defending the ship. All being well, the enemy will surrender to your onslaught and raise the white flag. Once this has happened, you will be asked if you want to go to the Pillage Screen or not. Answer 'yes'.

PILLAGE SCREEN

Now the enemy have surrendered to you, you can search through their ship at your leisure, and steal whatever you can find of value on board. The pillage screen offers you a wide range of things to do to your captives. We're only going to consider a few of them for the moment.

You will automatically get any pesos and jewellery on the enemy ship. Money and jewels weigh practically nothing; there is no limit to the quantity of them you can have on your ship.

Next, requisition any food, fruit, rum or ammunition on the enemy ship. Do this by dragging the appropriate icon on the slider bar to the right of the screen. All these items are essential to the running of your ship. You'll be using a lot of sliders of this kind in the game, and they always work in the same way: transfer stuff onto your ship by dragging the icon to the RIGHT, and move it off by dragging the icon to the LEFT. Alternatively, you can click on the arrows.

These items all take up space on your ship. Notice that, as you transfer goods from the captive to your vessel, the 'fullness indicator' begins to fill up. Once the indicator is completely red, your ship is full, and you cannot put any more goods on board it. The fuller your ship is, the slower it goes. If you have space left after taking supplies from the enemy then it may be worth taking whatever cargo you can fit aboard your little ship: tobacco, cocoa, or some other valuable commodity. You might, on the other hand prefer to take cannons or ammunition.

You can also take men from the captured ship and put them on yours in the same way. This is called 'forcing' or 'press-ganging': forcing captives to become pirates whether they like it or not. This may be a good way of expanding your crew quickly, but a crew of pressed men will not be as loyal to you as a crew of volunteers, and may not fight as bravely.

AFTER THE BATTLE

What you have just done has affected your standing in the world. If you look at the top right hand side of the screen, you'll see three numbers, representing your fame, your infamy, and your hoard.

If you have added any men or guns to your ship as a result of the battle, you'll notice a slight increase in your fame score. This is because your fleet is slightly stronger and more to be feared on the seven seas.

If you did anything dastardly then your infamy score will also have slightly increased. Infamy is a measure of how many bad deeds you have done, how feared and hated you are. For example, if you pressed men into service, or if you killed them or sunk a ship in cold blood, then your infamy will have gone up.

Your hoard is simply the amount of ready cash you have in your hold. Only cash which is available to be spent is included in the 'hoard' number. You might have a hold full of valuable tobacco, or hundreds of precious jewels, but until you have 'fenced' it into coin-of-the-realm, it is no use to you and not included in your 'Hoard' figure.

If you let any of your enemies escape, then news of your attack will already be spreading around the Caribbean. If you just attacked a Spanish ship, then it is likely that Spanish ships will start to hear about what you did and become increasingly wary of you.

Everything you do has a repercussion: the successful pirate pays attention to the results of his actions.

RAMPAGE FOR A FEW WEEKS, THEN HEAD FOR A SAFE HARBOUR

Repeat this process a few times, picking off weak ships, and taking cash, weapons and ammunition from them.

Keep an eye on your food supply, though: if you run out of food, your men will start dying. If this looks like happening, your trusty quartermaster will alert you to the fact.

When your hold is full, your ship damaged, or your crew depleted, head for a friendly port. You can find out which ports are friendly to you by choosing the 'friendly port' option on the Town Highlight buttons. To head for the port of your choice, just click on the map pin and set sail. When you arrive, you'll be asked what you want to do. Choose 'Dock in Port'.

SAFE HARBOUR

You are now in a safe harbour, and can begin to reap the rewards of your first weeks of piracy and mayhem. On the right of the screen is a row of option buttons, listing all the things you can do while you are in port.

To start with, click 'Trade'. The 'Trade' sub-screen appears. You will see a row of sliders, representing each commodity which you can buy or sell, along with the buying price and the selling price. Drag the icon to the left of the slider bar to sell your stolen goods.

Notice that the fullness indicator shows your ship becoming less laden, and the value of your hoard goes up.

Next, have a look at 'Recruitment'. On this screen, you will see a list of all the men (officers, sailors, gunners and marines) available to be hired.

- **officers** increase the overall performance of your ship in various ways;
- **sailors** increase its manoeuvrability;
- **gunners** increase speeds at which cannons fire; and
- **marines** are used in boarding actions and landing actions.

To hire men, drag the appropriate slider icon from left-right across the screen. To hire officers, click on the 'hire officer' button.

Keep in mind that the more men you have hired, the more food you will have to take with you to feed them.

Finally, have a look at the 'Shipwright' screen. If your ship was damaged, then it is almost certainly worth spending some of your hoard to repair it. Click on 'Repair sails' or 'Repair hull', as appropriate.

Now, go to the 'Plunder' screen. The number at the top of the screen is the total value of your entire fleet - the amount of cash you would have if you sold everything you currently possess. The other numbers show how large a share your men would get when you split the hoard between them. Your men will not regard the voyage as having been a success unless their cut amounts to about 1000 pesos each. It will probably take you many more daring actions before you reach this level.



PREPARING TO RAID A TOWN

A pirate has one other method of obtaining money at his disposal, namely launching raids on coastal towns. Use the Town Highlight Buttons to find somewhere suitable, and set it as your destination on the map screen. Select a relatively weak town such as Puerto Santo as your first target.

When you arrive, choose the 'land on beach' option from the destinations menu. You will be taken to battle screen and you'll see your ship docked near the beach at your chosen destination. (You may find that you have to fight your way past one or more coastal guard ships to get there...) A box appears above your ship to show that you are close enough to the land to send men ashore. To begin a landing action, click on the picture.

You'll now be transferred to the Landing Party Deployment screen. On the left of the screen is a list of everything on your ship which you could send to the boarding action: marines, officers and weapons. Use the sliders to drag the resources from your fleet to your landing party. Try sending 20 men and 10 muskets for the time being. Notice that, every time you send a musket ashore, you expend a small amount of ammunition. When you have finished, click the thumbs up button at the bottom of the screen.

Now you're on the Landing Party Organisation screen. Notice that on the left hand side there is a list of the contents of your landing party: 10 cutlassmen and 10 musket men at the moment. Otherwise, you don't need to bother about this screen right now, so click thumbs up again to start the mayhem

RAIDING A TOWN

And now, you're back on the battle screen, with your men lined up on the beach, ready to attack.

The information bar on the right of the screen lists the number of men you have on the beach.

The first thing to do is select a likely looking building as your target. Taverns, rich looking houses, and churches are often good places to start. (Obviously, the best place of all to raid is the treasury, but you will probably not get that far today.)

When you've selected a target, order your men to go towards it. Select your men by using the mouse to drag a box around them, or simply click the 'troops' button, which will select everything you've got. Then click somewhere near the building, and your men will immediately walk towards it.

The chances are that the building will be guarded; by soldiers or militia or that some of the town's defenders will see you coming and run to its defence. Your best bet is to send most of your men to kill the enemy, while keeping back a handful of cutlass men to actually raid the building. If you select a group of your men, and then click on an enemy, your men will attack that enemy, chasing him if necessary. If you do not give your musket-men any further orders, they will stand their ground, firing at any enemies who come within range.

Now, select two or three of your cutlass men, and right click on the building. A menu will appear, asking you whether you want to destroy the building, or loot it.

Click on the 'enter building' button, and your men will enter the building, and start searching for and taking any treasure inside. If there are people inside the building, they will have to fight and kill them before the looting can begin.

Once your men have taken all the treasure in the building, or at any rate as much as they can carry, they will leave of their own accord. Those of your men who are carrying treasure are highlighted with gold rings. Those of your men who are carrying as much as they can manage are marked with solid gold circles.

When you have taken some treasure, tell your men to take it back to the ship. You'll notice that there is a treasure chest on the beach near your ship.

Select those of your men who are carrying treasure. (You can do this by clicking on the 'with loot' button on the information bar: all men with loot are selected.) Then, left click on the treasure chest itself. All the selected men will return to the treasure chest, and put their treasure in it. Notice that their gold highlight disappears, and the money they were carrying is transferred to the ship. The figure is recorded in the 'cash looted' and 'jewels looted' space on the information bar, and will be added to your 'hoard' after the battle.



If you want the men themselves to go back to the ship (instead of just sending their treasure aboard) then right click on the treasure chest. They will disappear from the beach and return to your pool of marines on the ship. Take as much treasure as you think you can get away with; then send your men back to the ship, and set sail. It would be a very bad idea to attack the governor's mansion or run into the barracks at this point in your career: a good pirate chooses his targets wisely.

BOON VOYAGE!

You've now learned the basics of piracy: how to recruit men, how to attack other ships, and how to rob houses. So far, you've only begun to scratch the surface of your nefarious career: in subsequent chapters, you'll learn what to do when a town surrenders to you; how to configure your ships to your own requirement; how to launch rowing boats, create fire ships, take and redeem captives, perform missions, intimidate governors, and other refinements too numerous to mention.

Happy piracy!



CHAPTER 3



THE BASICS

“Since I have dipped my hands in muddy water and must be a pirate, it is better being a commander than a common man.”

Bartholomew Roberts”

AIMS AND OBJECTIVES

You are the newly elected chief of a band of pirates, who you must lead to wealth and success on the high seas.

Your main objective is to obtain a hoard of money to divide among the pirate band. Money can be obtained in four ways:

- Raiding towns and robbing buildings
- Looting and capturing ships
- Performing missions
- Engaging in honest trade

You have many other short and medium term goals which will help you achieve this objective, including:

- Purchasing additional or larger ships for your fleet, and finding the men to run them.
- Acquiring weapons to make your fleet more formidable in battle.
- Obtaining the ammunition, food and rum necessary for the day to day running of a pirate fleet.
- Developing a reputation, so that you are feared or respected throughout the Caribbean.
- Establishing friendly relations with one or more town governors.

How to 'Win'

From time to time, you must split the proceeds of your buccaneering with your crew. If each man's share amounts to at least 1,000 pieces of eight, the voyage is deemed to have been a success. After a successful voyage, you may either retire or recruit a new crew and start again.

If you have been sufficiently successful, your name will be added to the Pirates Hall of Fame. If you do sufficiently well, you may go down in history as more famous than Bartholomew Roberts; richer than Long Ben Avery, or more infamous than Blackbeard.

STARTING A NEW GAME



When you load the game, you will see this screen.

If you want to begin a new game - with a new, inexperienced captain and small ship - click "New Game".

To continue to play an existing game, click on "Load Game" and then select the saved game which you wish to continue.



You can also re-set the audio levels of the game. If you want to do this, click on "options".



To increase or decrease the level of music, sound-effects and speech in the game, drag the skulls across the screen. To switch the audio off altogether, click on the “audio on” check box.

START UP SCREEN



WHAT IS THIS SCREEN FOR?

This is where your adventures start. On this screen, you'll be able to:

- Name your ship
- Choose what year to start your adventures in
- See what resources you begin the game with

1. NAME OF SHIP

You begin the game with one small ship. If you want to change the name of this ship, then click on the text and type in the name of your choice.

2. YOUR NAME

If you want to give your pirate chief a name, then click on this space and type in the name of your choice.

3. DATE, START PORT, AND HISTORICAL TEXT

You can start the game in any year from 1625-1700.

Different periods of history provide different challenges for the pirate. The historical text gives you an idea of what was going on in the year you choose.

Over the years, different ports served as unofficial pirate strongholds. You begin your voyages in one of these pirate bases: which one depends on which year you chooses. To advance the year, simply click on the arrows.

4. RESOURCES

This lists some basic details about the ship which you start with.

When you are ready, click "begin".



YOUR SHIP

There are 6 types of ship in the game:



Sloop: Small, weak but very manoeuvrable.



Fluyte: A clumsy, slow vessel, with lots of cargo space; the ship most commonly used by traders and cargo carriers.



Pinnace: Slightly larger and more robust.



Frigate: A large warship.



Brig: A larger, two masted ship; not as fast as a sloop or a pinnace, but still pretty manoeuvrable: perhaps the typical pirate vessel.



Galleon: The biggest, meanest warship on the seven seas. Very fast with the wind behind it, but it can't sail into the wind and steers extremely sluggishly.

Ship	Tonnage	Strength	Speed	Steering	Minimum Sailors	Cost
Sloop	30	Weak	Fast	Good	3	1,500
Pinnace	50	Weak	Fast	Good	6	2,500
Brig	100	Average	Average	Average	11	5,000
Fluyte	100	Average	Slow	Poor	8	3,000
Frigate	150	Strong	Average	Poor	17	7,500
Galleon	250	Very Strong	Fast	Poor	28	12,500

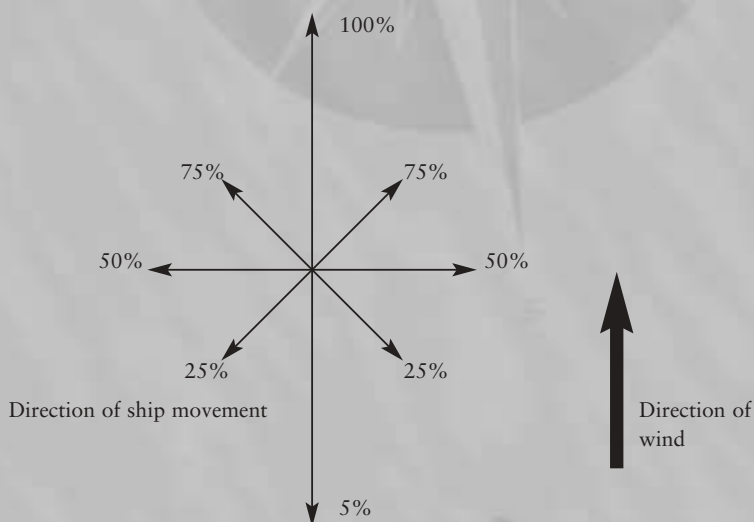
THE WIND

Naturally, one of the most important considerations for the captain of a sailing ship is the wind.

The wind is measured according to the following scale:

Relative Strength	Description
0	Calm
1	Light Air
2	Light Breeze
3	Gentle Breeze
4	Moderate Breeze
5	Fresh Breeze
6	Strong Breeze
7	Near Gale
8	Gale
9	Strong Gale
10	Storm

The stronger the wind; the faster your ship will go. Ships travel much faster with the wind behind them than when they are trying to sail directly into it. Some ships can sail closer into the wind than others. This diagram provides a rough guide to the percentage of their top speed which ship's can attain; but this varies from ship to ship.



PUTTING STUFF ON YOUR SHIP

Every single thing that you put on your ship - crewmen, food, cargo, ammunition, passengers, weapons - has a weight. The more stuff you put on your ship, the slower it will move. The tonnage of your ship is the total weight of the stuff which it can carry. But if you are hoping to catch up with fast cargo sloops, or escape from coast-guards, then you would be well advised not to over-laden it.

CANNONS

Cannons are your main weapon in battles at sea. You can put as many cannons on your ship as her tonnage can cope with. The more cannons on your ship, the more damage you will do when you loose a broadside at your enemy. This is discussed further in Chapter 7 "Sea Battles".

YOUR CREW

Naturally, you need men to run your ship.

Crew can be recruited in safe-harbours; or they can be forced or press-ganged from captured ships and towns. There are four kinds of men in your crew: officers, sailors, marines and gunners.

1. OFFICERS

Officers are skilled seamen who take charge of your ships.

The first officer that you put on a ship is referred to as its Captain. A ship **MUST** have a captain before it can set sail. He runs the ship on your behalf. If that Captain is a skilled seaman, then the ship will be a little less likely to collide and get entangled with enemy ships.

If you place extra officers on board, in addition to the Captain, then your ship gets extra advantages; it moves a little quicker; performs a little better in boarding actions; and fires its cannons a little more accurately.

Every officer has a profile, which tells you how skilled and reliable a man he is.

Officers profile

Seamanship



How good a sailor he is. If you have a Captain with a high seamanship score, your ship will manoeuvre more efficiently in a battle.

Gunnery



How good he is at controlling the cannons. If you recruit officers with high gunnery skills, then your cannons will fire more accurately, thus doing more damage in battle.

Land Combat



Officers with high land combat skills improve the ships performance in landing actions.

Leadership



How good he is at ordering men around. Officers with high leadership scores improve the performance of men in boarding actions.

Loyalty



How committed he is to your fleet.

2. SAILORS

Sailors are responsible for manoeuvring the ship.

Every ship must have a minimum number of sailors on board in order to run it; this number varies from ship to ship.

If you don't have a minimum number of sailors, then the ship can't set sail.

If you have sailors above this bare minimum, then you'll start to notice various improvements in your ships performance will furl and unfurl its sails more quickly, and its steering (turning circle) will improve.



3. GUNNERS

Gunners are responsible for firing the cannons.

The more gunners you have per cannon, the more often your cannons will be able to fire. The minimum cannon crew is generally 3 men per cannon: less than that and your guns will fire too slowly to be much use in a battle. Big ships with huge numbers of cannons require an enormous compliment of gunners.

4. MARINES

You don't strictly speaking require any marines; your ship will function perfectly well without them. But marines can be used in boarding actions (when you try to take over another ship), landing actions (when you try to raid a town) and to fire musket broad-sides in sea battles, picking off the crewman on any ships at close range.

SUPPLIES

Your first priority will be to replenish your dwindling supplies of the 3 most important resources in the game: food, rum and ammunition.

1. RATIONS

Men consume rations - food, fruit and livestock - every day. If you run out of rations, your men will starve to death.

"Food" is the cheapest and most easily available type of rations, and consists of bread, porridge and ship's biscuits. Your men can subsist on food for a long time; but they will be healthier and happier if you have some Fruit and Livestock on your ship to supplement their diet.

2. RUM

Pirates like to drink a bottle of rum every day. The more rum you have on your ship, the more bravely your men will fight in battles.

3. AMMUNITION

Cannons use ammunition; every cannon shot you fire eats away at your supply of gunpowder. If you run out of ammunition you cannot fire your ship's cannons.

WEAPONS

After you've replenished your basic supplies, you'll be looking for weapons to arm your crew with.

There are 5 main sorts of weapons in the game:

Cannons



Powerful artillery units. Cannons take four men to move them, and are still very slow, but they can devastate large groups of enemies with ease.

Cutlasses



All your men have a cutlass of their very own, which they will use if you don't give them any better weapons. You never need to buy cutlasses.

Muskets



A long range fire arm.

Pistol



A short range, single shot weapon; devastating at close range.

Grenades



Special glass balls containing ammunition and a wick; they can be almost as dangerous to the man throwing them as to their target...

Gunpowder



If devastating whole towns is what you are hoping to do, then your marines can unload barrels of gunpowder from their ammunition store and turn themselves into improvised demolition teams.

CARGO

As you start to capture enemy ships and loot towns - or even get involved in honest trade! - you will also acquire cargo. The towns of the Caribbean produce and consume many different types of goods; some they trade with each other, but much of it is shipped back to Europe. There are many ports which are prepared to buy goods from you without asking too many questions.

The commodities in the game include:



Cacao



Cotton



Food



Fruit



Hides



Jewellery



Livestock



Luxuries



Rum



Salt



Spice



Sugar



Timber



Tobacco

THE LOGBOOK

The names of all the ships in your fleet, and a list of all the goods, weapons and crewmen on board are recorded in your logbook.

To consult your logbook, click on the “Logbook” icon, or hit the “ESC” key. Your logbook also details useful information about your crew, such as their loyalty to you. You can also use the Logbook to save or load games or adjust game options.

HOW DO I KNOW HOW WELL I AM DOING?

Three numbers appear in the top right hand corner of the screen:

- Your fame
- Your infamy
- Your hoard

1. FAME

“Fame” is a measure of your standing in the world; how big a noise you make; how many people have heard of you. A noble swashbuckler like Sir Francis Drake had a huge fame score; but then, so did an out-and-out psychopath like Blackbeard.

Your fame score is based on your Personal Wealth (see below), and also on factors such as the size and armaments of your fleet.

Famous pirates find that town governors are more willing to talk to them and do them favours; and that enemies are more likely to surrender without a fight when they run up the Jolly Roger. On the other hand, they are more likely to be recognised and will therefore find it harder to travel incognito.

2. INFAMY

Infamy is a measure of how hated and feared you are; how many atrocities you have committed; your reputation for cruelty and dastardly deeds. Your infamy increases when you sink defenceless ships; slaughter crews; murder women and children or raze towns to the ground.

Infamy, once acquired, can never be lost: once you have committed some heinous act, the people will never forgive you for it.

Ships are less likely to surrender when infamous pirates run the Jolly Roger; infamous pirates are more likely to be arrested in hostile ports, and much more likely to be hanged when they are captured.

3. HOARD

One of your aims as a pirate is to acquire cash.

The basic unit of currency in the Caribbean is “pieces of eight” (also known as “pesos”); Spanish silver pieces which are accepted all round the world. Jewels, tobacco, spice, prisoners, all are ultimately useful to you only if they can be turned into hard cash and spent.

The figure on the top right of the screen is your HOARD. This is the total amount of pieces-of-eight that you have in your fleet right now. Every time you steal some cash or sell some goods, the value is added to your hoard; every time you buy goods or have cash stolen from you, your hoard is reduced.

4. DIVIDING THE PLUNDER AND PERSONAL WEALTH

Eventually, you’ll have to Divide the Plunder; split the hoard up among your crew. If every crewman gets 1,000 pieces of eight out of the split, he’ll reckon the voyage has gone well. Your own personal cut of the hoard is added to your PERSONAL WEALTH, your own personal stash hidden away in a secret location, saved up for your retirement. You can’t use your personal wealth to pay for the day to day running of your ship, but it does have an important effect on your fame.



THINGS TO KEEP IN MIND

1. Food, fruit, livestock, rum and ammunition are all consumed on your journey.
2. Pesos and jewellery don't take up any space on your ship - but valuable cargo like tobacco does.
3. If you don't have sufficient fruit, your men will get sick.
4. If you don't have a supply of fresh meat, your men will become unhappy.
5. If you don't have sufficient food, your men will die.
6. If you don't have sufficient rum, your men will not fight as bravely.
7. If your ship is manoeuvring sluggishly it may need careening; or be too full.
8. A Galleon can outrun a Sloop with the wind behind it - but not with the wind against it.
9. If you fill your ship with ammunition, then it is in great danger from fire and explosions.
10. Jewels and cargo are only of use to you once they have been turned into cash - you can't spend tobacco at the Shipwright.
11. The longer you leave it before dividing the plunder, the less loyal your men will become.
12. Your standing with your men is closely related to your fame score; but also affected by how many battles you have won; how often the plunder is given out; how well they are fed; how many of them are volunteers, and other factors.
13. If your standing drops too low, your men may decide to hold an election and choose a new leader.
14. The more famous you are, the more likely an enemy is to recognise you at sea (even if you are travelling under false colours).
15. The more infamous you are, the less likely enemy ships are to surrender when you run up the Jolly Roger.
16. The more famous you are, the more likely enemy ships are to surrender to you in battle.
17. The more infamous you are, the more likely you are to be hanged if you are captured by an enemy.
18. The more famous you are, the easier it will be to recruit new crew members.
19. If you are very famous; governors tend to treat you well.
20. If you are very infamous, governors tend to treat you badly.
21. If you are very infamous, you may be arrested in hostile ports.



CHAPTER 4



THE MAP

The doctor opened the seals with great care, and there fell out the map of an island, with latitude and longitude, soundings, names of hills and bays and inlets and every particular that would be needed to bring the ship to a safe anchorage upon its shores.

Robert Louis Stevenson, "Treasure Island"



WHAT IS THIS SCREEN FOR?

The map screen is a large scale view of the whole Caribbean; your home, your hunting ground, the site of your adventures. In this section of the game you can:

- Gain an over-view of the world
- Plan your voyage
- Travel over long distances
- Look at information about ports

YOUR SHIP



This icon shows the current location of your ship. The cross underneath your ship shows its exact location.

When your ship is selected, the cross will be red. When your ship is not selected, the cross will be blue.

MAP PINS



Each blue pin shows the location of a Town.

If you move your cursor over a pin, the town's name appears.



Note that there is a flag by its name which indicates to which of the five nations it currently owes its allegiance.

INFORMATION WINDOW



If you left mouse click over a pin, an information window appears. (If your ship is selected, then you can open this window by right mouse clicking.)

The town's information window gives you a run-down on information which is known to you about the town.

The town information window tells you:

The population of the town

How many people live there:



Small



Medium



Large



Unknown

The size of the garrison

How well guarded it is:



Weak



Medium



Strong



Unknown

The main import

Which of the trade goods it is short of, and likely to want to buy.

Its main export

Which of the trade goods it has a surplus of, and is likely to want to sell.

The wealth of the town

How much cash there is likely to be there



Poor



Average



Rich



Unknown

Its attitude to you

How does the town feel about you personally



Friendly



Neutral



Hostile



Unknown

The name of the governor

Who is in charge?

When you visit a town, up-to-date information about it is added to the information window. It is possible to obtain information about towns you have not visited by 'exchanging information' with friendly ships, which is discussed in Chapter 5 'Crows Nest'. If you have never visited a town, you will not have much information about it: most, or all, of the categories of information will be marked 'unknown'.

Town Highlight Buttons



The town highlight buttons enable you to access at a glance information about the game world as a whole.

If you left mouse click on the pirate flag, then the town pins of every pirate town in the world will be lit red.

If you right click on the pirate flag, a drop-down tool bar will appear, representing the flags of each of the five nations.

You can now right click on any of the flags on the drop down, and all the pins of ports of that nationality will flash red. That nationality's flag will also appear in the town highlight button bar, until you change it.

In this way, you can display the following data about ports:

- The population of the town
- The size of the garrison
- The main Import and Export
- The wealth of the town
- Its attitude to you

You may if you wish click several town highlight buttons at once, in order to sort data with greater precision. (You could, for example, display 'All small French towns that are friendly to me'.)

DATE



The current date is displayed in this space. You will find that time passes quite quickly on the map screen; you can easily spend several months making a voyage. Be sure that you have enough food to last the voyage!



WORLD DATA BUTTONS



List of towns



Opens a window, listing every port in the world alphabetically by name. (Note that from time to time, ports are destroyed and new ones founded, so this list will be different at different times of the game.) If you click on a town's name on this list, that town's pin will be highlighted in yellow.

Map Legend



Displays the names of the major islands, land masses, seas and geographical features on the map.

Weather



Displays arrows on the map representing the strength and directions of the prevailing winds at this time of year.

Treasure



Displays on the map the location of any buried treasure which you know about. This might be treasure which you have personally buried, or other people's treasure for which you have obtained a map.

ZOOM BUTTONS



Use these buttons to toggle between a "zoomed out" map of the whole Caribbean, and a "zoomed in" map which allows finer route-plotting among mazes of tiny islands.

VOYAGE BUTTONS



The voyage buttons are used to START and STOP a sea-journey.

SWITCH VIEW BUTTONS

These buttons enable you to move to different game screens:



Crows Nest



Battle



Safe Harbour



Logbook

CROWS NEST ALERT BUTTONS



As you sail around the Caribbean, your ship will certainly encounter ships - that's what being a pirate is all about.

You have a look-out stationed in the crows nest of your ship at all times, and he will inform you when he sees another ship.

These buttons allow you to give him precise orders concerning the type of ship you want to be informed of. You can tell him to alert you:



When any ship appears within 10 miles,



When any ship appears within five miles,



Only if the other fleet outnumberes your fleet,



Only if your fleet outnumberes the enemy fleet,



Only if they attack you.



If the look-out spots a ship, you will be asked if you want to go to Crow's Nest Screen or not. If you encounter a hostile ship - one which tries to attack you or otherwise threatens you - you will automatically be taken to Crow's Nest Screen, whether you want to or not.

FLAG TO FLY BUTTONS



It is not usually a good idea to advertise the fact that you are a pirate to every traveller you meet. Most pirate sail under false-colours, hoping to disguise their intentions from other ships. If you are flying the Spanish flag, most Spanish warships will assume that you are on their side, and leave you alone. (But the more famous you become, the less likely this is to work...)

It is possible to obtain from town governors a legal document called a Letter of Marque, which sanctions you as a legitimate mercenary of the nation which issued the letter. Holders of Letter's of Marque are referred to as Privateers. If you wish to obtain the benefits and protection of being a Privateer, you have to travel under the colours of the nation who issued your Letter of Marque. Letter's of Marque are discussed in more depth in the "Safe Harbour" and "Prize Courts" sections of this manual.

You can choose to fly under the colours of any of the five nationalities or under no flag at all. Naturally, the flag you are flying will have an effect on how you are treated by ships you may meet in your journeys.

Left click on a button to change your flag.

SUPPLIES INDICATORS, CREW DEATH INDICATOR



The supplies indicators show how much food, rum, fruit and livestock you currently have in your fleet. As the supplies are consumed, the indicators turn from blue to black.

Should your crew begin to die of starvation or disease, you will be able to see the speed at which they are being lost on the crew death indicator.

THINGS TO KEEP IN MIND

1. The Caribbean is a volatile place; just because a town was Spanish the last time you visited it does not mean it will be so the next time.
2. Governors also change: a friendly governor may be ousted and replaced with one that hates pirates.
3. The price of goods is affected by supply and demand. Cacao is cheaper to buy in a town which produces a surplus; it is more expensive in a town which has a shortage of it.
4. Trade ships travel from port to port within the Caribbean, or carry shiploads of goods back to Europe.
5. Many ports keep fleets of guard ships specifically to defend themselves from pirates.
6. Like you, other ships require food and ammunition.
7. The trade winds generally blow clockwise around the Caribbean. If you set sail against the wind, then your voyage will take many times longer than if you sailed with the wind.
8. There may be periods of calm or storms when it is impossible for your ship to set sail.
9. Ports are marked on the map; but uninhabited careening beaches are not. If you are seeking an uninhabited refuge, then you will have to search it out on the Crows Nest Screen.
10. Many small islands and cays do not appear on the map.
11. If there is more than one ship in your fleet, then you travel at the speed of your slowest ship: one overlaiden Fluyte will slow down all your streamlined sloops.
12. If you find a good hunting ground, then it is worth cruising there for a few days or weeks.
13. ...But if you stay in one place for too long, pirate hunters and patrol ships may find you.



HOW DO I PLAN A VOYAGE?

1. SETTING YOUR ROUTE

- Left mouse click on your ship. The cross-marker turns from blue to red to show that it has been activated.
- Left mouse click on a destination on the map.

If you want to visit a port; you must click on the map-pin itself. (The map pin will turn green to show that you have selected that port as your destination.) Otherwise, just click in the general vicinity of the bit of sea or coast where you would like to end up.

You will see a red line appear on the screen, showing the proposed route of your voyage.

2. BEGINNING THE VOYAGE



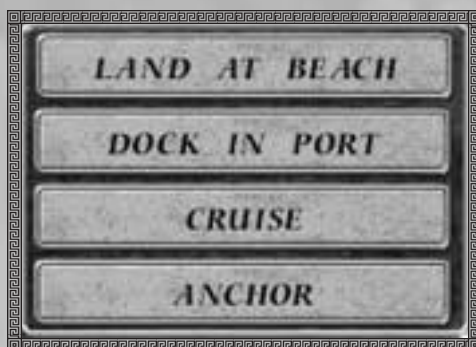
Click on the start voyage button

Your ship sets sail along your chosen route. You are on your way....

Notice that as your ship sails along its planned route, the line changes from red to blue. The red line always displays the route which you **PLAN** to take; the blue line always displays the precise route which you actually took. This will become important if you have to wander off course for some reason.

3. WHAT HAPPENS WHEN I REACH MY DESTINATION?

When you reach your destination, you will be asked what you want to do.



a) Land at beach

This option is only available if you chose a port as your destination.

If you choose “land at beach”, then your ship will choose a landing point a small distance away from the town, and anchor your ship there. You will be taken to the Battle Screen, from where you may send a landing party ashore and begin an attack on the town as discussed in Chapter 8.

b) Dock in port

This option is only available if you chose a port as your destination.

If you chose “dock in port” then your ship will sail to the town’s harbour and dock there. You will be taken to the Safe Harbour screen, where you may perform a large number of actions, as discussed in Chapter 6.

c) Cruise

If you select “cruise” then your ship will stop moving, and start actively searching for other ships.

Cruising de-activates your current “Alert me...” options: if you are cruising, you are automatically looking for ships.



Click on the icon beneath your ship to return to the menu, or simply mouse click on a new destination to resume your voyage.

d) Anchor



If you select “anchor” then your ship will simply stop.

Click on the icon beneath your ship to return to the menu, or simply mouse click on a new destination to resume your voyage.



4. STOPPING THE VOYAGE ONCE IT IS UNDER WAY



Once your ship has set out, you can stop your voyage at any time by clicking the stop voyage button.

If you stop your voyage, you will have the same options as if you had arrived at your destination: to cruise or to anchor.

Click start voyage to resume your voyage, or simply mouse click on a new destination to resume your voyage automatically.



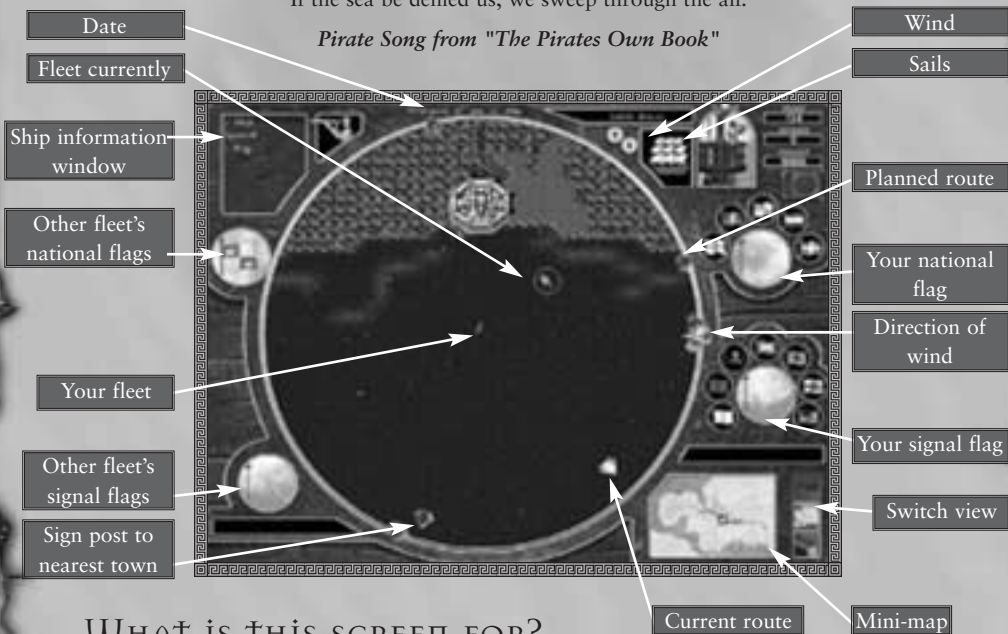
CHAPTER 5



CROW'S NEST

To the mast nail our flag it is dark as the grave,
Or the death which it bears while it sweeps or the wave;
Let our decks clear for action, our guns be prepared;
Be the boarding-axe sharpened the scimitar bared:
Set the canisters ready, and then bring to me,
For the last of my duties, the powder room key.
It shall never be lowered the back flag we bear;
If the sea be denied us, we sweep through the air.

Pirate Song from "The Pirates Own Book"



WHAT IS THIS SCREEN FOR?

The Crow's Nest Screen is a medium scale view of about ten miles around your ship.

In this section of the game you can:

- Do fine manoeuvring
- Chase - or run away from - enemy ships
- Threaten, communicate with - or even surrender to - enemy ships.

MAIN VIEW WINDOW

This represents the view of the world which your look-out can see. The window displays such features as:



Towns.



Beaches.



Land.



Sea of various depths.



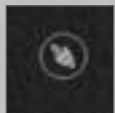
Other ships.



Your own ship is sitting in the middle of the screen.



When ships are several miles away from you, your Look-out cannot tell what type they are, and they are displayed as indistinct silhouettes.



But as they are closer to you, you can determine what type they are, and their nationality.

If you encounter a fleet - or if, indeed, you are a fleet - then only the flagship of the fleet is displayed on this screen. The actual number of enemy ships is shown in the Ship Information window.



THE RIM

1. WIND INDICATOR



The dragon's head indicates the direction from which the wind is blowing.

2. PLANNED ROUTE ARROW



The BLUE arrow indicates the direction that you PLANNED to sail on the map screen. If you have deviated from your course, it points in the direction which you would need to sail in to get back on course.

Left Mouse Click on planned route arrow: Your ship returns to its planned route.

3. CURRENT ROUTE ARROW

The RED arrow indicates the direction that you are CURRENTLY sailing in. (Naturally, if you are still on course, the red and the blue arrows will be pointing the same way.)

4. SIGN POST ARROWS



The four GREEN arrows point to the four nearest ports. If you move your cursor over them, a tool tip will tell you which towns they are, and how far you would have to go to reach them.

Left Mouse Click on sign post arrow: Your ship's destination is changed to that town.

5. NEAREST SHIP ARROW



If a ship has just dipped over the horizon, the YELLOW ARROW icon will show you which direction you need to go to catch up with it.

Left mouse click on nearest ship arrow: Your ship chases the nearest ship.

INFORMATION BOX

When you are near to a fleet, information about that fleet is displayed in the information box.



Number of ships

Nationality

Type of ships

Name of flagship

The amount of information displayed here depends on how close you are to the fleet. If there is more than one enemy ship on the screen, this window will give you information about the nearest fleet. The nearest fleet will be highlighted with a red circle. If you want information about one of the more distant fleets, hit the TAB key to cycle through each fleet on the screen in turn.

When you are near to a town, information about that town is displayed in the information box:

- Name of Town
- Nationality of Town
- Number of ships currently in the harbour

SAILS INDICATOR



The sail's indicator indicates the level of your sails.

When your sails are fully unfurled, your ship will go at its maximum possible speed; you may reduce the speed by furling the sails.

Note that this indicator only shows how unfurled your sails are; not the actual speed of your ship. Even with your sails fully set, you will not go very fast if you are sailing into the eye of the wind; or if the seas are calm, or if your sails have been badly damaged by cannon fire.

Click on "Increase sails" button	Unfurl sails, i.e go faster
Click on "Decrease sails" button	Furl sails, i.e go slower
Keyboard, "Page Down"	Furl Sails
Keyboard, "Page Up"	Unfurl Sails

WIND STRENGTH

The current strength of the wind is displayed in this space.

МИНИ-МАП



The mini-map is simply a shrunk down version of the map screen. It shows you your present location in the world.

SWITCH VIEWS



As usual, these buttons enable you to move to different game screens:

- Battle
- Safe Harbour
- Map
- Logbook

At various times in the game, some or all of these buttons may be disabled.

- If you are not near to a port, or a beach, you cannot go to “Safe Harbour”, and the Safe Harbour button will be disabled.
- If there are enemy ships nearby, you cannot go to “Map” screen, and the Map button will be disabled.

HOW DO I STEER MY SHIP?

There are two ways to control your ship on the Crow's Nest Screen

1. KEYBOARD CONTROLS

Left Arrow	Your ship turn left
Right Arrow	Your ship turns right
Page-Up	Unfurl sails
Page-Down	Furl Sails

2. MOUSE CONTROLS

Left mouse click in the viewing window	Your ship sails in this direction, and continues sailing until you tell it to change direction.
Right mouse click in the viewing window	Your ship sails to this point and anchors there.
Left mouse click on "sign post" arrow	Your ship sails towards that port. This replaces the planned route on the map screen; if you return to the map screen, the new route will be displayed.
Left mouse click on planned route arrow	Your ship resumes its planned route.
Left mouse click on nearest ship arrow	Your ships runs out its guns, revealing its hostile intent, and chases the enemy fleet. (It will also treat it as a target when it catches up with it. See below.)
Left mouse click on enemy ship	Your ships runs out its guns, revealing its hostile intent, and chases the enemy fleet. (It will also treat it as a target when it catches up with it. See below.)

SHALLOW WATER

Ships may take damage to their hull if they sail through shallow water.

Larger ships are more likely to be damaged in shallow water than small ones. The faster the ship is moving, the more damage it will take. If you intend to take a large ship through shallows, then you would be well advised to furl your sails and slow down.



HOW DO I START A BATTLE WITH ANOTHER SHIP?

Left mouse click on another ship or fleet	Your ship or fleet will sail towards it. Once you catch up with it, you will go to battle screen, and a battle will start. (If you sail close to another ship or fleet without having clicked on it, you won't go to battle screen.)
Keyboard RTN	You will immediately go to battle screen, irrespective of where the other ship is.
Click on the "Battle Screen" switch views button	You will immediately go to battle screen, irrespective of where the other ship is.

Sometimes, an enemy will chase you; in which case it will start a battle when it catches up with you whether you want it to or not.

HOW DO I HARBOUR AT A PORT OR ON BEACH?

Left mouse click on a port or beach	Your ship or fleet will sail towards that port or beach. When it arrives there you will be asked what you want to do: select "Dock at Port" and you will be taken to the Safe Harbour screen.
Click on "Safe Harbour" switch views button	If your ship is near enough to a port or beach, then you will immediately go to the "Safe Harbour" screen. (If your ship is not near a port or beach, then this button will be disabled.)

Sometimes, a port will be hostile to you, in which case, it may attempt to stop you landing; for example, by sending guard ships against you or by firing at you from castle mounted mortars. In this case, you will not be able to go to the safe harbour, but will be taken to battle screen instead.

HOW DO I ATTACK A TOWN?

Left mouse click on a town	Your ship or fleet will sail towards that port or beach. When it arrives there you will be asked what you want to do: select "Land at Beach" and you will be taken to the Battle Screen.
Click on "Battle Screen" switch views buttons	You will immediately go to the Battle view of the game. You can then sail towards the coast and put down a landing party where you want to. This is discussed in Chapter 7, Sea Battles.

COMMUNICATING WITH OTHER SHIPS

1. FLAG WINDOWS

There are 4 windows on the screen which display the flags which you and the other fleet are flying:

a) Your national colours

This windows displays the national flag which you are flying, if any.

b) The other ship's national colours

This window displays the national flag which the other ship is flying, if any.

If there is more than one enemy fleet on the screen, the windows display the flags which the nearest one is flying. That fleet is highlighted with a red circle. If you want to look at the flags of other fleets on the screen, then use the tab key to cycle through them.

c) Your communication flag

If you've tried to communicate with other ships - whether that means running up the jolly roger or offering to treat with them - then the last flag you put up will be displayed here.

If there is more than one enemy ship on the screen, then only the one which is highlighted with a red circle will pay attention to your signal message. This will generally be the nearest fleet to you. If you want to send a message to a different fleet, simply hit the TAB key to cycle through all the ships on the screen.

d) The other ship's communication flag

If the other ship sends a message to you, then its communication flag appears in this space.

If there are two or more fleets on the screen then the flag belonging to the ship which is highlighted with a red circle will be displayed. This will generally be the ship which most recently hoisted a signal flag. If you want to see the signal flags of other fleets then hit tab to cycle through all the ships on the screen.

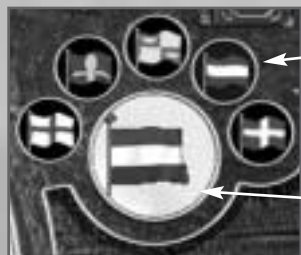


2. FLAG BUTTONS

Flag buttons, placed around your flag windows, allow you to decide what flags to fly.

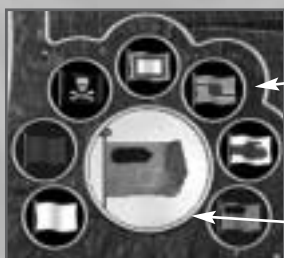
- Left mouse click on a flag button to hoist it up your flag pole.
- Left mouse click on the flag window to lower a flag which you are already flying.

3. NATIONAL COLOURS



It is not usually a good idea to advertise the fact that you are a pirate to every traveller you meet. Most pirates sail under false-colours, hoping to disguise their intentions from other ships. If you are flying the Spanish flag, many Spanish warships will assume that you are on their side, and leave you alone. (But the more famous you become, the less likely this is to work...)

4. SIGNAL FLAGS



If you wish, you may run up a signal flag to send a message (friendly or otherwise) to the opposing fleet.

There are seven signal flags that you can use:

a) Battle Flags

Battle flags are ways of signalling your hostility to the enemy fleet: your flag may cause him to surrender, to run away, or provoke him to attack.

No Quarter! aka The Jolly Roger



If you hoist the Jolly Roger, you are identifying yourself as a pirate, and giving an unambiguous order: "If you surrender right now, I'll rob your ship; but no-one will be killed. If you put up a fight, I will kill every one of you". Whether or not the ship surrenders depends on how infamous you are, and whether you have honoured the surrender in the past.

Surrender



Although this will certainly never happen to you, from time to time, pirates have been forced to surrender. A pirate who surrenders loses his fleet and his crew, and is put on trial for his life...

I defy you!



This flag is used to reject any overtures or threats made by the opposition. It translates as "I refuse to surrender/I reject your truce". If the enemy wishes to order YOU to surrender, it may run up the "I defy you".



b) Truce Flags

Truce flags are ways of signalling friendly intentions towards another fleet.

Request Food



The captain indicates that he has run out of food, and asks for help.

Request Escort



The captain asks the other ship to sail with him to ensure his safety.

Offer to Exchange Information



The Captain offers to share any rumours which he has picked up in his travels.

Accept Truce



The Captain agrees to the truce offered by the other ship.

If you want to begin friendly interactions with another fleet, then run up one of the three truce flags - request food, request escort, offer to exchange information.

Your ship will automatically furl its sails and lower its anchor: if you want to start moving again, you must lower the flag of truce.

If the other ship wishes to accept your truce, it will raise the “Accept Truce” flag. If not, it will either ignore you or possibly run up the “I Defy You” flag.

If it accepts your truce, it will sail towards you, and when you are close enough together, the truce will take effect. (A window will appear on the screen telling you what happens next: how much food they are prepared to give you; what information they tell you; or what port they are prepared to escort you to. You'll be able to accept or reject their offer.)

If another ship offers a truce, it will run up a flag of its own (displayed in the communication flag window), and come to a halt. If you want to accept the truce, then run up the “Accept Truce” flag and sail towards that ship. When you are close enough, the truce will take effect, as above.

THINGS TO KEEP IN MIND

1. Big ships may damage their hulls as they sail through shallow water. The faster they are moving, the more damage they will take. If you are taking a large ship through shallow water, you would be well advised to slow down.
2. It is rarely sensible to sail against the wind; you can often gain on your target by following a zig-zag course.
3. The ships you encounter may be traders, carrying cargo between ports; or ships of war guarding the coast and patrolling the shipping lanes.
4. Warships are more heavily armed than traders, but don't become complacent: traders sometimes travel in convoy with well armed battle ships.
5. There is no point loading a galleon with 200 guns if you are so slow that any Fluyte can outrun you; but there is no point in being a sloop that can haul alongside any ship in the Caribbean if you can't fight your enemy when you catch up with him.
6. If you are very famous, ships tend to know who you are, even if you are travelling under false colours.
7. Pick your enemies carefully. Word about what pirates have been doing spreads around the Caribbean. If you pick on French ships, you will find that French ships and French ports become increasingly hostile to you. Attack randomly, and you may find that you have no friends or safe harbour when you need them.
8. Dead men tell no tales. If an enemy ship escapes from the field of battle intact, it can spread word about you all round the world. If you send the whole crew off to Davey Jones, then no-one will be any the wiser.
9. The "Sign Post" arrows show the distance to the nearest town as the crow flies. The actual distance which you plot as your routes may turn out to be considerably further.
10. As on the Map Screen, the icon which you see represents your whole fleet.
11. There are many reefs, shallows and small islands which are not shown on the map.







CHAPTER 6



SAFE HARBOURS

Port Royal is the Sodom of the New World...the majority of its population consists of pirates, cut-throats, whores and some of the vilest persons in the world.

A clergyman, 1661



WHAT IS THIS SCREEN FOR?

A Safe Harbour is any place where you can dock your ship. This may be a port or an uninhabited beach.

In this section of the game, you can:

- Hear the latest news and gossip,
- Sell stolen goods,
- Mend broken ships,
- Sell your ill-gotten gains,
- Recruit new crewmen,
- Bury Treasure,
- Split your hoard among your crewmen,
- Negotiate with regional Governors.

You will not be able to take all these actions at every harbour: for example, you can't trade goods on an uninhabited beach and you may not be able to trade at ports which are hostile to you.

MAIN WINDOW

When you first arrive in town, they'll be a lot of information printed in this space, bringing you up to date about the latest news, rumours and gossip which people in the port are talking about.



Information about the history and geography of the town.



The latest gossip in the town.



The attitude of the local people to you.



When you last visited the port.



Information about world politics - what countries are at war, and what countries are allied who the European heads of state are, and other important news items.



What other ships are currently in port.



OPTION BUTTONS



These buttons take you to sub-screens connected with the various actions you can do in port:

Shipwright	Mend your ships; or purchase new ships and weapons for them
Recruit	Take on new crew members
Governor	Engage in politics, diplomacy and intimidation
Fleet	Reconfigure your ship - move guns, men and cargo from one ship to another to maximise your effectiveness
Trade	Buy and sell cargo
Plunder	Complete your voyage - divide your ill-gotten-gains and start again
Treasure	Bury your treasure away from thieving hands and come back and bury it later
Wait	Lie low and do nothing for a bit

Just click the button of your choice and you will be taken to the appropriate sub-screen.

TOWN INFORMATION DISPLAY

This is exactly the same as the Town Information Window which you accessed on the Map Screen: it tells you some information about the port:



- The population of the town
- The size of the garrison
- The main import
- The wealth of the town
- Its attitude to you
- Its main export
- The name of the Governor

SWITCH VIEW BUTTONS



As usual, there are three buttons at the bottom of the screen which enable you to go to Map, Crow's Nest or Battle view.

ARRIVING IN A SAFE HARBOUR

From Map Screen:

Select a port as your destination. When you arrive there, choose the "Dock in Port" option. You will automatically be taken to the main Safe Harbour screen.

From Crows Nest Screen:

Click on a Port or Beach. Your ship will sail to that point, as usual. When you arrive there, select "Dock in Port" option. You will automatically be taken to the main Safe Harbour screen.

From the Battle Screen:

When you are near a harbour, you may click on the "Safe Harbour" switch views button, and your ships will automatically dock in the port and you will be taken to the safe harbour screen. However, if there are hostile ships in the area, the Safe Harbour button will be disabled.



WHAT'S THE DIFFERENCE BETWEEN A PORT AND A BEACH?

“Ports” are built up areas - there may be farms, shops, docks or taverns; as well as Governor's residences and military installations.

“Careening Beaches”, on the other hand, are just patches of sand with natural harbours nearby.

“Careening Beaches” don't appear on the map screen; you'll have to find them for yourself by sailing around on the Crow's Nest Screen.

PASSAGE OF TIME

Actions in safe harbours take time; every action you take will advance the game calendar a small amount.

HARBOUR CHARGES

You will be charged a fee by the harbour master for each day you stay in port. This is automatically deducted from your hoard. If you don't have the money to pay, the townspeople will become increasingly hostile to you.

CAN I TRADE AND RECRUIT IN A HOSTILE PORT?

Yes, but it isn't usually a good idea. If a port is hostile to you, then it will often take steps to prevent you landing there. If you do manage to harbour in the dock, then you may find that the Shipwright or the Traders will not deal with you - or that they will swindle you horribly. Finally, if you spend time in a port which is hostile to you, you will be at risk of being arrested.

CAN I ATTACK A PORT WHERE I AM HARBOURED?

Just use the navigation button to go to battle screen, and a right click order to dispatch a landing party, as usual. See Chapter 7 Sea Battles.

THINGS TO KEEP IN MIND

1. If you have attacked ships of the same nationality as a port, it is unlikely that the port will be friendly to you.
2. If you have attacked the port itself, it is very unlikely that the port will be friendly to you.
3. Ports which are unfriendly to you may use battle ships to actively stop you from landing at them; in which case you may not get as far as the safe harbour screen.
4. Pay attention to the rumours printed on the main screen. The town's history may contain information which will be useful to you in planning a raid; town gossip often directs you to lucrative missions or suggests the whereabouts of lucrative targets; and the relationships of the European powers may affect your overall strategy.
5. If a port is unfriendly towards you, but does not have any ships guarding it, then there is nothing to stop you harbouring there. However, it is not usually a very good idea, as you are in danger of being arrested.
6. If a town is very friendly towards you, you may find that their goods are cheaper; if a town is very hostile towards you, you may find that you are overcharged.
7. Ports range in size from tiny villages like Andross to enormous cities like Cartegena.
8. Life in the Caribbean carries on whether you are in port or at sea. If you spend 3 weeks mending your ship, then the situation in the world may have changed when you set sail again.

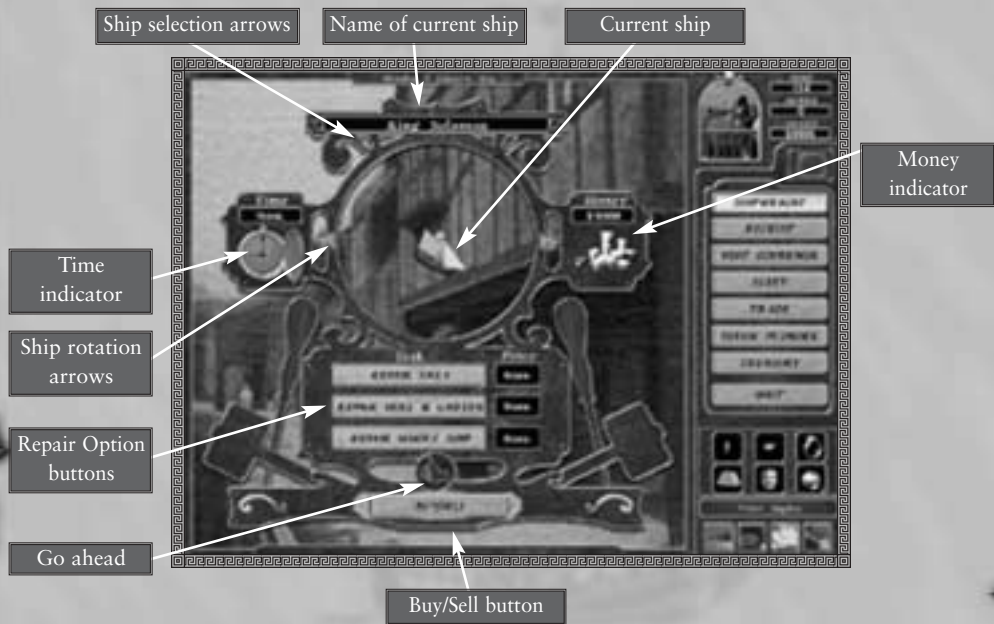




A: SHIPWRIGHT: REPAIRS

And I was going to sea myself; to sea in a schooner, with a piping boatswain, and pigtailed singing seamen; to sea, bound for an unknown island, and to seek for buried treasures!

Robert Louis Stevenson, "Treasure Island"



WHAT IS THIS SCREEN FOR

The Shipwright is the place where you can repair your ship and buy weapons and ammunition. Careening is the process of scraping barnacles and weed from the bottom of your ship. If you don't do this regularly, the accumulated rubbish slows your ship down noticeably. (If you go a very long time without careening, the nautical debris damages your ship beyond repair.)

In this section of the game you can:

- Examine how damaged your ship is
- Repair your hull
- Repair your sails
- Careen your ship



YOUR SHIP

The name of your ship is displayed in this space. If you have more than one ship, you can scroll through them by clicking on the ship selection arrows. You can also rotate the picture by clicking on the ship rotation arrows. In this way you can examine each ship in your fleet, and ascertain how much damage it has taken.

TIME INDICATOR

The amount of time it will take to finish the repairs.

MONEY INDICATOR

The amount of money you currently have available. This is the same as your “hoard”.

REPAIR OPTIONS BUTTONS

Task	Price
REPAIR SAILS	None.
REPAIR HULL & CAREEN	None.
REPAIR WHOLE SHIP	None.

Options buttons

Cost

You can choose one of three options:

- | | |
|-------------------------------|---|
| Repair sails (only) | Your sails are restored to their undamaged state. |
| Repair hull and careen (only) | Your hull is restored to its undamaged state, and careened. |
| Repair whole ship | Both sails and hull are repaired (i.e. both of the above). |

You can click on each of these buttons in turn to see the cost and time involved. If you want to go ahead with the repairs, click the go ahead button. Naturally, if you don't have enough money, you can't do the repairs.

BUY/SELL

Many shipwrights will have ships and weaponry for sale. Click this button to go to the "Shipwright - Trade" screen, which is described below.

SHIPWRIGHTS AND CAREENING BEACHES

If you have harboured on an uninhabited careening beach, you can undertake your own repairs. This takes a lot longer than it would take in a shipwright's but (of course) costs no money.

If your are in a town, you can't try to do your own repairs. You have got to go to the Shipwright.

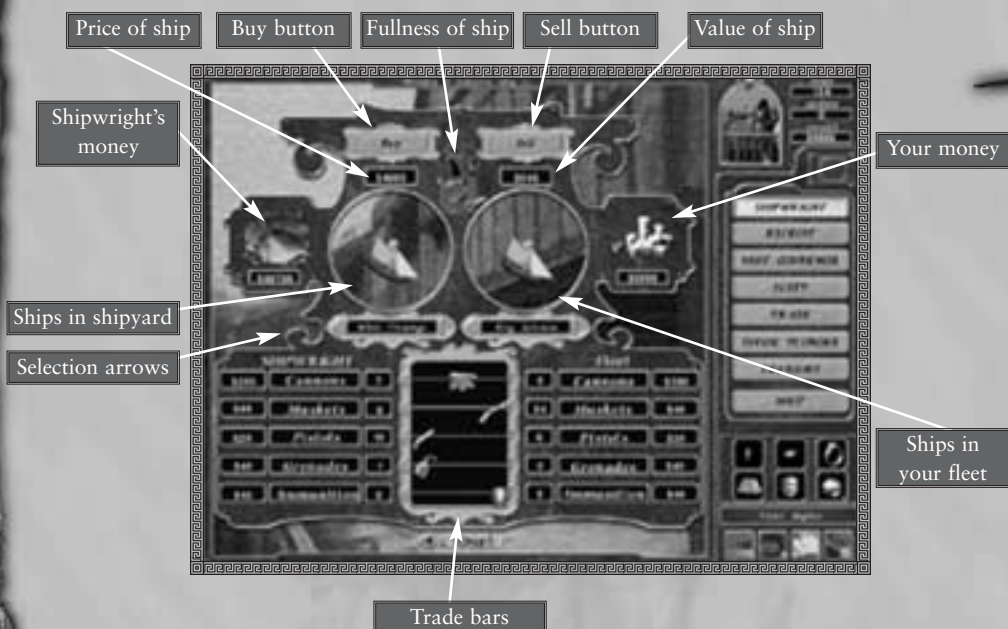


THINGS TO KEEP IN MIND

1. Pirates careened their ships far more often than merchants, which often gave them the edge in chases.
2. It generally takes longer to repair your own ship on a careening beach than to repair it at the shipwrights, but it costs no money.
3. The time taken to repair your own ship depends on the size of the ship, the amount of damage it has taken, and the number of men you have available to work on it



B: SHIPWRIGHT: TRADE



WHAT IS THIS SCREEN FOR?

The Shipwright may be willing to trade ships, ammunition and weapons with you.

The goods available, and their cost, depend on the population and wealth of the port, and how friendly it is to you.

Some shipwrights do not have anything for sale, and some are not prepared to trade with pirates.

YOUR WEALTH

The total amount of cash you have to spend. The same as your Hoard.

SHIPWRIGHT'S WEALTH

How much cash the Shipwright has to spend. (This is important, because a poor Shipwright isn't going to be able to afford to buy all twelve of your galleons!)



SHIPS IN YOUR FLEET/SHIPS IN THE SHIPYARD

Each ship is listed by name, and shown in its present state of repair.

If there is more than one ship in your fleet, or more than one ship for sale, then click on the selection arrows to cycle through all available ships.

To buy or sell the current ship, click on the buy or sell button, as appropriate.

The cost of a ship varies with the size and wealth of the port, and your own standing. In general, the Shipwright will buy a ship for you for less than what he would charge you for it.

If you are selling a damaged ship, then the total cost of repairing it is deducted from the buying. The Shipwright always repairs ships before selling them.

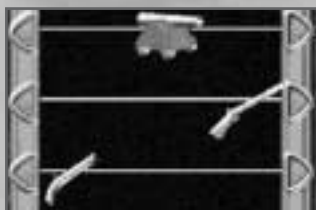
If you buy a ship, it will have no crew, no cannons, no supplies and no cargo on it. Keep in mind that if you do not have one officer to Captain the ship, and a minimal number of sailors to crew it, you will not be able to sail your ship and you may have to abandon it in port.

If you sell your flagship, then another ship in your fleet will be temporarily “promoted” to flagship status. (You are free to change your flagship on the Fleet screen, see Section E, “Fleet”, below.)

When you purchase a new ship, you may give it a new name. Just mouse click on its name, and type in the name you want to give it.

If you sell a ship, then the crew, cannons, supplies, rowing boats and cargo are removed from it and dumped on the dock before the Shipwright takes it off your hands. (See Section E, “Fleet” below.)

SALE BARS



For each commodity, the sale bar lists a buying price, a selling price, and the number available.

Each item which the Shipwright has for sale is represented by an icon on the sale bar:



Cannons



Grenades



Muskets



Ammunition



Pistols

To buy goods drag the icon representing the item you wish to buy from the shipwright's side of the screen to yours, or click on the slider arrow.

To sell goods, drag the icon representing the item you wish to sell from your side of the screen to the shipwright's, or click on the slider arrow.

FULLNESS INDICATOR



This shows how much space there is left in your whole fleet. When the ship is completely red, your fleet is completely full.

WHAT HAPPENS TO THINGS WHICH I BUY?

Everything which you buy from the Shipwright is dumped on the dock, from whence you may load it onto your ships. See "Fleet", below.



THINGS TO KEEP IN MIND

1. Do not rely on being able to buy goods in a Shipwright. Many shipwrights do not have ships for sale, and may not be prepared to trade them with pirates. You cannot assume that there will be weapons for sale. The typical pirate relies on theft, not trade, to obtain new equipment.
2. The Shipwright will generally buy goods from you for much less than his selling price.
3. The Shipwright will buy damaged ships from you, but he will deduct the cost of repairs from the price which he offers you.
4. You need at least three gunners to operate a cannon efficiently; if you buy more cannons than you have gunners for, then you may not be able to operate them.



C: RECRUITMENT

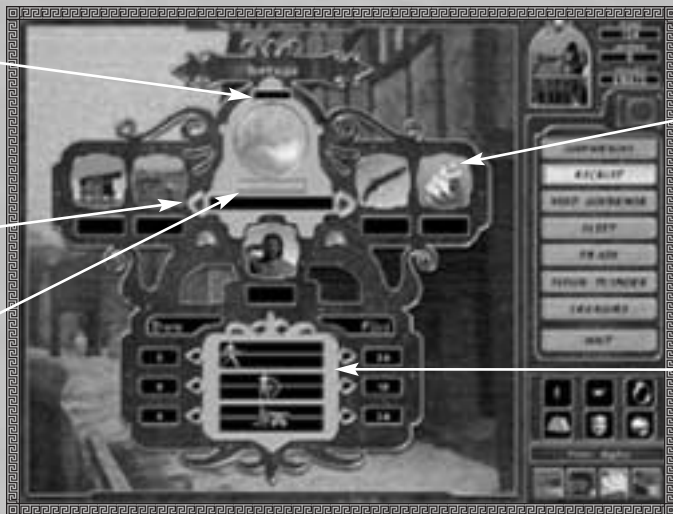
A golden chain or a wooden leg, we'll stand by you!

Pirate oath quoted by Captain Johnson

Total number of
officers
available

Officer selection
arrows

Recruit this
officer



Officer skills

Crew bars

WHAT IS THIS SCREEN FOR?

Some ports may contain many desperate men who will volunteer to join your pirate crew.

It costs nothing to recruit a crewman - but you will eventually have to divide the profits of your voyage among the survivors. Big crews also require large amounts of rations to feed. So, although a very big crew may seem attractive, it may also prevent you from making piracy pay. The number of men who will volunteer to join your crew depends on the size and wealth of the town, and on how many ships pass through it. It is also affected by your popularity with your own crew. If you have a reputation as a good captain, who gives his men a good share of the profits and keeps his men well fed, then you'll find it easier to recruit men than if you are a heartless brute who keeps leading his men into massacres.

It is possible to force unwilling captives to become pirates. This is explained later on. However, men who volunteer to join your crew are much more loyal to you, fight better and are less likely to mutiny than pressed men.

OFFICERS

OFFICER'S NAME AND PICTURE

This depicts the officer(s) who are available to join your ship. If there is more than one officer available, you can cycle through them by clicking on the officer selection arrows.

OFFICERS SKILLS

These give a numerical value to the skills of the present officer.

Officers skills are rated from 1-10 in the following areas:



Seamanship

How good he is at running the ship.



Gunnery

How good he is at firing cannons.



Land Combat

How good he is at fighting on land.



Leadership

How good he is at inspiring the crew to courage and loyalty.



Loyalty

How committed he is to your cause.

HOW TO HIRE AN OFFICER.

Click on the 'RECRUIT THIS OFFICER' button and the officer will be added to your crew.

CREW

MEN AVAILABLE

There are three types of crew to recruit:

Sailors	Run the ship
Gunners	Fire the cannons
Marines	Fight in land battles and boarding actions

CREW BAR



The crew bar indicates how many of each type you currently have on board your ship, and how many are available to be hired.

To hire men, drag the icon representing the type of crewman you wish to hire from the town's side of the screen to your side of the screen, or click on the red arrows.

WHAT HAPPEN TO MEN AND OFFICERS WHO I RECRUIT?

The men who you recruit go to the dock, from where they can be allocated to any ship in your fleet. See 'Fleet' below.



THINGS TO KEEP IN MIND

1. You can also obtain new recruits for your crew by forcing (press-ganging) captives into service after a battle. But a wise man once said “a volunteer is worth two pressed men”: a crew obtained mainly on the recruitment screen will be more loyal to you and therefore fight better than a crew mainly made up of captives.
2. The more popular you are with your own crew, the more men there will be to recruit. Your popularity with your own men is affected by many factors: how long it is since you last divided the plunder; how big the last share you gave out was; how many battles you have won and how many casualties you have taken.
3. Towns with high populations usually have more men available to recruit than small ones.
4. Towns which many ships pass through usually have more men available to recruit than towns which few ships ever visit.
5. The more men you have on your ship, the more food they will consume. There is no point in filling a small ship with men if there is nowhere to store supplies to feed them with.
6. The more men you have on your ship, the smaller each man's share will be when the time comes to divide the plunder. So, although a large crew may make it easier for you to win battle, it may make it harder to make piracy pay.

D: TALKING TO THE GOVERNOR

Tomorrow we plan to burn this city to the ground and then set sail with all the guns and munitions from the castles. With us we will take all our prisoners, and we will show then the same kindness that English prisoners have received in this place.

Letter from Henry Morgan to Governor of Panama, 14 July 1668

I take you to be a corsair, and I reply that the vassals of the king of Spain do not make treaties with inferior persons!

Reply from Governor of Panama to Henry Morgan



Option buttons

Governor's reply

Farewell button

WHAT IS THIS SCREEN FOR?

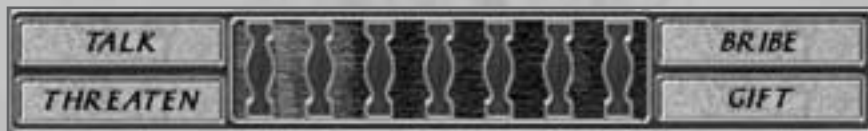
If you are sufficiently important - or if he is sufficiently corrupt - the Town Governor may be prepared to meet with you.

'The Governor' of the town may be a nobleman or diplomat appointed by the king; he may be the military leader of the garrison; or he may just be a respected townsman who speaks for the citizens.

This can be to your advantage, as the Governor can give you anything from wealth, titles, information to the coveted Letter of Marque. Governors may also be looking to recruit pirates to perform missions on their behalf, which can be a good source of income for a pirate. On the other hand, it can be a risky business, as some Governors may cast you into jail.

The Governor's reaction to you will depend on your fame and infamy; how friendly or hostile his port is to you and his governments current policy towards pirates; and how you have treated him in the past.

HOW TO APPROACH THE GOVERNOR?



Decide how you want to approach the Governor, and click one of the four option buttons:

- Talk to him
- Threaten him
- Bribe him
- Give him a gift

TALK

If you TALK to him, you must indicated HOW you will talk to him:



Aggressive	You go in with your teeth bared and your cutlass rattling - but you stop short of making a direct threat.
Swaggering	You show off your pirate wealth and riches and try to impress him.
Polite	You talk to him as a respectful subject should.
Friendly	You treat him familiarly, like one of your own shipmates.
Grovel	You pretend to be impressed by his riches and importance.

Different Governors respond differently to the various types of approach: some like it when people grovel to them; others might find it rather insulting.

THREATEN

If you THREATEN him, you must indicate WHAT you will threaten:



Life	Threaten to kill the Governor.
Town	Threaten to attack the town.
Family	Threaten to harm the Governor's family.
Ships	Threaten to damage the ships in the town.
Nation	Threaten to make war against the Governor's nations.

Some Governors are more scared of some threats than others; and few will be impressed with your threats if you do not have the ships and the guns to carry them out



BRIBE

If you bribe the governor, you must indicate how much cash you will give him. This cash comes out of your hoard; simply drag the slider to show how much you are giving him.



Some Governors are more susceptible to bribes than others, but nearly every man has his price. Honest Governors will simply not accept your bribe; very honest ones may even arrest you. Bribing Governors can be a high risk strategy.

GIFT

If you offer him a gift, you must indicate what gift you give him:



- A ship
- Booty
- Goods
- Cannons

A ship



If you choose to give the Governor a ship, you must select which of your ships to give him: do this by clicking on the ship's name. The ship itself is given to the Governor - the contents of the ship you keep, and they are dumped on the dock (just as if you had sold the ship to the Shipwright).

Booty



If you offer a Governor a share of your booty; then you are including him in the next division of the plunder (see section G, below). You must specify whether to give him a man's share, and officer's share or the same share as you. This will automatically be taken into account the next time you divide the plunder; you don't have to take any further action yourself.

- Your share
- Officer's Share
- Man's share

Goods



If you offer a Governor some of your goods, you must specify how many tons of cargo you give him. Simply drag the slider to the appropriate number. This is automatically removed from your fleet, beginning with the most expensive goods. Food, fruit and livestock are never offered to the Governor.

Cannons



If you offer a Governor some of your cannons, you must specify how many cannons you wish to give him. Simply drag the slider to the appropriate number. These will automatically be removed from your ships.

WHAT WILL THE GOVERNOR DO?

If the Governor is not impressed with your petition, he will kick you out, and may even have you thrown in jail.

If the Governor is impressed he may give you a gift or make you an offer. There are many things which the Governor may give you, including:

TITLES AND POSITIONS

Governors hand out titles and positions as favours to their friends. These jobs earn you a certain amount of fame or money and require you to do absolutely nothing in return.

MISSIONS

A Governor may ask you to perform a mission on his behalf. If there is a reward involved, you must return to the Governor after you have completed the task to claim the reward.

FREE PARDON

If the Governor grants you a free pardon, you will be able to get yourself released should you ever be unfortunate enough to be arrested.

LETTER OF MARQUE



During wars, some governments try to recruit pirates as irregular additions to their navy. They do this by issuing documents called Letters of Marque. A Letter of Marque gives the holder permission to attack ships of an enemy nation; it is, in effect, a licence to commit piracy.

In return the Privateer (as pirates who hold Letters of Marque are called) must give a fraction of his booty - usually one fifth - to the issuing nation.

The advantages of holding a Letter of Marque include:

- Ships of the nation which issued it will be friendly to you.
- Ports of the nation which issued it will be friendly to you.
- It is easier to recruit men in ports of that nationality.
- You may get better deals in the trade screen and the Shipwright screen in ports of the issuing nation.
- Harbour charges are waived in ports of the issuing nation.
- If you are captured by an enemy, you will be treated as a prisoner of war, rather than hanged as a pirate.

THE PRIZE COURT

If you are a Privateer, then you must attend the Prize Court every time you visit a port of the nationality which issued your Letter of Marque.

The Prize Court is an Admiralty authority which levies tax on Privateer booty. All the goods which you have acquired since the last time you attended the prize court will be turned to cash, and the tax will be deducted. The remainder will be placed in your hoard.

If you wish to keep any of the goods which you have acquired - ships or weapons, for example - then the prize court will allow you to buy them back once the tax has been paid on them.

THINGS TO KEEP IN MIND

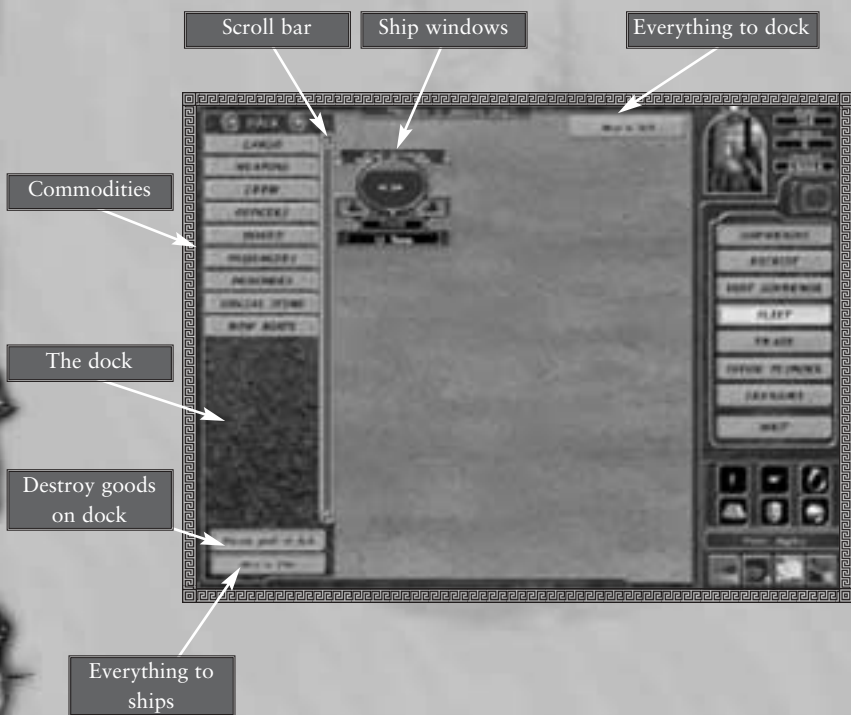
1. A Governor remembers how you have treated him in the past. If he does not do you any favours on this visit, he might well remember you and give you something the next time you pass.
2. It is sometimes possible for the Governor of a friendly town to dislike you personally; or for a hostile town to have a Governor who is well disposed to you.
3. Different things impress different Governors: some Governors may be quite favourably impressed with pirates who offer them money, but others will have them thrown in jail for bribery.



E: FLEET

I am a free prince, and have as much authority to make war on the whole world as he that has a hundred sail of ships at sea, and an army of 100,000 men in the field, and this my conscience tells me!

Captain Bellamy



WHAT IS THIS SCREEN FOR?

This screen allows you to configure your ships to your own requirements. You can transfer men, weapons, supplies or cargo from one ship to another.



THE DOCK

In this space is a list of everything which you possess but which is not currently loaded onto a ship. They are divided into the following categories:

CARGO
WEAPONS
CREW
OFFICERS
HOARD
PASSENGERS
PRISONERS
SPECIAL ITEMS
ROW BOATS

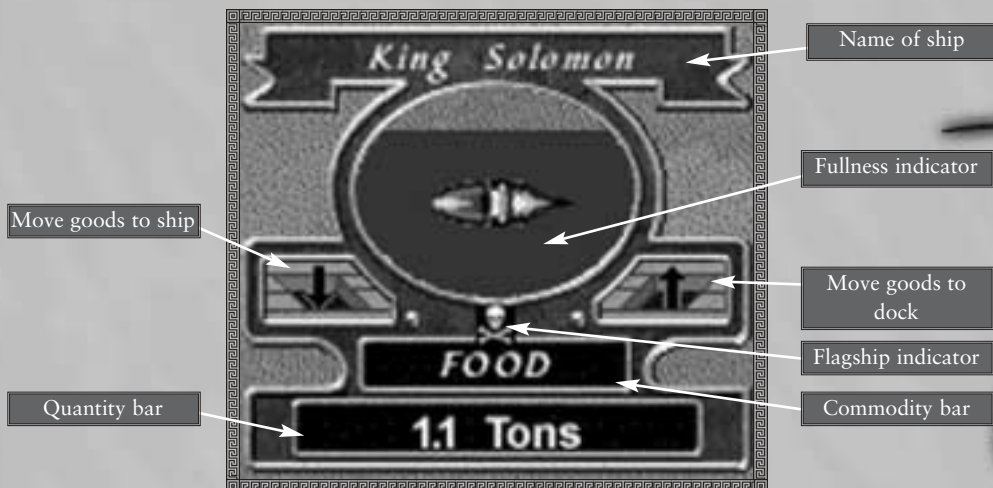
- Cargo
- Weapons
- Crew
- Officers
- Hoard
- Passengers
- Prisoners
- Special Items

If you have goods on the dock in a particular category, then that category is highlighted. To see all the items in a category, then click the category's name. Click on the "+" button to see all the goods in all categories.

CARGO	WEAPONS	CREW	OFFICERS
FOOD 0.0	CANNONS 0	MARINES 0	Giles Haggit
ALUM 0.0	MUSKETS 0	GUNNERS 0	HOARD
SUGAR 0.0	PISTOLS 3	SAILORS 0	
TORPEDO 0.0	GRENADES 0		
CACAO 0.0	SHRAPNEL 0.0		
FRUIT 0.0			
LIVESTOCK 0.0			
COTTON 0.0			
SALT 0.0			
SPICES 0.0			
TIMBER 0.0			
MINES 0.0			
JEWELS 0.0			
STINKBOMBS 0.0			

When you unload goods from a ship, they are placed on the dock. When you acquire weapons from the Shipwright, cargo from the Trade Screen, or men the Recruitment Screen, they placed on the dock.

SHIP WINDOWS



Each ship in your fleet is depicted in one of these windows. The flagship always appears first, and is marked with a skull and crossbones flag.

The red shading in the ship window indicates how full the ship is. Remember that, the more heavily laden a ship is, the slower it will move.

Right click on the ship window to open the Ship Data Window.

THE SHIP DATA WINDOW



CARGO	
Food	1.5
Rum	1.5
Sugar	0.0
Tobacco	0.0
Cacao	0.0
Fruit	0.5
Livestock	0.5
Cotton	0.0
Salt	0.0
Spices	0.0
Timber	0.0
Hides	0.0
Jewels	0.0
Luxuries	0.0
WEAPONS	
Cannons	8
Muskets	25
Pistols	0
Grenades	0
Ammunition	5.0
CREW	
Marines	25
Gunners	24
Sailors (Min: 3)	12
OFFICERS	
Jinkin Palmer	
Stephen Gordon	

Right click on the ship's name, and a box will appear which lists its entire contents.

Click on the Flagship Button to promote the present ship to the flagship of your fleet. (You can only have one flagship at a time.)

Click on an officer's name in order to promote an officer to the captain of that ship. (Each ship can only have one Captain at a time.)

MOVING THINGS ON OR OFF YOUR SHIP

Select the commodity which you wish to move by clicking on its name on the dock.

Note that the name of this commodity appears in the 'selected commodity' bar of all the ship windows in your fleet, and the amount present appears in the 'quantity bar'.

To move a ton of goods on or off the selected ship, click on the "move goods to dock" or "move goods to ship" buttons, as appropriate. Hold down the mouse button to speed up the transfer of goods.

OFFICERS

Officers are listed by name on the dock. To see their skills of a particular officer, move the mouse cursor over his name.



When the “officers” category is selected, the name of the Captain of each ship appears in the “quantity bar” of your ship windows.

If you have more than one officer on any ship, then you can scroll through their names by clicking on the scroll arrows on your ship windows.



Scroll arrow

Officer's name

Click on the ‘move to dock’ button to move the current officer to the dock; click on the “move to ship button” to move the currently selected officer to the ship.

MOVING EVERYTHING AT ONCE

The “everything to dock” button moves the whole contents of all your ships onto the dock.

The “everything to ships” button moves everything from the dock to your ships. (Your possessions will be distributed fairly evenly between the ships in your fleet. More stuff will be put onto bigger ships; gunners will be put onto ships with guns on them, and as far as possible they'll be enough ammo and food to run the ship.)

THROWING STUFF AWAY

Occasionally, you may have more stuff than you want. In this case, you can get rid of it by clicking the “Destroy” button.

You cannot “destroy” men in this way.

WHAT HAPPENS IF THERE ARE GOODS LEFT ON THE DOCK WHEN I LEAVE PORT?

Goods and men which are still on the dock when you leave port are lost for good. You will be warned before leaving port if you have stuff on the dock.

WHAT HAPPENS IF SOME OF MY SHIPS CANNOT SAIL?

If some of your ships cannot sail - because they do not have a Captain, or because they have too few sailors - then they must be abandoned in the port. You will be warned before leaving port if you have any ships in this condition.

THINGS TO KEEP IN MIND

1. You must have a minimum number of sailors on each ship, or the ship cannot sail.
2. You must have at least one officer on each ship, or the ship's range of actions will be severely limited.
3. You must have at least three gunners for each gun on each ship, or your cannons will be too slow to be any use. The more gunners you have, the faster your ships' cannons will fire.
4. The more heavily laden your ship is, the slower it will move.
5. Food and rum supplies can be consumed by the whole fleet - if you want to put food supplies for the whole fleet onto one ship, you can do that.
6. However, ammunition can only be used by the ship which the ammo has been placed on. If a ship has 100 guns and no ammunition, then it can't fire its cannons.
7. If you abandon men on the dock and leave them behind, your popularity with the rest of your crew will deteriorate.





F: TRADE

....and thirdly you must be hanged because I am hungry; for know, Sirrah, that tis a custom that whenever the judge's dinner is ready before the trial is over the prisoner is to be hanged of course. There's law for you, you dog!

A mock trial on Captain Anstis' ship



WHAT IS THIS SCREEN FOR?

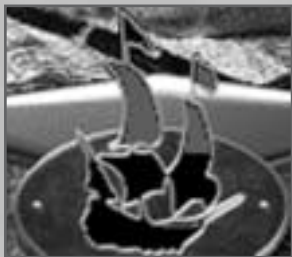
The trade screen allows you to sell your ill-gotten gains for cash, and buy fresh cargo should you wish to try the life of an honest trader for a while.

Towns produce commodities - for example, they may grow tobacco or chop down trees for timber. They also consume them in lesser or greater quantities; naturally, a larger town needs more food, and a richer town has more use for luxuries and jewellery.

All these factors affect the availability and cost of goods on the trade screen. Your own standing in the town also affects the price.



FULLNESS INDICATOR



This icon shows the total amount of space remaining in all the ships in your fleet. As you buy stuff, it fills up.

COMMODITY BARS

Each bar represents one of the 13 commodities. Each commodity is represented by an icon:



Cacao



Cotton



Food



Fruit



Hides



Jewellery



Livestock



Luxuries



Rum



Salt



Spice



Sugar



Timber



Tobacco



The bars show:

- The total amount of each commodity in your fleet,
- The total amount of each commodity in the market,
- The selling price (i.e. what the market will pay you for your goods),
- The buying price (i.e. what you will have to pay the market for goods),
- A slider.

HOW TO BUY AND SELL GOODS

To buy goods, drag the icon across the commodity bar; towards the ‘your fleet’ side, or click on the arrows.

To sell goods drag the icon across the commodity bar towards the town side, or click on the arrows.

BILL OF TRANSACTION

When you leave the trade screen, a “Bill of Transaction” will appear, which summarises what you have bought and sold on this visit to the market.

If you wish to cancel the entire transaction at this point, then click on the “cancel” button. All your actions since arriving on the trade screen will be undone.



THINGS TO KEEP IN MIND

1. If a town is very friendly to you, it may sell goods to you more cheaply, and buy them at better prices.
2. Towns produce and consume commodities. They have to purchase those goods which they consume but cannot produce; and can sell goods which they produce but do not consume.
3. Some goods are imported from Europe; many goods are exported to Europe.
4. The cost of goods is affected by supply and demand. Fruit will generally be cheaper in towns where it is plentiful supply than in towns where there is a shortage of it.
5. If you sell many tons of goods to a particular town, you may drive down the prices in that town.
6. If you have sunk many trade ships which are on their way to a town with a particular commodity you may create a shortage and drive the price up.
7. If you have destroyed many warehouses, mills or fields of crops in a town, then you may reduce the amount of a particular commodity it produces, and drive the price up.



G: PLUNDER

I came not hither to hear lamentations and cries, but to seek money

Henry Morgan



WHAT IS THIS SCREEN FOR?

This screen allows you to divide the profits from your voyage among the members of your crew. Pirate fleets are experiments in socialism; democratically run workers' co-ops.

At the end of the voyage, the entire proceeds are divided up among the crew members. Everything you have won on your voyage - cargo, ships and weapons - is part of the booty, and must be sold before you divide the plunder.

Fair shares amount to:

Pirate Leader (You)	5 shares
Officers	2 shares
Men	1 share

In addition 1 share is put back into the Hoard to begin the next voyage.

Your own personal share is added to your Personal Wealth. This is hidden in a very safe location; you can't spend it (except under certain rare circumstances such as bribing Judges if you are sent to trial) but no-one can steal it. The value of your Personal Wealth is added to your Fame score - so you should find your fame shooting up after a successful division of the booty.

It's up to you, as Leader of the band when you divide the plunder. If your crew feel that their pay-out is too small, then few of them will want to re-join you on your next expedition. On the other hand, if you make them wait too long for the share-out, they may become restless and start to talk about choosing a new Leader. In general, an ordinary crewman will regard a share-out of 1000 pesos as being a fairly successful voyage.

HOW DO I DIVIDE THE PLUNDER?

Just push the "divide now" button. Your 5 shares will be added to your personal wealth (watch your fame shoot up!); and the "ship's" share will become your starting "hoard" for your next voyage.

WHAT NOW?

Once you have divided the plunder, you have two options.

YOU CAN RETIRE FROM PIRACY

If you choose this option, then your name and fame, if it is high enough, is added to the roster of Greatest Pirates of All Time, and the game ends.

YOU CAN START A NEW VOYAGE

If you choose this option then you start a fresh pirating expedition, with a new ship.

The size of the ship you begin your new voyage with will be determined by your FAME score: the higher your fame, the bigger the ship.

Depending on how big a pay-out they received, some of your men may offer to re-join your crew for the new voyage; they will form the initial crew of your new ship.

H: TREASURE

Did you ever know any that were pirates for millions?

They only that work for small things are pirates.

Walter Raleigh



WHAT IS THIS SCREEN FOR?

Sometimes, you may wish to hide your hoard away from prying eyes by burying it on some secluded beach...This means that, if the unthinkable happens and you lose some of your ships, you may be able to come back and retrieve your treasure at a later date.

You can bury your treasure in any Safe Harbour - a port, or a careening beach. You can only bury treasure - pieces of eight and jewellery. Ammunition and foodstuffs would (of course) be spoiled if you buried them.

To bury treasure, dig up treasure, or sell your treasure map, click on the appropriate button.



BURYING TREASURE



Use the two sliders to indicate how much cash (pieces of eight) and jewellery you wish to bury. You can bury as much as you like - everything on your ship, if you think that is a good idea. The cash is deducted from your hoard, and the jewellery from your cargo.

When you have finished, click the “thumbs up” button.

DIGGING UP TREASURE



If you have a treasure map for your present location then the “dig up treasure” button will appear on the Treasure Screen. Simply push the “thumbs up” button to dig up the treasure.

SELLING TREASURE MAPS



If you are desperate, you may want to sell a treasure map. Treasure maps can be cashed in for a small fraction of the value of the treasure which they point to.

You can only sell treasure maps in populated ports: there is no-one on careening beaches to sell them to.

Indicate which treasure maps you wish to sell by clicking the “sell” check box. Then click “thumbs up” to complete the transaction. The cash raised will be added to your hoard.

OTHER PEOPLE'S MAPS

Occasionally, you may acquire a Treasure Map belonging to another pirate. Once the map is in your possession, it works in exactly the same way as one of your own maps: you can dig up the treasure or sell the map for a fraction of its value.

BEWARE!

Pirates are not known to be men of their word. Members of your crew - particularly if the crew are unhappy with you as a leader - sometimes get drunk and blurt out the location of the treasure to other crews. There are many sad stories of pirates who return to their secret stashes and find that someone has got there before them.

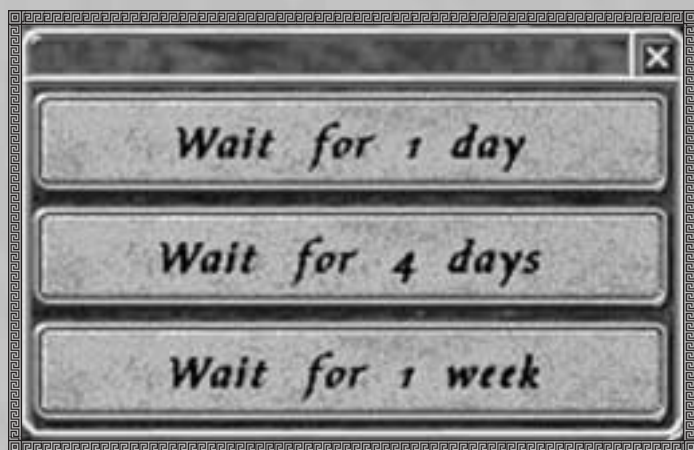
DIVIDING THE PLUNDER AND BURIED TREASURE

You may divide the plunder even though you still have treasure hidden away on some deserted beach. If you do this, the value of the treasure is not included in the plunder-division, and you may pick it up on a subsequent voyage. However, this is a good way of making your men very resentful towards you, and there is a serious danger that your ex-crewmen may club together and go and pinch your treasure before you get to it.



I: Wait

Occasionally, you may find that you want to wait in a port without doing anything in particular. Simply click on the amount of time you want to wait for, and then go and cool your heels in the local hostelry.





CHAPTER 7

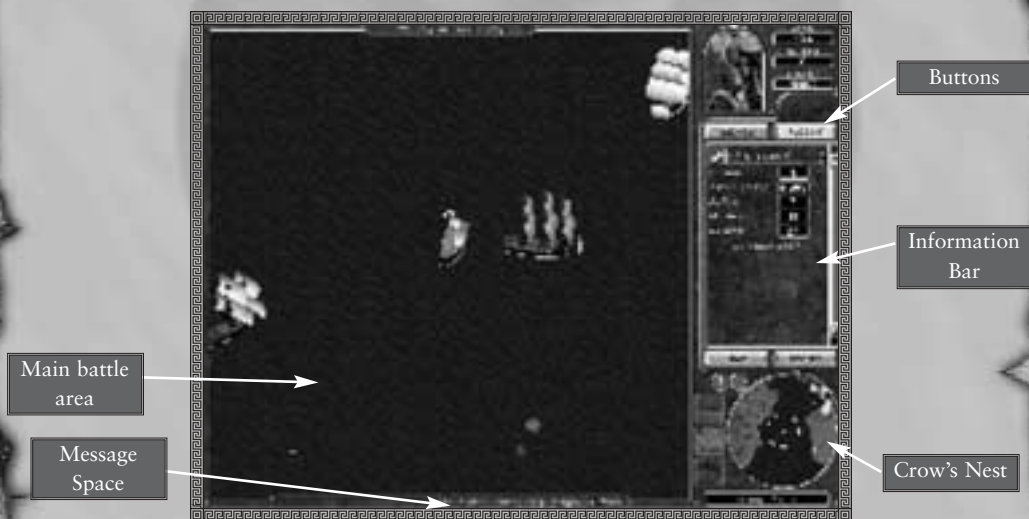


SEA BATTLES

“So each man to the gun,
For the work must be done
With cutlass, sword and pistol
And when we can no longer strike a blow
Then fire the magazine, lad, and up we go!
It's better to swim in the sea below
Then to swing in the air and feed the crow!”

Says Jolly Ned Teach of Bristol

Ben Franklin, attrib



WHAT IS THIS SCREEN FOR?

Ship-to-ship battle are a pirate's meat and drink. On this screen, you'll be able to:

- Attack enemy ships
- Launch rowing boats and boarding actions
- Loot and capture enemy vessels
- Send men ashore to begin raids on land locations

MAIN BATTLE AREA

This is an isometric view of an area about 1/4 mile around your ship.

It displays:

- your ship
- enemy ships
- beaches
- towns
- forts

INFORMATION BAR

The information bar displays the name of each ship in your fleet. The flagship always appears first on the list.

The name of the currently selected ship(s) is highlighted.

The icon next to the ship currently being followed (if any) is highlighted.



1. DAMAGE BAR

The BLUE LINE beneath each ship's name represents the amount of damage that it has taken. As the ship takes damage, the line turns from BLUE to RED.

2. SAILS BAR

The WHITE LINE beneath each ship's name represents how furled or unfurled the sails are. As the sails are lowered, the line turns from WHITE to BLUE.

3. SHIPS ICON

Along side the name of each ship is an ICON.

This icon changes during the battle to show what each ship is currently doing, including:



Sailing through a point



Attempting to grapple an enemy ship



Circling a point



Anchored



Patrolling between two points



Abandoning ship



Targeting an enemy ship



Docked with a friendly ship



Attempting to ram an enemy ship



Ready to deploy landing parties

The icon will warn you when something significant happens to a ship, including:



The ship is on fire



The ship is about to explode



The ship is fouled with another ship



The ship is about to sink



The ship is engaged in a boarding action

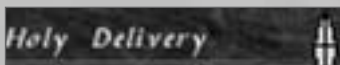


The ship is disabled due to smoke



The ship is disabled due to loss of crew

4. RELOAD INDICATOR



This icon shows how long it will be before your ship can fire. Most ships have 6 sections, although the smaller sloop has only 4.

Your cannons are divided equally between the sections.

The state of each section's cannons is colour coded:

Black	No cannons capable of firing
Red	Cannons have just fired
Yellow	Cannons are half-way reloaded
Green	Cannons are ready to fire

a) Details



If you click on the DETAILS BUTTON, the information bar will display additional information about the currently selected ship:

Cannons	Total number of cannons on the ship.
Ammunition	Total quantity of ammunition on the ship. Ammo is expended every time a cannon fires.
Gunners	Number of gunners on the ship.
Sailors	Number of sailors on the ship.
Marines	Number of marines on the ship.
Captain	Name of Captain.

BUTTONS

1. DETAILS

Shows details of your ship in the information bar (see above).

2. FOLLOW

Shifts the game to 'follow' mode (see below).

3. SHIPS

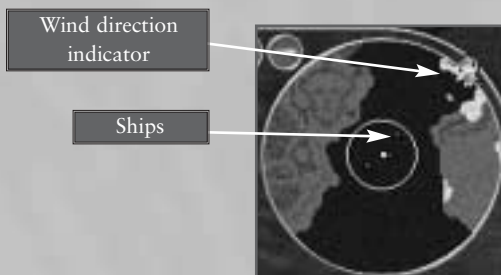
Selects all your ships. (see below).

4. TROOPS

Selects all your land units (see the next chapter).



MINI-CROW'S NEST



This displays the view from your crow's nest.

The wind strength and direction indicators show the strength and direction of the wind as on the main Crow's Nest screen.

Dots represent ships

White	Your ships
Red	Other People's ships

- Zoom ('+' and '-') buttons Enlarges or reduces (zoom in and zoom out) or the Crow's Nest view.
- Mouse click anywhere on the mini-crows nest The main viewing window scroll to that location.

MESSAGE BAR

From time to time a text message will scroll across this space, giving you some information about the current state of your fleet, for example 'The Queen Anne's Revenge is sinking' or 'The Endeavour is on fire'.

- Click on message text The main viewing window scrolls to the ship which the message is referring to.

SOME BASIC CONCEPTS

1. LOOTING AND PILLAGING

“Looting” means grabbing handfuls of cash and jewels, and then running away. In the thick of a battle, you don’t have time to unscrew chests or search the hold, let alone unload tons and tons of valuable cargo. If you manage to board a ship, you can loot it on the spot. These hit and run attacks are probably the most common sort of pirate action.

If you have more time at your disposal, you may “pillage” the ship - go through its hold for everything of value; press-gang the crew; whatever you like. This takes several hours or even days.

Looting is an action which you can perform in the thick of a battle; pillaging only happens after a battle, when the enemy has been utterly defeated.

2. FOULING

When two ships collide - whether deliberately or by accident - they may become fouled. This means that their cables and rigging have become entangled; the two ships are stuck together and cannot manoeuvre. Ships which have become fouled tend to drift in the direction of the wind. A ship sometimes tries to grapple another, which simply means that it is deliberately trying to become fouled.

3. SECURING

To “secure” a ship means to add it to your fleet.

Once a ship has been secured it remains yours until it is destroyed, captured or sold.

In order to secure a ship you must have a minimum number of sailors to run it, and at least one officer to be its Captain. If you don’t have these men, then you can’t secure the ship.

4. PRESSING CREW

To “press” an enemy crew means to force them to become pirates.

Once a crew has been pressed, they are treated as members of your band, exactly as if they had been recruited in the Safe Harbour: Recruitment screen. However, pressed men are much less loyal than volunteers. If you fill your ship with pressed men, you will find that your men fight less well, are more prone to desert, and more inclined to mutiny.

You cannot “press” a crew in the thick of the battle: this option is only available on the Pillage screen.



5. BOARDING

A boarding action may begin whenever two ships are fouled together. It ends when one ship is taken, or when the attackers withdraw.

Only marines may form boarding parties and attempt to board an enemy ship. However, when a ship is boarded, its whole crew - sailors, gunners and the ship's cat - try to repel the boarders.

6. LANDING

If you are near a coast, you can form a landing party and begin a raid on a town.

7. DAMAGE

As ships are caught in cannon fire, they take damage. Damage affects your ship in various ways:

- Your crew are gradually killed.
- If your sails are damaged, your ship moves less quickly.
- If your hull is damaged, your cannons will eventually be destroyed.
- If your ship is carrying a great deal of ammunition, there is a chance that your ship may explode.
- Ships may catch fire; and fire may spread from one ship to another in the fleet.
- If your hull takes a lot of damage, your ship may sink.

8. WHAT DO I KNOW ABOUT THE ENEMY SHIP?

You can always find out the name of an enemy ship by moving your cursor over it.

If your flagship is near to an enemy ship, when you move the cursor over it, basic information about the enemy ship will be displayed:

- Approximately how many cannons.
- Approximately how large a crew.
- Approximately how heavily laden it is.

YOUR SHIP

Many things affect the performance of your ship in a fight. The way you configure your ship before a battle can be as crucial as your tactical decisions in the battle itself.

KEEP THE FOLLOWING IN MIND

1. The number of cannons you have determines the amount of damage you will do to enemy ships which you fire at.
2. The number of gunners you have determines the speed at which your cannons fire.
3. Every time you fire cannons you use up ammunition.
4. The more ammunition you have, the greater the chance that your ship will blow up.
5. If you have marines and muskets on board, you can pick off enemy crewmen at close range.
6. The number of marines you have affects your ship's performance in boarding actions.
7. The more sailors you have on board, the better your ship's turning circle will be.
8. The more sailors you have on board, the quicker your ship will unfurl and furl its sails.
9. A large number of sailors will also be able to extinguish fires more quickly, and slow down the rate at which a damaged ship sinks.
10. The better your Captain's seamanship skill, the better your ship will be at avoiding obstacles.
11. Ships with skilled Captains are also less likely to become fouled with ships they collide with.
12. The better your officers' Gunnery skill, the more accurate your cannons will be.
13. The better your officers' Leadership skill, the more likely your marines are to win boarding actions.
14. If it is many months since your ship has been careened, it will move more slowly.
15. If your ship is overloaded with equipment, crew and cargo, it will move more slowly.
16. Big ships may damage their hulls as they sail through shallow water. The quicker they go, the more damage they take. If you are taking a large ship through shallows, you would be well advised to slow down.
17. Ships take damage if they collide with land or other obstacles.
18. Cannons do more damage at closer range; but they cannot fire at enemy at point blank range or when fouled.
19. The range and accuracy of your cannons is affected by the wind (your cannons won't go as far if you are aiming into the wind).
20. Cannons do maximum damage when raking the enemy-firing into its back or its front, not its sides.
21. Cannons produce a lot of smoke when they fire. Cannons find it hard to target an enemy ship through smoke. If smoke is allowed to blow over your ship, then your whole crew will be put out of action for a few moments. This means that your ship will be unable to steer, attack, or raise and lower its sails.
22. Cannons damage the enemy ship, and also do collateral damage to crewmen. Muskets can only fire at close range; they kill crewmen but do no damage to the structure of the ship.



CONTROLLING YOUR SHIP: BASIC

1. SELECTING YOUR SHIP

- **Left mouse click on ship**
Ship selected.
- **Left mouse click on ship's name on the information bar**
Ship selected.



The ship which is currently selected is highlighted with a shaded circle.

The name of the currently selected ship is highlighted on the right screen info bar.

2. SELECTING MULTIPLE SHIPS

- **Left click and drag a box around the ships**
All ships in box are selected.
- **Hold down 'shift' and left click on ships in sequence**
All clicked-on ships selected.
- **Hold down 'shift' and left click on the ships names (on the information bar) in sequence.**
All ships selected.
- **Click on 'ships' button**
All ships in fleet selected.

3. FOLLOW MODE

- Click on 'follow button'
'Follow' mode toggled on/off.
- Keyboard "F" key
"Follow" mode toggled on/off.
- Keyboard "Tab" key
Cycles through ships in fleet.

When "follow" mode is on, the game will centre on your ship, and follow it around the world. If you have more than one ship, "follow" mode will follow the ship under the mouse cursor when follow mode was switched on. If no object is under the mouse cursor, it will follow the last object that it followed.

The icon alongside the name of the currently followed ship is highlighted.

If "follow" mode is activated, then you can control your ship's movement via the keyboard. This is called "direct control".

4. ORDERS

There are two main ways in which you can move your ship.

a) Direct Control

If "follow" mode is on, then you may control the currently selected ship directly with key-strokes, just as you did on the Crow's Nest Screen.

- Left Arrow Turn Left
 - Right Arrow Turn Right
 - Page Up Unfurl sails
 - Page Down Furl Sails
- The speed at which sails furl and unfurl depends on the number of sailors you have on board.
- Space Fire cannons
- When you give this order, all the cannons on your ship which are capable of hitting enemy ships will fire.

b) Mouse Control

You can also give your ship's orders by means of the mouse.

- Left-click on an area of sea
The currently selected ship will adjust its direction, sail to this point, and then continue to move on its current bearing.
- Left-click on an enemy ship
The currently selected ship or ships will attempt to sail along side the enemy ship and fire at it, at about medium range.



CONTROLLING YOUR SHIP: MORE ADVANCED OPTIONS

There are wide range of special orders which you can give, which enable you to engage in more complex manoeuvres and more sophisticated attacks.

In general, you carry out these special orders with a right mouse click.

1. MOVING

- Right click on an area of sea The movement options menu appears

Sail through this point



The currently selected ship will adjust its direction, sail to this point, and then continue to move on its current bearing.

Circle



The currently selected ship will circle this point. Note that very manoeuvrable ships (like sloops) will describe much tighter circles than very un-manoevrable ones (like galleons) and that this is further affected by the size of their crews.

Patrol between these points



The currently selected ship will adjust its direction, sail to this point, and then adjust its direction again and return to its starting point. It will continue to do this until it receives a new order.

Anchor



The currently selected ship will adjust its direction, sail to this point, furl its sails, put down anchor, and stop. Note that it takes time for the ship to raise anchor and unfurl its sails; so there will be a time delay before an anchored ship responds to any further orders which you give it.

A ship **MUST** be anchored before it can send out or pick up landing parties and before it can launch or dock with rowing boats. (See below.)

2. FIRING: KEYBOARD CONTROLS

For more precise attacks, you may wish to specify which part of the ship your gunners concentrate their fire on - the sails, the deck, or the hull.

- Damage to sails slows the ship down.
- Damage to the deck does not seriously damage the ship, but kills marines, making it easier to board.
- Damage to the hull may destroy cannons, and eventually causes the ship to sink.

If the follow mode is on, then you can give fire orders to the currently selected ship via the keyboard, as follows:

Space	Fire at whole ship
Keyboard "Q"	Aim at sails only
Keyboard "A"	Aim at decks only
Keyboard "Z"	Aim at hull only

3. FIRING: MOUSE CONTROLS

- **Right click on an enemy ship** The attack option menu appears

After right clicking on an enemy ship, you can use this menu to specify how the currently selected ship attacks the enemy.

Aim at whole ship



The currently selected ship or ships will attempt to sail along side the enemy ship and fire at it, at about medium range.

Aim at sails only



The currently selected ship or ships will attempt to sail along side the enemy ship and fire at its sails only.

Aim at deck only



The currently selected ship or ships will attempt to sail along side the enemy ship and fire at its deck only.

Aim at hull only



The currently selected ship or ships will attempt to sail along side the enemy ship and fire at its hull only.

Ram



The currently selected ship will sail towards its target as fast as it can, with the intention of smashing into it. This will damage the enemy, but may also (of course) damage you.

Grapple & Board



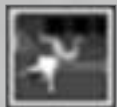
The currently selected ship will sail towards its target, try to grapple and then begin a boarding action.

4. DOING THINGS TO YOUR OWN SHIP

There are a large number of additional orders which you can give to change the status of your own ship.

- **Right Click on One of Your Own Ships**
Ship options menu appears
- **Right Click on the Name of A Ship on the Info Bar**
Ships options menu appears

Abandon ship



Orders the men on the selected ship to leap overboard with rafts, life-boats and barrels. They may then be rescued by other ships.

Launch Rowing Boat



Allows you to transfer men from the selected ship to your rowing boat, and then deploys the rowing boat.

This option is only available if your ship is anchored: you can't launch a rowing boat from a moving ship.

Follow the Flagship



Orders the selected ship to stay as close to the flagship as possible.

If it is a long way from the flagship, it will sail towards it by the quickest possible route.

This order is countermanded as soon as the ship is given a move or fire order of its own.

Surrender



Orders the selected ship to surrender.

Destroy ship: Puncture



One of three ways to scupper a ship; the selected ship will sink after a few moments.

Destroy ship: Blow Up



A second, and more dramatic way to scupper your own ship; this order fires the powder magazine on the selected ship and causes it to explode, possibly taking other ships in the vicinity with it.

If you do not have any ammunition, your ship cannot be ordered to blow up.

Destroy Ship: Fire-ship



The third way of destroying your own ship: setting fire to it. Although it will eventually sink, it can cause much confusion and damage as it sails towards the enemy.

Change Ammo: Round Shot



Changes the type of ammunition which the currently selected ship loads its cannons with. The ship continues to fire with this type of shot until you change the order.

Round shot is a ship's standard ammunition.



Change Ammo: Chain Shot



Changes the type of ammunition which the currently selected ship loads its cannons with. The ship continues to fire with this type of shot until you change the order.

Chain shot does little damage to the hull, but much more damage to sails.

Change Ammo: Grape Shot



Changes the type of ammunition which the currently selected ship loads its cannons with. The ship continues to fire with this type of shot until you change the order.

Grape shot does little damage to the ship, but kills many crewmen

Change Ammo: Double Shot



Changes the type of ammunition which the currently selected ship loads its cannons with. The ship continues to fire with this type of shot until you change the order.

Double shot uses more ammunition and takes longer to load, but does a lot more damage to ships which it hits.

Muskets Only



Changes the type of attack which the currently selected ship makes. Until this order is cancelled, the ship will only fire with its muskets, if any.

Muskets use negligible ammunition. They do no damage to the ship, but kill many crewmen.

5. DOCKING WITH FRIENDLY SHIPS

Occasionally, you may wish to deliberately foul two friendly ships together, in order to begin a “docking” action.

- **Right click on a friendly ship (while another friendly ship is selected)**
The selected ship will sail towards the other ship and attempt to foul with it.

'FLOATERS'

'Floaters' are surviving crewmen and salvaged treasure which is left floating in the sea when a ship goes down.

If you voluntarily give the 'abandon ship' order (via a right click "Ship Options Menu" order), then your whole crew abandons ship. You will save many more of your men and much more of your treasure in this way than by waiting for the ship to go down.

Floaters cannot be selected or given orders of any kind. However, if you anchor a ship or rowing boat near to some floaters, they will swim towards your ship and board it.

If they bailed out of one of your ships, then they simply become members of the crew. If they came off an enemy ship, then they become your prisoners and may be pressed after the battle. Any treasure which is rescued from the sea is simply added to your hoard.

WHEN TWO SHIPS COLLIDE....

When two ships collide they may become fouled.

When this happens, you will see this icon:



If two ships have become fouled by accident, your crew will immediately set to work trying to free them. The amount of time this takes depends on the size and skill of both the ships' crews and officers.

If you have become fouled with an enemy ship, you may take advantage of the situation and begin a boarding action.

- Click on picture Begin boarding action.

If you gave a 'grapple' (via the "Attack Options" menu) you do not have to give a 'begin boarding action' order: it happens automatically.

Similarly, if you have accidentally become fouled with a friendly ship, you may wish to begin a docking action.

- Click on picture Begin docking action.

DOCKING ACTIONS

When you are docked with a friendly ship, you may transfer



- Sailors,
- Marines,
- Gunners,
- Pesos and
- Jewellery

between them.

Simply drag the slider bar to indicate how many crew and treasure you wish to transfer.

You CANNOT transfer weapons or cargo between ships in the middle of a battle. If you wish to reconfigure your ships in this way, you MUST go to a friendly port or a careening beach.

BOARDING PARTIES

When two ships are grappled or fouled, then a boarding action can begin.



When a boarding action begins, the special BOARDING WINDOW appears above the ships which are involved.

The BOARDING WINDOW shows how many there are on your side and how many there are on the other side.

The fight continues until everyone on one side has been killed or surrendered.

- Click on picture

End boarding action

If you give an 'end boarding action' order when you were the attacker, you retreat back to your own ship; if you give one when you were the one being boarded, then your men surrender.

IF YOU WIN A BOARDING ACTION...



If you win a boarding action, the special VICTORY WINDOW appears above the ships which were involved.

Secure ship



Transfer some of your sailors to the captive vessel, and add it to your fleet.

Loot ship



Grab handfuls of silver and jewels before returning to your own ship.

Sink



Destroys this ship.

Start to Un-foul



If you give your order, your men return to their ship and begin to un-foul from the enemy.

1. SECURING SHIPS



If you secure a ship in the thick of the battle, you must place a prize crew from your own ship on board of it. You cannot press men in the middle of a battle. This 'prize crew' must consist of one officer and a minimum number of sailors, but you may send more men if you wish. Once you have secured the ship, the original crew become your prisoners. After the battle, you will have the opportunity to force them to become pirates, if you wish.

If you choose the "Secure Ship" option, the Crew Transfer Window appears.

- Drag slider bars Transfer sailors, marines and gunners to the secured ship.

Note that the slider bar is automatically set to transfer the minimum number of sailors to the enemy ship. If you don't want to send any additional men, then simply click the "go ahead" button. It will take a few seconds for your men to transfer to the new ship.

Once a ship has been secured, it is part of your fleet: you can give it orders in exactly the same way as any other ship you own.

2. LOOTING SHIPS



If you choose to loot a ship, the Looting Window appears.

The Looting window shows how much Cash, Jewels and any Special Items you have stolen from the enemy ship.

- Click X Stop Looting

ROWING BOATS



Rowing boats are sturdy vessels, weighing about 10 tons.

These may be launched during a battle, as a means of attack, to pick up floaters, or to ferry men to land.

1. LAUNCHING ROWING BOATS

You may only launch rowing boats when your ship is anchored.

To launch a rowing boat, right click on your ship and choose the 'launch rowing boat' option. This will take you to the Rowing Boat Deployment Screen

2. DEPLOYING MEN TO ROWING BOATS

This sub-screen enables you to indicate which of your crew you want to put on each rowing boat.



You may transfer the following from your ship to the rowing boats:

- Marines
- Sailors
- Gunners
- Cannons
- Muskets
- Pistols
- Grenades
- Ammunition
- Officers

To transfer stuff across, select the item which you wish to transfer from the “contents” side; and click the “plus” button by the window of the appropriate rowing boat, exactly as on the Fleet Screen (Safe Harbours).

You may not put more than 10 tons of men and weapons on any one rowing boat.

3. WHAT CAN A ROWING BOAT DO?

A rowing boat may be given orders to move and attack in exactly the same way as any other ship in your fleet with the following exceptions:



a) Cannons

You may load cannons onto your rowing boats in order to transport them to land; however, you can't fire a cannon from a rowing boat. If you have both marines and rifles on your rowing boat, you can launch musket broadsides from it.

b) Movement

Rowing boats are, of course, not dependent on the wind; they can move in any direction at the same speed.

Although they can travel quite quickly for short spaces of time, their crews become tired quickly. The white line in the Ship Information Bar under a rowing boat's name indicates the amount of energy the crew has left. When the crew is exhausted, the boat must slow down for a few moments. The more men there are on the rowing boat, the less frequently this will happen.

c) Docking rowing boats

Right click on friendly ship while rowing boat selected.

The rowing boat sails to the friendly ship. When the two vessels come together, the rowing boat and its crew are taken on board the ship.

LANDING PARTIES



If your ship is anchored near a beach, this window will appear to show that it is capable of deploying troops.

- Click on the animation Deploy a landing party

You can now select which of your men and weapons the landing party will be composed of. This is discussed in the next chapter.

SAFE HARBOURS

If your ship is near a port, and if there are no enemy ships nearby by, then you may go to the "safe harbour" screen, simply by clicking on the Safe Harbour Switch View button. If there are enemy ships in the area, then this button is not available to you.

WHAT HAPPENS AFTER A BATTLE?

When every enemy ship in the immediate vicinity has been destroyed, secured, surrendered or run away, the battle is over.

If there are any floaters in the water, you will automatically be given the opportunity to pick them up. Friendly floaters will re-join your crew; enemy floaters will become your prisoners. Any floating treasure will be added to your hoard.

If you have taken prisoners you will now be asked whether you want to kill them, or force them to become pirates.

At this point, if there are still surrendered enemy ships in the area, you will be given the option of “pillaging” them.

PILLAGING



If you choose to “Pillage” surrendered enemy ships, you can search them at your leisure, taking only the cargo or equipment which you want.

Any treasure in the enemy fleet is automatically transferred to yours ships when you choose this option: This is achieved on the Pillage screen.

1. NAME OF SHIP

The name of the ship which is at your mercy. If more than one enemy is available for pillaging, they you can scroll through their names using the ship selection arrows.

2. SHIP PICTURE

A picture of the ship which is displayed above, in its present state of repair. You can rotate the picture by clicking on the rotation arrows.

3. OPTION BUTTONS



Click on these buttons to perform your four main options on this screen:

- **Prisoners/Items** Opens a window which lists the prisoners, passengers, special items, and any other noteworthy cargo which the enemy ship is carrying. You may steal some, all or none of these special items.
- **Secure** Adds the captured ship and all its cargo, crew, weapons and supplies to your fleet.

In order to secure an enemy ship, you must have an officer available to become the ship's captain. If you don't have sufficient officers, you can't secure it.

You must also have enough sailors to make a minimum crew for the ship. These may be sailors of your own; or pressed men on the captured ship. If you do not have sufficient sailors, you cannot secure the ship.

- **Kill Crew** Kills the crew of the captured ship.
- **Sink** Destroys the captured ship, along with everyone and everything on board it.
- **Single Ship/All ships** Clicking the “All Ships” check box makes the pillage option buttons refer to every ship which has surrendered to you. (For example, if you click “all ships” and “secure” then all the enemy ships will be added to your fleet.)

4. COMMODITY BARS

The commodity bars list the men, cargo, weapons and supplies on the enemy ship; or, if “all ships” has been selected, in the whole enemy fleet. You may transfer as much of the enemies stuff to your own fleet as you choose, provided you have space for it.

Stuff pillaged from the enemy will be distributed randomly on the ships in your fleet. You will not be able to configure it until you go back to a Safe Harbour and access the “Fleet” screen there.

5. CAPTURING ENEMY CREW

If you drag crew men (gunners ,sailors and marines) to your ship with the commodity bars, then you are assumed to be pressing them into service.

If you “secure” an enemy ship, you are also assumed to be pressing any crew on board into service.

INFAMY

Pirates are crooks and low-lives by definition; and nearly everything they do is wicked by the standard of decent stay-at-home landlubbers.

However, when they commit acts which are reprehensible even by their own low standards, their “Infamy” score increases. The more dastardly deeds you do, the more your infamy will increase; and the more infamous you are, the less willing people will be to surrender to you, and the more likely you are to be hanged should you fall into law-abiding hands.



1. EXAMPLES OF ACTS WHICH ARE NOT AT ALL INFAMOUS

A pirate encounters a warship, sinks it and slaughters the crew in the heat of the battle.

A pirate captures a trade ship. He takes all the treasure and valuable cargo on board, but lets the crew go.

A pirate encounters a trade ship. He runs up the Jolly Roger, signifying "You must surrender now, or I will kill you all." The ship does not surrender, and when the pirate wins the fight, he kills them all. (This is not a very kind act, but it is reasonably honourable by pirate standards - you gave them a chance and they didn't take it.)

2. EXAMPLE OF FAIRLY INFAMOUS ACTS

A pirate encounters a warship. It surrenders to him, he boards it, and after pillaging it, sinks it in cold blood.

A pirate captures a trade ship. He takes all the food, fruit, rum and livestock on board, leaving the men at risk of starvation.

3. EXAMPLE OF A VERY INFAMOUS ACT

A pirate encounters a trade ship. He runs up the Jolly Roger, signifying "You must surrender now, or I will kill you all!" The ship surrenders; and the pirate kills them all anyway.



CHAPTER 8



LAND BATTLES

Come, friends, who plough the sea

Truce to navigation,

Take another station

Let's vary piracy

With a little burglary!

Gilbert and Sullivan, "The Pirates of Penzanze"



WHAT IS THIS SCREEN FOR?

Town raids can be very profitable exercises for a pirate. On this screen, you'll be able to:

- Attack towns
- Rob buildings and carry the treasure back to your ship
- Take hostages
- Raze buildings to the ground
- Force whole towns to surrender to you.

BEGINNING LANDING ACTIONS

- From Map Screen:** Select a port as your destination. When you arrive there, chose the “Land at Beach” option. You will automatically be taken to the main “Landing Party Deployment Screen”.
- From Crows Nest Screen:** Click on a Port or Beach. Your ship will sail to that point, as usual. When you arrive there, select “Land at Beach” option. You will automatically be taken to the main “Landing Party Deployment” screen.
- From the Battle Screen:** Sail close to a Beach and anchor you ship there. The “Deployment Ready” animation will appear above your ship. Click on the animation, and you will be taken to the “Landing Party Deployment” screen.

LANDING PARTY DEPLOYMENT SCREEN



Once you've indicated that you want to launch a landing party, you'll be taken to this screen. The left hand side of the screen shows the total number of marines and weapons on your ship; the right hand side show the number committed to the landing action.

If you have anchored more than one ship near the beach, than the numbers on the left refer to the total number of marines and weapons in all the anchored ships.

Indicate how many men and weapons you want to move from your ship to the landing party by means of the slider-bars or arrows.

The weapons you select will automatically be allocated to your marines. Any marines without weapons will use their own cutlasses.

If your men are armed with firearms, then they need ammunition. This is handled automatically: every time you deploy a musket; a pistol; a grenade; a cannon or a barrel of gunpowder, the supplies of ammunition in your fleet is reduced.

The cannons you deploy to a landing party are removed from your ships. It takes 4 men to operate a cannon on the ground.

If you want to commit officers to the landing action, then right click on the word “officers” to see a list of all the officer available. Click on the one you want to send.

For example, if you allocated 100 men, 5 cannons and 20 muskets, your landing party would consist of:

- 5 cannons each with a 4 man crew,
- 20 musket men,
- The remaining 60 men with cutlasses.

LANDING PARTY ORGANISATION SCREEN

Forces
committed to
landing party



Landing party
sub-groups

Once you have deployed your landing party you can (but do not have to) divide it up into groups. Just click thumbs up if you don't want to divide the landing party into groups. The landing party organisation screen allows you to split your party into up to 12 groups, depending on the size of the beach. The landing party organisation screen works in exactly the same way as the 'fleet' section of the Safe Harbour screen:

- Select a unit type from the list on the left of the screen (the 'dock').
- Select the group which you wish to deploy that unit to.
- Click '+' to add him to the group, and '-' to remove him.

Any unallocated units are automatically allocated to group 1.

Once you have finished, you will be returned to the battle. Two things have happened:

- All the ships involved in the landing action are neatly anchored by the beach.
- Your landing party is lined up on the beach in the groups which you allocated it to.

INFORMATION BAR

The information bar displays the present contents of your landing party.

- **Cutlasses, Muskets, Grenades, Pistols,**
 Cannons, Gunpowder How many men with this type of weapon you have.
- **With Loot** How many of your men are carrying loot.
- **Without Loot** How many of your men are not carrying loot.
- **With Prisoners** How many of your men have captives.
- **Without Prisoners** How many of your men do not have captives.
- **Officers**
- **Cash looted** Total amount of pesos returned to your ship so far.
- **Jewels looted** Total amount of jewels returned to your ship so far.
- **Prisoners taken** Total number of prisoners returned to your ship so far.
- **Numbers from 1-12** Represent the groups which you divided your landing party into in the Landing Party Deployment Screen.

You can use this bar to select and centre on your men:

- **Left click on a category** All men of that category (e.g all men with grenades) will
 (e.g "grenades") be selected.
- **Right click on a category** All men of that category (e.g all men with
 (e.g grenades) grenades) will be selected, and the game will centre on a
 single man in that category and follow him.
- **Left click on a number from 1-12** All men in that group are selected.



THINGS TO KEEP IN MIND

1. If you send your only officer ashore with the landing party and he is killed, your ship will be stranded.
2. If a town has warning that you are going to attack, then there will be more soldiers on patrol, and some of its treasure may be hidden.
3. Towns are likely to be warned that you are going to attack if you have recently performed raids or sea-battles in the same vicinity.
4. If there are friendly troops near a grenade when it blows up, then they can be caught in the blast.
5. When a man holding a grenade is shot, his grenade may blow up, which may, in turn, create a chain reaction with men standing next to him.
6. When grenade-men and pistol-men have used their single-shot weapon, they turn into cutlass men. If you want them to conserve their shots, then give an "only attack with cutlasses" order.
7. When a man is killed, anything he is carrying - his weapon, or looted treasure - is lost and cannot be retrieved.
8. You must get cash, jewels and prisoners to the treasure chest in order to add them to your hoard.
9. Men operating a cannon will defend themselves at close range with cutlasses.
10. The more important buildings you have destroyed, the more likely a town is to offer you terms.
11. If women and children see you coming, they may raise the alarm.
12. Turrets in town walls often have mortars attached to them.
13. Men will move slower over rough ground than on roads; they will get tired more quickly climbing hills than moving on flat ground.
14. Gunfire and explosions will often attract the attention of soldiers and militia who might not otherwise have noticed you.

SOME BASIC CONCEPTS

1. LOOTING AND PILLAGING

A pirate's most common motive in attacking a town is simple robbery. Only rarely will you have enough forces to bring a whole town to its knees...but even the weakest pirate ought to be able to pinch a few choice baubles from some rich fool's townhouse.

In a Land Battle, "Looting" means entering a building, grabbing cash and jewellery that is in the house, and running away. Each of your men can only carry a limited number of pesos and jewels.

If you have done sufficient damage to a town to remove its will to fight then the town may surrender to you. In this case, you may "pillage" the town: explore every building, look for hidden treasure, take food or crops, interrogate the governor. This takes several hours or even days.

Looting is an action which you can perform in the thick of a battle; pillaging only happens after a battle, when the enemy has been utterly defeated.

2. OFFERING TERMS

From time to time, a town which has not been defeated may offer you terms: that is, it may offer you money or goods in return for your agreeing to leave it in peace. Towns are more likely to offer terms if you have taken civilian prisoners to your ship.

3. THE TREASURE CHEST

A treasure chest always appears on the beach, near where your ship is anchored. If you want your men to return to the ship, or to put treasure on the ship, then you must send them to the treasure chest. If there is no treasure chest present (say, because your ship has been destroyed or sailed away) then your men cannot go back to the ship.

4. MORALE

Morale is important in battles - if your men are unhappy (because they have not had much food or rum; because it is a long time since they divided the plunder, or because lots of their shipmates have been killed recently) - then they will not fight well and may run away from the enemy. Similarly, your enemy may run away or surrender if it is hopelessly outnumbered or losing.

Your men will be braver, and fight better, if they are close to an officer. If your men are forced to retreat or run away, they will usually retreat in the direction of the nearest officer. If there is no nearby officer, they will head for the nearest cannon, otherwise they will go back to the ship.



5. TAKING TOWNS BY SURPRISE

Towns do not sit around waiting for pirates to attack them. If they hear that you've been sinking ships and raiding towns in their area, they'll probably reinforce the garrison, hide their treasure and generally be much better prepared. The wise pirate plans his attacks carefully.

YOUR TROOPS

Your troops consist of marines, who may be armed with:

CANNONS



Powerful, long range weapons which can destroy buildings or large groups of men. A cannon should have four men operating it. If there are fewer than 4 men, the cannon moves around the battle field extremely slowly.

CUTLASSES



A standard, hand to hand weapon.

GRENADES



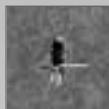
Glass balls containing gunpowder and a wick which explode when they hit their target...they can be almost as dangerous to the man throwing them as to the enemy

GUNPOWDER



Barrels of gunpowder taken from your ship, which can be used to blow up buildings or walls.

MUSKETS



A long range fire arm

PISTOLS



A powerful, short range, single shot weapon

Any unit will draw a cutlass if it is engaged at close range. Units with single-use weapons, like grenades or pistols, will draw their cutlasses when they have fired their charge.

You may also have one or more officers, who are always armed with cutlasses.

Officers make the units around them fight much better and more bravely than they otherwise would.

The highlight which appears next to a man gives you various information about him:

Selected Man



Energy bars

Man Carrying Treasure



Yellow ring

Man Carrying his full capacity of treasure



Filled in yellow ring

Man with prisoner



Red ring

Note that a selected man has two energy bars underneath him:

The top bar shows how tired he is; when the bar reaches zero, he will be exhausted and will have to rest for a few moments. The more strenuous activity he engages in, the quicker he becomes exhausted.

The bottom bar shows how injured he is. When the bar reaches zero, he will die.

YOUR ENEMY

The town may contain SOLDIERS, MILITIA, CIVILIANS or GENTRY:

SOLDIERS



The town's main defenders. They may have any of the weapons that you do.

MILITIA



Simply able-bodied townsmen who have picked up swords to defend themselves

CIVILIANS



Non combatants - women and children, who may get in your way or raise the alarm

GENTRY



Rich people in the town. They may fight to defend themselves..

THE TOWN ITSELF

There are many different types of buildings in a town, each with its own significance and importance.

Some which you will encounter are:

Turrets



Large guard towers, which often contain powerful mortars which can fire at ships or destroy large numbers of troops.

Governor's Residence



You'll be able to recognise this by the flagpole outside. Damaging this building has a big effect on the town's morale.

Treasury



This is where you'll probably find the bulk of the town's money.

Barracks



If you destroy the barracks then the soldiers' morale may be reduced. There may be fewer soldiers defending the town in the future.

Signal Tower



Towns with signal towers can sometimes summons ships from nearby ports to defend them.

Magazine



You can sometimes steal weapons from magazines.

Prison



You can sometimes obtain re-enforcements by freeing the prisoners in the prison.

Church



Town's people will often use the church bell to sound the alarm and warn other villagers that pirates are coming.



Barns, Warehouses, Sheds



If you damage or destroy these buildings, then the stockpile of goods which the town has for sale in the market will be destroyed.

Farm House, Mills



If you damage or destroy these buildings, then the town will not be able to grow or make as much stuff, which plays havoc with its economy.

Crops



Destroying crops also damages a towns economy.

Shipwright



If you destroy a towns Shipwright, then it may have fewer guard ships defending it in the future.

CONTROLLING YOUR MEN: BASICS

1. SELECTING MEN

- Mouse click on a man

Man selected.

2. SELECTING MULTIPLE MEN

- Left click and drag a box around men
- Left click on a weapon in the Information Bar
- Left click on With Loot/Without Loot
- Left Click on a number from 1-12 in Information Bar
- Keyboard Shift F1-F12
- Left Click on "Troops" button
- Right Click on any category

Men selected.

All men with that weapon selected.

All men in that category selected.

All men allocated to that group selected.

All men allocated to that group selected.

All men selected.

Game centres on a single unit of that category. Repeated right clicks will cycle through units of that category.

3. FOLLOW MODE

If follow mode is on, the main battle area will centre on the selected group of men and move with them.

4. GROUPS

On the landing party organisation screen, you allocated your men to groups number 1-12. If you want to re-allocated your men to different groups, you may do so.

- **Keyboard CTRL +F1-F12** All currently selected men allocated to group of that number.

ORDERS

There are a wide range of orders which you can give your men.

1. MOVING YOUR MEN

- **Left click anywhere on the map** Currently selected unit or units walks to that point.

2. ATTACKING ENEMY UNITS

- **Left click on enemy** Unit makes enemy his target, moves towards him and attacks him.

Your men will automatically attack any enemy who comes within range of their weapons. You do not have to give them any additional order to make them do this. However, if you have not given them an “attack” order, they will stand their ground and will not follow the enemy if it retreats.

3. ATTACKING BUILDINGS

You may loot buildings (carry away all the pesos and jewels they contain) or attempt to destroy them

- **Left click on building** Selected unit or units enters the building, fights any hostile unit inside it, and then loots it.
- **Right click on building** Accesses the “Buildings Options Menu”.

Buildings Option Menu

Enter building



Selected unit or units enters the building, fights any hostile unit inside it, and then loots it.

Attack building



Selected unit or units attempt to destroy the building. Men with fire-arms will attack the building from outside; cutlass men will go inside the building and attempt to torch it.

4. TREASURE CHEST

- Left click on treasure chest

The currently selected unit or units walk to the treasure chest and put whatever goods he has into it. He also dumps any prisoners he currently has in the treasure chest.

- Right click on treasure chest

Treasure Chest Options Menu appears.

Treasure Chest Options Menu

Dump booty



The currently selected unit or units walk to the treasure chest and put whatever goods he has into it. He also dumps any prisoners he currently has in the treasure chest.

Return to ship



The unit returns to the ship, taking and cash, jewels, special items or prisoners with him.

5. ENEMIES WHO HAVE SURRENDERED

If an enemy unit is outnumbered, has poor morale or is for some other reason unwilling to fight you, then it may surrender. You will be able to tell that it has surrendered because it will put its hands in the air.



- Left click on a surrendered enemy

Selected unit attacks and kills the surrendered enemy

- Right click on surrendered enemy

Surrendered Enemy Options Menu appears

Surrendered Enemy Options Menu

Kill



Selected unit attacks and kills the surrendered enemy.

Capture



Surrendered enemy becomes a prisoner of the selected unit.

6. PRISONERS

Once you have made an enemy your prisoner, it will follow the unit which captured it until it is released, killed, or taken back to the ship.

- **Left Click on prisoner** Selected unit attacks prisoner and kills it
- **Right click on prisoner** Prisoner Options Menu Appears

Prisoner Options Menu

Kill prisoner



Selected unit attacks prisoner and kills it.

Release prisoner



Prisoner is released.

7. CANNONS, BARRELS AND OTHER OBJECTS

Occasionally, you may find a cannon, a powder barrel or some other object on the battle field with no men attached to it.

- **Right click on object** The selected unit "picks up" object . If the object is a cannon, the selected unit will be attached to it.

DOING THINGS TO YOUR OWN MEN

You may take a number of actions to change the behaviour of your own men.

- Right click on your own men Troop options menu appears.

Troop Options Menu

Put down gunpowder



If the unit is carrying a powder barrel, then he will put it down without setting light to it. (The barrel can now be ignited by firing at it with a pistol or musket.)

Light gunpowder



If the unit is carrying a powder barrel, then he will put it down and set light to it. (Be careful. Powder barrels create a very big explosion, and it is not unheard of for pirates to be blown to bits by their own powder barrels...)

Hold fire



A unit with a “hold fire” order will never attack any enemy object with his firearm. If he is attacked at close range by an enemy, he will defend himself with his cutlass. (If you give a unit an “attack” order, that is to say, click on an enemy unit, the “hold fire” command is cancelled.)

Resume Fire



If you have given a unit a “hold fire” order, then “Resume Fire” frees it to attack enemies who come into its range.

Stand Ground



A unit under a “stand ground” order will not leave his present location. He WILL attack any enemy who comes into range, but he will NEVER chase that enemy or move to achieve a better firing range. This is the default state which all pirates enter the battle in.

Attack Freely



An “attack freely” order simply undoes the “stand ground” command. A unit in a “attack freely” state may chase enemies who he sees, and will re-position himself to achieve a better attack position.

Attack With Cutlass Only



An “attack with cutlass” order temporarily turns musket-men, grenade-men and pistol-men into cutlass-men. This is useful to conserve grenades and pistol shots, and also to reduce noise in order to take a town by surprise.

Attack with main weapon



Undoes a “cutlass only” command.

Attack All



Remove all "stand ground", "attack with cutlass" and "hold fire" orders.

Rally



OFFICER ONLY: The officer rallies his men. All men stop what they are doing and move towards the officer.

BUILDINGS AND LOOTING

1. FIGHTS IN BUILDINGS

When your men enter a building, they may find that there are enemies inside it. If this is the case, they automatically attack the enemy. The Building Window appears above the building.



If you want your men to withdraw from the fight, then click on the animation.

2. LOOTING

If there is treasure in the building, your men will pick it up.

Treasure consists of “Pesos” and “Jewellery.”

The total amount of pesos and jewels is listed in the “pesos” and “jewels” box in the Building Window. This counts down as your men steal the goods.

Each man can carry only a limited amount of treasure. Once he has reached his limit, he leaves the building.

If you want your men to stop looting and leave the building, click on the animation.

3. OTHER THINGS YOU MAY FIND IN BUILDINGS

a) Weapons

Some buildings, especially Magazines and Barracks may contain weapons.

If you men go inside these buildings, then, if they do not have a weapon of their own, they will automatically pick up the weapons in the building.

b) Captives Pirates

Sometimes, there may be captured pirates in the prison. If so, then when you enter the building, they are automatically freed and join your landing party. They will return to the ship with your crew, and are treated as volunteers.

c) Special Items

Occasionally, you may find a special item, usually related to one of the missions which a governor has given you. If this happens, you will be informed of it.

WHAT CAN I DO WITH PRISONERS?

If enemy units surrender to you, they can be made your prisoners.

If you take prisoners back to your ship (using the treasure chest, as usual) they are transferred to your ship. They are useful to you in various ways:

Civilians and gentry

Civilians and gentry on your ship are regarded as hostages. The more hostages you have, the greater the chance that the town will offer your terms. After the battle, the town may offer you a cash sum for the return of the hostage on your ship.

Soldiers and Militia

Soldiers and militia on your ship can be forced to join the crew. After the battle, you will be asked if you want to press the captured men.

PILLAGING

If you do sufficient damage, the town may surrender to you. In this case, you may go to the Pillage screen, and decimate the town at your leisure.

Pillaging a town takes time. If you spend too much time ransacking a town, it is possible that ships from nearby may come to its rescue!

As soon as the town surrenders to you, this screen appears. It tells you how long your men take ransacking the town, and what goods they obtain.

Goods which are ransacked are automatically placed on the DOCK, from where they can be distributed to the ships in your fleet, as usual.

The Pillage Option Buttons list further pillaging actions which you can take:

- Occupy
- Torture
- Destroy
- Ship Pillage
- Fleet



1. OCCUPY



If you wish, when a town has surrendered to you, you can install one of your own officers as governor.

If you are a Privateer - that is to say, if you carry a Letter of Marque - then the town's nationality will change to that of the nation which you are allied with. If not, it will become a Pirate port. Either way, the town will be very friendly towards you for as long as your man remains in power.

The length of your officer's "reign" will depend on whether his skills are suitable for the job. To install a leader, just click on the officer of your choice. If you do not have any spare officers, then you cannot occupy the town.

2. TORTURE



Towns sometimes hide some or all of their treasure in secret locations - particularly when they have reason to believe that they are about to be attacked by pirates. It is sometimes possible to extract the true location of the treasure from the governor.

Just click on the icon representing the intensity of your interrogation; but be warned - weak land-lubbers have been known to drop dead under interrogation, and there may, of course, not be any treasure to tell you about in the first place!

3. DESTROY



If you wish, you may destroy the town: to prevent its ships attacking you in future, or to damage the economy of your enemies. Just click on the icon representing your chosen level of destruction.

4. SHIP PILLAGE

If the town which has surrendered to you has ships in its harbour, then you can pillage them. This works in exactly the same way as the pillaging of ships which you have surrendered to you in Sea Battles.

5. FLEET

Goods which you have taken from the town are dumped onto the dock. If you wish, you may use the "Fleet" screen to allocate them to your ships. This is exactly the same as the "Safe Harbour" fleet screen.

INFAMY

In the course of a land battle, you are likely to commit dastardly, infamous and blood-thirsty acts, and these - like atrocities committed at sea - cause your infamy score to increase.

1. EXAMPLES OF ACTS WHICH ARE NOT AT ALL INFAMOUS

A pirate attacks a town. In the heat of the battle, some soldiers and armed men are killed.

Having defeated the town's defenders, the pirate robs some houses and carries off their cash and jewels.

2. EXAMPLES OF ACTS WHICH ARE FAIRLY INFAMOUS

A pirate attacks a town. Some soldiers and armed men surrender to him, but he kills them anyway.

Having defeated the soldiers in the town, the pirates see some unarmed civilians. He kills them on the spot.



3. EXAMPLES OF ACTS WHICH ARE VERY INFAMOUS

A pirate attacks a town. Some unarmed citizens surrender to him, but he kills them anyway.

4. EXAMPLES OF ACTS WHICH ARE DIABOLICALLY INFAMOUS

A town is so overwhelmed by the pirate's attack that it surrenders to him. During the "Pillaging", the pirate murders all the surrendered, unarmed citizens in the town.

He is not satisfied with the treasure which he has obtained, so he fiendishly tortures the governor in order to discover the location of the rest of it.





CHAPTER 9



DESIGNER'S NOTES

Away to the cheating world go you
Where pirates all are well-to-do
But I'll stay true to this song I sing
And live and die a pirate king!

Gilbert and Sullivan

WHAT WAS A PIRATE?

We all know what pirates are. Comical villains with wooden legs and hooks. Gallant swashbucklers who swing in the rigging with rapiers and posh accents. Fat jolly cartoon characters with rude sounding names.

Well, no, not exactly.

Captain Hook may have lived in never-never land, but Blackbeard grew up in Bristol, and set out to sea from Bristol docks, not a hundred yards from Hothouse's offices. While we were working on this game, scuba divers off Virginia discovered the wreck of Blackbeard's flagship, where it had lain since it scuppered it in 1717; and British newspapers reported that piracy on the high seas had finally ceased to be a hanging offence in the UK. Pirates were real - and, as ever, the reality turns out to have been a good deal more interesting than the Hollywood fiction.

A PIRATE'S LIFE FOR ME

Cutthroats is not a simulation. We don't expect you to know your main topsail buntlines from your spritsail topsail clewlines, and we freely admit that we calculated the cost of a ton of cotton in Barbados in 1676 according to a very scientific process; namely, we made it up.

However we have tried to create a sense of the way in which these real-life pirates really lived; to create a game which reflects the flavour of their careers. Captain Johnson (who may or may not have really been Daniel Defoe, and whose "General History of the Pyrates" has been at our elbows throughout the project) cites a fragment of Blackbeard's log. Where, we wonder, did he get it?

*'Such a day, rum all out: - Our company somewhat sober: - A dam'd confusion amongst us!
- Rogues a-plotting: - Great talk of separation - so I looked sharp for a prize: such a day took
one, with a great deal of liquor on board, so kept the company hot, damned hot; then all
things went well again.'*

We hope that, in playing our game, you will feel yourself in Blackbeard's shoes.

Here are few examples of the Pirates' life which we have tried to reflect:

RECRUITING CREWS AND PRESSING MEN

Although some of their Captains were colourful and romantic figures, most pirates seem to have been disgruntled, un-employed seaman. The final "golden age" of piracy began in 1713 when the treaty of Utrecht ended the long war of Spanish succession, putting a large number of English sailors out of a job. So they carried on making money the only way they knew how - by plundering Spanish ships. Captain Johnson says that, if the authorities are really worried about suppressing piracy, the best thing to do would be to establish a big English fishing fleet, so that sailors would have honest jobs to go to in time of peace.

In Cutthroats, pirate crews are recruited in ports, and you'll often find more volunteers in poor towns where there's a shortage of work than in rich ones. Men who become pirates of their own choice tend to be fairly loyal crew members.

Unfortunately, you won't be able to crew you ship sufficiently with volunteers, and will have to resort to pressing men from captured ships. This was common piratical practice: forcing captives, sometimes under threat of torture, to take articles and join the pirate crew. The great Bartholomew Roberts himself started his career as a pressed man, but when Captain Davies was killed in action, the pirate-crew elected him as their leader. This may explain why Roberts was so unwilling to press men himself.

Pirates who came to trial often tried to use this as a defence - they had not chosen to become pirates, but had been forced. This rarely impressed the judges. The famous puritan preacher Cotton Mathar charitably explained to a condemned man that he should have accepted 'Christian martyrdom' rather than join a pirate crew...

In Cutthroats, you'll find that pressing men on the "pillage" screen is an easy way of swelling your crew; but a ship full of pressed men will not stay loyal to you when the going gets tough...



PIRATES CHARTERS

Surprisingly enough, the pirate ships that these men absconded on were often run on quite democratic lines. Every crew member signed up to a set of pirate articles which laid down the rules of the ship. Bartholmew Roberts articles forbade the crew from drinking after lights out, allowed them a day off on Sunday, and banned them from bringing women (or boys...) on board. Captain Phillips rules memorably laid down that:

"If at any time we meet with a prudent woman, that man that offers to meddle with her without her consent shall suffer present death."

The terrible black spot which the mutineers use to signify the deposition of Long John Silver in "Treasure Island" is, disappointingly, only the product of Robert Louis Stevenson's imagination; but it is perfectly true that Captains were appointed by a popular vote. The crew were free to kick him out if they didn't think he was doing well enough. The possibility of being voted out by your crew is ever-present in Cutthroats although this can be offset by keeping your ships well supplied with food, rum, and fresh meat. You'll also find that a ship full of pressed men is more likely to grumble and kick you out than a crew of volunteers.

'PIECES OF EIGHT'

Pieces of Eight or pesos de ochas - Spanish dollars - were the common currency of the Caribbean. They were known as "pieces of eight" because they were large coins which could physically be broken into eight smaller coins. A quarter of a dollar is, of course, referred to as "two bits" in the United States to this day. (The Spanish coin had a picture of the legendary pillars of Hercules on the reverse - two pillars with a snake entwining them. This may be the origin of the modern "\$" dollar sign.)

DIVIDING THE PLUNDER

Very few pirates came home with treasure chests bulging with Spanish doubloons, but they were entitled to a share of the profits of their voyage. The pirate articles laid down how much of the plunder each man was entitled to - five shares for the captain, three for officers, a half for the cabin boy, and so forth. Many ships also operated an insurance policy, where a man would be paid extra cash for losing an arm or a leg. ("If any man shall lose a joint in time of engagement he shall have 400 pieces of eight; if a limb, 800").

Roberts articles specified that no-one was allowed to talk about ending the voyage until everyone's share amounted to at least £1,000. This was several years wages, enough for an honest seaman to retire on, but pirates often spent it in a few weeks of eating, drinking and whoring, which created a "gold-rush" economy in some of the pirate-ports.

This aspect of pirate life is reflected in the “plunder screen”. There is a fine balance to be struck with respect to when you divide the plunder - if you do it too soon, you’re men will get such a small share that it will be impossible to recruit a new one; but if you leave it too long, they’ll become restless and may vote you out. Clearly, the bigger your crew, the more money you’ll have to make to give each crewman a decent share.

REPUTATION

In Cutthroats, we have placed considerable emphasis on fame, infamy and the Jolly Roger.

Men like Sir Henry Morgan were commanders of fairly well-organised buccaneer armies that could win battles by force of arms; but most of the pirates relied heavily on psychological warfare. They didn’t go out looking for fights: what they wanted was to find enemy ships which would surrender to them. They pulled alongside weak merchant vessels and ran up the Jolly Roger, which was a signal to surrender immediately or face the consequences. Reputation was everything. Some historians suggest that the notorious Blackbeard actually committed very few atrocities: having created an image of himself as gibbering psychopath with Satanic tendencies, ships simply surrendered to him when he asked them too. On the other hand, it was possible to become a victim of your own success: the careers of both Roberts and Blackbeard finished when they became too notorious for their own good. The British admiralty commissioned Captain Maynard to hunt down Blackbeard; and two warships, the Swallow and the Weymouth, were sent looking for Roberts. Both their careers came to a rapid end when they started to attract this sort of attention.

PORTS OF CALL

There were many small ports that served as pirate havens - places that would accept pirate money or buy pirate goods, and not ask too many questions about where it came from. Some went further: the governor of North Carolina traded quite openly with no less a person than Blackbeard and even issued him with a pardon, excusing him for his past crimes. In addition a number of different Caribbean towns served as pirate “capitals”. In the game, you will start your adventures in one of these “capitals”, and you will be able to rely on it being friendly to you (unless you are crazy enough to pick a fight with it...).

1625 -1655 Tortuga

From the end of the sixteenth century, there was a community of shipwrecked sailors, deserters and escaped slaves on Hispaniola. They hunted wild pigs and sold meat and skins to passing ships. In about 1625, a group of them left the mainland and formed a community on Tortuga. Since they lived off strips of barbecued pork called “boucan” and were therefore known as the boucaniers. It was these wild, smelly men who formed the backbone of the buccaneer armies that harassed the Spanish under Sir Henry Morgan.



1655 - 1692 Port Royal

The city of Port Royal was at the centre of the Caribbean's trade routes. Huge amounts of cash flowed through it, and it was full of taverns, brothels and rum-shops. It naturally became a haunt for pirates, who sometimes spent the whole profits of their voyages in a single night of partying. People called it "the wickedest city on earth". In June 1692, there was a terrible earthquake, and Port Royal sank beneath the waves (taking with it, by the way, the grave of Sir Henry Morgan.) Priests were therefore able to preach that God had struck down this latter-day Sodom.

1692 -1724 Nassau

Nassau had been a Spanish and an English colony at various time, but by the turn of the eighteenth century it was a true pirate republic: a pirate Captain named Thomas Barrow was the self-appointed leader, and it was said that the population consisted of nothing but pirates and their camp followers. There were sometimes as many as 500 pirates ships docked in the port at one time - famous names like Blackbeard and Calico Jack passed through the place.

In 1718 Woods Rogers, an ex-privateer arrived on Providence with a commission from the King of England to drive out the pirates, a proclamation of amnesty to encourage them to surrender and a box of religious tracts intended to teach them the error of their ways... He had an uphill struggle, but when the pirates of Nassau were suppressed the Golden Age of Piracy is usually reckoned to have come to an end.

SEA BATTLES

By 1725, the naval commanders of Europe had turned war a sea into an art form in which vast fleets executed elegant precision manoeuvres. Pirate battles, on the other hand, were hit and run skirmishes: dirty, smoky, violent, and more likely to be finished with cutlass and grappling iron than with a perfectly judged broadside holing a ship below the water-line. Cutthroats reflects the rough-and-tumble chaos of these piratical skirmishes.

The direction of the wind is crucial in an naval engagement. A ship cannot easily give chase to an enemy if the wind is against it - although we've reflected the fact that a "fore-and-aft" rigged vessel like a sloop can make better speed into the wind than a "square-rigged" vessel like a galleon. When the shooting starts, a pirate wants to be on the windward side of his opponent - otherwise cannon smoke blows back in his face, and reduces his crew's efficiency.

A pirate was relatively reluctant to attack an enemy with cannon fire; their motive was robbery, and a ship was not much use to them after they had blown it out of the water. Warships, on the other hand were, perfectly willing to sink pirates. For this reason, pirate ships were often full to bursting point with men, in the hope that they could overwhelm their targets by force of numbers in any boarding action. They preferred fast ships to heavily armed ones-and, if you've ever seen a doubloon loaded galleon disappearing over the horizon on the Crows Nest Screen, you'll probably agree with them.

Before his final, fatal battle with Maynard, Blackbeard told his men that, if they looked like losing, they should set fire to the powder-keg and blow up the ship. The crewman given this task chickened out at the last moment, but you'll be able to use this rather extreme tactic in the game. On the other hand, there's always the risk that, if you over-load a ship with ammunition, it may blow up under enemy fire. In 1669, the powder key of Henry Morgan's flagship exploded, rather spoiling his plans to sack Cartagena.

LAND BATTLES

The popular image of pirates is of them attacking ships on the high seas, but raids on ports were a surprisingly important part of their business.

In 1718, Blackbeard blockaded the port of Charlestown and eventually allowed it to ransom itself for what was euphemistically described as a "chest of medicine"- opinion is divided as to whether this was "pills of white mercury" to cure his syphilis, or a supply of opium. In 1720, Roberts sailed into St Kitts harbour and looted all the ships there while the battery of guns in the town's fortress fired on him. And Sir Henry Morgan led full scale armies against Portobello, Maracaibo and Panama.

But the great majority of piratical attacks must have been simple raids, where a pirate crew went ashore to rob cash and supplies from unsuspecting townsfolk.

In Cutthroats, it is possible to bring a town to its knees and march off with all the treasure in the treasury: but it is also possible to find that the townspeople have got wind of your coming and hidden the treasure. (This happened to Henry Morgan when he arrived at Panama in 1671: he even missed a solid gold altar piece in the church because the townspeople had had the foresight to give it a lick of white emulsion.)

LIES

We have to admit that we've taken some liberties with history.

The idea that Pirates buried their treasure seems to have been made up by Robert Louis Stevenson - a real Captain Flint would have spent his £700,000 in couple of weeks - but "if the fact becomes a legend, print the legend", and we certainly wanted to stash our loot in sleepy, palm fringed coves. That said, pirates certainly did hide out on deserted cays and careening beaches, and Captain Kidd did try to use a story of hidden treasure to save his neck during his trial - as Cutthroats players are able to do if they are careless enough to get arrested.

It's unlikely that a real pirate would have got his hands on a battleship - they mainly used sloops and brigs - but the idea of a liberated Spanish Galleon with a Jolly Roger flapping in the wind was too much fun to leave out. But you may find that, like the real pirates, a small fast sloop stuffed to bursting point with marines can be a match for a clumsy frigate, no matter how overwhelming its fire-power.



DRINK AND THE DEVIL HAD DONE FOR THE REST...

There's no doubt that pirates were thugs, gangsters, psychopaths and sadists. But it's hard not to have a sneaking admiration for these nautical anarchists who declared war on the whole world.

One night in 1717, a wealthy plantation owner named Stede Bonnet quit his job, walked out on his nagging wife, bought a ship, and started looting and pillaging off Virginia. The authorities eventually caught up with him, but not before he'd sent a goodly number of honest seaman to a watery grave. He even cruised with Blackbeard for a while.

Well, haven't you ever had a bad day?

Avast thee!

Andrew Rilstone



GLOSSARY



GLOSSARY

Abandoning ship	Jumping overboard when a ship is about to be destroyed.
Adviser	A member of your crew who appears in the top right hand corner of the screen, from time to time to help you out.
Aiming	Trying to damage a particular part of the enemy ship, for example, the sails.
Ammunition	Gunpowder, cannon balls, shot and other material which is required to fire weapons.
Anchor	To furl the sails of a ship, lower the anchor and stop moving.
Beach	An area near a port where you can land your ship in preparation for an attack.
Boarding Action	When people from one ship leap onto another ship and try to take over.
Buccaneer	Strictly, one of the Brotherhood of the Coast, an alliance of English privateers based at Tortuga. Usually used to mean any pirate you approve of.
Cacao	Cargo. A bean made into a drink much enjoyed by decadent Europeans.
Cannons	Large guns, which require several men to operate. May be mounted on ships or put on wheels and used in land battles.
Captain	The Officer in charge of a ship. If a ship does not have a Captain, it cannot sail.
Careening	The act of running your ship aground, turning it on its side and scraping the barnacles off its bottom. If this isn't done regularly, the ship slows down.
Careening Beach	Any uninhabited coastal area where you can harbour your ship.
Cargo	Anything carried on your ship; especially goods which can be bought and sold in the market.
Chain Shot	Small cannon balls tied together with chains, intended to wrap around the enemy mast and destroy his sails. Chain shot does negligible damage to the hull of a ship.
Civilians	The women, children, priests and other non-combatants in a town.

Commodity	Anything which you can buy or sell in the Safe Harbour - Trade screen.
Cotton	Cargo. Raw cotton ready to be made into fine clothes in Europe.
Crow's Nest View	A view of the area 10 miles around your ship where you may perform fine manoeuvres prior to battle and try to communicate with other ships.
Crow's Nest Lad	Your look-out, who warns you when ships appear on the horizon.
Cruise	To sail around a particular area of sea, hoping to meet enemies or potential targets.
Cutlasses	Short, curved sword carried by all pirates.
Dock	A part of the 'fleet' screen. Anything you buy or otherwise acquire in port is initially dumped onto the dock.
Double Shot	Very heavy cannon balls, which do much more damage to ships which they hit than ordinary ones. Double shot uses more ammunition and takes longer to load than conventional round shot.
False Colours	To fly 'false colours' means to fly the national flag of a nation you do not belong to, in order to disguise your true intention.
Fame	A measure of your standing in the world; how big a noise you have made; how many people have heard of you right now.
Fire Ship	A ship which has been deliberately set on fire to cause damage and confusion to the enemy.
Flags, Communication	Flags which send specific message to other ships, such as "I am in need of food."
Flags, National	Flags identifying a ship as being English, Spanish, French, Dutch or Danish.
Flagship	Literally, the ship which flies the communication flags. The main ship in a fleet, the ship which the other ships follow.
Fleet Screen	A part of the 'Safe Harbour' screen where you can move cargo, men and weapons on and off your ships.



Floaters	Men and treasure which are salvaged from a ship when it goes down or who have abandoned ship.
Fluyte	A medium sized three masted ship. Slow, clumsy, but with a lot of cargo space and cheap to make. The most common type of trade ship.
Food	Supplies. Bread, porridge, ship's biscuits, hard-tack: the most basic subsistence food.
Fouling	When two ships get stuck to each other.
Frigate	A large, three masted warship. Relatively slow and unmaoneuverable, but large enough to be loaded with devastating quantities of cannons.
Fruit	Cargo. Bananas, oranges, pineapples and other produce which fetch high prices in Europe.
Furl Sails	To roll up your sails, in order to slow down.
Fullness	How much cargo your ship is carrying. The fuller it is, the slower it sails.
Fullness indicator	An icon which appears on many screens of the game which indicates how laden your ship is.
Galleon	A very large, three masted warship: fast, but very unmaneuverable.
Gentry	The rich folk in a town. They can be valuable hostages for a pirate.
Governor	Whoever is in charge of a town. This might be a high-ranking politician, but it might only be a spokesperson for the local farmers.
Governor Screen	A part of the 'Safe Harbour' screen, where you can negotiate with the leader of the town.
Grape Shot	Gravel, nails and small cannon balls, loaded into a cannon in order to cause maximum crew casualties. Grape shot does little or no damage to the sails or hull of a ship.
Grappling	Deliberately fouling your ship with an enemy, usually in order to start a boarding action.
Grenades	Special glass balls containing ammunition and a wick; they can be almost as dangerous to the man throwing them as to their target...
Gunners	Those members of a ship crew who operate the cannons.

Gunnery	A skill which measure how good at controlling the cannons an officer is.
Gunpowder (aka Powder Barrels)	Barrels of ammunition used as makeshift bombs for blowing up walls and buildings.
Hides	Cargo. Skins of hunted animals.
Hoard	The total amount of cash on your fleet. Your liquid assets, available to be spent.
Infamy	A measure of how many bad things you have done; how much you are hated and feared.
Jewellery	Treasure. Precious trinkets for rich fops and their wives; also loved by pirates.
Jolly Roger	A pirate insignia. When a pirate hoists the Jolly Roger, he is issuing a threat: 'Surrender now, and you can live; if you fight, I will kill every one of you without mercy'.
Land Combat	A skill which measures how good at organising marines an officer is.
Leadership	A skill which measures how good at ordering men and inspiring confidence an officer is.
Letter of Marque	A licence issued to pirates. An English governor might issue a pirate with a Letter of Marque, giving him permission to sink Spanish Ships on condition he paid a 20% tax on his loot.
Livestock	Cargo. Live pigs or cattle.
Looting	Grabbing gold and jewels on the run during a battle.
Loyalty	A skill which measure how committed to your cause on officer is.
Luxuries	Cargo. Chocolates, dolls, china, glass and other necessities not easily obtained in the New World.
Map View	A view of the whole game world, from which you may plan your voyage.
Marines	Those members of a ship's crew who participate in Boarding Actions, Landing Actions and fire musket broadside.
Men	Members of the crew who are not officers.
Militia	The civilians in a town who have taken up arms to defend themselves against pirates.
Muskets	Primitive, long range rifle.



Occupy	To install a pirate as governor of a captured town.
Officers	Skilled sailors and seasoned warriors who improve the performance of a ship and improve the morale of landing and boarding parties.
Personal Wealth	Your personal cut of the pirate band's treasure.
Piece of Eight	Also called 'dollars', 'pesos de ochas' or just 'pesos', the piece-of-eight was a silver coin, and the standard unit of exchange in the Caribbean. A labouring man earns about a peso a day; a pirate hopes to eventually earn a share worth a thousand pesos.
Pillage Screen	A screen which appears at the end of Battles and lets you rob ships or towns which have surrendered to you.
Pillaging	Searching through a town or a ship, after a battle, at your leisure, to squeeze out everything of value. NOT TO BE CONFUSED WITH 'Plunder'.
Pinnace	A small, three masted square rigged ship. Fast and manoeuvrable, but relatively small and weak.
Pirate	Any person who commits a robbery at sea.
Pirate King	According to legend, Long Ben Avery, greatest of all pirates, left the Caribbean with a fortune in plundered gold, and founded a pirate kingdom in Madagascar.
Pistol	A short range, single shot weapon; devastating at close range.
Plunder Screen	A part of the 'Safe Harbour' screen where you can divide your ill-gotten gains among your crew. NOT TO BE CONFUSED WITH 'Pillage Screen'.
Port	Any town where you can harbour your ship.
Prisoners	Enemy units which have surrendered to you. They follow you around the battle field. If you take them back to your ship, they can be held to ransom or forced to become pirates.
Privateer	A licensed pirate or a freelance ocean-going mercenary: anyone who holds a Letter of Marque.
Prize Court	A pirate with a Letter of Marque has to submit all his plunder to a Prize Court in order to assess how much tax he owes the king.
Prize Crew	Sailors who are left on an enemy ship which has been successfully boarded.

Ramming	Deliberately running your ship into an enemy ship, in order to do it damage.
Round Shot	Ordinary cannon balls.
Rowing Boat	Large, oar powered vessels stored on larger ships. Use as platforms to launch landing parties and boarding actions.
Rum	Supplies. Drink made from fermented molasses; essential for the well-being of pirates.
Safe Harbour	Any location where you can 'park' your fleet: careening beaches and ports.
Safe Harbour View	A part of the game where you can buy and sell goods, repair ships, and do other upkeep tasks.
Sailors	Those members of the ship's crew who manoeuvre their ships.
Salt	Cargo. Blocks of locally refined sea salt.
Scuppering	Deliberately sinking your own ship.
Scurvy	A disease which sometimes breaks out on ships, caused by a lack of fresh food, especially fruit.
Seamanship	A skill which measures how good a sailor an officer is.
Securing	Capturing an enemy ship and adding it to your fleet.
Shipwright Screen	A part of the 'Safe Harbour' screen, where you can mend, buy and sell ships.
Skills	Figures which measure the abilities of your officers: Gunnery, Land Combat, Leadership, Loyalty and Seamanship.
Sloop	A small single masted ship. Small, weak, but very fast and manoeuvrable.
Soldiers	The members of a garrison defending a town.
Spanish Main	The North Coast of South America. Made prosperous by the Spanish Treasure Fleet, it is a popular hunting ground for pirates.
Spice	Cargo. Precious local harvest, much sought after in Europe.
Sugar	Cargo. Raw cane sugar, ready to rot the teeth of some English fop.



Supplies	Anything which is consumed by your ship or crew during a voyage: food, fruit, rum, livestock and ammunition.
The Windward Passage	The strip of sea between Hispaniola and Cuba. It is a popular hunting ground for pirates.
Timber	Cargo. Wood from Caribbean forests and jungles.
Tobacco	Cargo. Bushels of leaves grown in Havana and elsewhere.
Ton	A measure of weight, equal to 2,000 pounds.
Torture	Pirates sometimes resort to ghoulish barbarity in order to extract information from captives about the location of hidden treasure.
Trade Screen	A part of the 'Safe Harbour' screen, where you can buy and sell cargo.
Treasure	Cash and jewellery.
Treasure Screen	A part of the 'Safe Harbour' screen where you can bury and dig up treasure.
Troops	Anyone involved in a land battle.
Unfurl Sails	To unroll your sails, in order to speed up.



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CREDITS



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Cutthroats is a Hothouse Creations production

in association with Eidos Interactive

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Rob Davies, Andrew Rilstone, James Robertson, Mike Devereux, Bill Barna, Ian Brindle, Pete Wingham, Paul Jasicki, Alex Barregon, Nathan Hook and Rob Balloch.

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YOU WAS A FLYER, MORGAN
YOU WAS THE LAD TO CROWD
WHEN YOU WAS IN YOUR FLAGSHIP
BUT NOW YOU'RE IN YOUR SHROUD
ΑΠΟΠ

NOTES

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ABOMINATION

THE NEMESIS PROJECT

"...AND UNTO US THERE CAME
A PLAGUE OF BIBLICAL
PROPORTIONS"

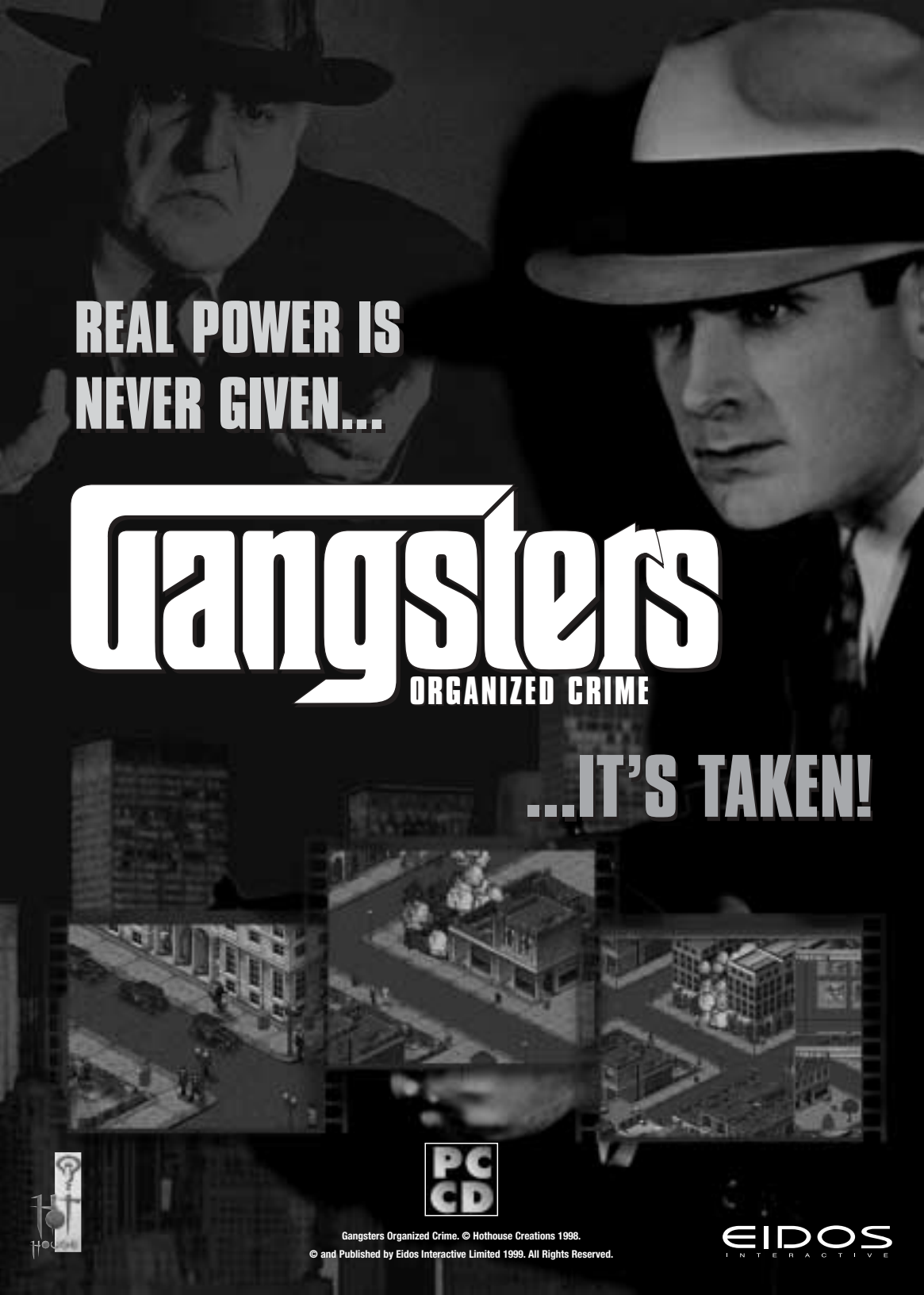


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