

Tropico[®] 2

Pirate's Book o' lore

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Note: Hotkey list located on the back cover.

Avast, me bucko!

No nay never in me blooming life would me thinks the likes of ye be voted as Pirate King. Good looks may have gotten ye this far, but ye'll need the mettle of King Neptune and a belly full o' gunpowder to tackle the task.

Pirates plunder the gold necessary for expanding this here secret cove and they sail from all the distant salty seas to spend their ill-gotten gains. Your goal is making money off these cut-throats and freebooters. Charge 'em a share of their plunder to dock their ships. Charge 'em to drink grog in your dives and dens. Charge 'em more to 'visit' your brothels. If they like it enough, well they may just get their own plots o' land to build up private estates. Whatever you do, just keep 'em happy. But you can't fill your pirates bellies and spirits without someone to do all the work.

Captives be seized in pirate raids or from plundered ships. These landlubbers cut lumber, build ships, and do just about everything else ye need, and they have no love for living on an island run by a Pirate King.

You can bet they be drawing up plans to escape or to oust ye from power. No use making the scurvy dogs happy, just keep thar necks a might tight under your boot. Nay nothing makes 'em soil thar britches more than seeing the grisly mugs of thar mates hanging in the gallows.

Now, ye don't command these captives and pirates directly, but your decisions, be they sound or sinister, influence the population. Pirate Cove be all about building the greatest, grandest, gold-digginest pirate city in the Caribbean. Be bold and ye'll have a booming pirate paradise, not to mention a galleon full o' gold in your personal stash. Be warned, many a man in this Pirate Cove be itching to put the black spot on ye, and get your deadlights behind the business end of his musket. The pirates voted ye in, they can just as easy run your head up the mizzenmast as a token of meagre management. Arrrr, a sweet trade indeed, eh matey? Now what say we make haste for the Putrid Frog and discuss your future over a few claps o' thunder? I've got a few tips to help get you up and running quicker than a sailor getting his sea legs.

Introduction

Quick Start: Sandbox Game

Before ye set sail in the sandbox, might I advise sharpening your cutlass with the Tropico 2: Pirate Cove campaign game? It's less demanding than the sandbox game as it introduces concepts more gradually. Some of the game's challenges and strategies may catch the veteran player by the 'booty'. To begin a sandbox game:

- 1.) At the main office menu, click on 'Single Games'.
- 2.) At the second menu click on 'Sandbox games'.
- 3.) Accept all the default settings on the Island parameters screen by dicking 'Okay'.
- 4.) Accept all the default settings on the Special Circumstances screen by dicking 'Okay'.
- 5.) Select Laurens De Graff from the list as your Pirate King character. Click 'Okay'.

On your Island

Pirates and captives make up your island population. Some buildings may already be constructed. Remember that any new buildings must be built along roads.

Stockade

Captives do the work on the island, and extra captives are locked in the stockade for safekeeping. Click on the stockade (it looks like a wooden fort) to see captives available for work. As more jobs are created, more captives get off their lazy bums and get working.

Corn Farms

When ye begin, some of your captives already be working at one or two corn farms on your island. Corn be the basic resource used to make several things both landlubbers and pirates consume: beer, slop and sea rations.

Sawmill

Lumber be a critical resource for making structures and ships. Ye start with a small amount that's stored here at the sawmill. To make more, ye must have a timber camp to supply the sawmill with wood.

Palace

This here be your pirate estate, and a sturdy stalwart building it be. The men spared no expense setting ye up with quarters that would make any Pirate King sing "Yo Ho Ho!"

Chuck Tent

And thar be nothing but the best for your captives too. Heaps of slop for the lot of 'em! The cook working here makes the slop out of corn. Me, well, I'd rather be drinking it if ye catch me drift.

Early Construction

Try adding the following buildings as soon as possible:

- 1.) Timber Camp
- 2.) Sea Ration factory
- 3.) Smuggler's dive
- 4.) Brewery
- 5.) Wench & masseuse.
- 6.) Dock (when completed, a free ship may arrive here)
- 7.) Boatyard

Your early goal be building a pirate ship, so a boatyard (for constructing ships) be enormously necessary. The sooner the better considering ships be your main source of gold.

Comparison: Tropicco and Tropicco 2: Pirate Cove

Running a pirate island be nothing like ye've done before. If ye've already played Tropicco, I'm sure ye be wracking your brains about changes found in Tropicco 2: Pirate Cove. It's a bit taxing to list them all since so much of the game be different, and that late night o' drunken debauchery ain't doing me noggin no good. Here's what I can remember, considering all the cannons sounding off in me skull:

Pirate King

Piracy be the leading industry of all games of Pirate Cove and you play the part o' the Pirate King; as if that wasn't dear to ye by now. After all, ye didn't use your wits to farm corn now did ye?

Captives

Captives make up the most of your population, and part of your job be ruling over these lazy lubbers who never want no part of being on your island. No matter what ye do, these captives hope to escape or spell an unhappy end to your pirate city. Ye need to strike fear in 'em and enforce strict measures to prevent escapes and revolts. Best dear your mind o' decent thought, matey, and get to scaring the britches off 'em.

Pirates

Pirates be poles apart from lowly captives in that they do little labour on your island. Aye, a pirate's work be cruising the seas and after a long sail, they be wanting nothing more than wasting money on a lazy life on land. And a hardy challenge it be satisfying their needs if ye expect 'em to obey your orders and improve their skills. But remember that although pirates do little work on your island, without their cruises, your island has no income.

A Reverse Economy

The main way to get gold be stealing it and the main way to get captives be kidnapping. This means the island may be your direct source of wealth, as it were in Tropicco. Instead, the industries on the island make the tools ye call for (like weapons and rum) to keep a thriving theft-based economy. Pirates consume most commodities on the island, or they use them on their pirate missions at sea.

Build a Fleet

In *Tropico*, ye didn't build anything that operated off your shores. In *Tropico 2*, it be of the strictest necessity, but thar often be no pirate ships at the start of a game. Even in scenarios or episodes that start with a ship or two, ye be needing to create a shipbuilding industry to build more. Without pirate ships to leave the island and bring back captives and plunder, ye won't succeed for long as the pirate ruler. No boats means no gold, no wenches, no beer, no rum, no nothing, except an island full o' seething sea goers and your neck in a noose.

Unlocking Buildings

In *Tropico* ye could build til your heart's content as long as you had the funds (and in some cases electricity). *Tropico 2: Pirate Cove* gives ye fewer choices at the beginning, however, when ye obtain a particular skilled captive such as a skilled cook, new sections of the economy be revealed.

Zoning and Island Planning, Roads

Roads are used as connections. Buildings be adjacent to roads. Characters follow roads when they move around on the island. Ye'll need to consider issues of traffic flow and design your town in an efficient manner. Also, there be important auras, or emanations, from many of the buildings. Ye'll want to zone your island to create especially strong auras in particular neighbourhoods.

Strategy Map

A map of the Caribbean shows the secret location of your of pirate island. This location changes from game to game according to the story or where ye decide to place the island. Thar be only a limited knowledge of the seas around your island at the start of any game, so ye need be exploring. Ye decide where to send your ships, and as *Pirate King*, ye must find the most lucrative (with trade routes and settlements) and treacherous regions, to properly assign your ships.

Character Development

In *Tropico 2*, ye must concern yourself with developing better individual pirates through educational training, special gifts, and by natural improvement through experience. This be especially critical with your pirate captains. These characters be unique individuals (all look different), and only they command pirate ships.

Story & Campaign

In the campaign, ye be a grand ole pirate ruler through about 80 years of pillaging in the Caribbean. To unlock an episode, ye must complete the episode before it. The victory conditions of each episode have to do with the story of the campaign.

Strategies and Goals

In *Tropico*, ruler traits often determined your goals. If ye were a rum baron, better be getting your rum industry up and running quickly. If ye were a militarist, better start paying a mess o' money to your guards. Your long-term goal was making money and staying in power.

While the long-term goal still applies, ye be getting a series of short-term goals in *Tropico 2*. To a much greater extent than *Tropico*, the game forces ye forward and demands progress. Ye be fulfilling these goals differently depending on the strategy chosen.

Using the Mouse

In this manual, the term 'click' means moving the mouse pointer to the desired area on screen and pressing the left mouse button. 'Shift-click' means moving the mouse pointer to the desired area, holding the Shift key down on your keyboard and pressing the left mouse button. 'Ctrl-click' means moving the mouse pointer to the desired area, holding down the Ctrl key down on your keyboard and pressing the left mouse button.

Autosave

For your convenience, o' Pirate King, your game will be saved automatically at a set interval. Each time the autosave occurs, there be a brief delay. The new autosave overwrites the previous autosave and ye can only boast one autosave game at a time.

The Tricky Pirate

Once there was a tricky pirate working his deceptions on the crewmembers of his ship. Since many of the crew frequently lost their lives, the tricky pirate had a new audience nearly every week, so he could play the same tricks over and over.

But there was a snag to the tricky pirate's wily ways. The captain's parrot saw each performance week after week and eventually caught on to how they were performed. From then on, when the pirate was doing his tricks, the parrot began blurring out the secrets behind them.

"The coin is in his other hand!"
 "The rabbit's under the table!"
 "All the cards are the ace of hearts?"



The tricky pirate was fuming, but he couldn't do a thing. After all, it was the captain's parrot spoiling all of his fun.

One fateful day, rats burrowed through the hull and the ship sank. The tricky pirate found himself floating on a piece of wood in the middle of the ocean. Ironically, the parrot was sharing the same piece of wood. They stared at one another with extreme disgust, but did not say a thing.

This went on for a couple days until the parrot finally said, "I give up. Where's the ship?"

Chapter 1: Pirate King's Office

Once the opening cinematic has played, you'll find yourself in your pirate king office. By clicking on one of the large text lines you'll zoom to one of the locations in your office.

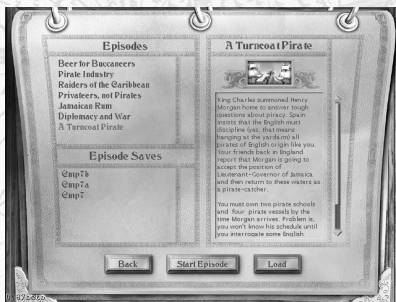


How to Begin a Game

You can start a new pirate king campaign, or load an existing one, by clicking 'Play Campaign'. To begin a single scenario or sandbox game, click 'Single Games'. Clicking 'Single Games' also shows a list of your saves, except for Campaign saves. Click 'Learn' to go right into a game with help information activated.

The Campaign and Learning to Play

The campaign contains a series of episodes covering your life as a Pirate king in the Caribbean of 1650 - 1730. Each time you start a new campaign, you are prompted to create a name for your alter ego in the story - the pirate king who will, hopefully, come to dominate the Caribbean and win everlasting fame as a ruler of pirates. Once your character has completed the first episode, you may play the second episode as this character. If you decide to use a new character, then you will have to start again at episode 1.



Playing the campaign is the easiest way to learn the game because episodes start out very simple and are designed to introduce new concepts gradually, becoming more and more difficult as you progress.

Starting a Sandbox Game

From the Main Menu, click on 'Single Games' then 'Sandbox Game' to create your own game of Pirate Cove. The Sandbox game allows you to set up custom game and pirate king parameters to play with standard rules on a randomly generated island. There is no script, plot or special events in this type of game. However, each sandbox game is unique based on the parameters you've set, the geography of the island, and the randomly determined merchant traffic, trade routes, and settlements in the Caribbean.

Generating a New Island



Location of the Island

Click on a region of the map to set the location of your new pirate island. The skull and crossbones icon represents your island. Location is an important factor in your game.

Why Location Matters

Each time a new game is created, all the regions of the Caribbean receive randomised default starting values for merchant and naval traffic. Various trade routes and settlements are placed as well. All of these affect how dangerous and how lucrative a given region may be. The numbers are different for each nationality as well; you might start in a region with heavy French military traffic and heavy Spanish merchant traffic.

Additionally, as the game progresses, the Great Powers react to piracy in a region by reducing merchant traffic and increasing naval traffic. Regions with many islands, or where large cities were historically located, are more likely to contain settlements. Regions in the open sea are more likely to contain trade routes. If you place your island in a corner of the map, it will be more difficult to send ships to the opposite corner, since smaller pirate ships do not carry enough rations to cross the entire Caribbean and cruise for plunder.

Physical Parameters

The physical parameters of your island are set on this screen. The most important parameter, and the one with the largest impact on difficulty, is the vegetation setting. Because all ships and most structures require lumber, the number of trees on your island is critical. Trees will grow back, of course, but this takes time.

Game Conditions



Game Length & Time

Use this parameter to set the length of the game in years. The longest games are much easier because you'll have more time to earn points. You can play up to 30 years, which is 15 real-time hours playing at Normal game speed.

Bonus Victory Condition

There are five factors listed as choices here, and each one will count toward your score at the end of the game. The one you choose will count more than the others. Your choice here does not change the difficulty percentage at the bottom of the screen because it centres more on your preferred style of play or strategy. << See Strategy Tips and Ideas p. 73 >>

Game Difficulty: Island Stability

The more stable you make your island, the easier your game will be. In fact, of all the game parameters, this one has the largest impact on game play. For first-time players we recommend setting (1) or (2).

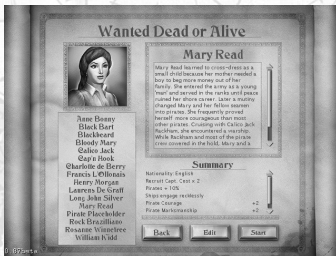
Game Difficulty: Island Advantages

There are four different special conditions you can select that will give additional workers. 'Botany Bay', at the top, is the easiest, and gives other advantages as well. Obtaining captives to do all the work on the island is one of the primary challenges for pirate kings, as the pirates themselves vehemently refuse to perform any labour on land; their work is done on the high seas. If you want a very challenging game, select the fifth workers option: 'Bare Bones'. This setting is not recommended for first-time pirate kings, since your pirates must capture all additional workers.

Once you've set difficulty to your liking, check the percentage number at the lower left of the screen. This number will be multiplied by all of your victory points at the end of the game to produce your final score. << See Winning, Losing, and Scoring p. 69 >>

Choosing your Pirate King or Queen

On the left side of the screen is a list of sixteen pirates. Both historical and imagined pirates are included in the roster. Click on a pirate's name to use that character as your alter ego. The advantages and disadvantages of each character appear to the right. Once you've decided on a portrait and a set of traits you like, click the 'Start' button.



Editing your Pirate Ruler

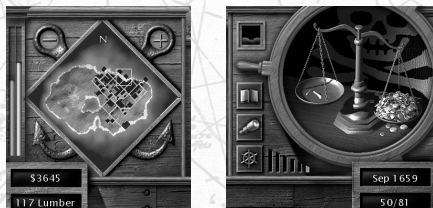
If you don't want to play as one of the default characters, you can use this screen to pick a portrait, then click Edit. This takes you through a series of screens where you can choose your character's background, two special qualities, and one serious flaw. Some traits and abilities work particularly well with certain strategies for your island. <<See Strategy Tips and Ideas p. 73 >>

Starting a Stand-alone Scenario

To start a stand-alone scenario, click 'Scenarios' in the games menu. Each scenario includes a story, a difficulty estimate, and one or more special conditions for victory. Your ruler is set in advance for these scenarios, and he/she is usually related to the plot of the story and/or the victory conditions.

Learning about your Island

When you first start the game, you'll notice a large central area at the bottom of the screen that is decorated like the railings on a pirate ship. As you select various menus and objects in the game, different game elements appear here. The rest of the toolbar provides information about your game. Place your mouse cursor over buttons or text to see help hints at the bottom of the screen.



Basic Information

In the lower corners of the toolbar you'll find four wooden boxes with text in them, two on each side of the screen.

Current Date

The current date is located on the right side. Place your mouse over this text, to get a hint reminder at the bottom of the screen about when your rule of the island began. Click on the date to automatically open the Island Log to the victory conditions for your game.

Population

Population is also located on the right side of the screen. This shows the number of pirates, followed by the number of captives. Click the population text to open the Island Log to the demographics page, to see details on your population.

Gold

The amount of money in your island treasury appears in a box on the lower left. You use gold for building structures, for pirate wages, for building maintenance, for ship construction, and for many of the edicts you can issue. Although you have sole control of the money in your island treasury, this is not the same as your hoard. In most games victory is not dependent on the size of the treasury. Instead, treat your treasure as the main tool for expansion.

Lumber

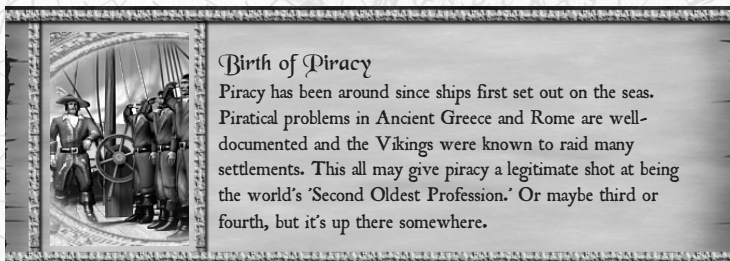
Beneath the box for gold total you'll see the amount of lumber you have. Like gold, lumber is a critical commodity on your island since it is used, often in very large quantities, to build structures and ships. Lumber is produced and stored at sawmills on your island. This number represents the sum of all the lumber stored at all the sawmills you possess.

Info Bar

The Info Bar is located at the bottom the screen. When you place your mouse cursor over objects or toolbar components in the game, you'll gain some useful information in this spot. Sometimes this text is called 'hover help' because you see it when you hover your mouse cursor over something in the game.

Mini-Map

The mini-map is the diamond-shaped item on the left side of the screen. The white box shows the view of the island displayed in the main window. Four controls are placed around the mini-map: two arrows to rotate the map view of the island (each click rotates the map a quarter turn to the left or right depending on which arrow you click), and plus and minus keys to zoom in and out. You may also use the mouse wheel to zoom: forward zooms in and back zooms out. Click on the mini-map to jump the main map instantly to that location.



The Circle Window

On the right side of the screen, locate the circle window, surrounded by a wooden ship's wheel. The circle window displays various things during game play including building and edict requirements, edict movies, alert messages, and is used to view characters as they walk around the island. The default view, which looks like a scale, shows you important information on pirate support.



Reading the support meter

The greater the amount of treasure on the right side of the scale, the more support you have. The greater the number of bones that are on the left side of the scale, the greater number of pirates who do not support you. For a graph with exact information, click on the scale picture. The circle window now depicts pirate support. Pirates in the green area are delighted with you, while pirates in the red are ready to stage a coup and oust you from power. Pirates in yellow are generally content.

Selections and the Circle Window

When you click on a ship, building, or character, the circle window on the right hand of the screen displays what you have selected. Click the small 'lock' icon in the circle to remain focused on that object or person. Now, even if you select something else, the window remains focused on your first selection. Click the 'lock' again to unlock the camera.

Happiness and Resignation Bars

The happiness and resignation bars are located on the far left of the screen. The **ORANGE** bar represents your pirates' happiness, while the **SILVER** bar represents your captives' resignation. You want both bars to be as high as possible. Happy pirates count toward your victory, follow your orders and, most importantly, don't stage coups. Resigned captives work hard on your island and will not try to escape or revolt. Anything over halfway filled is pretty good, though some scenarios and campaign episodes may require a higher level of pirate happiness to win the game.

NOTE: For scoring and victory purposes, pirate happiness counts heavily, and captive resignation counts for nothing. As an evil pirate king, you need to keep captives resigned enough to work hard, but that's all. On the other hand, the higher you can drive pirate happiness, the better your score when the game ends.

Time and Speed Control

On the right side of the screen, near the circle window, you'll find speed controls. Click on the bars to increase or decrease game speed. A taller bar means you are moving faster. You can also pause or un-pause the game using the 'pause' key on your keyboard. At **Normal** game speed it takes 30 real-time minutes to play one game year.

Construction Options Menu

Click the 'Silver Hammer' button to bring up the construction options menu across the top of the central part of the toolbar. Constructing buildings and roads is the most important method for creating a pleasing environment for your pirates, and for keeping your captives under control.

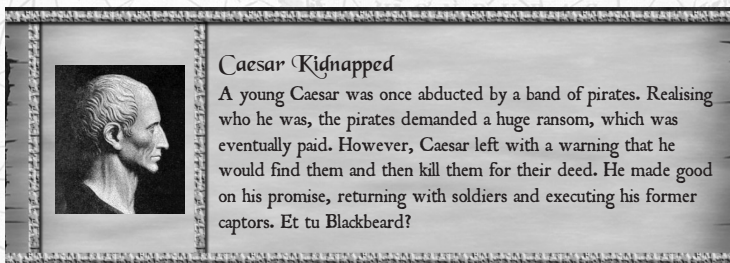


Each button accesses a different sort of construction. You can find information about all the buildings in the game in the Cyclopedia pages of the Island Log, as well as in this manual. Hover help is provided for each of the ten buttons in the construction menu. If you forget a button's function, simply move the mouse cursor over the button to see the help hint.

How to Build a New Structure

All buildings are constructed in much the same way, however, you may need to be particularly careful when building docks, boatyards, and/or shipyards. Additionally, most buildings require available captives and time to build, while others are built immediately upon placing it on the terrain.

- 1.) Click on the construction menu you want to use. The buildings within that category show up below the menu, in the central portion of the toolbar. You may construct any building that is shown in colour in the toolbar. Buildings shown in grey are not available because you lack something essential for construction, be it the raw materials or a skilled captive.
- 2.) Select the coloured building that you want to build. Information on this building appears in the circle window. Place your mouse cursor over icons or other information in the circle window to get more information. If you select a grey (non-coloured) building, the circle window informs you why that structure cannot be built. The 'book' icon in the circle window lets you open the Island Log Cyclopedia to the page for that building.
- 3.) Many buildings can rotate; which means you can turn the building in any of four ways before placing it on the map. To do this, click the small arrow on the building's picture in the toolbar. If there is no small arrow, the building cannot be rotated.



- 4.) With the structure selected, move your cursor over the island in the main window. You'll notice the building appears red or green as you move the mouse over the island. Red locations are illegal and green locations are legal. You must place most new structures next to a road. If you cannot find a legal placement, build some more roads first. Some other structures like docks, boatyards, and shipyards have additional requirements such as needing access to water.
- 5.) When you find a good area to build, left click on the island to place the structure. The building is placed and the cost, if any, is deducted from your lumber stockpile and your island treasury.
- 6.) In most cases the building is now shown in yellow. This means it is ordered and not yet built. Construction workers on your island now have to complete the job before the building can be used.
- 7.) Priority: Click on a building under construction to bring up its detail dialog. Here you may cancel construction or set priority using the small arrows. The more arrows you turn on, the higher the priority you have set. Construction workers build the structures closest to their work tent first, unless there is a priority order from you.

Nautical Structures

Some of the structures shown in the nautical menu must be built near or on the coast.



Docks

Docks must be built over the water, with their road ramp adjacent to road on the beach. To place a dock, first build road all the way to the water, including on sand. Then select the correct rotation for the dock, using the small arrow in the dock's picture in the toolbar. The correct rotation is the one that gives you a road ramp that points towards the beach and the road that you built. If your placement is close to legal, you'll see a road stretching out from the dock, connecting to the road that you built down to the shore. This automatic road extension lets you move the dock around looking for a legitimate place. There are two requirements for dock placement: first, the sea/beach line where the road and ramp meet must be straight across a whole tile (not a diagonal); second, there must be room out at sea for a large ship to use the dock where you place it. You'll soon be able to spot dock locations easily, and probably build road right to them yourself. In the meantime, take advantage of automatic road construction.

NOTE: If you do not see any proposed road, and cannot seem to find a legitimate spot, make absolutely sure that the dock rotation you have selected shows a ramp pointing toward the shore. This is the most common error building a dock. You can also use the 'G' key on your keyboard to see the tile grid.

Shipyards and Boatyards

Shipyards and Boatyards are not built over the water, but must be near the water. Generally you'll be able to build them if you construct road to a beach, and then look for 'green' legitimate placements on either side of the road. The structures must be able to locate an empty area of sea nearby where ships under construction can be shown. You'll see how this works when you build your first ship.

Immediate Construction

Certain buildings do not require lumber and are built immediately upon placement. These include construction tents, chuck tents, and timber camps. All of these are considered impermanent structures and you can build as many as you wish with no associated lumber or gold costs. Of course, they don't accomplish anything unless you have workers for them.

Pirate Housing plots, which do require lumber, are also built immediately. The lumber represents the set-up costs to you of providing a pirate with a cleared lot to erect his own home.

Finally, there are certain décor elements you can build on the island for a lumber cost. These, unlike all structures that have workers, do not need road access since no one ever visits them.

Building Roads and the Road Network



You've already noticed that almost every structure you build must be adjacent to road. Here is how to build road:

- 1.) Click on the Construction Options ("Silver Hammer") button
- 2.) Click on the 'infrastructure' menu button
- 3.) Select the picture of a road in the toolbar. You'll notice the trees on the island are turned off to make road placement easier. You can also turn the tile grid on using the 'G' key on your keyboard.
- 4.) Click on the island on any existing piece of road. All roads you build must be attached to existing roads.
- 5.) Move your mouse cursor away from the point you clicked, stretching the proposed road as you move.
- 6.) Click on the island where you want the new road to end. Roads are built immediately.

Destruction Options

The right-most button of the construction options menu actually provides destruction options. You can eliminate buildings, plants, ships, and some roads with the destruction options.

Bulldoze

Bulldoze lets you destroy a building. A building turns red when you click on it, marking it for condemnation. If you do this accidentally, you can reverse condemnation by acting before the workers arrive to tear it down. To reverse, select the condemned building by clicking on it, and then click the button that appears in the toolbar.

Remove Vegetation

Select this button to enter 'clear trees' mode. Click on a tree to remove it.

Scuttle Ship

Select this button, and then click on a ship to destroy it. The crew is not lost.

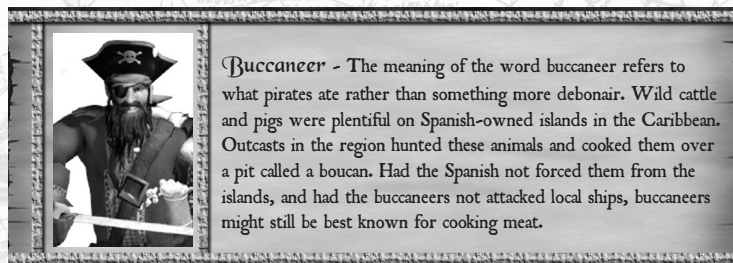
Remove Road

Since the game relies on having one, and only one, road network on your island, it is not possible to destroy roads at will. However, you can select this button and then destroy roads from an end point. This is the only way to remove roads and it will never be possible to divide your roads into two separate road systems.

Building Detail Dialog

When you click on any building on your island, you select that building and its building detail appears in the central part of the toolbar. On the island a green arrow appears over the top of a selected building.

The building detail is split into four sections, each of which display different information.



Central Section

The central section of the detail tells the type of building, its name (if it has one), and such data as output, wages, maintenance costs, and profits or losses. Only entertainment buildings have individual names, and you can change these if you wish by clicking on the name.

Left Section: Customers

If a building offers services to customers, you'll see character-sized outlines on the left side showing the maximum number of customers allowed at one time. If the building does not offer services, this section is open to the toolbar background. The customer icons shown in grey represent people who are on their way here and have reserved a spot. The customer icons shown in colour represent people who are currently in the building and receiving services.

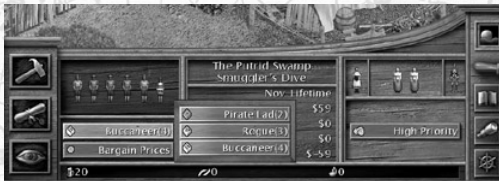
To select a customer, and see his location in the circle window, click on the icon.

Customer Control Menus

Below the area showing the customer icons are up to two menus that let you set controls at this building. Some service buildings, for example the chuck tent, offer only one type of service and cannot be controlled. Menus are not shown in these cases. Usually there are two controls, Service Quality and Price Levels.

Service Quality

Click on the menu to change the service setting. The numbers on the menu bar refer to pirate ranks. Each pirate service building appeals to pirates of particular ranks. You control this using the menu and are ordering the workers to provide higher or lower quality service at this building. Lower quality service makes lower rank pirates feel comfortable and at home, while wealthy, experienced pirates prefer the finer things in life.



A given building can only be altered to a limited degree. A smuggler's dive, for instance, is never going to appeal to top-rank pirates, even if you set the menu to its highest level. These pirates gain some benefit from the service, but they will not be fully satisfied. The rank numbers on the menu bars make this clear. Pirate ranks go from (1) Scurvy Dog to (9) Pirate Lord or Pirate Lady.

Price Levels

The other menu lets you charge pirates for the service they receive at this building. At the beginning of the game this is set to the lowest level called 'Bargain Prices'. Click on the menu to change this. The money taken from pirates goes into your island treasury, with a cut to your hoard if you have one.

NOTE: If you begin charging higher prices for services prior to giving your pirates an opportunity to plunder, they will go broke and become unhappy.

Right Section: Workers

If a building offers jobs for workers, you'll see character-sized outlines on the right side showing the number of each sort of worker. There can be up to three types of workers in a building. Place your mouse cursor over the worker areas to get information about what sort of workers are needed.

Pirate Workers

Pirates are generally a lazy bunch when not at sea, but they will take some land jobs if they cannot find a job on a ship. After all, they have drinking and wenching habits to support.

Pirate jobs are of two types: overseer and guard. For an example of a guard-type building, click on a watchtower or on your palace. For an example of an overseer-type building, click on a farm. Guards are the only type of worker in their buildings, while overseers work with captives in the same building. Using the 'priority' menu below the worker area sets the pay levels for pirates who take these jobs. On your island, only pirates receive pay. Captives never receive money from your treasury.

NOTE: Overseers working with captives add fear and increase productivity.

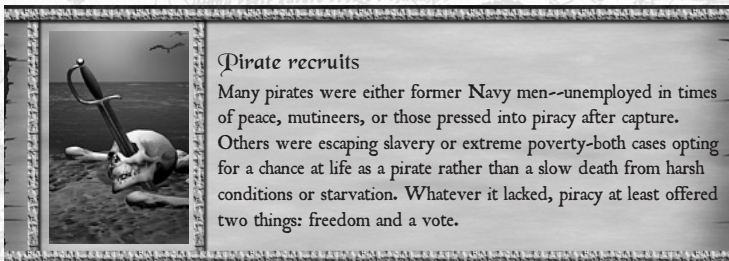
Hiring and Firing

Captives are assigned automatically to any building that has openings. Using the 'priority' menu, you can control which buildings are assigned new captives first. Workers first look for any openings in the buildings set to the highest priority, then the second highest, and so on. If the slot is open, no worker has been assigned. A grey icon means the worker is not presently in the building. Click on any worker's icon to locate him on the island.

To fire a worker, shift-click on the icon in the display. That worker is assigned to any job he is allowed to take on the island, in priority order. If you want to limit the number of workers at a building you may shift-click on an empty worker slot to block that spot. A red 'x' appears in the spot. Now, regardless of priority, no worker will be assigned. You can remove the limit by shift-clicking on the red x.

Work Rules

Later in this manual you'll find more details of the roles of all the workers on your island. << See Captives p. 58 >> But there are a couple of factors to keep in mind when using the interface.



Skilled versus Unskilled

Most of the captives you use are unskilled. These are flexible workers who can take a variety of jobs. When you fire workers to force them into a different job, you will most often be firing the unskilled.

When they come to your paradise, unskilled workers are wearing a red shirt (if female) and a grey shirt (if male). As long as they are unemployed, or working as haulers, they will keep these clothes. If they take another job, they change clothes to match the job.

Skilled workers are completely inflexible, and always wear their own clothes. A skilled worker will only work in a position that requires his or her special skill. If there is no such position on the island, they report to the stockade.

Some job spots are available to either an unskilled worker or a skilled worker of a given type. For example, if you have a skilled lumberjack, the slots he is permitted to work in are also available to the unskilled workers on your island, who will be able to take a job as an unskilled lumberjack. The skilled worker, however, automatically replaces the unskilled worker.

Particular skilled workers must take very specific jobs. For example, there is no such thing as an unskilled engineer or unskilled courtesan, and only those employees can do their specific jobs.

Gender Matters

Some jobs can be taken either by male or female unskilled workers. Farmers and construction workers are the most common job of this type. Other jobs must have a worker of particular gender. For example, to fill a wench job, you must have a female worker available.

These issues matter for the unskilled workers on your island. Each skilled worker, of course, is of the proper gender for his or her specialised work.

Lower Bar: inputs and outputs

The bar at the bottom of the building detail displays input and output commodities for this building using small icons. These icons are next to a number showing how many units of that commodity are currently present at the building.

Some buildings (e.g. your palace) have no inputs or outputs and therefore need no bottom bar. Other buildings have only inputs (e.g. dock, smuggler's dive) so you will see only an icon or icons on the left side of the bar.

Production filler bars

Other buildings, mainly the production buildings, make something out of something else (Breweries, for example). These buildings have both input and output, with the output shown on the right end of the bar. In all cases, the production is on a 2:1 relation. For example, it takes two iron ore to make one pig iron, or two units of wood to make one unit of lumber. There are a few buildings (e.g. parrot aviaries) that give an output but do not require in input.

In all cases, buildings with an output also have a progress bar near the output icon. This lets you know how close the building is to finishing its next unit of output.

Island Planning

Now you know how to build a building, but you don't know which building to build, or what that building might achieve if you did indeed build it. These are the more challenging questions.

Deciding what to do

The best advice is: Start with a short-term goal.

You might think this advice is so obvious as to be unnecessary. "Of course I have a goal: to win the game." Or maybe your goal is even simpler: "Have fun." It becomes more difficult to achieve long-term goals like these if you don't have a series of short-term goals to help you get where you want to go. Only you can decide what you are trying to achieve at a given moment in your game.

Information on the Structures

As you read the game goals that follow, you'll notice that the buildings that help achieve each goal are listed in italics under the headings. For details on a particular building, you can consult the Island Log's Cyclopedia in the game. When you select a building in the game, there is a 'book' icon in the circle window that will take you directly to the proper page in the Cyclopedia.

Critical Advice: Haulers

In Tropicó 2: Pirate Cove, any structure that uses or accepts resources has its own hauler to pick them up. A few structures even have two haulers. To make these buildings operate properly, you need to make sure the resource it uses is present and that there is a hauler working at the building to go and get it.

Early Goal: Lumber & Gold

Begin with the basics. Almost everything you build (and many of your edict orders) must be paid for. At the beginning of a typical game, almost all payments are made in lumber. Later in the game, payments are made with gold, or a combination of gold and lumber. So, when deciding what you should do at the start of the game, think about lumber. It is not enough to think, "I want to get fifty units of lumber together to make something." Instead, think about setting your island up (and continuing to improve and update your island) so that you almost always have a steady supply of lumber. Then think about how you are going to do the same for gold.

Lumber Economy

Timber Camp - produces wood.

Sawmill - produces one lumber for every two units of wood, hauler brings the wood from the timber camp to the sawmill.

Because your lumber industry is so critical, every sandbox game, episode, and scenario starts with a sawmill already on the island. The biggest mistake you could make at the start of the game is to bulldoze your sawmill. In fact, it is usually a good idea to build a second sawmill on the island fairly early in the game.

You must place the timber camps yourself, but don't worry, they are free. You may ask why offer these essential camps for free? Well, to tell the truth, timber camps don't do you any good unless there are workers in them. Besides the need for lumberjacks, there are two other issues to think about when placing a timber camp:

- 1.) Is it near some large trees?
- 2.) Is it near your sawmill?

If the answer to both questions is yes, then you've selected a good place to build a timber camp.

Replace outdated timber camps

As time passes, the lumberjacks at the timber camp are going to cut down all the large trees in the area. Gradually, they will start travelling further and further to get wood. At some point this becomes inefficient because of the long distance from the trees to the camp. Fire those workers, then build a new timber camp, in a new location with a healthier amount of trees, to supply your sawmill with wood.

The original cleared area eventually grows a new crop of tall trees, but it takes quite a while. Maybe you'll decide to reopen that timber camp by allowing new workers to come there. Or you may want to bulldoze it and use the land for something else. Be careful not to bulldoze it until haulers from the sawmills have picked up all the wood in stock. If you bulldoze a timber camp that is storing wood, the wood is lost.

Gold and Pirate Ships

Construction Tent - crew employed here produces most buildings.

Boatyard or Shipyard - produces ships out of lumber or lumber and gold, unlocked by first skilled shipwright.

Dock - allows ships to pick up supplies and crew (one dock per pirate ship), haulers bring items such as sea rations and weapons to the dock.

Piracy is the main source of your gold. A steady supply of gold is a lot more difficult to achieve than a steady supply of lumber, and you won't be able to do it right away. As you continue reading you'll see that a number of upcoming short-term goals have to be met before you can reach the steady gold income you need. Nevertheless, you'll take the first steps early. You want to make it possible to build pirate ships.

If your island does not have a boatyard, build one. If your island does not have a skilled shipwright, kidnap one (a requirement to build the boatyard). Whether you have a ship or not at the start of the game, a boatyard adds to your island's defence. Once the boatyard is placed you can build ships - provided you have the lumber (and in most cases gold).

NOTE: Remember that you need at least one construction tent to build most structures. Don't be afraid to bulldoze one if it is too far from a new structure. You can always build another tent since they are free and are placed immediately.

Early Goal: Steady Supply of Captives

Captives do all the work on your island, so you should set up your island as a system to supply you with more captives as needed. You want most of them to stay on your island and continue to work. You do not want them getting killed trying to escape.

Corn and Food

Corn Farm - produces corn.

Chuck Tent - produces one unit of slop from two units of corn, hauler brings corn from the farms to the chuck tent.

Sea Ration Factory - produces one unit of sea rations from two units of corn, hauler brings corn from the farms to the factory.

Food is so important that most games begin with at least one corn farm and one chuck tent on your island. This gives captives a basic food supply. Since they can rest outdoors if necessary, you've already got the basics of captive resignation: food and rest. Captives who are resigned enough won't try to escape.

However, this won't add more captives as you need them. Fortunately, many games include special conditions that will give you some captives as you play. This is the value of the Shipwreck condition, for example. If you already have some captives arriving, you don't have to achieve this goal as quickly as you otherwise would.

NOTE: Even with special circumstances, you are probably going to need to do some raids for more captives. All you need is a ship, a few pirates and enough rations to prevent starving pirates while they raid. This is why the ration factory is so important early on; you can raid for captives as often as you need. << See Pirate Missions p. 43 >>

Better Captive Rest

Bunkhouse - provides rest for working captives.

Hotel - provides rest for wealthy captives.

Later in the game, you'll probably want to improve your captives' resting. Bunkhouses built near captives' work sites are an efficient way to improve captive resignation because they provide more satisfying sleep. Hotels permit more satisfying rest to the wealthy captives on your island.



Pirate Diet

While at sea, pirates mainly ate rotten meat and dry stale bread called hardtack. Many pirates ate in the dark, so they wouldn't see the bugs with which their food was infested. In a worse case situation (as if that were possible), pirates resorted to cooking leather and even documented recipes for doing so.

Extra Captives

Graveyard - causes fear, allows you to raise the dead to create more haulers.

Once you build this structure, any pirate who dies (in battle, or on the island) will be added to the graveyard. For a small fee you can raise him from the dead. The pirate's skeleton appears and acts as a hauler on your island. Skeletons need neither food nor rest and they never stop working.

Early Goal: Weapon Economy

As part of your goal to gain a steady gold supply, you are going to need weapons. Once you have some cutlasses, which are easy to make, you'll be able to order pirates to cruise for plunder.

Iron and Weapons

The iron found on your island may be mined, smelted, and then used to make a variety of weapons. All the weapons you produce are used on your ships.

Iron Mine - produces iron ore.

Blast Furnace - produces one pig iron from two iron ore, hauler brings iron ore to the blast furnace.

Blacksmith - produces one cutlass for every two pig iron, hauler brings pig iron to the blacksmith.

Gunsmith - produces one musket for every two pig iron, hauler brings pig iron from the blast furnace to the gunsmith, unlocked by gunsmith.

Cannon Foundry - produces cannons from wood and pig iron, haulers bring pig iron and wood to the foundry, unlocked by engineer.

Iron Ore

Generally, you'll want to get your first mine up and running as early as possible since it is so crucial for pirate ships. Although you do not need a skilled miner to construct a mine, if you have skilled miners the production rate at the mine improves significantly. Remember that when you build a mine, place it near the dark green mineral deposits, not right on top of the deposits.

Pig Iron

The second iron economy building you need to construct is the blast furnace. The hauler stationed here picks up iron ore at a mine, while the blacksmiths here create pig iron out of the raw iron ore. It takes two iron ore to make one pig iron. Since the location of the mines is determined by where your mineral deposits are, it is advisable to build blast furnaces after you have built a mine. Try to place blast furnaces close to the mine, but in the direction of the docks district. This way, as the iron is moved to the blast furnace it is also covering part of the journey to the docks. The skilled blacksmith is not required for a blast furnace, but the furnace operates much faster if you have skilled workers.

Weapons: Blacksmith, Gunsmithy, Cannon Foundry

All three of these buildings require pig iron to make weapons. They should be constructed near your blast furnaces, but in the direction of the docks if possible. Generally, you'll build the blacksmith first - because there is no skilled worker requirement for construction. Then, once you can afford some kidnap missions, get a gunsmith for the gunsmithy and an engineer for the cannon foundry. Remember that the gunsmith and engineer are required to build a gunsmithy and cannon foundry, respectively.

Ongoing Goal: Pirate Entertainment

A lazy lifestyle on land and the potential for great wealth were a couple reasons people chose the pirate trade. As time passes, the pirates on your island gain rank and wealth. As they do, their needs become more difficult to fulfil because they'll require higher quality service and entertainment, and more of it. Your goal throughout the game is to keep pirates happy enough that they won't kill each other and so they will get to their ships when you order them to sea.

Entertainment Structures

These structures should be kept near the docks where disembarking pirates enjoy quick and easy access. While on the island pirates look to fulfil their greatest need. You want to supply enough entertainment options so that the buildings are not over-crowded with customers, and so that when a given pirate must gamble, he can find a nearby spot to do so.

Early Game Entertainment

Smuggler's Dive - satisfies drinking and feasting needs, hauler brings bananas, papayas and beer for bonuses.

Wench and Masseuse - satisfies wenching and preening needs.

Animal Pit - satisfies gambling needs.

Mid-Game Entertainment

Tavern - satisfies drinking needs, hauler brings beer and rum for bonuses, unlocked by skilled server.

Cheap Eatery - satisfies the feasting and drinking needs, hauler brings beer and pastries for bonuses, unlocked by skilled cook.

Brothel and Salon - satisfies wenching and preening needs, hauler brings cigars for bonus, unlocked by skilled wench.

Gambling Den - satisfies the gambling and drinking needs, hauler brings beer and cigars for bonuses.

Later Game Entertainment

Inn - satisfies the feasting and drinking needs, hauler brings pastries and rum for bonuses and a skilled cook and a skilled server unlock it.

Courtesan and Spa - satisfies wenching and preening needs, hauler brings cigars for bonus, unlocked by courtesan.

Casino - satisfies gambling and drinking needs, hauler brings rum and cigars for bonuses..



Pirate Democracy

A pirate ship was in many ways the purest of democracies. Pirates inherently distrusted government and anyone with absolute power; therefore they voted on important decisions such as who would be their captain, where they would sail and whom they would or would not attack.

Pirate Houses

To meet their stashing need (storage of some treasure) and to gain the full amount of rest, each pirate needs his own house. You zone the lots and the pirates move in. As they gain wealth, they'll pay you a fee and upgrade their own homes. No further intervention from you is required after you place the lot of land.

Proper location of pirate homes is complicated by several goals. Nice looking homes tend to keep captives in line when they walk by. On the other hand, if you keep most pirate housing off in its own carefully isolated neighbourhood, you create an area in which you never need worry about captive control (because no captives will ever go there). At the same time, you want your pirates to be able to reach their homes quickly from their ships and from their entertainment structures.

Bonus Commodities

Certain industries are used primarily to provide pirates with entertainment. One of these, beer, you can make at the start of the game. In the mid-game you will probably add cigars, and then rum, and then pastries. But the order could be different depending on your needs. It is up to the hauler who works at each entertainment centre to bring the items pirates can use at a particular place.

Beer and Corn

You will want to make some beer early in the game. Place your brewery near at least one of your corn farms to speed production.

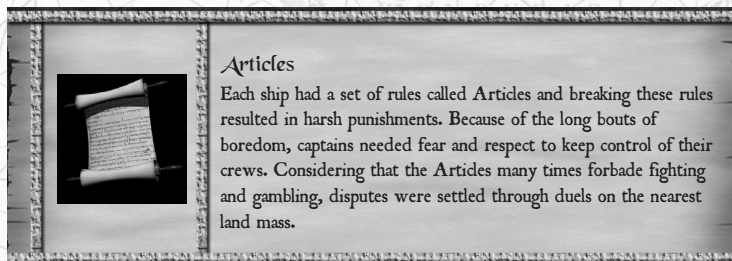
Brewery - produces one beer from two corn, hauler brings corn from farms.

Sugar Cane and Rum

Rum is a critical commodity in the mid and late game. There is no way for you to obtain rum without making it on your island.

Sugar Cane farm - produces sugar cane which is only grown for its role in rum production, unlocked by skilled farmer, once built unskilled captives can work there.

Rum - produces one rum from two sugar canes, hauler brings sugar cane from farms, unlocked by a skilled distiller (there are no unskilled distillers).



Articles

Each ship had a set of rules called Articles and breaking these rules resulted in harsh punishments. Because of the long bouts of boredom, captains needed fear and respect to keep control of their crews. Considering that the Articles many times forbade fighting and gambling, disputes were settled through duels on the nearest land mass.

Fruit and Pastries

Fruit and pastries made from fruit are used to improve your pirates' feasting satisfactions. Early in the game you won't need to worry too much about these commodities. However, as pirates gain rank and become more demanding, you'll want to start improving the food available to them.

Fruit farms - produces bananas or papayas, unlocked by skilled farmer. Be sure to place farms near land that is fertile for the proper fruit type.

You won't need too many of these farms, even on large islands, especially if you have some very fertile land.

Bakery - produces one pastry from one banana and one papaya, hauler brings fruit from farms, unlocked by a skilled cook.

Once you've got a bakery you can start making fruit pastries. Pastries are a good way to increase the feasting satisfaction of pirates. Remember, you need fruit farm(s) of each type (banana and papaya) to make pastries.

Tobacco and Cigars

Cigars at a gambling site or a wenching and preening site substantially increase the enjoyment pirates receive from these activities.

Tobacco farm - produces tobacco which is only grown for its role in cigar production, unlocked by skilled farmer, once built unskilled farmers can work here.

Cigar Maker - produces one cigar from two tobacco, hauler brings tobacco from farms, unlocked by tobaccoist (there are no unskilled tobaccoists). A hauler from a gambling den, brothel, casino or courtesan and spa takes cigars to his structure where all customers enjoy them.

Ongoing Goal: Captive Resignation

Your early goal was a steady supply of captives. As part of that goal you supplied captives with some slop to eat and some ground on which to rest. As the game continues, you must handle a much larger captive population and it becomes more and more difficult for all to eat when they need to. Additionally, the longer a given captive is on your island, the more his environment affects him. Remember, captives do **NOT** want to live on your pirate island.

This means that you must start to concern yourself with the other factors that help keep your captives resigned. Newly obtained captives, of course, can still be satisfied for a while with just food and rest. But long-term captives will start needing more attention.

Fear and Order

There are two environmental factors that help you create captive resignation. Captives who have lived on your island for a while constantly adjust their own personal fear and order senses to the levels of fear and order around them. The more that they feel their environment is orderly, the less compelled they'll be to escape or rebel. The more fear they feel from pirates, the less willing they are to risk their lives on an escape or rebellion attempt.

Buildings that emanate fear and/or order are as follows:

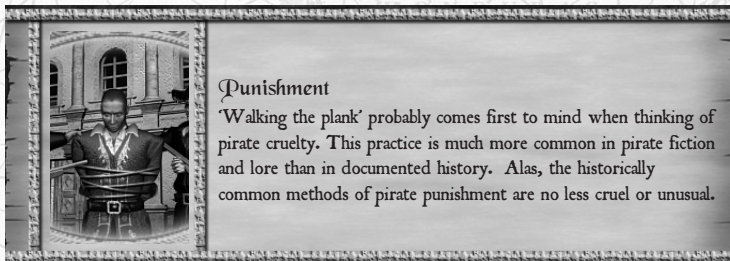
- 1.) Palace. Your pirate palace emanates both defence and order. The effect improves with the size of your hoard.
- 2.) Stockade. The stockade also emanates both fear and order. The stockade provides residence for unemployed captives. Check here to see who is not working.
- 3.) Apothecary. The apothecary emanates order and is unlocked with the skilled surgeon.
- 4.) Interrogation Chamber. The interrogation chamber emanates fear. In some games, the interrogation chamber gives you a chance at uncovering special information.
- 5.) Gallows. The sight of hanging bodies is well known to cause fear.
- 6.) Various Décor (orderly shrubs, scary décor) - structures that emanate fear or order depending upon what you build.

Auras

Structures and décor often emanate an aura. The aura has strength and a range. As captives pass through an aura they adjust their personal level of fear and order to match the level of the aura in their current spot. The best ways to see how the auras are working on your island are the overlays. When looking at an overlay aura, the green indicates a good, or strong, area for that overlay. Red indicates a bad, or weak, overlay for that area.

Your island always starts with a stockade and a palace. Both buildings emanate both defence and order to their surroundings. The area(s) around these buildings are a good place to set up industrial and agricultural zones on your island. As the working captives start becoming affected by their environment, they will already be spending much of their time in a high order and fear zone.

Later in the game, you can build an apothecary someplace where you need more order and an interrogation chamber or a gallows in an area where you need more fear. However, these buildings are often unique structures and you can't keep building them everywhere you want to cause fear and order on the island. Instead you need to build décor.



Punishment

'Walking the plank' probably comes first to mind when thinking of pirate cruelty. This practice is much more common in pirate fiction and lore than in documented history. Alas, the historically common methods of pirate punishment are no less cruel or unusual.

Fear and Order Décor

Décor are simply decoration that has an emanation. For instance, a carefully trimmed hedge gives a bit of orderly feeling to its environment. A large sculpture of a dismembered arm will cause fear in passers-by. Build this décor where you need more fear and order.

NOTE: Décor can be built anywhere and is built instantly, but it will cost you some lumber.

Religion

Church - unlocked by the first captive skilled priest.

Captives are released, briefly, from work to pray if there is a church on the island. A little bit of prayer goes a long way in making the captives more resigned to their fate. Pirates, by their very nature, pay no attention to the church.

Mid-game Goal: Money Management

Once you have started building up your pirate cove and have begun developing industry and piracy, it's time to think about your finances. Three structures perform three different roles on your isle.

Bonus Income

Smugglers Cove - sells extra weapons, beer, rum, and pastries for extra income.

If you build a smuggler's cove you can gain a steady, though small, amount of extra income straight into your island treasury. To get this money you must be producing more commodities than you need and you have to use the 'Open the Smuggler's Cove' Edict on one of the Great Powers. Once the edict is issued this power automatically buys your excess items. The price you get depends on the skill of the traders employed at your smuggler's cove.

NOTE: Keep in mind that opening the smuggler's cove reveals the secret location of your island to this power.

Quick Ship Supplies

Black Market - lets you buy weapons and rations for ships at a premium.

Once you build a black market, a small 'Mask' icon button is active in the detail dialogs for all your ships. Whenever you wish, click on that button to bring up the black market dialog and use it to equip your ship immediately with cutlasses, muskets, cannons, and rations. The more you use the black market, the more expensive it becomes. Skilful traders employed at the black market can reduce the expense, still, if you use it frequently it will eventually become too pricey for you to afford.

Establish a Personal Hoard

Skull Cave - allows you to establish a personal hoard.

Once you build a skull cave on the island, select it and change the menu setting to start saving gold. However, it is not possible to transfer gold from your existing island treasury into the hoard. Instead, you set the hoard to 'tax' a certain percentage of all future takings. From then on, whenever your island treasury gains gold, a part of that goes into your hoard. Unlike the amount in the island treasury, the amount in the hoard counts for victory conditions and scoring. In the campaign game, whatever you have in the hoard is added to the island treasury at the start of the next episode.

NOTE: Gold only goes into the hoard. You can never take gold out of the hoard.

Late-game goal: Pirate Anarchy and Defence

Pirates like anarchy and a feeling that the island is well defended. As with captive fear and order, your pirates won't start feeling these environmental effects until they have lived on your island for a while. Consequently, you don't have to worry too much about them at the start of the game. Even later, newly recruited pirates will still be stable.

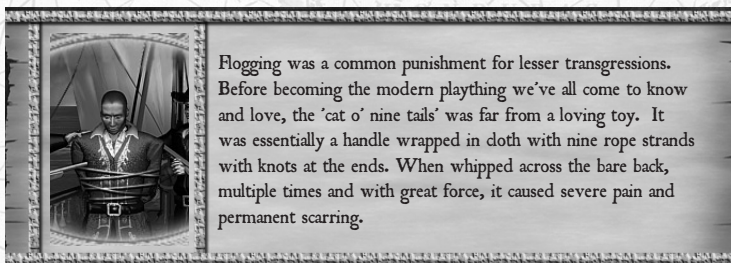
Anarchy and Defence

The following buildings emanate anarchy or defence.

- 1.) Surgery. The surgery emanates anarchy and is unlocked with a skilled surgeon.
- 2.) Fort. The fort is unlocked with the first skilled engineer and emanates defence.
- 3.) Watchtower. The watchtower provides defence.
- 4.) Observatory. The observatory also provides defence.
- 5.) Various Decor. Depending upon what you build, these structures emanate anarchy or defence (anarchy, décor, protective cannons).

Auras

As with captive environmental factors, you'll want to build these structures in the right locations to affect the pirates. Pirates walk from their ships, to their homes and to their entertainment. Defence and anarchy should be constructed in these areas of your island to get the maximum effect.



Flogging was a common punishment for lesser transgressions. Before becoming the modern plaything we've all come to know and love, the 'cat o' nine tails' was far from a loving toy. It was essentially a handle wrapped in cloth with nine rope strands with knots at the ends. When whipped across the bare back, multiple times and with great force, it caused severe pain and permanent scarring.

Late-game goal: Pirate Improvement

Special Accoutrements & Improvements

A few buildings on the island help your pirates become better pirates. In a way this is an industry too since pirates are a major factor in expanding your island. There are two sorts of improvements: improvement of traits and improvement of skills.

Traits Improvement

Pirates have three traits: courage, leadership, and notoriety. All of these have an effect on battle at sea. However, leadership and notoriety are much more important for captains than for anyone else. Courage is important to all pirates.

Notoriety

The notoriety of a captain (or any pirate, if desired) may be improved by giving that pirate his own peg leg. Thinking back on pirates you have known in the past, you'll no doubt agree that a wooden leg inevitably accompanies the most notorious pirates. The notoriety of a captain is used to increase the chance that a victim ship will surrender during a fight (or even before a fight has ensued).

Carpenter shop - produces peg legs, unlocked by skilled carpenter. These legs are difficult to make, so expect slow production. When a leg is done, you'll receive an announcement from your advisor and it will be stored at the carpenter shop. Then, use the 'Outfit Pirate' edict and assign the new peg leg to one of the pirates on your island. (Give your captains peg legs first.)

Leadership

A pirate captain's leadership causes his crew to keep fighting longer, and may be improved by giving the captain his own scary black hat. It is difficult to imagine a pirate captain being successful for long without this obvious requirement.

Hat Shop - produces hats, unlocked by a skilled hatter. Pirate hats are difficult to produce and are not made quickly. When a new one is ready you'll receive an announcement from your advisor. Then use the 'Outfit Pirate' edict to assign the hat to one of your pirates. (Just like peg legs, give your captains first dibs on hats.)



Keelhauling is a practice that dates back to ancient Greek pirates. Offenders or captives were tied up, attached to a rope and dropped off one side of the ship. They were then dragged underneath the ship from one side to the other. If the offender didn't drown, his body was dragged along the razor sharp barnacles attached to the ship's hull that guided the ill fated on their journey.

Courage

Courage helps all pirates in a fight, making them fight longer before giving up. For captains, it also makes them more likely to pursue a ship when they see it on the horizon. Courage is boosted by receipt of a trained parrot; something every pirate really wants (perhaps even more than drinking and wenching).

Parrot Aviary - produces parrots, unlocked by skilled bird handler. When a new parrot is trained, your advisor will let you know. Use the 'Outfit Pirate' edict and give one of your pirates a trained parrot. (Start giving parrots to your captains first.)

Skills and Schools

School of:

- 1.) Marksmanship
- 2.) Swordsmanship
- 3.) Gunnery
- 4.) Navigation
- 5.) Seamanship

Pirates gain experience in seamanship, navigation, marksmanship, gunnery, and swordsmanship as they use these skills. You may also construct schools on your island to improve their skills in each of these fields.

To send a pirate to a school, use the 'Educate Pirate' edict. Pirates will head to school and will remain there learning for a while. When they are released, the skill they trained in will be about 2 points higher. They will need some time to party ashore after education because all their needs tend to build up while in school.

Planning Summary: Island Zoning and Auras

As you begin playing Tropic 2 and start achieving some of the short-term goals, you'll realise that it will be helpful to have an advance plan for developing your island. Mostly this involves having an idea of where the industry will be, where the farms will be, where the pirate's houses will be, and so on. Many of these things won't be built for quite a while, but a rough idea in advance can be big help later on.

Using an Overlay

When you click the 'Silver Eye' button on the toolbar, you bring up the overlay options menu across the top, central, part of the toolbar. Using overlays gives you information on the status of your island, your structures, or your people. The overlays are used only for information; you never implement decisions with overlay options.

All overlays are used in the same way. First select the type of overlay you wish to check. Second, click on the picture of that overlay in the toolbar.

Overlays display in three ways: colouring the land, the buildings, or placing coloured arrows over the characters. In all cases green means good news or success with that overlay, and red means bad news or problems. Light green, yellow and orange are intermediate hues.

The Environmental Auras

In addition to the efficiency of keeping specialised areas (industry, agriculture etc.), the presence of the environmental auras on the island must be factored into your planning. These do not matter much at the beginning of the game, but by the end, most of the people on your island will have their happiness or resignation strongly affected by the environment.

Fear

Fear is the environmental aura that is easiest to supply with no downside. More fear is always good for keeping captives in check (at least until maximum strength is reached in an area). Pirates are not at all affected by it. Because there will be areas of your island that do not have high order, you can always use fear to counteract this with no harmful consequences. Therefore, fear should be high everywhere except in areas that have no captives, such as a district of pirate houses.

Order and Anarchy

Along with fear, Order adds to captive resignation. Anarchy, on the other hand, is attractive with the fun loving pirates and adds to overall pirate happiness. However, these two factors are opposites. If you look at the anarchy and order overlays, you'll notice that they are reverse images of each other. Areas with lots of (green) order have no (red) anarchy and vice versa. It is impossible to have a lot of anarchy AND order in an area because the effects cancel each other out.

You'll have increased order in areas where pirates are rarely found, and increased anarchy in areas where captives are rarely found. Generally, its best to keep your island orderly except in two particular districts: pirate housing and pirate entertainment. Most pirates tend to congregate in these areas provided you've zoned your island well. Here they can find the anarchy they need. In fact lots of the buildings built in these areas emanate anarchy, and you may not need to build any anarchy décor at all to get the effect you want.

NOTE: This is another reason to keep your pirate-related structures near the docks. Otherwise, pirates getting off their ships may have to walk through an orderly district.

You've probably already seen the problem or the limit to this strategy. What about the captives that work at the docks, or work in pirate entertainment? There are several things you can do to minimise the effects of anarchy on these captives:



Marooning was a death sentence without directly killing someone. Pirates that committed serious offences such as stealing from another crewmember or acts of cowardice in battle were abandoned on a small island with nothing more than some fresh water, a gun and some shot. Occasionally, marooned sailors escaped their island, but most times the gun was a 'solution' to starvation and loneliness.

- 1.) Make sure your entertainment district is high in fear. This, at least, will help the captives in that area become resigned, even while the anarchy they experience encourages escape.
- 2.) Try to use skeleton haulers, not human haulers, at the docks and entertainment buildings. Skeletons never pay attention to the environment.
- 3.) Set your chuck tents, churches, and bunkhouses near the entertainment district but not in it. Make sure there is a lot of order around these buildings. When your entertainment workers temporarily leave their work sites, they will walk into these order areas and get a good dose of order while they are eating, resting or praying.

Defence

Defence factors in the environment have no harmful effects on captives and make pirates feel much happier and more secure. In fact, a few of the defence structures cause some fear as well, so they will have an extra beneficial effect on captives. Build defence-causing structures and décor in areas near the docks, near pirate entertainment, and near pirate housing.

What does a Pirate Isle look like?

A question for the ages, but alas, there is no one right answer. Geography, tree coverage, location of minerals, and the size of the island all make a big difference. You might even find one type of plan works better for a particular strategy you chose to play. Still, there is some general advice:

- 1.) Think about where particular people are going to walk, and make all the places they ever want to go close to each other. Pirates walking long distances build up needs for feasting, drinking and so on. Captives walking long distances are not getting any work done.
- 2.) Try to keep pirate entertainment close to the shore, and close to the docks.
- 3.) Build pirate house plots among the entertainment, or in a district very close by to it.
- 4.) Generally it is more efficient to build an industry close to the structure that is supplying it. For instance put the sea ration factory close to the corn farms. Put the blast furnace close to the iron mine.
- 5.) Take advantage of your stockade and palace (which you get for free). The order and defence they cause can be useful, so build captive type structures, like bunkhouses or chuck tents, near them.
- 6.) Plan a road network for efficient travel. People prefer walking on the roads. If available, rotate a building when you place it so the door is near the road.
- 7.) When you build décor, place it in areas that get heavy use. Often, along the sides of heavily travelled roads is good placement. Another good place for décor is near the mineral rich ore deposits. If the miners will be constantly working there, they might as well be afraid.
- 8.) Take advantage of skeleton haulers if you have some. Locate buildings that have low fear and order (docks are often a good example) and make sure that skeletons work there. They work hard and they never think about escaping.
- 9.) Try to keep some pirate entertainment close to your palace. This ensures that there are always a few pirates close by in case of captive rebellions.
- 10.) Keep a careful eye of overcrowding your pirate entertainment. Build more entertainment structures if necessary and make sure there are workers to staff the new buildings. Consider assassinating pirates, if you have too many, or ransoming wealthy captives.

Chapter 2: Edicts

Edicts are your orders and policies as ruler of the island. Some edicts target a ship, some target an individual, some cause an immediate event and some establish an ongoing policy. Finally, there are diplomatic edicts and story edicts. Edicts that tend to be used most frequently often have short cuts. You don't need to use the edict menu to issue them. Here is a list of the short cuts.

Edict Short Cuts

- 1.) Donate \$100 to individual pirate: Use the scroll button on the pirate detail dialog.
- 2.) Ransom wealthy captive: Use the scroll button on the captive detail dialog.
- 3.) Press-gang a captive: Use the scroll button on the captive detail dialog.
- 4.) Raise a corpse: Use the button on the graveyard detail dialog.
- 5.) Open the Smuggler's Cove: Use the button on the Smuggler's cove detail.
- 6.) Explore: Use the ship detail, mission orders menu.
- 7.) Raid: Use the ship detail, mission orders menu.
- 8.) Kidnap: Use the ship detail, mission orders menu.
- 9.) Foster a war: Use the ship detail, mission orders menu.
- 10.) Outfit Pirate: Use the accoutrement building detail dialogs.

Edict Options Menu



When you click on the 'Silver Scroll' button on the toolbar, you bring up the edict options menu across the top of the central part of the toolbar.

Issuing an Edict

- 1.) Select the Type of edict you want to issue by clicking on one of the five buttons across the top of the edict options toolbar
- 2.) Edicts appear as large picture buttons in the toolbar. Select the edict you want to issue by clicking the picture. Information on the edict appears in the circle window. If you select a greyscale edict, the circle window lets you know why you cannot issue it.
- 3.) With the edict selected, click on the issue button in the circle window for more details and the chance to issue this edict. Sometimes, if an edict is ongoing (meaning it has already been issued and has a continuing effect) there will be a repeal button instead of an issue button in the circle window.

- 4.) When you click the issue (or repeal) button, the edict parchment appears in the main window over your island. The parchment explains the costs, benefits and all other information about the edict. To issue the edict, click the Confirm seal at the bottom-right of the parchment. If you want to dismiss the parchment without issuing or repealing an edict, click the Cancel button at the bottom-left corner of the parchment.
- 5.) When you click the Confirm button most edicts are issued and go into effect immediately. A movie then plays in the circle window.
- 6.) Exceptions are edicts that target a particular character or ship. In this case, after issuing the edict, you must click on the target of the edict on the map.

Orders to Ships

The four ship missions - raid a settlement, kidnap a skilled worker, foster a war and explore - are actually edicts as well, and can be issued from the edict menu.

Orders to Characters

Generally, you issue these edicts by confirming the edict and then clicking on an individual on the island. Some edicts may be issued alternatively using short cuts on the character's dialogs. All of these edicts are found in the individual attention edict menu, except for recruit captain.

Donate

You can grant 100 gold from your treasury to any pirate. When a pirate receives the money he proceeds to spend it, meeting some of his needs. Pirates have a short cut scroll button at the top of their detail dialog. This short-cut lets you donate money quickly when the need arises.

Assassinate

A guard can assassinate anyone except a wealthy captive or a pirate captain. It costs money to pay the guard who does the deed and sometimes the victim wins the fight.

Release Captive

Any captive may be released at any time. This provides a small increase in relations with the Great Power of which the captive is a citizen. If the location of the pirate's isle is currently unknown to that Great Power, release risks discovery. Released captives disappear right away just as if a ransom was collected.

Press-gang

This turns a captive into a pirate. Yes, he will be a bad, and unhappy pirate, but still a pirate. Unskilled captives have a scroll short-cut button at the top of their detail dialogs that will let you turn them into pirates more quickly.

Ransom Wealthy

Wealthy captives can be ransomed at any time. You'll receive their starting ransom, plus the amount that has been added based on their expenses on your island. The longer you keep them, the more money you'll get. Of course, they take up valuable space used by pirates. All wealthy captives have a scroll short-cut button on the top of their detail dialogs that helps you ransom them quickly.

Outfit Pirate

Give your favourite pirates (especially captains who will benefit the most) a special gift that your island makes for them. These gifts can be parrots (well-trained, of course), scary black hats, or peg legs. Each pirate can eventually have one of each. To unlock this edict you must have particular structures on the island producing these accoutrements. You must also have an un-allocated accoutrement available.

Educate Pirate

Use money from your treasury to order particular pirates to attend school. There are five versions of this edict and each one results in a variable amount of improvement to a particular skill number of the pirate. A school is required to issue this edict, and the various types of the edict are unlocked when each particular school is built.

Recruit Captain

Only captains can command ships. Your advisor reminds you to recruit a captain whenever you have more ships than captains. If the edict is unavailable, it is usually because you don't have enough gold. This edict is on the 'Cruise Orders' edict menu.

Your Ongoing Policies

Ongoing policies are edicts that have an ongoing effect once you issue them. Some are found on the pirate policies menu of the edict options, while others are found on the captive policies menu. A few policies having to do with cruise orders are found on the cruise edicts menu. You can choose to repeal an ongoing policy, if you later change your mind, however the cost of the edict is not recovered.

Rig Gambling Halls in Favour of Pirates

This edict supplies a big boost for pirate gambling satisfaction. You issue this edict from the pirate policy edict menu.

Rig Gambling Halls Against Pirates

This edict increases anarchy and revenue from gambling halls. You issue this edict from the pirate policy edict menu.

Pirate Guard Patrols

Increase order and fear among your captives. This edict is found in the captive policies edit menu, though it has effects on pirates as well since they dislike the resulting order.

Random Executions

Fear is substantially increased. At the same time, there is increased anarchy as well. This is a good edict for increasing pirate happiness even though it is a policy for captive control. The reason is that its effects are balanced as far as captives go; the gain in fear tends to be cancelled by the loss of order. However, pirate likes anarchy, so for them the island is a happier place. Issue this policy from the captive policies menu.

Pirate curfew

There is a large increase in order (lowering happiness for most pirates) due to this edict; however, it increases the productivity of all working captives.

Pay for Informants

When this edict is active, captives are in greater fear. It is listed under the captive policy menu.

Loose Lips

This edict enacts a system of informers and rigorous prosecution of any gossip about the location of the island. Only pirate kings who are trying to keep the island's location secret would enact this edict. There is a large increase in order, which tends to cause some significant pirate unhappiness. This edict is a pirate policy.

Walk the Plank

Normally, acquiring captives is a good thing, but in certain situations, pirate kings might decide to keep their actions more secret and therefore kill everyone they capture. This edict is found in the cruise policies menu.

Prohibit Victims

Sometimes you may try to maintain good relations with one or two of the three Great Powers. With this edict, you can stop your captains from taking ships of the powers you wish to befriend. By itself, this edict has no effect on your diplomatic relations; it is between you and your captains. However, since you will stop taking the ships of a particular nation with this edict, you will certainly stop worsening the relations caused by your plundering.

Immediate Events Policies

These edicts have no ongoing effects. You pay the price, and the event happens, and that's it. It's over. There is no repeal possibility, and you can issue these edicts as often as you want, assuming you meet necessary requirements.

Donate Money to Crew

This is an immediate event that donates some money to the entire crew of a ship. The money is removed from the island treasury.

Raise the Dead

This edict raises one pirate corpse from the graveyard. From then on, it will be available as a hauler on your island. Usually, you'll find the short cut simpler. Select the graveyard and click on the raise corpse button. This is a captive policy edict.

Pirate Festival

This immediate edict raises the drinking, feasting and gambling satisfaction of all pirates by about 30%. There is no limit on its use except the money it costs you. Pirates away from the island at the time of issuance are not affected.

Free Rum Distribution

Raise the drinking satisfaction of all pirates by up to 100%. This edict costs rum as well as money and requires the Distillery.

Free Beer Distribution

Raise the drinking satisfaction of all pirates by up to 50%. This edict costs beer as well as money and requires the Brewery.

Free Spanish, English or French Captives

This edict causes a large improvement in relations with one nation, but you lose many captives. You can perform this multiple times.

Betray Spanish, French or English Pirates

With this edict, you betray one of the nationalities of pirates on your island and you will lose all the pirates of that nationality, even if they are at sea (it happens when they return). This is an extreme measure but it does improve relations greatly.

Diplomacy & Foreign Relations

All of these edicts have ongoing effects on your island's foreign relations.

Raise the Jolly Roger

You declare the independence of your pirate isle from all powers. This automatically cancels announcements of peace, any patron relationship, and any letters of Marque. Additionally, you are free to attack any ships you wish. It results in a loss of invasion protection, if you had it. You must repeal this edict before issuing an announcement of peace.

Announce Peace Policy to Spain, England or France

You publicly declare that no pirates from your island will attack the ships of a particular nation. This improves the relations with that nation and decreases happiness of pirates outlawed by that nation due to security concerns. By itself, this edict won't stop your Captains, rather it is a public announcement to the world, not an order.



The Jolly Roger

There are a few popular beliefs behind the true origins of the name 'Jolly Roger'. One thought is that, because of its images of death, it referred to the British term 'Old Roger', aka The Devil. Another popular belief is that it came from the French *jolie rouge*, or 'pretty red', because early pirate flags were blood red, not black.

Patron becomes Spain, England or France

This edict requires a harmonious relationship and an Announce Peace edict in effect with that nation. Also, you cannot already have a patron nation. If this edict is issued, pirates can no longer prey on ships of the patron nation. Many episodes start with a patron Great Power. No pirate isle with a patron can be invaded by another power.

Letters of Marque

This requires that your patron nation be at war with one of the other powers. The edict allows your pirates to act as privateers against patron nation's enemies. There are no repercussions for piracy against these ships since these attacks are considered as legitimate acts of war in European opinion.

Open the Smuggler's Cove to Spain, France or England

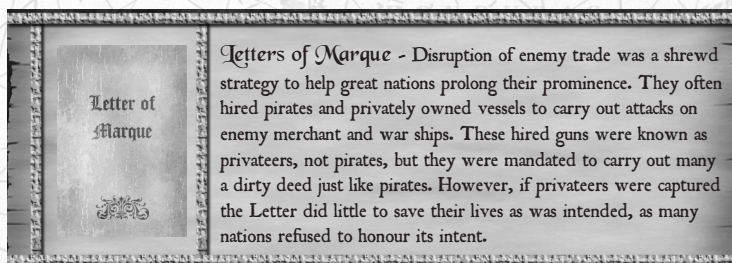
The smuggler's cove offers you an additional way to make money. Surpluses of rum, beer, pastries, cigars, and all types of weapons can be sold here once you construct the building. The requirement is that you open the cove to at least one nation. Otherwise, there are no customers to buy your goods.

Special Edicts

These three edicts are special since they rarely appear. Often they are used to drive the story in a scenario or episode when called for by the particular script for that game. Of course, if you use the map editor and the scripting tools to create your own scenarios, you can use these three edicts in your script as desired.

Interrogate

The interrogate edict becomes active in a story when a special prisoner has arrived on your island. Your advisor will notify you of the existence of the prisoner, and will tell you that special information could be obtained if you built an interrogation chamber. (You may already have one). Once you have built this expensive, fear-causing structure the edict becomes available. When you issue it, your advisor reports whatever special information was called for by the story.



Pay a Spy

This edict becomes active during the campaign when, in an earlier episode, your pirate king ruled over an area that you are now (later) interested in plundering. Your advisor reports that spies left behind on your former island are asking for a payment in return for valuable information. You must guess if the information they are likely to have is worth the expense. If you think it is, you can issue the edict and lose the cash. Your advisor will then give you the information from the spies. Often this will uncover trade routes or the locations of settlements.

Emergency Funding

Sometimes, when called for by the story or circumstances, a patron Great Power offers a gift of gold. All you have to do is issue the edict. There is no downside to this edict, but it isn't available in all games either. Usually it becomes active when your island treasury is at a low point.

Chapter 3: Pirate Missions

Pirates assigned to ships leave your island and go on missions in the outside world. These missions are the main source of income and captives for your island. It is impossible to remain pirate king for long without some successful missions.

You select missions on a ship-by-ship basis using the ship detail dialog. Once you click the 'Set Sail' button on the detail dialog, that ship has orders to leave the island. You can still cancel the order or change the mission up until the time the ship leaves the dock. Ships at sea cannot get new missions, nor can they be ordered to return to the island.

Ship Detail

Click on a ship to bring up the ship detail in the toolbar.



Summary: How Ships Work

Your ships come to a dock and pick up a crew, rations, and any weapons that they find there. This happens without orders from you. You'll see the list of what items are on the ship at the bottom of the ship detail. You'll only be able to choose certain missions when your cargo holds are nearly full.

Set Sail: Order Ship to Sea

When you decide a ship is ready to leave, click the 'Set Sail' button near the centre of the ship detail. A bell rings, a bell-shaped icon appears above the ship and the pirates who crew the ship are summoned. When all pirates have reported on board, the ship will depart on the mission you set.

It is possible to force departure or cancel departure with a second click in the 'Set Sail' area of the detail. When you cancel departure, pirates are again free to leave the ship, and any who have not reported aboard will wander off to have fun. If you force departure, any pirates not on board are fired from the crew and left behind.

Information

Ship name and type

At the top of the left side of the detail you'll see the name and type of the ship, followed by the captain's name. Click on the name of the ship if you wish to enter a new one.

Crew Display

At the upper right, you'll see the present crew of the ship. The crew is divided into sections for captain, officers and regular crewmen. Only pirates can work on a ship, and only a unique captain can command a ship. If there is no captain for a ship, no other pirates will join.

If a spot is empty, it means there is an opening for another pirate on this ship. If a spot shows a greyscale icon it means that crewmember is presently off the ship. Crewmembers on the ship are shown in colour.

You may place your mouse cursor over crew icons in the display to find out what each crewmember is doing. Just read the name and activity in the Info bar at the bottom of the screen.

To select a crewmember, click on his icon. To fire a crewmember, hold down the shift key and click on his icon. To block off an empty slot, so that no pirate may take that spot, shift-click on the empty spot. A red 'x' icon will appear confirming your action. You can clear a previously blocked slot in the same way.

Crew Skills

Every crew of pirates possesses skills with cutlasses, muskets, and cannons. Directly beneath the ship's name, locate the three weapon icons, each shown with a number. These are the average skill levels (with weapons) of the entire crew of this ship. The top score is 5.0, but anything above 4.0 is very good. Average crews are in the range of 3.0 to 3.5.

Ship status area

Beneath the crew skills area, locate the ship's status. This is basic information about the ship. If a ship is docked and the status is shown as 'repairing', it will not be able to depart. Ships in the midst of re-supplying may be able to depart depending on their orders and the type of supplies that have been loaded. You'll also see the name of the region to where the ship is assigned.

Ship's Equipment

All ships carry a certain amount of sea rations, cutlasses, muskets, and cannons. You can see the number on board and the maximum allowed on the ship. If an item is not present in sufficient numbers to let the ship leave with its current orders, then that item is shown in red. If the ship can take more, but is able to carry out its orders with the present amount, then that item is shown in yellow. If the ship has the maximum amount allowed, that item is shown in white. At least some rations are necessary for the ship to depart the island on any sort of mission.

Ship Menu Controls

You use the detail to give your ship three sorts of orders: missions, operational order, and division of spoils. Each type of order is shown and controlled by one of the three menu bars. However, the operational orders and the division of spoils count only if the top menu is set to a cruise mission.



The Cruise

Cruise missions are the default orders for all ships. You can see this on the mission selection menu of the ship detail. Unless you change the mission orders, a ship you order to set sail will go on a cruise. Cruises are the basic source of income for your island.

Cruise Requirements

Pirates insist on having some weapons and rations with which to cruise. They'll also refuse to depart on a cruise unless there are enough sailors on board to man the rigging. This means that the 'Set Sail' button won't be active until there are sufficient weapons, rations and crew to minimally satisfy the pirate captain.



You can't alter the crew and ration requirements, however, you can partially control the weapon situation through the operational orders menu. By telling the captain and crew to follow certain battle tactics, you are affecting their weapon preferences. You can experiment with changing the operational orders and then looking at the bottom bar of the detail dialog. Any weapon shown in red is preventing that ship from leaving, given the current operational orders. Here are some general rules that may assist you.

- 1.) If ordered to 'Board 'em, pirates check their cutlasses. If they don't have enough cutlasses they won't depart.
- 2.) If ordered to 'Pound 'em, pirates check their cannons. If they don't have enough cannons they won't depart.
- 3.) If ordered to 'Harass 'em, pirates check both cannons and muskets. If they don't have enough they won't depart.

If you have all the weapon industries operating on your island, it is only a matter of time before the pirates will get ready to leave. However, if you don't have a cannon industry yet, for example, you should not set your operational orders to 'Pound 'em because without sufficient cannons the pirates are never going to be ready to depart.

Board 'em early in game

Generally, the cutlass industry will be established early in the game. Board 'em is the default operational order and will, in all likelihood, be the easiest one to supply with required weapons.

Other effects of orders

The operational orders make a difference in a battle, require different weapons and different skills, and give different results. Once you have all the weapon types available, you'll pick your orders according to the following factors:

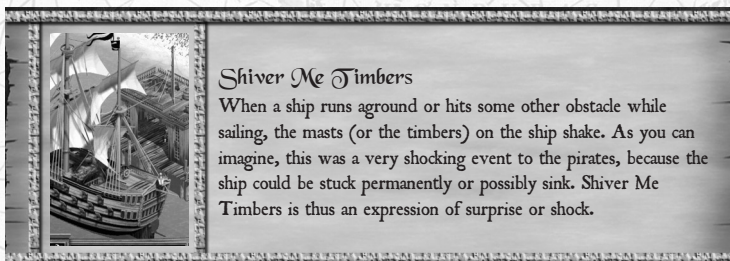
- 1.) How much do you care about your pirates? Pounding and, especially, boarding are dangerous and will generally cause more deaths among your crew than mere harassing.
- 2.) How badly do you want new recruits? Harassing, though pretty safe for your pirates, tends to kill almost everyone on the other ship if you win. Boarding is the best way to get lots of captives and new pirates.
- 3.) What are the skill levels of your crew? If they are very high in gunnery, for instance, pounding might make a lot of sense. Remember, though, that your crew won't always be able to follow the orders you set. The ships they fight have something to say about what happens in the battle as well.

Division of Spoils

The third menu on the ship detail allows you to set the division of spoils for a cruise. This must be set before the ship leaves.

The division of spoils setting divides all the money from the cruise between the island treasury and the pirate crew of the ship. So, for example, if you set the division of spoils to 'Big Spender' it means you, the pirate king, are being a big spender and letting the crew keep almost all of the money.

It's obvious that the island treasury is going to need money, so why not just be selfish or even miserly? There are two reasons.



Shiver Me Timbers

When a ship runs aground or hits some other obstacle while sailing, the masts (or the timbers) on the ship shake. As you can imagine, this was a very shocking event to the pirates, because the ship could be stuck permanently or possibly sink. Shiver Me Timbers is thus an expression of surprise or shock.

- 1.) If your pirates don't have any money, they won't be able to entertain themselves on your island. Even if you make all the entertainment cheap, they won't be able to stash any money or to build a house when there is a housing plot available. They will never be promoted, since promotion is based on wealth.
- 2.) When pirates take a ship on a cruise, there is often a chance that some of the surviving sailors on that ship will be willing to become pirates. This is the only way to get experienced recruits in the game. The number of recruits is partly controlled by the loss of life when the ship was taken. But another important factor is generosity you are showing as pirate king. If your pirates tell the captured sailors that you are a generous ruler, more captured sailors will sign up to be pirates.

Your Hoard

The division of spoils is between the island and the crew. Your hoard, if you have established one, receives a cut of everything the island gets. You do not take a cut of the spoils given to the crew.

Crew Shares

You don't have control over whom on the crew gets how much. Once you set the overall share for the crew, it is split up according to the longstanding laws of the pirates. This means the Captain gets about quarter of the plunder. The officers also receive a quarter, while the crew divvies up the rest. This means officers, particularly captains, gain rank more rapidly.

What happens on a Cruise?

A pirate cruise proceeds in routine predictable steps. At each step the captain and crew use their skills and traits to try to succeed. There is always a luck factor, however. Without risk, what fun is it being a pirate king?

Departure and Forced Departures

As with all missions, a pirate ship won't leave on a cruise until the entire crew is aboard ship. However, assuming you have enough sailors to man the rigging, a 'force departure' option is available. This button is in the same place as the 'Set Sail' button on the ship detail dialog. If you click it, the ship leaves right away, leaving the remaining crew on shore. You can never force a departure while the captain is still on shore.



Bonus Pay - Pirate plunder was divided equally between crewmembers, with a double or triple share of the booty granted to captains and other important positions. However, pirates who lost limbs were paid compensation for their injuries. Of course, this bonus pay had a severe downside (medical practices were atrocious back then). At least if something cost an arm and a leg, it was reimbursed.

Journey to the Cruising Grounds

Once a ship departs your dock, the crew immediately starts eating up their rations. They sail away from the island and you'll no longer see the ship except on the strategy map. The ship proceeds to its cruise area. The time it takes (and the amount of rations eaten) depends on the distance to the area and the speed of the ship. The captain and officers' navigation skills are checked to see if the ship gets lost on the way. If it does get lost, this will further delay arrival.

Cruising for Victims

Upon arrival in the cruising area, the ship and its crew start looking for victims. The likelihood of finding victims depends on actual traffic in the area, the presence of trade routes or settlements, the seamanship skill of the pirate captain and the level of area knowledge the pirates have gained in the past. When the pirates find another ship, these steps resolve the encounter:

- 1.) Both the pirates and the potential victims make an assessment of the strength of the other ship. They base this mostly on the size of the ship, though pirates tend to (wisely) rank ships that are often naval or other pirate vessels more highly than merchant ship types. This number is compared to the courage of the captain. Each ship decides whether to pursue or flee. Merchant ships always flee.
- 2.) If both ships pursued, there is a battle. If both fled, there is no battle. If one pursued and the other fled there is a pursuit resolution. The result depends on the seamanship skill of the captains and the speed of the ships.

Battle Rounds

A battle is always fought in rounds. In each round every crewman who can fight and has a weapon tries to hit someone on the other ship. Successful hits result in deaths. The main factor is the skill of each crewmember with the weapon he is using during that round.

Operational Orders in Battle

- 1.) Pound 'em means using the biggest cannons on the ship and aiming at the hull of the other ship.
- 2.) Harass 'em means using muskets and small cannons to try to shoot up the rigging and the crew of the other ship.
- 3.) Board 'em means using the cutlasses and jumping onto the deck of the other ship.

Orders to Harass 'em and Pound 'em are not exclusive; or in other words one ship can do one, and the other ship can do the other. Board 'em, if successful, forces the other ship to use Board 'em also.

During the first round, both ships are always pounding, or using the cannons. So, assuming that a ship has cannons, all crew will be using their gunnery skill. After the first round, both ships try to follow their operational orders. A ship ordered to Board em tries to board and a ship ordered to Harass 'em or Pound 'em does that. Once one of the ships succeeds in boarding, all subsequent rounds for both ships thereafter are Board em' rounds using cutlasses and the swordsmanship skill. However, boarding is by no means automatic. The seamanship of the captain and crew affects the chances of coming alongside your foe and leaping onto his decks.

At the end of each round, the surviving - still fighting - part of both crews suffer losses and then make a morale check. Crewmen who fail this check are not killed, but run for the depths of the hold and no longer fight in this battle. The first ship to lose its entire crew, either by death or by fleeing, surrenders and the battle is over.

During a battle, the courage of each pirate affects his chances to keep fighting. The leadership of a pirate's captain adds to this factor, and the notoriety (if any) of the opposing captain reduces the courage factor.

End of a Battle

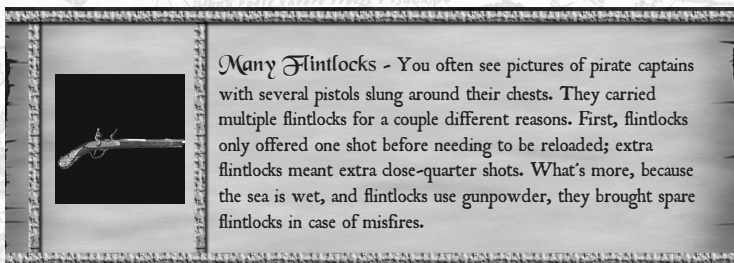
Merchant ships have very small crews and few weapons, regardless of their size, so as you might expect, most battles involving a merchant ship are decided, rather rapidly, by surrender. Fights between pirate ships, and fights between your pirates and a naval ship, tend to last much longer and cause more loss of life.

If your pirates won the fight, some plunder, captives, and recruits are added. Generally, the number of captives and recruits depends on the type of ship plundered, how many rounds were fought prior to surrender, and what types of rounds they were (your operational orders for each round). For example, if you fought several rounds of Harass em', most of the people on the enemy ship are probably dead. If you boarded immediately and won in one round, almost all the people will be alive and you'll get many captives and recruits.

Return to the Island

Your cruising ships remain in the area until they reach the moment where the remaining rations (plus a small reserve) are just enough to get back to your island. So, it makes sense to send smaller ships to nearby areas, where they will be able to remain on station for a while. For cruising distant areas, it makes sense to send ships with a lot of rations.

It is possible that your ship will get lost on its way back to the island. This is the reason for the reserve rations. You can greatly reduce the chances of a ship getting lost by training your captains in navigation. If a ship is very unlucky and has a poor navigator in command, it's possible that rations will run out. When this happens there is almost always a mutiny.



Ship's Log

As your returning ship docks at the island, you'll receive a report from the captain of the ship. The top page is a summary of gains on the cruise. If you want to read complete details of the cruise, click on the arrow button on the log. This is the last step in a cruise. The pirates will now celebrate their new found wealth on your island.

Risks and Losses on a Cruise

If a ship sinks, you receive two messages. First you are told that your Captain has been captured. Then you are notified that your ship sank. Captains are never killed in battle. You can count on your wily captain to escape and make his way back to your island. Ships and crew, however, are lost.

Minimise your Defeats

There are three things you can do to limit losses:

- 1.) Pay attention to the risk level on the strategy map. Don't send weaker ships or inexperienced crews to areas that show four or five cannon icons. <<See Strategy Map 64 >>.
- 2.) Once you are past the early part of the game, periodically clear all your ships out of an area that has been successful, and cruise in other areas for a while. This is a good idea because the Great Powers will send more naval vessels and fewer merchants to areas that have had many recent pirate attacks. By re-allocating your ships, you keep the Great Powers guessing. Each power has a limited amount of extra naval strength to allocate.
- 3.) When you decide to cruise a dangerous area, send more than one ship at a time. They will help each other in a battle.

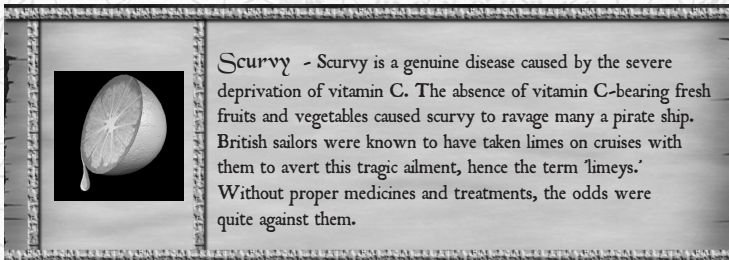
Even if you do all these things, you will occasionally lose a ship. This is a normal risk of being a pirate.

Losing a Ship

It is almost always possible to recover from a defeat and a lost ship. However, if you have only one ship, or it is early in the game, a defeat can be fairly damaging. In case you are unwilling to accept this risk, it might be a good idea to save your game prior to dispatching your ship on a cruise.

Special Missions

Besides cruising for plunder and captives, there are some special missions for your ships to perform. For the most part these missions are relatively safe. You control the missions using the mission menu on the ship detail. Since these special missions are also edicts, you can use the edict options menu to assign missions as well. In this case, the final part of issuing the mission orders is selecting which ship will go on the mission.



Raid a Settlement

You order raids to increase the supply of unskilled captives on your island. When you set the mission order menu to 'Raid', or issue a raid edict using the edict options menu, a dialog gives you the option to choose the type of settlement to raid. Military bases are the most dangerous, yet offer the most potential captives. Often, at the beginning of a game, there is only one known settlement, so that is one you'll have to raid.

Pirate captains will leave on raids with fewer than a full load of rations. No weapons are required. On the raid, you may lose a few pirates, but the ship will always survive.

At the start of a game, your first few missions should probably be raids, to increase the number of captives on your island. However, if for some reason your stockade is currently full of unskilled captives, you should opt for other mission types.

Kidnap a Skilled Worker

A ship assigned to 'Kidnap' will leave the island and grab one of a particular skilled captive you want. This costs 250 gold, so you can't do too many kidnap missions until you start earning a reliable gold income.

When you set the mission order menu to 'Kidnap' or issue a 'Kidnap' edict using the edict options menu, a dialog gives you the option to choose the type of skilled captive you wish to obtain. This mission always succeeds and never results in any losses.

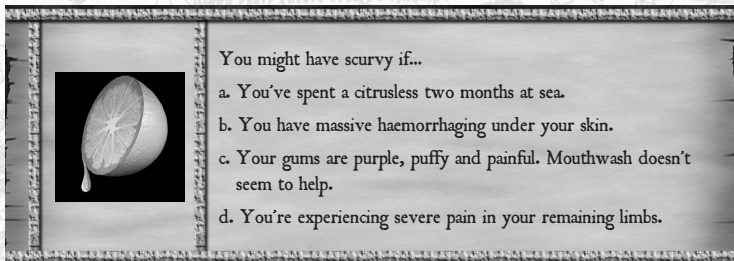
Early in the game, you'll want to carefully choose which workers to obtain. Many skilled workers unlock new buildings that help to expand your economy.

Explore

A ship assigned to 'Explore' returns with additional knowledge. The more knowledge you have, the more accurate are the assessments of risk and reward, and the more likely you are to locate victims, trade routes, and additional settlements. A ship can explore with no weapons, but does need some rations. It explores the region to which you've assigned it on the strategy map and there is no risk.

Foster a War

A ship assigned to 'Foster a War' will depart for the area in the sea where you assigned it using the strategy map. It will look for ships of one particular nation, raise false colours and then fire upon that ship. It will not press home the attack, but will instead try to escape after shooting. The goal is to make one of the Great Powers angry with the other.



Chapter 4: Characters

Character Detail Dialog

Click on any character to bring up his/her character detail. Here you learn things about the individual characters. There are also certain 'scroll' short cut buttons to issue edicts to some of these characters. Selected characters appear in the circle window.



Character Selection Hot Key

Whenever you have a character selected, you can assign a number key to that character. Hold down the alt key and then press one of the number keys on your keyboard. When you press that number (without holding the alt key) you will select that character. This is especially useful to keep track of captains and other special characters.

Character Pages

There are seven pages of information about the selected character:

Overview

This page provides basic information about the person such as his/her name, birthplace, and level (if a pirate). Also, the character's immediate needs are reported on this page. As a character enters a building that provides one of these needs, you'll see the amount of colour filling the bar go up. As it increases it becomes greener as well. Green means full (or satisfied with that need) and red means empty (or unsatisfied).

Happiness (Pirates) and Resignation (Captives)



The second page tells you the character's overall feelings about the island and its environment. As the immediate needs (reported on the first page) are satisfied, the corresponding happiness or resignation bar on this page is altered a bit. These bars express the character's opinion about feasting or drinking (or whatever) over time.

Environmental factors enter into overall happiness or resignation as well, and these bars are shown on the left side of the page. As a character passes through a region with a particular amount of one of these factors, this bar changes toward the amount of the region where he finds him/herself. Again, the bars on this page change over time, not all at once.

All the bars on the page are averaged together to create the bar at the bottom. The level of happiness or resignation shown here is used to calculate the likelihood of a pirate coup, a captive escape or revolt, and whether a particular pirate is willing to go on a cruise.

Effect of Difficulty Settings

The environmental factors shown on this page begin to affect your citizens (captives and pirates) after they have been on the island for some time. This length of time is longer depending on how easy you set your stability at the start. For very easy games, you'll have several years before you have to worry too much about fear and anarchy or order and defence, because your starting characters won't feel any effects for quite a while after the game starts.

NOTE: Characters that arrive later will enjoy this same long delay starting from their date of arrival.

Politics

This page gives you the nationality of the pirate and other sorts of political information.

Job & House

This page gives you the information on where the character works and lives. Note that captives never have a house. They sleep when exhausted at the nearest bunkhouse - or - if there is no bunkhouse, they sleep on the ground. Remember that sleeping on the ground provides less rest.

Haunts

This page applies only to pirates; captives do not have haunts. Haunts are the character's favourite entertainment spots on the island. There are four basic types of entertainment, and up to four haunts, though quite frequently a character will have the same haunt for feasting and drinking or for gambling and drinking. If a character has never indulged in a particular form of entertainment, he will not have a haunt for that category.

Below the picture of each haunt, you'll see a coloured bar that shows how satisfied the character is with his/her haunt. Green is good and red is bad. You can select a haunt by clicking on the picture.

Skills & Traits

This page lets you know what the characters various traits and skills are at present. Higher numbers are better and skills improve with practice. Pirates can also improve their skills by attending a school. Additionally, you can improve a pirate's traits by giving a gift to him or her. Traits for captives do not change.

Thoughts

A character's thoughts offer valuable feedback. Place your mouse cursor over a thought and read the hint text at the bottom of the screen. This will tell you if the thought is just random (for fun) or if the thought is warning you about or rewarding you for something in the game. Often, a captive who is near to escape or revolt will be thinking something like: "I'm going to make it!" Be especially on the lookout for dissenting thoughts.

Edict Short Cuts

The character dialog offers edict short cuts for each character, which appears as a small 'scroll' button at the top of the character detail.

Pirates

Pirates make up less than half the population of most islands but bring in nearly all of the income. Only pirates may serve on pirate ships, and pirate ships are the main way to earn gold. When a pirate ship returns from a cruise, the pirates usually leave the ship and head to town where they try to meet their needs.

The pirates spend most of the money they receive on a cruise in the town and it's up to you to make sure that the pirates earn enough gold to meet the prices for services in your town. If you are too greedy, your pirates won't meet their needs and will gradually stop supporting you as ruler.

Pirate Ships and Crew Sizes

Different types of ships have different crew (crew, officers, captains), weapon and ration capacities. You can build the following ships:

Small Pirate Ships (boatyard or shipyard)

Snow - 90 tons crew 3-1-1, 28 speed, 4 muskets, 4 cutlasses, 4 cannons maximum, 5 rations.

Schooner - 90 tons crew 5-2-1, 32 speed, 7 muskets, 7 cutlasses, 8 cannons maximum, 8 rations.

Sloop - 100 tons crew 8-2-1, 28 speed, 10 muskets, 10 cutlasses, 16 cannons maximum, 10 rations.

Large Pirate Ships (shipyard only)

Brig or Brigantine - 150 tons 8-2-1, 26 speed, 10 muskets, 10 cutlasses, 12 cannons maximum, 30 rations.

Frigate - 360 tons 13-4-1, 22 speed, 17 muskets, 17 cutlasses, 26 cannons maximum, 40 rations.

Galleon - 450 tons 15-5-1, 15 speed, 20 muskets, 20 cutlasses, 40 cannons maximum, 60 rations.

Mutinies at Sea

Keep an eye on the Hangman's Noose icon on your ship detail to see how your pirates feel about an upcoming cruise. Their biggest fear is lack of rations. If you send a ship out with too few rations, or it gets lost on the return trip and runs out, mutiny can occur. This is one of the few ways you can permanently lose a captain, so be careful.

Gaining New Pirates

During a cruise, a pirate ship captures and then destroys other ships. Among the rewards possible are sailors who agree to become pirates. These new pirates do not join the crew during the mission and do not share in the rewards of the mission; they just get captured. However, they make their decision to become pirates based on the information about money they obtain from the pirate crew that takes their ship. Being a generous king helps recruit pirates.

You can also use the 'Press gang' edict on your island to create pirates out of captives. These pirates are not as high quality as the pirates you gain on a cruise.

Pirates Joining and Leaving Ships

All pirates want a job to make money. Most want to be on ship crews. Less frequently, pirates take jobs on shore. If there is a ship in port with available crew spaces and pirates on the island with no job, they will join the crew. If there is more than one ship needing crewmembers, pirates decide which crew to join on a first come first served basis according to the notoriety of the captain.

Pirates as overseers and guards

Certain shore jobs are open to pirates and they may take them if the pay is right. Unlike jobs open to captives, pirates must be paid for their work out of the island treasury. Pirates stationed in forts, stockades and watchtowers, and all overseers at work sites respond when captives try to escape or rebel. Hopefully, other pirates will join in as well. If you order an assassination on your island, one of the guards will carry it out.

Captains

Unlike all the other pirates on the island, your captains are unique individuals with certain pre-defined skills, traits and personalities. You will learn to recognise them from game to game because they all have their own unique appearance. Only captains can be in charge of a pirate ship, and that is the only job they will take.

To gain another captain, you must issue the 'Recruit Captain' edict. This won't be available if you have either run out of captains or you don't have enough money for a captain. Generally captains cost between 1000 and 2000 gold to recruit.

NOTE: It is never possible for another pirate to become a captain.

Pirate Skills

Pirates all have the same set of skills (of varying levels, of course) and these skills improve on a mission (if used). They may be improved by attending a pirate school as well. Traits on the other hand cannot be improved this way (with the exception of reputation, which improves with success).

Skills are ranked from 0 to 5. Pirates never lose a skill once acquired.

Gunnery (skill and usefulness of pirate when firing cannons) This is measured for all pirates on the ship whenever the ship engages in battle using the cannons.

Swordsmanship (skill with sword, cutlass, boarding pikes) This is measured for all pirates on the ship whenever the pirate attempts to board a foe, and matters for pirates acting as bodyguards, especially when duelling to eliminate someone on the island.

Marksmanship (skill with a musket or pistol) This is measured for all pirates on the ship in any battle, provided that the ship is equipped with firearms. This is also considered when bodyguards have been ordered to eliminate someone on the island, or when pirates are chasing a captive who is trying to escape.

Seamanship (skill with sails, and the other mechanics of sea travel) The skill level of all pirates on the ship is averaged to provide one number that influences the duration of the voyage and the likelihood of accidents. Seamanship of the captain alone helps determine the chance of intercepting a victim and/or the chance of escaping a strong foe.

Navigation (skill with astrolabe, sextant, maps, dead reckoning) The captain and officers' skill levels matter. Navigation skill must be checked periodically and can result in permanent or temporary sailing off course, thus causing delays in reaching cruising grounds or returning to your island.

Traits Leadership has an effect on the success of a mission for officers and captain pirates.

Courage has an effect on the success of a battle for all pirates.

Notoriety has an effect on how popular a captain is and how likely enemies are to surrender.

Eight factors that create happiness

Pirates have six immediate needs to meet on the island. Their long-term opinion on how these are being provided (over time) plus the environmental factors of defence and anarchy are added up to create the overall happiness of each pirate. The six immediate needs are as follows:

Grub - Feasting. Tells you this pirate's opinion of the feasting provided on the isle.

Grog - Drinking. Tells you this pirate's opinion of the drinking provided on the isle.

Companionship - Wenching for males. Preening for females.

Wagers - Gambling. This pirate's opinion of the gambling provided on the isle.

Shelter - Resting. This pirate's opinion of the value of his/her house (or lack of house).

Hoard - Stashing. This is the amount of money a pirate has hidden away, and how recently he/she added to it

Defence. Shows how safe this pirate feels from being captured or killed from a Great Power.

Anarchy. Does the pirate feel free to do what he/she wants? Or does he/she believe the pirate king has too many rules and regulations?

Pirate visits in port

The first five are items that the pirate, him/herself, attempts to satisfy while he/she is in port by visiting various local buildings. For example, to satisfy his need for grub, a pirate must feast at an inn or eatery, and to satisfy the need for shelter, a pirate must rest in his/her own home. Pirates without homes will rest on their ships but will never be completely rested (dark green) from doing so. Every pirate needs all six of these things to some extent, but the amount each individual wants varies. Some pirates like wenching better than gambling, for example.

Pirate Stash

Pirates get money whenever they return to port from a successful cruise in accord with the percentage shares on the mission they just completed. Pirates don't save all of their money, and only a percentage of what they receive is stashed. Pirates who care more about stash save a higher percentage, and once stashed, this money is out of the game as far as spending goes. Pirates of low rank have relatively low stash expectations.

Pirate Auras

You can provide pirate auras of anarchy and defence in pirate neighbourhoods. This becomes a good idea once you have some pirates who have been on your island for a while.

Unhappy Pirates

All pirates, including your precious and unique captains, can become enraged if they are not able to meet their needs.

Disgruntled

The first step is an announcement that a pirate is disgruntled. This means he/she is annoyed enough with his/her circumstances to refuse to work or get on board ship (except maybe to rest). You'll see an icon over his/her head that looks like an angry red face.

A disgruntled pirate should be treated as a "wake-up call". First, find out what is the matter with this particular pirate, and try to fix it. Then, figure out if some policy or lack on your island is causing the problem and make sure you change it before disgruntled pirates become widespread.

To investigate and restore a disgruntled pirate:

- 1.) First, pause the game. This stops the situation from getting worse.
- 2.) Select the disgruntled pirate. If you've lost track of him/her, use the 'backspace' key to find him/her, or look for the angry red icon over his/her head. If too much time has passed and you can't find the icon, you can use the Island Log. Go to 'Pirate Satisfaction', then 'overall happiness' and then look for the 'dissatisfied pirates'. Finally, select the dissatisfied pirate. This section also lets you know if there are other pirates about to become disgruntled.
- 3.) Now that you see the pirate detail dialog, check the first page for his/her personal gold. Is he/she broke? Use the short-cut scroll at the top of the detail to give him/her money from your treasury. This will not cause immediate happiness, but generally if a pirate is broke he/she has probably had a tough time paying for entertainment.
- 4.) If the pirate has money, or if your donations to him/her don't seem to help, you should look at his/her activity on the first page (e.g. drinking). You should also look at his/her thoughts on the last page. The thoughts shown in red merit special attention. This information should allow you to figure out what activity he/she is trying to do.
- 5.) Often, overcrowding in your entertainment buildings causes problems. The pirate can't find a place to drink, feast or whatever. You can build more entertainment, ransom off wealthy captives, or assassinate pirates to make more room. If a crew of one ship is very happy, you can order them to leave the island on a mission, thus opening the structures for the other pirates.
- 6.) If none of this helps, or if you are unable to accomplish these ideas, consider the pirate's housing situation. If he/she does not have a house, make more housing plots.
- 7.) Check and see if anarchy or defence is too low in the areas where pirates travel.

Enraged

Sometimes, when a pirate becomes so furious, nothing helps, or at least it does not help quickly enough to stop the pirate from becoming enraged. Don't worry - it is no big deal. An enraged pirate will show an icon over his/her head that combines an angry face with a knife. He/she is so fuming he wants to kill someone.

The enraged pirate chooses a victim randomly and attacks. Victims defend themselves, and if they are pirates, have reasonable chances of winning. Either way, someone is going to die. But it is only one character. Your captains' skill levels and general battle wisdom is such that they will win these confrontations, so no need to worry.

If the enraged pirate wins the fight, the glory of victory will cheer him/her up. But this is an expensive way to keep your pirates happy. You should try to identify the issues causing the unhappiness and fix them when you can.

Captives

Wealthy Captives

Wealthy captives are upper-class people captured on pirate cruises. They are found as passengers on the larger types of ships. Their role on your island is to entertain themselves and party, much like pirates, because people like these have never done any work in their lives. To you, as pirate ruler, they are like money in a savings account. The longer you keep them on your island, the larger their ransoms become.

Ransom increases

Like pirates, wealthy captives must pay for entertainment. But of course, any ready cash they had when captured has already been plundered. So they are forced to pay for their entertainment on credit. The amount they spend is automatically added to the ransom amount on an ongoing basis. It is up to you to decide how long you want to wait. If you need cash, you can ransom a wealthy captive immediately upon his arrival. If you get too greedy your entertainment sites become too crowded and pirates cannot get what they need.

Collecting Ransom

A ransom number appears in the detail window for all wealthy captives. This is the current amount of money that is added to the island's treasury if this captive is ransomed. At any time you wish, you may ransom a wealthy captive using the 'Ransom Captive' edict in the edict menu or by clicking on the scroll short-cut at the top of the captive detail. Once issued, the captive disappears from the island.

The value of a captive is not shared with the crew that captured him/her. Additionally, wealthy captives do not try to escape. They are content to wait for their friends to pay their ransom. The only reason for satisfying their needs is the money earned from ransoming them.

Wealthy Captive Needs

Food - Feasting

Alcohol - Drinking

Companionship - Wenching or Preening

Entertainment - Gambling

Shelter - Resting

NOTE: Unlike pirates, wealthy captives do not worry about jobs, security or stash. Unlike working captives, they do not worry about religion.

Working Captives

The largest segment of the island population consists of working captives. These captives may be skilled or unskilled. Working captives are usually at their work site. Rarely are they allowed to leave for sleeping, eating or praying. They also leave during a rebellion or escape attempt. The work site may be a farm, a mine, a lumber camp, an industry, a shop, an entertainment spot or even a church for a captive priest.

If a working captive cannot find a job on the island, you will find them in the stockade most of the time.

Needs and Captive Resignation

Captive control is determined by how resigned the captives are. Resigned simply means that various factors in their lives make them unlikely to try to escape or rebel against the pirates' evil rule. The elements that add up to resignation are as follows:

Food - Captives are released from work to eat slop at a chuck tent. They are allowed to eat nothing else. Sometimes, pirate rulers might station a chuck tent near several work sites, this way, when work crews need food they need only go as far as the chuck tent. Chuck tents are very cheap and easy to build. If you have a starvation problem, you need more corn farms and/or chuck tents.

Shelter - Unlike pirates, captives are not attached to their sleeping quarters. They have to sleep anywhere vacant. They will prefer to sleep in a bunkhouse if a spot is open nearby. Otherwise they sleep on the ground where they don't get as much rest.

Prayer - Periodically, captives are released for church, if there is a church on the island. Meeting this need tends to make captives more resigned.

Fear - An environmental factor caused by various structures on the island. Much fear adds to resignation.

Order - This is another environmental factor that adds to resignation. How rigorous do the rules seem to the captive?

Other possible factors

Captives who perceive evidence of highly successful or impressive pirates around them tend to be more resigned to continued captivity. For example, a large rich looking palace or pirate mansion can have this effect.

If you are keeping a really close look at some particular captives, you can use the thoughts panel to check up on them. Their thoughts (in red) will tell you what elements of resignation are not being met for this captive. You can try to fix it.

NOTE: If a captive is considering escape, his/her thoughts may well let you know this in advance.

Escapes and Rebellions

Escapes

Let's say that you've tried to provide all these things for your captives, but something still has gone wrong somewhere. A captive is trying to escape! You will receive an announcement and perhaps you might think it's the end of the world - or at least a really bad thing for your game.

Don't panic. Occasional escape attempts are not that bad, and may even alert you to an area on your island that needs more fear, order, food or something else. Remember that you have (hopefully) worked out a system for a steady supply of captives, as you need them. Losing one or even few is no big deal.

When an escape attempt is made, the captive runs for the shore of the island. If he/she makes it, he/she finds a floating log, abandoned skiff, friendly giant tortoise or some other means of getting off the island. You'll just see him/her vanish. It is better for you if a captive is killed before they get there and your pirates will try to make this happen by attacking him.

Guards and overseers can usually be counted on to pursue and attack. Other pirates' reactions are more random. They will shoot at or stab them if they runs right by them. Otherwise, they are busy drinking, wenching, or whatever, and they may not care too much if any particular captive is on the run.

NOTE: If a pirate does manage to kill an escaping captive, it makes more escapes a bit less likely for a while. If someone makes it to the beach and gets away it makes escapes somewhat more likely for a while.

Rebellion

Rebellions are considerably more serious and start just like escape attempts. A captive goes over the edge and decides things are going to change. Each time this happens (yes, for all escapees) a check is made using the leadership of the potential escapee and the courage of the people around him, as well as their resignation. If people fail this check, a rebellion begins << See Winning, Losing and Scoring, p. 69 >>



Female Debauchery

While not nearly as common as male pirates, there was a decent number of female cut-throats sailing the seas, some of who became extremely powerful, such as the Chinese pirate Ching Shih who, at one time, commanded a force of 80,000 men and women and challenged the Chinese and British navy.

Captive Skills

Working captives are divided into two groups: Skilled and unskilled. The groups are mutually exclusive and an unskilled worker can never be promoted to a skilled worker. Both groups are necessary to your island. The unskilled are flexible and can take any job. Also they can be converted to pirates with a press gang edict. << See Edicts p. 37 >> Skilled workers can work only in their chosen field. If no job in their field can be found they are idle. However, they are more skilled and also sometimes required for unlocking a new building.

Skills are ranked from 0 to 5. Skilled captives begin their island career with a skill level of 3, 4, or even 5 in their choice skill. They can work only in a site that makes use of their skill. They will be idle if there are no proper jobs. Choice skills improve to a maximum of 5 through practice. Skilled captives never learn new skills.

Unskilled captives begin their careers on the island with a low skill level in all skills. Unskilled captives take the first available job. You may control job placement by firing workers and by restricting the numbers at a given work site. As unskilled workers do their job, they get better at it up to a maximum of 3.

In Tropico 2, captives never forget the skills they have learned and they are not permitted to retire. As you'll see from the list, some skills are found only among the skilled workers. Others can be performed by the unskilled as well. Hauling is the only skill that has no skilled captive associated with it at all. Even here, however, there is a special hauler - the skeleton - who is in effect better at it than the unskilled workers who would otherwise do the job, because he never takes a break to eat, sleep or pray.

Gender and Skills

Gender really only matters for the flexible unskilled workers. Some of the skilled are female and some are male; but they are all unique anyway. They can't work except in their special spots. Since the unskilled CAN move around (sometimes according to your priority orders), you must know where an unskilled red-shirt female could go, and where an unskilled grey-shirt male could go. Either a male or a female can handle some jobs, and yes, we know, there is some gender-specific work here too (not to our modern taste), but remember this is 1650, after all.



Two of the most famous female buccaneers were Mary Read and Anne Bonny, both operating under the command of Calico Jack Rackham. They dressed as men and were oftentimes more stalwart and ferocious in battle. When their ship was finally taken, both Read and Bonny were fending off the attackers while other crewmembers, and even Rackham himself, took cover below.

Skill List for Working Captives

Skills for both males and females

Hauling - unskilled male and female captives and skeletons can work.

Farming (used at all farms) - unskilled male and female captives, plus skilled farmers can work.

Skills for males

Mining (used at all mines) - unskilled male captives plus skilled miners can work.

Timber cutting (used at timber camps, and sawmills) - unskilled male captives plus skilled lumberjacks can work.

Carpentry (used at carpenter shop) - Unskilled male and female captives, plus skilled carpenters can work.

Smith crafting (used at the smithy and the smelter) - unskilled male captives plus skilled blacksmiths can work.

Succouring (used at the church) - unskilled male captives plus skilled priests can work.

Trading & Negotiating (used at the black market and smuggler's cove) - unskilled male captives plus skilled traders can work.

Skills for females

Cooking (used at chuck tent, eatery, dive, inn) - unskilled and skilled female cooks can work.

Companionship 1 (used at the brothel & salon, and the wench & masseuse) - unskilled and skilled female wenches can work.

Service (used at dives, eateries, taverns, inns, casinos, gambling dens and animal pits) - unskilled and skilled female waitresses can work.



Ironically, their fates had very gender-based outcomes. Rackham was executed, in a sense for not acting manly in battle (perhaps if he had fought like his female crewmembers, the ship may not have fallen to the authorities).

No unskilled workers ever

Gunsmithing (used at gun smithy) - skilled male gunsmith only.

Engineering (used at the cannon foundry) - skilled male engineer only.

Distilling (used at the rum distillery) - skilled female distiller only.

Tobacconist (used at the tobacconist) - skilled female tobacconist only.

Companionship 2 (used at the courtesan house & spa) - skilled female courtesan only.

Ship Construction (used at the shipyard, and boatyard) - skilled male shipwright only.

Bird Handling (used at Aviary) - skilled female bird handler only.

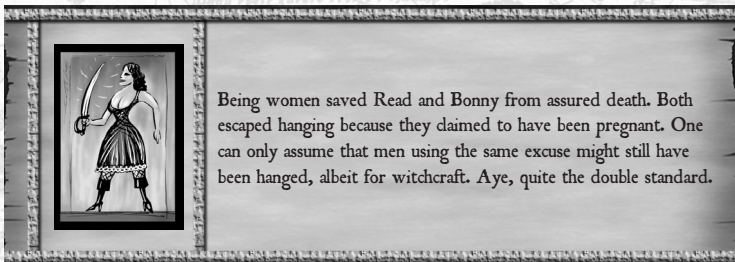
Surgery (used at the surgeon house) - skilled male surgeon only.

Hat Outfitting (used at the hat shop) - skilled male hatter only

Generally, these captive skills help determine either the productivity of the worker or the level of need satisfaction acquired by someone (usually a pirate) who makes use of those captive skills. Exceptions include the succouring skill, which applies to other captives, the trading skill which applies directly to the profits of the player's smuggler's cove or the costs at his/her black market.

Unlocking new buildings

Sometimes, the presence of a particular skilled worker on your island is required before you can build a particular building. This is true in some cases even when the building, once done, is available for both unskilled and skilled workers. Generally, you can check the building requirements as you play using the circle window. To gain a particular captive, you'll need to kidnap him/her.



Chapter 5: The Outside World

You need to interact with the rest of the world because you are a pirate. Ships off your shores carry gold to Europe. Settlements nearby provide you with captives. You cannot succeed for long without plunder.

Your relations with Spain, Britain and France are important for two reasons. First, if things go badly for you, an invasion from one of these nations can put you out of business. Second, if you improve relations significantly with one of these powers, you can acquire advantages that will protect you and your pirate island from the other two powers.

Strategy Map Interface

Tropico 2: Pirate Cove includes a strategy map, which you use to investigate the Caribbean, assess the likely risks and potential gains of pirate missions, assign your ships to certain regions of the map and check out your foreign relations with the Great Powers: France, Spain, and England.



Click on the 'Silver Telescope' on the main toolbar to bring up the strategy map. Return to the island using the same button.

Diplomacy and Foreign Affairs Report

On the left side of the strategy toolbar are three tabs marked by coloured flags. Click on a tab to select the Great Power represented by that flag. Now you'll see information about that nation and your relationship to them.

Policy and Relations

There are five possible policies: Our favourite target, Take their ships, Promised peace, Patron, and Letters of Marque. Each policy represents an advance in your relations with this Great Power and changes the world situation.

Plunder History

Check this section of the toolbar to see how many of your captives and how much of your gold has been taken from this Great Power.

Secrecy

To a pirate king, secrecy is critical. As long as they do not know where you are they can't put you out of business.

European Diplomacy

The lowest section on the Great Power tab tells if this power is in a war with someone else. If they are in a war, they certainly won't dislike you for plundering their enemy's shipping. If they are your patron, they will be willing to give you Letters of Marque, which will let you plunder the enemy shipping as a legitimate act of war with no harm to any of your relationships.

Information on Sea Regions

A map of the Caribbean takes up most of this screen and you will use it to help manage your pirate fleet. Often, at the beginning of a game, the only clear area is the one where your island is located. Your island is represented by a white skull and crossbones icon on the map.

Click on a cleared area of this map. When you click on a cleared region it is selected. The selected region grows brighter on the map and information about it appears in the central part of the toolbar below.

Area Knowledge

How well you and your captains know the region you've selected is the most critical piece of information shown. This is because the state of your knowledge increases or reduces the accuracy of all the other data shown here. If you know an area "like the back of your hand" or "daimed as our waters" the rest of the information that appears is highly accurate. Additionally, if you know a region well, it acts as a bonus to your captains' chances of finding ships to plunder in that region. The more your ships visit a region, the better you'll come to know it.

Risk and Reward

On either side of the area knowledge you'll see icons: cannons to the left and treasure chests to the right. You should try to pick regions in which to cruise that have many treasure chests (which represent plunder found) and few cannons (which represent dangerous encounters). However, risks and rewards are fairly balanced and the best thing you can do is send your best ships and crews to the high risk regions so that you can get the high rewards. You can reduce losing ships by changing regions every so often or by sending more than one ship at a time to a risky region.

Click the skull icon to turn on the danger overlay. The redder a region is, the more dangerous it is. The same things works for the gold coin icon, only here the overlay will be green, representing available plunder.

Great Power Encounters

The remainder of the central part of the toolbar shows which Great Powers tend to use the selected region, according to your captains' reports. Remember that the accuracy of these reports depends on your knowledge.

Trade Routes and Settlements

Trade routes, if found, vastly increase the merchant traffic of the power in question. Settlements increase traffic as well, though not as much. Settlements also offer you the opportunity of a raid for captives.

Trade settlements, like trade routes, increase traffic of the larger merchant ships like Fluytes and Galleons.

Military settlements increase naval traffic in an area.

Farmsteads increase the local traffic of small vessels like schooners and brigs.

Using the Strategy Map

The strategy map allows you to assign ships to an area. First, select one of the ships on the strategy map by clicking on it. A captain icon superimposed over a ship silhouette represents each of your ships. The ship detail appears in the toolbar.

When one of your ships is away from your island, you'll still be able to select it on the strategy map, however, you won't be able to change its orders until it returns.



Drag and Drop Ships

Moving ships on this map establishes their destination. This is **NOT** ordering them to depart. This tells them where to go when they leave. Click on a ship icon and drag it to any area on the map where you have access, then release the mouse button. The ship will be shown in that area.

If your ship won't stay where you put it:

- 1.) You do not have access to the region yet. In order to sail somewhere the region must be clear, or it must be adjacent to a region that is clear.
- 2.) The ship does not have sufficient rations to feed the number of crewmembers on a voyage of that length. You can check the ship detail and see how many crewmembers there are and how many rations are on board. When ships have orders to explore, you may want to fire some of the crew. Since the ship won't be fighting, a full crew is not essential and the ship will be able to go further. Large ships like the frigate and galleon can sail anywhere on the map with a full crew.

Missions and the Strategy Map

Two of the possible ship missions disregard the strategy map location you've set. The mission orders take precedence over the orders on the map. Kidnap and raid missions order the ship to go to a particular settlement and bring back workers, therefore you do not have to go to the map and manually move the ship into an area with a settlement. Instead, the captain of the ship ignores the map and accomplishes his mission when ordered to raid or kidnap.

Later, when the ship returns from its kidnap or raid, it remains assigned to the area where you placed it. There is no need to move it on the strategy map.

Your Relationships

You always have relationships with each of the three Great Powers in the game. Of course, these are kept track of in the game on a numeric scale, although as you play you don't see the exact number. The top level is called 'Harmonious'. At this level, you can ask the Great Power to be your patron. The bottom level is called 'Hostile'. At this point, invasion becomes possible (and even likely depending upon your circumstances). In between are 'Cold', 'Neutral' and 'Cordial'.

Advantage of Secrecy

Relations decline for a number of reasons. Chief among them are the acts of piracy that can be attributed to you. Taking the naval vessels of a power is especially harmful. Your relations to a particular power are also harmed when you kill captives of that nationality. However, as long as they do not know where your island is, you have nothing serious to worry about. So don't let them find you!

Great Power Patron

Near the beginning of each sandbox game, you should determine whether or not to 'court' one of the three Great Powers. Your goal, if you decide to do this, is to improve your relations sufficiently to gain that power as your patron.

If you gain a patron it makes your island a legitimate colony in the eyes of the European powers. This means you cannot be invaded by anyone. It also means you can never attack the ships of your patron. In some games other advantages are possible. If your patron goes to war with another power you can be granted a Letter of Marque. This is a special document that permits legitimate piracy against the enemy power.

Improving Relations

If you decide to try to gain a patron, you should follow some or all of the following steps. You also might need to improve relations on an emergency basis to prevent a likely invasion.

Announce a Peace Policy

An announcement of peaceful intent improves relations significantly and immediately. Thereafter, each month the edict is maintained, relations will improve a little more. If they reach 'Harmonious' level, you will be able to establish this nation as a patron.

There are two possible downsides of a peace policy. Either you can be bound by your word of honour and leave their ships alone, or you can break your word and continue to attack them. If you decide to uphold your word, you'll use the 'Prohibit Victims' edict to order your captains to leave them alone. In this case you lose the chance at a lot of plunder. If you decide to break your word - and you get caught - the resulting decline of relations is much worse than it otherwise would be.

There are other ways to improve relations as well. If you release captives (for free) or betray pirates of a particular nationality, it will improve your relations with that nation. There is an edict to release all the captives on your island of a particular nation and this can have a very strong effect on relations.

Gain a Patron

This edict becomes available once relations are harmonious. Once you have a patron, you can no longer take their ships. At this point they know where your island is and your crimes would immediately be discovered.

Letter of Marque

This edict becomes available if you have a patron and that patron is at war with another Great Power. There is no reason not to do it, except for price of the edict. It works to your benefit by minimising the harmful consequences of piracy.

Independent Pirate Isle

The edict 'Raise the Jolly Roger' is a pirate-version of a declaration of independence. It cancels all peace policies, all patrons, and all Letters of Marque. Use this edict with great care!



Brethren of the Coast

For a 40-year period, buccaneers in the Caribbean formed an alliance, calling themselves the Brethren of the Coast. Contrary to the saying there is 'no honour among thieves,' they agreed not to attack or steal from one another. Eventual backbiting helped mark the end of this pirate pact, but it's notable that the pact lasted for nearly half of the Golden Age of Piracy.

Chapter 6: Winning, Losing, And Scoring

Whenever a game of Tropico 2: Pirate Cove ends, you'll receive a score and an award. This section tells you how the score and award are calculated. The rules are different in sandbox game compared to the rules in an episode of the campaign or a scenario.



Sandbox Games

Scoring and Difficulty

When you create a game - picking the island parameters, the circumstances, and your ruler - you create your own difficulty percentage based on these choices. One of the most important factors in this number is how long you set the duration of your game. The longer you play, the easier it is to score points. To balance this and make scores in games of different lengths comparable, the difficulty percentage gets lower the longer you set the game's duration.

At the end of the game five game elements create your score. These elements are listed on the initial game conditions screen. The particular scoring element you chose to emphasise at the beginning of your game counts much more than it normally would.

Each of these numbers is multiplied by a constant (a number) designed purely to equalise the factors. For example, since you will always have very few captains, the number of captains is multiplied by a large constant to make the score for captains comparable to the other scores.

The five scores are then added and the total is multiplied by the difficulty percentage for that game. If your difficulty percentage is over 100%, your final score will be higher than the original score. The opposite is true if your difficulty percentage is below 100%.

Awarding a Medal

So, your score has been totalled and adjusted based on difficulty percentage. Now, the final number is compared to three constants that apply to all sandbox games. These constants are the point requirements for a gold, silver, or bronze medal. These numbers are: Gold 25000 points; Silver 15000 points, and Bronze (any successful completion of a game).

Campaign Episodes and Stand-alone Scenarios

Each episode or scenario comes with its own story line and victory conditions. Your challenge is to meet these requirements. Usually, there is a difference between the requirements for bronze, silver and gold awards. Often this is based on how long it takes you to meet the basic requirements. For example, in Episode 1 of the campaign game, your goal is to provide some beer on your island and a place for the buccaneers to drink. Once you do this, you win. If you win quickly enough, you win a gold medal.

In these cases, you'll receive a score for reference. But, unlike the sandbox game, it is the victory condition of the game that determines your victory or defeat, not the number of points you score along the way.

How to Lose

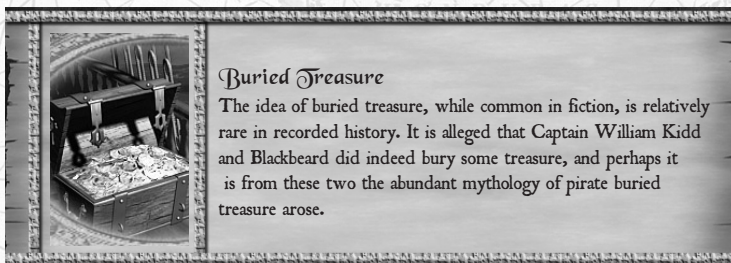
You can lose a scenario or episode by failing to meeting the pre-established victory conditions. There are three other ways to lose that apply to all games in *Tropico 2*.

Invasion & Defeat

If a Great Power finds out where your island is located, you have no patron nation to protect you, and your relations with the power that discovered you are low enough, the enemy will begin invasion preparations. Fortunately, you'll get warnings and have a chance to improve your relations or obtain a patron nation to protect you.

If you cannot prevent the invasion, you can ready your forces and attempt to fend off the invasion. The best way to do this is to build forts. Of secondary importance are ships and captains. Bigger ships are much better than smaller ships. But remember that the strength of the invasion depends on how much the invaders hate you and on how long your game has been going. An invasion near the beginning of a game can be held off fairly easily with a couple of good ships. As you progress deeper into the game, you will need much stronger defences.

If the invasion comes and you don't have enough power to beat it, you lose and the game ends. Afterward, you'll receive a score. You still lose, but at least you have a nice shiny number to behold.



Pirate Coup

Pirate coup resembles the election from *Tropico 1*, except that it is possible all the time in Pirate Cove. Pirates don't wait for an election day. If they hate you enough, they take you out. At any time you can check how you are doing at preventing a coup by looking at the scale picture in the circle window. For details, click on the scale and look at the graph that appears.

One skull represents each pirate. Only pirates in the red zone support a coup. When a majority of pirates are in the red, the coup occurs and you lose. There is no way to fight it off at this point, but you will receive warnings along the way.

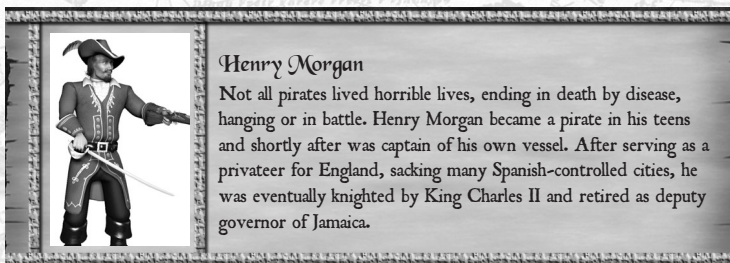
When you start to see coup warnings, quick action is required. One method is to send many of your pirates into dangerous areas aboard weak ships. Their ships sink, end of problem.

You can also assassinate particularly angry pirates on the island. The Island Log is a useful tool for finding these unhappy pirates. Open up the pirate demographics section and click on 'happiness'. Then, by clicking on the pictures of unhappy pirates, you can locate them on the island and begin systematically assassinating them. Of course, you can also try to make them happier instead. That really depends on what kind of pirate king you want to be.

Captive Rebellion

Whenever a captive would normally try to escape, but finds like-minded captives around, a rebellion begins. The goal of all captive rebels is to enter your palace and kill you. They will charge there as quickly as they can. Pirates along the way will try to stop them by killing them. Once rebelling, there is no way to get these rebels to return to work. Either you kill them all, or you lose the game.

If rebels breach your palace and the number entering is more than the current number of guards assigned to protect it, you will lose. If assigned guards outnumber the attacking captives, the rebellion is crushed.

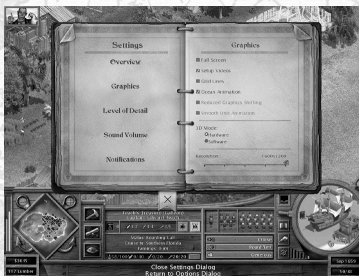


Chapter 7: Controls, Help, Information

Game Control Dialog

Click on the 'Silver Ship's Wheel' to bring up the game controls for Tropic 2: Pirate Cove. This dialog that appears allows you to Save, Load, alter Game Settings or Quit. If you are playing a campaign game, the load button allows you to load a campaign save. If you are playing a scenario or sandbox game, you can load any single (non-campaign) game. You can switch from a campaign to single-game (or vice versa), by first exiting to the main menu and then loading a save game using the appropriate menu from that point.

Game Settings



Game Settings are accessed through the Game Control Dialog. There are five pages of settings. Generally, you will use the graphics and level of detail pages to improve game performance. The notifications page allows you to disable some of the game's modal messages if desired.

Smitty and his Advice

Smitty appears in the upper left corner of the screen when he has something to say. He has definite views on how you ought to run your island. Usually he can back up his opinions with details. If you figure you know how to play, or you just get kind of tired of hearing from Smitty, you can disable his advice using the Game Settings window.

Controlling Smitty

First click on the 'Game Controls' button. On the dialog that appears, click on 'Change Settings'. Smitty is controlled on the overview page. There are three possible ways to set Smitty.

- 1.) If the tutorial box is checked, Smitty will appear frequently and give you detailed reasons for what he wants you to do.
- 2.) If the tutorial box is not checked, but you do check the box to 'leave Smitty around', you'll still have access to him, but he will not be so 'in your face' with information.
- 3.) If neither box is checked, Smitty still appears sometimes to notify you of major game events, but you won't be bothered with him on a day-to-day basis.

Other Notifications

When important events take place the game is paused and a modal pop-up appears on screen with a message. We wouldn't ask you to read these messages if they were unimportant. On the other hand, they may eventually become repetitive. If you don't want to know when every parrot is produced, or every time your ship gets some plunder, check the appropriate box on a dialog to disable that specific type of message. If you change your mind later and want them back, use the Game Settings window, Notifications page, to turn them On.

The Island Log

You access the Island Log, which resembles the almanac from *Tropico 1*, using the 'Silver Book' button on the toolbar. Additionally, the log will automatically appear at intervals. You can disable these automatic appearances using the Game Settings dialog.

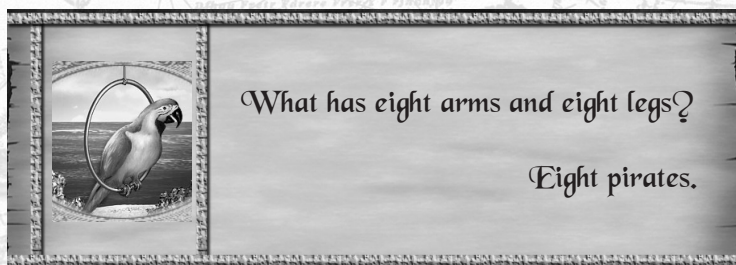
Using the Log

There are many ways to jump to the log automatically in the game. Examples include clicking on the 'book' icon in the circle window, clicking on the gold amount shown in the toolbar, or clicking on the date to see the game victory conditions. Once you are in the log, here are a few navigational rules:

- 1.) You can click the chapter headings themselves to examine what is in a given chapter. This won't turn the book's pages; instead it opens an outline of the chapter on the opposite page. From here you may click on any sub-heading of that chapter to jump directly to that page.
- 2.) Jump to the start of each chapter using the tabs from the table of contents.
- 3.) Use the tab at the top of the book to return to the table of contents.
- 4.) The tab at the bottom of the screen closes the Island Log.

Strategy Tips and Ideas

Generally, you should match the abilities of your king to the bonus victory condition you choose. For example, don't choose a point bonus for number of captains, and then pick a ruler who suffers a penalty with captain recruiting. Beyond this simple rule, you could consider in advance the sort of island you plan to develop. There are many strategies for being a successful pirate king. Here are some samples:



Pirate Life is Cheap

Bonus Victory: Hoard

Good Rulers: Blackbeard, or anyone with a recruiter bonus

Strategy: Build low-level entertainment only and keep your wealthy captives a long time to gain large ransoms. Don't worry about happiness; instead, as pirates gain rank, let them die on cruises or assassinate them. Use the Recruiting and Press Gang edicts to ensure a stream of new low-level pirates. Build a lot of smaller ships, let them cruise together and don't concern yourself with ship losses. Never build advanced structures like schools. Fund your money into the hoard from very early in the game instead. This works on small islands as well as large ones.

Pirate Happiness

Bonus Victory: Happiness

Good Rulers: Anne Bonny, Laurens De Graff, and Roseanne Winnefree

Strategy: Build entertainment early and build more advanced types as soon as possible. Emphasise industries that add rum, cigars, and pastries to the island. Build larger ships to minimise pirate losses and make sure every pirate has a house. This strategy works best on medium-sized or large islands.

Elite Pirates

Bonus Victory: Hoard

Good Rulers: No recruiters; use Blackbeard or others with battle-related bonuses.

Strategy: Your goal is to have only a few, very good pirates. You'll build up a small island, including rapid early construction of schools and pirate accoutrements. Entertainment won't play a major role since you'll only want enough pirates sufficient for one ship. As the game progresses, build a bigger ship and expand slightly. Ransom all wealthy captives immediately, so they don't clog your entertainment. Keep in mind, the loss of your single ship is very costly.

Industrial Powerhouse

Bonus Victory: Fleet Size

Good Rulers: Blackbeard, Captain Hook, Charlotte De Berry, Calico Jack. The goal here is to have huge everything: huge ships, huge industry and a huge number of captives and pirates. You will need to go for early development of multiple sawmills and shipyard. This is best for long games and big islands with lots of trees. Be patient and you'll eventually have a fleet of six frigates or galleons to rule the seas.

The Undead Factory System

Bonus Victory: Anything except number of pirates

Skeleton Island conditions

King: Roseanne, or anyone else given a voodoo ability.

You can start with ten skeletons in your graveyard and set up a rotation of life for labour, provided you are playing a strategy that does not care about pirate numbers. Basically, when you gain recruits, use assassinate edict to get them into the graveyard (or use normal losses at sea). Then, use the graveyard to turn them into skeleton haulers when you need more labour. You can even refine it and change some of your non-skeleton labour back into cheap pirates as needed. You are in total control of your population provided you can raid for captives.

Chapter 8: Making Your Own Scenarios

NOTE: Map Editor and scenario creation is **NOT** supported by tech support. You create your own scenarios in two distinct steps. Each scenario must have a map file and a script file. They must have the same name. Map files look like this:

```
Mygame.l
```

Script files look like this: Mygame.txt

If you look inside the Maps folder of Tropic 2, you'll find a number of these present already. Each scenario and episode that ships with the game has a script and map stored here. Once you create a script and map and place both in your Maps folder, your scenarios will appear in the scenarios menu in the game.

Map Editor

Your maps files are created in the map editor. To use the map editor start Tropic 2 normally then click on 'Extras' from the main office menu. Click on 'Map Editor' from the next menu. Click on 'Create Scenario' at the third menu. Note that you can also choose to edit maps you have already created.

From this point creation of a map resembles creation of a sandbox game. You pick an island size, victory condition, and so on. The main difference is that if you wish, you are able to overwrite these decisions later when you make your script.

Once you've chosen your pirate ruler, the island is generated according to the specifics you entered. Now you are in the map editor. If you like the looks of the island, you can start placing structures (always start with the palace). If you don't like the island, but don't want to change your game parameters, you can bring up the game controls and click on the 'Regenerate map' button. This creates a new island according to the same parameters you set.

The first structure to build is the palace. Near the front door of the palace is one tile of road. This is the beginning of your road network. You build road out from this tile, and then place any other structures you want on your island adjacent to the road. All normal construction rules apply in the map editor except that buildings are free and all buildings are unlocked. You can clear trees and destroy buildings you place using the normal tree removal and bulldoze functions. When the map looks the way you want it to, save the game using the Game Control dialog. Once you have made a script for this map, the scenario will work.

Scenario Text Scripting

Scripts for scenarios can be as complicated or as simple as you want to make them. The best way to learn how to use the scripting engine is to open some of the .txt files included in your maps folder and take a look at them. Additionally some .txt documentation has been included within your maps folder to make things easier for you.

The two files in your Maps that offer documentation and instructions are called:
DOCUMENTATION.txt
PLAYER SAMPLE.txt

Neither of these files is an actual completed script. Neither has a map included with its name. They include tools and information for you to use when writing your own scripts.

You'll also notice some .txt files in your Maps folder that begin with the letters Tz. These are special scripts that you might choose to include at the beginning of a script that you write. You can open up these files to take a look at them. Tz Advice, for example, will, if included, make the advisor work in the game that you make. If you decide to include other files in your script the command looks like this:

```
#include "Maps/TzAdvice.txt"
```

Basic Scripting Questions

Generally, you should start with a simple script and test it before trying to create complicated conditions for your game. Here are some of the questions you should ask yourself while scripting:

- 1.) What characters does the game start with?
- 2.) What ships does the game start with?
- 3.) Are any characters, ships, edicts, or buildings disallowed?
- 4.) What captains start on the isle and what captains can be recruited?
- 5.) How do you win? How do you lose?

Start by copying the **PLAYER SAMPLE.txt**, editing it, and saving under the same name as your map file. The **PLAYER SAMPLE.txt** already includes sample ways of answer all the questions above.

Credits

Frog City Software

President
Rachel Bernstein

Lead Game Designer
Bill Spieth

Game Designer
Ted Spieth

Lead Engineer
Mark Palange

Game Programmer
Andy Fredricksen

Game Programmer
Jon Edwards

Artist
Vadim Vahrameev

Artist
Kelly Kleider

Programmer
Jon Moldover

Production
Garry Vander Voort

Production
Dylan Beighley

Production
Jan Lindner

Sound Effects by
Audiosyncrasy

Music by
Daniel Indart

Frog City Beta Testers:
Jim Newland
Jennifer Schlickbernd
Mark Goddard
Jillian Steffes
Schmonson Robledo
Dave Holmes-Kinsella
Adam McGinty

Special Thanks:
Markus Wilding
Christine & William Spieth
Sarah Myles

PopTop

Executive Producer
Phil Steinmeyer

Producer
Franz Felsl

Cinematics
Brian Feldges

Cinematics
Steve Mohesky

Additional Cinematics
Nathan Harris

Additional Art
(trees, ground)
Todd Bergantz

Sound Design on
cinematics
Daniel Eichling

Additional Music, "Arena"
Justin R. Durban, Edgen Animations

PopTop Beta Testers:
Dirk Maas
Charles Sisler
Bradley Harris
Patrick Johnmeyer
Aaron Macke
Brian Feldges
Arne Schmidt
Daniel Eichling
Andrea Ferris
Jeff Beckham

Gathering (US)

President
Kelly Sumner

V.P. of Publishing
Chris Mate

Producer
Tim Beggs

Marketing Director
Greg Bauman

Channel Marketing Manager
Mark Moon

PR Manager
Anne-Marie Sims

Art Director
Mike Snyder

MarComm
Chris Larkin
Dave Thomas

Graphic Artist
Dawn Silwick

Sound Design for
cinematics
Michael Tipul

Webmaster
Robert Fletcher

Web Admin
Ben Hamel

QA Director
Phil Santiago

QA Supervisor
Frank Kirchner

Lead Testers
Lisa Nawrot
Greg Peeler

Test Team
 Charles Franklin
 Rich Koeckert
 Tom McConlogue
 Josh Noll
 Mykl Ranere
 Josh Rose
 Scott Vail

Tech Support
 Craig Crouse
 Adam Egender
 Dan Karp
 Judy Pentz
 Patty Saneman
 Pete Stewart
 Kathy Young

Special Thanks
 Peg Zoltan, Linda Wratford,
 Patty Santiago, Diana Ranere,
 Cassandra Wilson

Gathering (Europe)

Producer
 Chris (Chuckles) Lacey

Technical Producer
 Sajjad Majid

V.P. Gathering of Developers
 Greame Struthers

Development Director
 Luke Vernon

Take 2 Interactive (Europe)

Business Affairs Director
 Simon Little

International Managing Director
 Gary Lewis

IT Manager
 Neil Hughes

Group Production Manager
 Jon Broadbridge

Group Production
 Co-ordinator
 Chris Madgwick

Group Localization
 Co-ordinator
 Maik Köhler

Group Design Manager
 James Crocker

Designers
 James Quinlan
 Tom Baker
 Selena Miffing

UK Marketing Manager
 Sarah Seaby

Product Manager
 Gary Sims

Online Marketing Manager
 Julian Hoddy

PR Manager
 Nick Boulstridge
 Trade Marketing Manager
 Mark Jackson

Take2 QA (Europe)

QA Manager
 Mark Lloyd

Lead Tester
 Lee Johnson

Test Team
 Mike Emeny
 Antoine Cabrol
 Jason Kokkorakis
 Phil Alexander
 Charlie Kinloch
 Kit Brown
 Denby Grace
 Jim Cree
 Jono Stones
 Tim Bates
 Kevin Hobson
 Rob Dunkin
 Andy Mason
 Matt Hewitt
 Mike Blackburn
 Phil Deane
 Steve Bell
 Eddie Gibson
 Stephen McGagh

Take 2 International

VP Of International Marketing
 Christoph Hartman

International Product Manager
 Gabriel Wunderlich

International Materials
 Co-ordinator
 Karl Unterholzner

Webmaster
 Alex Harlander

With Special Thanks to

Nick Lacey
 Louis (The Milky Bar Kid) Lamb

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- Total amount of system RAM
- The make and model of your Video Card / 3D Accelerator together with amount of Video RAM
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Telephone:(0870) 1242222 / calls charged at national rate
(7 days a week from 8am to 10pm (GMT) excluding bank holidays)

Fax:01429 233677

Email:take2@startekeurope.com
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