PIRATE

Information Booklet and Copy Sheets

Pirate

BBC 32k

EASY WORD ENTRY

ABOUT THIS PROGRAM

PIRATE is a two part simulation and adventure game, mainly for young people and families who crave the excitement and adventure of the high seas. Full colour graphics and simple entry of instructions make it easy to play, yet full of interest.

You are the **Captain of a pirate ship.** Your task is to steer your ship through the maze of reefs and islands in an uncharted ocean, to solve the clues you come across on the way, and to gain enough points and jewels to reach part two of the adventure. There are other things to be done before the computer will let you get into part 2; use your skill to find what they are!

Think it sounds too easy? It's much harder than you think! You have lost your chart, and have no idea of your position. At any moment your crew may mutiny. You could be wrecked on the rocks, marooned on a desert island, or attacked by another pirate ship. If you beat your opponents, you will gain points and jewels. If you lose . . . . . . !

	Position above the RED function keys					
PIRATE KEY CARD	f∅	f1	f2	f3	f4	f5
	← WEST	↑ NORTH	↓ SOUTH	→ EAST	YES	NO

LOADING

Simply follow the instructions on the disc label.

Leave the disc in the drive, except for saving and loading a position (see below).

The short **INTRODUCTION** program includes instructions (optional) and a choice of sound level. (ESCAPE has no effect during the Introduction).

Next the **MAIN MENU** appears on screen.

Pressing *ESCAPE* at any time returns you to this menu. Pressing *BREAK* is best avoided, but will normally return you to the introduction.

TO PLAY PIRATE

Keep a careful eye on your supplies of food and water. If your ship is damaged in a storm or battle, you must find a safe harbour where you can carry out repairs. Harbours are on the mainland, but you'll have to be careful when you sail close to the land, as there are dangerous rocks and reefs. You can replenish your supplies in the harbour, but you'll need jewels to pay for them.

You may find it helpful to draw a map of your moves, the islands and the mainland, but remember that the computer chooses your starting position, and it will be **different** every time you play. Write down the objects you find and the secret password, which is the key to part two of the adventure.

Steer your ship by using the red function keys:

f∅   sail West   .

f1   sail North   .   f4 YES   f5 NO

f2   sail South   .

f3   sail East   .

A label strip is printed on the front page for you to place above the red keys.

TO SAVE YOUR POSITION

If at any time during Part 1 of the adventure, you wish to stop playing, you can *SAVE* your adventure on disc and *LOAD* it in later. Press *ESCAPE* to get to the menu and follow the *SAVE* instructions. You can only *SAVE* your position in Part 1 of **PIRATE**. Once you get to **Part 2,** you will have to complete the adventure in one go! It's therefore a good idea to *SAVE* Part 1 before you start on Part 2. We won't tell you much about Part 2, as we don't want to spoil your fun, but you will need to make a map there too, and it is just as hard to find your way and overcome the obstacles you encounter as it is in Part 1!

TO LOAD A POSITION

Again press *ESCAPE* for the menu and use the *LOAD* option.

NOTE: you may *SAVE* or *LOAD* using the program disc, or swap it for your own (formatted) disc. Be sure to use a new name for each position saved. The screen will prompt you when to swap discs.

THE COPY SHEETS

Overleaf, Copy Sheets are provided for you to photocopy. These will be particularly useful for teachers, and give an outline 'grid' or 'map' for both PART 1 and PART 2.

If you want the greatest challenge, ignore the copy sheets!

The copy sheets give quite a few clues, but still leave much to be discovered. Your strategy should be to gradually uncover clues and locations — over several tries — and to record what you can on the map of the area. Remember that islands and harbours are **fixed**, but the positions of boats, including your own, are NOT.

PIRATE IN THE CLASSROOM

PIRATE is a very useful program in school, either on its own, or as part of a topic. Logic, strategic thinking and map-making skills are all needed for the successful completion of the adventure. The program encourages children to learn and develop such skills whilst enjoying the adventure.

PIRATE makes a very good focal point for projects on Pirates, Sailing Ships and Voyages of Discovery. It can be followed up with creative writing, artwork, model making, maps and countless other types of work. It can be used as an inspiration for drama — especially Part 2. The usefulness of **PIRATE** as a basis for topic work has been confirmed by many teachers who have used the tape and disc versions, mainly with 8 — 11 year olds.

Map making is a particularly useful aspect of the program, and it will be helpful for children to have a grounding in co-ordinates and the compass points before using it. One way of organising the topic is to have a group (of up to seven children) using **PIRATE** while other groups study books and other resources. After a session, the group's position should be *SAVED* and then the groups rotated during the week, so that each group has a turn. Lots of discussion is needed before the group decides what to do next, and the 'random' start position means that each class group is faced with different problems. Each group should construct (and add to) a detailed map (co-ordinate grid) of their discoveries. Normally a group will need several sessions to complete Part 1, and then one or two more sessions on Part 2. The **COPY SHEETS** make the co-ordinate and map-making activities rather more straight forward. They can be readily altered (using correcting fluid) as required by the teacher.

Careful use is made of the many real difficulties which faced sailing ships (and Pirates), so that teachers will be able to enlarge on the problems of food, water, navigation, map-making, piracy, wind and weather as they occur. A certain amount of magic and superstition creeps in, but that **was** part of 18th Century life!

AGE LEVEL/SUITABILITY

PIRATE is suitable for young people of eight years upwards, but younger children will enjoy it too, with help from parents, teachers or older children.

The BBC disc is compatible with BBC and MASTER micros.

PIRATE AT HOME

PIRATE makes an interesting change from many adventure games, which are unsuitable for children because they cannot type or spell well enough to instruct the computer of their desired moves. Screen instructions are simple and clear enough even for young children, and the single function key entries make the most inexperienced player an expert navigator!

Very young children can enjoy the game when they play it with their parents or older brothers and sisters. The adventure can be tackled as a family project with everyone chipping in advice, or family members can challenge each other to a contest. Set a time limit, and see who can gain the most clues, points and jewels in a given time.

HELP!

If you are really **stuck,** you can cheat by sending a stamped addressed envelope to our Office, and asking for the PIRATE HELP SHEET, which will help you to get to Part 2. This HELP sheet is free of charge, but **ONLY** available if a SAE is enclosed with your request.

GOOD LUCK CAPTAIN!

PIRATE — PART 1

Name of Captain **EMMA**

Captain's Chart of the Unknown Sea

Mark your course,
and the Islands you find.
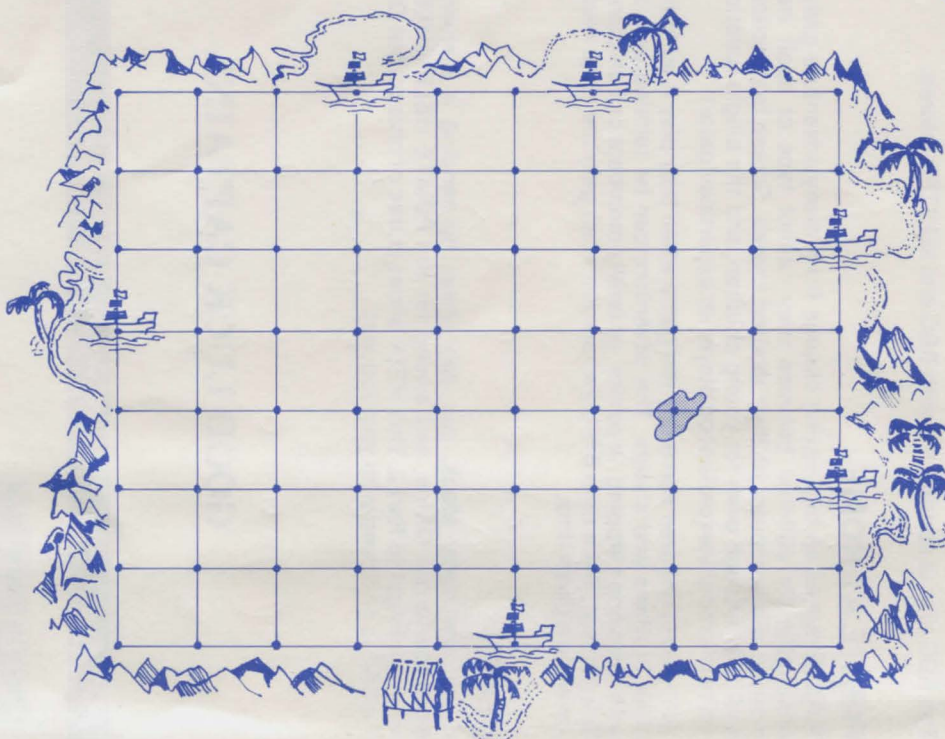The ship sails from
DOT to DOT.
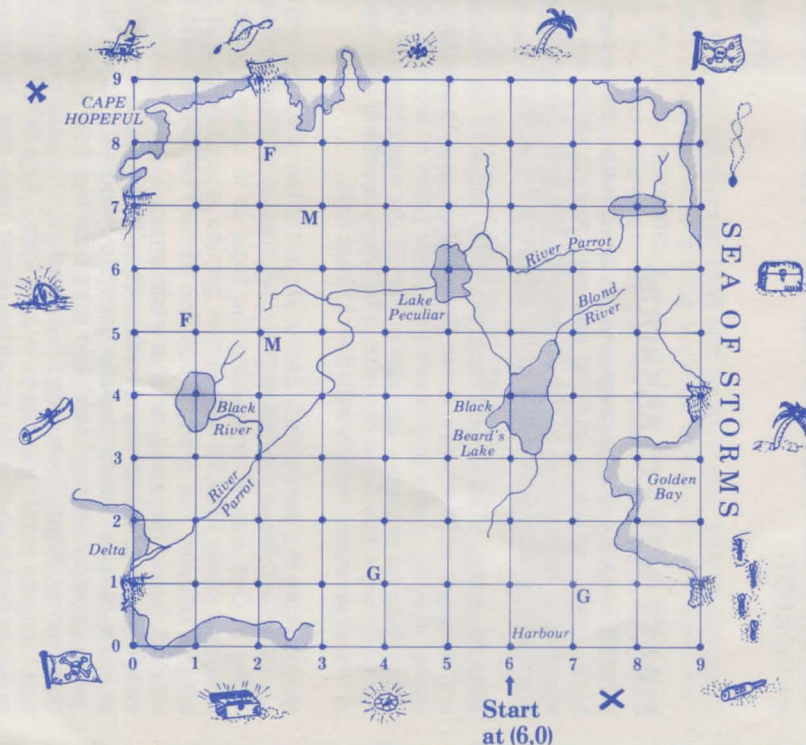
Island

Safe Harbour

Rocks

PIRATE — PART 2

Name of Captain **Emma**
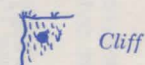
Captain's Map of the Island

The paths run between DOTS.
A few features have been put in, but there are lots more to find!
Explore the island to find the KING.

Mark these features
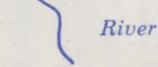as you find them:-

● M   Mountains

    Cliff

● G   Grassy Plain

    Lake

    Coast

    River

● F   Forest

CAPE HOPEFUL

F

M

F

M

River Parrot

Lake Peculiar

Blond River

Black River

Black Beard's Lake

River Parrot

Delta

Golden Bay

SEA OF STORMS

G

G

Harbour

Start at (6,0)