PIRACY

ON THE HIGH SEAS

INTRODUCING THE WORLD OF PIRACY

The game of Piracy deals with a period in the planets history when Evil Forces have permeated the structure of it's civilisation and threaten its future stability. The people are beset by Pirates and evil monsters bent upon the destruction of all that is good.

Still alive in the people's deep subconscious, however, and handed down from generation to generation in myths and legends, is the memory of a time of peace, prosperity and justice for all. In those halcyon days, almost beyond memory, a benign government ruled the land from the Halls of Balance. The power of this authority was derived from their possession of the Golden Chalice of Balance given to the people at the beginning of time and housed in the Halls of Balance.The disappearance of the Chalice from the Halls of Balance marked the return of the Powers of Evil into the land.

Through this game you are about to enter this terrifying world where your main objective is to find the Golden Chalice and return it to its rightful place in the Halls of Balance, thereby restoring peace to the land. Your quest for the Golden Chalice will take you into the atmosphere of the old 'Spanish Main', where many of the Islands in the West Indies harboured the lairs of ruthless and bloody pirates. These men recognise no law but the slash of a cutlass and the threat of their pistols. These Pirates included in their ranks such infamous names as Blackbeard, Captain Kidd and many other lesser, but equally bloodthirsty villains, who showed no mercy to their victims and expected none in return.

In the course of this quest you have to accumulate wealth and power by trading between the many islands in this land which are beset by Pirates and Monsters that seek only your destruction. The prowess that you display in these encounters

will gain for you the confidence of the people from whom you may obtain clues as to the whereabouts of the Golden Chalice that you are seeking.

HARDWARE REQUIREMENTS

Piracy requires a Commodore Amiga with kickstart version 1.2 or above with at least 1 megabyte of memory. To load turn on your Amiga and insert disk 1 into the internal disk drive. Additional Disk drives can be used.

PIRACY PLAYING INSTRUCTIONS

The overall aim to the game is to find the missing chalice. To achieve this you must trade to acquire wealth and power over the Force of Evil giving the people confidence to talk about the lost secrets of the land and your quest for the Chalice begins. This story can be seen in the intro which can be selected via the main menu.

CONTROLS

The game uses a combination of both Mouse and Joystick. Throughout the game you have the option to click on many different icons which is the main control method. The mouse is used to select these icons. The joystick is used in the fighting screens and can also be used to guide your ships to their destinations.

STARTUP SCREEN

You will be faced with four options.

Start a new game
Continue old game
Format save disk
See intro

Use the mouse to click on the required option and then click on the select icon in the bottom right of the box.

CONTINUING AN OLD GAME

To continue an old saved game select 'Continue old game' and you will be asked to insert a previously used save game disk. The game will be continued from where it was saved. If this is your first game then select 'Start new game'.

FORMATTING A SAVE GAME DISK

As Piracy can take a while to play it is advisable to create at least one save game disk at this point as they cannot be formatted while the game is being played. Select the 'Format save disk' option and follow the on screen prompts. All the information on the save disk will be erased. Piracy will use one disk for each save game.

CHANGING DISKS

After you have selected an option you may be asked to change disks. This is shown with a picture of a disk with a number on. Place the required game disk in any drive to continue. If the disk has a letter 'S' then place a save game disk in the drive.

Main Screen.

When you first start a game you will be presented with the main screen. This is split into two parts. The display area which shows your ship and the islands around your ship and the icon panel.

The icons, from left to right, are as follows :-
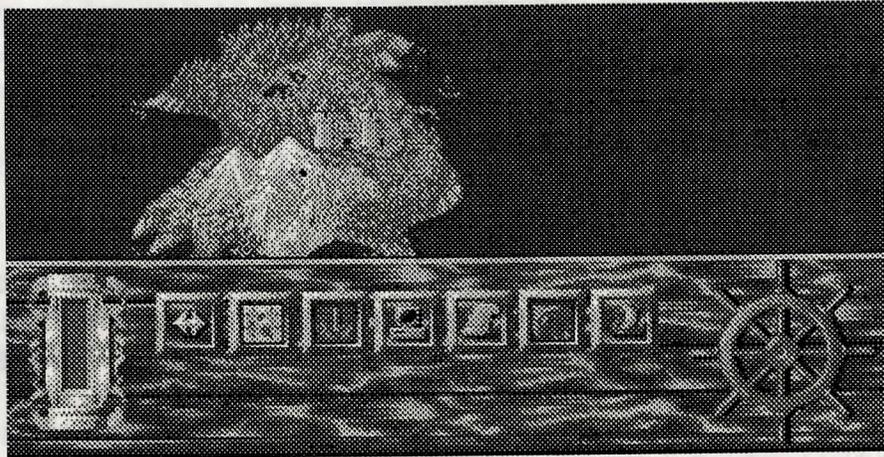
1. Select additional ships

2. Display Map

3. Start/Stop ship

4. Computer options (Save game, music on/off)

5. Status

6. Enter icon (Shows Sea if no selection can be made) used to enter city/dungeon

7. Scrap ships

SAILING YOUR SHIP

Both the mouse and joystick can be used to sail the ship. If the mouse is used click on the wheel to the right of the screen. If the joystick is used then the ship will sail in the direction pointed by the joystick. The mouse is also used to select the icons. Before the ship can sail you must pull up the anchor and put up the sails. This is done by selecting the Start/Stop icon.

DISPLAY MAP

When the 'Display Map' icon is selected the display area will be changed to show the whole world. Your ship can be seen as a flashing dot. If you buy more ships they will also be shown on this map. To return to the original display click on the map icon again.

STATUS ICON

The 'Status' icon will show your current wealth, the current cargo in the ship and an icon for each member of the crew. This includes your three main characters and any additional mariners you have hired. Click anywhere on the icon panel to return.

ENTER ICON

The 'Enter' icon is used to enter ports, dungeons and other features on the landscape. The icon will be different depending on the features around the ship. If the icon shows a picture of the sea then it cannot be selected as there is not a feature near enough to the ship. The icon will only show a feature if your ship has its anchor down. To enter the feature click on the 'Enter' icon and you will be taken to the appropriate screen.

COMPUTER OPTIONS
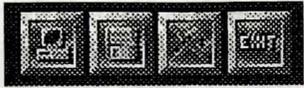
When the 'Computer Options' icon is selected a new set of icons will be displayed. These can be used to return to the game, save the current game, turn on or off the music or quit the game. If the save game icon is selected then the computer will ask for a save game disk to be inserted into the drive. When finished the computer will return you to the main screen.

SELECT ADDITIONAL SHIPS

If you have bought some additional ships you can access them by selecting the 'Select additional ships' icon. This will display some additional icons which allow you to control the additional ships. Each ship has a number, clicking on the number will select the ship.

ENTER ICON

You can now select the 'Enter' icon to enter a port. This will take you into the town to allow you to buy or sell goods. When you have bought some goods you can tell the ship to sail to another town, this is done with the 'destination' icon (shown as an arrow). You will now have a selection of towns the ship can sail to. Click on the name of a town and the ship will automatically set sail. When the ship reaches the town its icon will flash.

SHIP FOR SCRAP

The remaining icon is used if you wish to scrap the ship. You will receive some wealth from the scrapping of the ship but not its full value.

TOWN SCREEN

WELCOME TO ARTEGAM

If you arrive at a town and use the 'Enter' icon you will go into the town. The town screen is again split into sections. On the left is the information screen which also displays pictures, an information strip at the bottom and on the right the icon selection panel.

The name of the town will appear at the bottom of the screen in the information strip. It is helpful to make a map on paper (or remember the positions) of the towns as the missions later on will refer to the towns as places to go.

The icons are as follows:-

1. Enter Shop 2. Heal party member 3. Enter tavern

4. Talk to Town folk 5. Status

6. Exit town.

When the 'Enter Shop' icon is selected you will go into the local merchant trader's shop. This is described later on.

The 'Status' icon will display your current wealth and the health of your party members. The health can be between 1 and 30. If a character is dead then they will not be shown on the screen.

If one or more of your characters are not at full health then select the 'Heal party member' icon. This will take you to the local healer who can sell you different strength healing potions. These are represented by three icons with increasing number of potions. The potions will heal all the party members at once.

When you have gained enough wealth the town people will begin to talk. Select the 'Talk' icon and they may give you some information which will lead you closer to finding the missing chalice. You must gain more and more wealth for them to give you all the clues to where the missing chalice can be found.

The 'Enter tavern' icon will take you into the local tavern.

SHOP SCREEN

When you go into the shop you will be allowed to buy goods or sell goods you have already bought; buy a new ship or buy a cannon and cannon balls.

Icons

1. Buy goods
2. Sell goods
3. Buy ship
4. Buy cannon balls
5. Buy cannon

The 'Buy goods' icon will take you to another screen. The prices of the goods the merchant has in stock will be shown on the left of the screen. To buy some goods click on the corresponding icon on the right of the screen. You will always buy enough goods to fill your ship. On the main ship this is 5 tonnes of goods. So if you were to buy some corn at a price of 10, you would buy 5 tonnes of corn for 50 units of wealth.

The idea is then to take this corn to another town where the price of the goods you bought is higher, thus being able to sell it for more and make money.

When the 'Sell goods' icon is selected you will sell the goods currently stored on your ship.

The 'Buy ship' icon will take you to another screen which shows a picture of a new ship. The price of the ship is shown at the bottom of the screen. To buy the ship select the 'YES' icon. If the 'NO' icon is selected a different ship is shown. To exit the screen select the 'OK' icon. If you are going to buy a new ship remember that you also need money to buy goods. If you just have enough wealth to buy a ship you may not have enough to buy goods as well.

You can buy a cannon for your main ship. This is done by selecting the 'Buy Cannon' icon. You must also buy cannon balls to use in the cannon. This is done by selecting the 'Buy cannon balls icon. You will be given a message when you have enough cannon balls.

TAVERN SCREEN

YOUR MONEY: 00200

1. Gamble money
2. Hire Mariner

When you enter the tavern you will be able to hire Mariners who will accompany you in your quest. You can hire up to a maximum of five mariners. Also you can try to gain more wealth by using the gambling machine.

Gambling Table

The gambling table allows you to try and gain wealth through chance. To put money into the table click on the icon with the up arrow. This will place a unit of money at a time into the table. Each time you click on the start icon the table will randomly select a new set of symbols and decrease your money by one unit.

If you manage to get three or four of the same symbol in a row (from the top) then you will win. If the 'Take' icon is show then you can click on the 'HOLD' icon at the end of each row. This

will hold the symbols for the next go. To exit and collect your winnings click on the icon with a down arrow. To speed up the exit process click the right mouse button.

Dungeons

Later in the game the town folk will point you in the direction of dungeons where there are certain tasks which need to be completed to continue the game. You must avoid creatures and find chests which contain gold. As Morden is the only character who can go into the dungeons it is a good idea to keep him alive in the fighting scenes. If Morden is killed then it is impossible to complete the game. Use the joystick to move Morden around the dungeons. The fire button together with a direction will allow Morden to use his magic against the creatures. To open a chest stand near it and press the fire button. When all the treasure has been found the exit will open and you can leave the dungeon.

Pirates

While travelling the seas of the world you can get attacked by pirates. When they do attack they demand money. At this stage you have three options. You can pay the money they require, have a cannon fight or go into combat. If you wish to go into a cannon fight you must have already bought a cannon and cannon balls from a shop. If you select to pay them money and you do not have enough to cover their demands they will slay you and the game will be over.

Cannon Fight

When you select to fight the pirates with a cannon you will see the pirate ship moving about on the sea. You must use up and down on the joystick to change the angle of the cannon to allow the cannon balls to hit the pirate ship. On the left of the screen

is a bar showing you the damage to your ship and on the right a bar showing the damage to the enemy's ship. If your bar reaches the bottom then your game will be over.

Fighting

There are 3 different fighting screens. The pirates, the bandits and the octopus. You will be presented with a screen showing your three characters and their health and strength. Select one with the joystick and prepare to go to battle. Your character can be moved with the joystick and has a number of different moves to attack and defend. These are selected by pressing fire and a direction on the joystick.

When the pirates/bandits are killed return to the place you arrived at to exit. You can also exit if you wish to change character (due to their health being low). On the octopus screen use fire and left and right on the joystick to hit the parts of the octopus. Pulling back will exit the screen. Once a battle has started it will continue until one of the sides are all dead.

A DETAILED GUIDE THROUGH THE FIRST STAGES OF PIRACY

Wait for the game to reach the main menu. At this point you can either Start a new game or see the intro. Also at this point it is advisable to format a save game disk.

To start the game click on 'Start New Game' and then the select icon in the bottom right of the menu. If a picture of a disk appears then insert the disk which conforms to the number on the screen.

The initial aim of the game is to acquire wealth and gain the confidence of the people who will give advice. This can be done in many ways, the easiest is to trade goods between ports. This is explained below.

When the game starts you will find yourself anchored off the island of 'Artegam'. By clicking on the map icon you can see your ship as a flashing dot towards the top left of the screen. To return to the main screen click on the map icon again.

To buy goods we must first go into the town. The 'Enter' icon is showing a picture of some town doors. This indicates that you are in the right position to enter the town. Click on the icon and the screen will change to the town screen.

When you first enter the town a message is shown at the bottom of the screen which tells you the towns name. It is a good idea to write these names down and mark their positions on a map. This will be helpful later as when the town folk talk they will use the town names as reference points.

To enter the shop click on the icon in the top left of the icon panel. The message at the bottom of the screen tells you the

goods you already have on the ship. At this point it will be empty. Click on the icon in the top left of the icon panel and you will be shown the prices of the stock the trader has. As you get further into the game you will get to know if the prices are cheap in comparison to other towns. The aim is to buy the goods for a low price and take them to another town where you can sell them for a higher price. To get you started buy some Beef by clicking on the icon which looks like a leg of beef. The price shown is for a tonne of goods. Each time you buy some goods you will buy a full ship load. As the initial ship can take 5 tonnes of goods you will spend 200 units of money if you buy the beef at 40 units per tonne.

We must now take the goods to another town who will pay more than we bought them for. Click on the 'ok' icon to exit the buying screen and then on the exit icon to exit the shop. Each time you enter a town click on the 'talk' icon to see if the people have anything to say.

Exit the town by clicking the door icon in the bottom right of the screen which will take you back to the main playing screen.

Click on the 'Start/Stop' icon to raise the anchor and you can now move the ship to another port. Use either the joystick or the mouse on the wheel. Take the ship down and right to the nearest island called 'Endorin'. Place the ship near the docking strip and lower the anchor. If the 'Enter' icon is not showing a picture of a town door as before then you have not put the ship in the correct place. Enter the town as before and go into the shop. The message at the bottom of the screen now says that your cargo is beef.

Go to the buy option to see the prices of the goods at this town and you will see that the beef is priced at 46 units. Exit this screen and go to the sell icon. Your money will be displayed at the bottom of the screen and you will see that you have made a

profit of 30 units. This process of buying and selling can be repeated to gain wealth. When you have gained enough wealth the people will talk and you can follow their instructions to get further into the game.

There are also other ways to gain wealth, these include Gambling and fighting pirates.

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Please let us take this opportunity to thank you for purchasing PIRACY.

We hope that you have hours of entertainment from the game. Here at ICE we value your opinion of the game and would be grateful if you would take the time to fill out this registration form, along with your comments about this game. We would also be glad to hear your ideas about what you would like to see in future games.

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COMMENTS AND IDEAS

Thank you for your time and effort. We look forward to receiving your ideas.

Yours sincerely

All at ICE

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