



LOUISIANA

River Saint Louis
(also known as the
Mississippi River)

FLORIDA

Florida Keys

Grand Bahama

Northwest Channel

Nassau

Eleuthera

Exuma Sound

Cat Island

Long Island

Crooked Island Passage

Mayaguana Passage

Great Inagua

Tortuga (1620)

Santiago

Windward Passage

Leogane (1660)

Petit Goave (1620)

Santo Domingo

Mona Passage

Isla Mona

Virgin Islands

St. Martin (1640)

St. Eustatius (1640)

St. Kitts (English, 1640)

Nevis (1620)

Montserrat (1640)

Guadeloupe (1640)

Marie-Galante

Dominica

Martinique (1640)

St. Lucia (1600 only)

St. Vincent

Barbados (1620)

Grenada (1600 only)

Tobago

Trinidad

St. Thome' (1600)

Orinoco River

GUIANA

NEW ANDALUSIA

Cumana

Borburata (1560)

Caracas (1600)

NEW GRANADA

Cartagena

Nombre de Dios (1560)

Puerto Bello (1600)

Panama

Gulf of Panama

DARIEN

Gulf of Darien

THE SPANISH MAIN

Santa Marta

Rio de la Hacha

Maracaibo

Maracaibo Lagoon

Gibraltar

Caracas

Puerto Cabello

Coro

Curacao (1620)

Aruba

Bonaire

Isla Blanquilla

Isla la Tortuga

Margarita

Grenada (1600 only)

THE CARIBBEAN SEA

THE GREAT SOUTH SEA
(Later known as the Pacific Ocean)

HONDURAS

Mosquito Coast

Providence (English, 1620)

Santa Catalina (Spanish, 1640)

Gran Granada

Lake Granada

THE SPANISH MAIN

San Juan

San Domingo

Yaguana (1560)

Isabella (1560-1640)

Port-de-Paix (1660)

La Vega (1600-1640)

Hispaniola

Yucatan Channel

Cozumel

Isle of the Pines

Puerto Principe

Old Bahama Strait

Havana

Campeche

Bay of Campeche

Villa Hermosa

NEW SPAIN

Vera Cruz

THE GULF OF MEXICO

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANTIC OCEAN

THE ATLANT

✱ Captain's Broadsheet ✱

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

<i>Joystick</i>	Move pointer (changes highlighted option)
<i>Trigger on joystick</i>	Select highlighted option

Trading & Moving Goods (see page 19 for details)

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

Fencing & Swordplay (see page 11 for details)

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

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

Sailing the Caribbean (see page 18 for details)

<i>Flick joystick (any direction)</i>	Set sail (joystick controls initial direction)
<i>Joystick left</i>	Turn left (port) while sailing
<i>Joystick right</i>	Turn right (starboard) while sailing
<i>Joystick trigger</i>	Get information
<i>Space bar</i>	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)

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

Land Battles (see page 29 for details)

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

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

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

The Power of
OBSERVATION

National Colors

<i>Red</i>	England
<i>Green</i>	Netherlands (Holland)
<i>Dark Blue</i>	France
<i>Cyan (Light Blue)</i>	Spain

Fencing & Swordplay

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

<i>White Shirt</i>	You, with whatever weapon you selected
<i>Yellow Shirt</i>	Enemy with a cutlass
<i>Orange Shirt</i>	Enemy with a longsword
<i>Green Shirt</i>	Enemy with a rapier

Sea Battles

You can distinguish friendly from hostile by color.

<i>Black hull</i>	Your ship
<i>Red hull</i>	Enemy ship

Land Battles

You can distinguish one group from another by color.

<i>Black</i>	Your highlighted (selected) group
<i>Gray</i>	Your other group(s)
<i>Red</i>	Enemy groups

IMPORTANT!

If you use DOS 3.0 or higher to format IBM disks...

You should use the following command to format a disk:

FORMAT A:/4

instead of the standard "FORMAT A:" command described in the Captain's Broadsheet. Otherwise the procedure is the same — restart your IBM, insert the DOS disk in Drive A;, type the appropriate format command (FORMAT A: or FORMAT A:/4), then when prompted remove the DOS disk and insert the blank disk into drive A. Once the format is complete, remove the formatted disk, insert the PIRATES! A disk, and restart the machine once more to begin the game.

Capt'n Sydney Advises...

That you format a disk using DOS before starting PIRATES!, so you can save the game. If you save the game each time you return to a port, you can return to that point should errant children, power failures, hardware glitches, or perhaps even an unexpected battle or reef prematurely end your career.

Even if you don't want to save a game during play, if you wish to record your final score in the Hall of Fame, you must have a disk formatted by DOS and then initialized by the save game procedure.

Remember...

Preparing a save-game disk is a two step process. First you *format* a disk using DOS, then you *initialize* the disk (select that option from the Save Game menu). Only when both procedures are performed can you save and recall games #1, #2, #3 or #4 on that disk.