LOADING & SAVING

Loading

PIRATES! requires a C64, C64C, C128 or C128D with a 1541 or 1571 disk drive and a joystick. Follow the steps below to load the game:

1. Turn off your computer and disk drive.
2. Remove all cartridges from your computer.
3. Attach one joystick in port #2. Do NOT leave a joystick in port #1 (a joystick there can scramble the controls).
4. Turn on your disk drive. WARNING: Do not leave a disk in the drive when you turn it on or off — on some drives, your disk could be damaged.
5. Insert the PIRATES! disk, label upward, into the disk drive. Close the drive door latch.
6. Turn on your computer.

On a C128 or C128D the program loads automatically.
On a C64 or C64C you must type the following to load the program:

LOAD "*",8,1

and press RETURN. After loading leave the disk in the drive.

7. Have a spare disk handy. To save the game, you’ll need a blank disk. You don’t need to format the disk (a special format-disk routine is present within the save game option).

A Quick Start

For your first game, the following “Quick Start” is recommended.

Starting Options: Begin your first game with the following selections (starting selections are described in detail on pages 5-9):

1. Welcome: Start a New Career.
2. Special historical period?: No.
3. What nationality are you?: English.
4. Type your name (no more than 9 characters) and press 'Return'.
5. You are an: Apprentice.
6. Special ability: Skill at Fencing.

IMPORTANT — Treasure Fleet or Silver Train: You must know when the Treasure Fleet or Silver Train arrives.
   If asked about the Treasure Fleet in 1660, refer to page 35.
   If asked about the Silver Train in 1660, refer to page 36.

Learn by Doing
Some players prefer to learn by experiment. To do so, just read the notes below and refer to this broadsheet. If you are confused, refer to the indicated sections of the manual for more details.

Pause: The space bar pauses the action. This is handy while learning.

Your First Duel: The joystick controls your fencing tactics. You see these tactics acted out on screen. You do not control each specific wrist, arm, body, and leg motion. See pages 11-17 for details.

In Port: Explore the port and the options available before leaving for your first cruise. However, do not divide up the plunder yet. See pages 19-20 for details, and pages 37-43 for additional background.

Cruising the Seas: Push your joystick in the direction you wish to set sail. Once sailing, leave the stick centered to remain on course, pull it left or right to turn in that direction (just like the rudder of a real ship). See pages 19-20 for details. For information while sailing, press the trigger. If you're lost, one of the information options is a "sun sight" with your astrolabe, see page 22 for details.

Fighting Ships: If you encounter and fight an enemy ship, see pages 24-27 for details. If you pull alongside, a boarding battle with swordfighting may occur.

Attacks on Towns: These are possible by sea (see page 27) or by land (see pages 29-30).

Finishing Your Voyage: Return to port, sell your gains to the merchant, visit the governor for any rewards, then Divide the Plunder. After that, select retirement. This ends the game and shows your score. Don't worry! You can come out of retirement again (health permitting). See pages 34-35 for more information.

Saving the Game & the Hall of Fame
You need an extra, blank disk to save PIRATES! during play. You cannot save
any information on the game disk.

**Saving the Game:** To save the game, enter any town and *Check Information*. The option list includes *Save Game*. Select this option and follow the instructions. PIRATES! save-game disks use a special format. You must use the format option offered in *Save Game*, a normally formatted disk will not suffice. Note that formatting a disk prepares it for saving games, but does not actually save anything.

**The Hall of Fame:** Having a formatted disk is also necessary if you wish to record your final score in the Hall of Fame. The same disk can hold both saved games and the Hall of Fame. When you retire, you can record the retired character’s achievements in the Hall of Fame on a properly formatted save-game disk.

**Loading Problems?**

If the program does not load or run correctly, turn off BOTH the computer and the disk drive, leave them off for at least 10 seconds, then start the loading process again.

If the program still doesn’t load or run correctly, turn off you computer, disk drive, and all other attached equipment. Disconnect attached peripheral devices, such as printers, modems, light pens, graphics tablets, mice, etc. PIRATES! uses memory in odd locations. Sometimes attached equipment uses this RAM memory too, destroying necessary parts of the game program.

If you still have problems, try loading it on another machine. If it loads correctly on that machine, your difficulties are in your hardware. We regret that we know of no way in software to fix problems that exist within your hardware – if the problem is in the hardware, you must fix the hardware. The most common problem is a disk drive out of alignment (incorrect drive speed is also possible, but less frequent). Have a local dealer or repair company readjust it. Be sure to treat your disk drive carefully; even a gentle bump can throw it out of alignment. Note that certain non-Commodore disk drives may not load PIRATES!, depending on their level of compatibility with Commodore 1541 and 1571 drives.

Incidentally, this version of PIRATES! uses proprietary fast-load-from-disk routines. This software is customized for PIRATES!, making it faster than generic fast-load cartridges. In fact, you must remove all fast-load cartridges before loading PIRATES!

If you have further problems unanswered by the above, contact MicroProse Customer Service at (301) 771-1151 Monday through Friday, 9AM-5PM EST.
The Art of
COMMAND

Menus
Joystick
Trigger on joystick

Move pointer (changes highlighted option)
Select highlighted option

Trading & Moving Goods (see page 19 for details)
Joystick up-down
Flick joystick left
Flick joystick right
Trigger on joystick

Selects item to be traded or moved
Buy or take item for your party
Sell or abandon items held by your party
Exit

Fencing & Swordplay (see page 11 for details)
Joystick left
Joystick left & trigger down
Joystick in center
Joystick right
Space bar

Fast attack high, mid-level or low
Slashing attack high, mid-level or low
Parry (blocks attacks) from high, mid-level or low
Retreat and parry high, mid-level or low
Pause and resume

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

Marching Overland (see page 21)
Joystick (any direction)
Joystick trigger
Space bar

Party marches in that direction
Get information
Pause and resume
Sailing the Caribbean (see page 18 for details)
Flick joystick (any direction) Set sail (joystick controls initial direction)
Joystick left Turn left (port) while sailing
Joystick right Turn right (starboard) while sailing
Joystick trigger Get information
Space bar Pause and resume
NOTE: You can anchor safely anywhere on the coast and disembark automatically. However, any travel over shoals (reefs) may be fatal.

Sea Battles (see page 24 for details)
Joystick left Turn left (port)
Joystick right Turn right (starboard)
Joystick up Full sails (raises all sails for maximum speed)
Joystick down Battle sails (reduces risk of gunfire damage)
Joystick trigger Fire cannon broadside
Space bar Pause and resume

Land Battles (see page 29 for details)
Joystick trigger Change highlighted group
Joystick Move the highlighted group only
Joystick & trigger down Move all groups simultaneously
(automatic when stationary) Group fires
(automatic when in contact) Group fights hand-to-hand with enemy
Space bar Pause and resume

Taking a Sun-Sight with the Astrolabe (see page 22 for details)
Joystick left-right Move astrolabe under sun
Joystick up-down Raise-lower astrolabe platform to bottom of sun
Joystick trigger Exit
Space bar Pause and resume
The Power of Observation

National Colors
Red
Green
Dark Blue
Cyan (Light Blue)

England
Netherlands (Holland)
France
Spain

Fencing & Swordplay
The color of the shirt indicates who and what is fighting.
White Shirt
You, with whatever weapon you selected
Yellow Shirt
Enemy with a cutlass
Orange Shirt
Enemy with a longsword
Green Shirt
Enemy with a rapier

Sea Battles
You can distinguish friendly from hostile by color.
Black hull
Your ship
Red hull
Enemy ship

Land Battles
You can distinguish one group from another by color.
Black
Your highlighted (selected) group
Gray
Your other group(s)
Red
Enemy groups