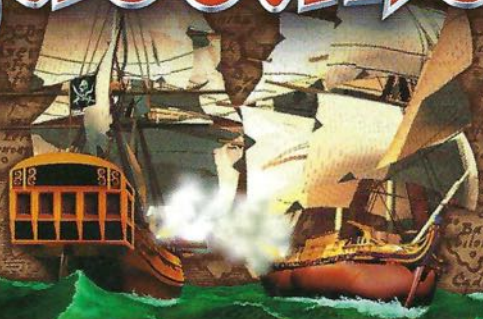




Buccaneer



User Manual



A MINDSCAPE COMPANY

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*Oft' times a pirate
can sit back wi' a pot
o' rum, an' watch a
beautiful sunset after
a hard day o' lootin',
pillagin' an' battle.
But jest as often, this
view belongs to a
victorious navy or
merchant. So be on
yer guard!*



WELCOME ABOARD MATEY!

What is a Buccaneer?

A Buccaneer is an adventurer, a trader, a plunderer, and a pirate.

What is the BUCCANEER Game?

BUCCANEER is an action-packed high-seas adventure, loosely based on the exploits of real pirates such as the infamous Blackbeard, who terrorized shipping in the Caribbean in the 17th century. A variety of exotic locales, from the decks of heavily armed pirate ships, to the bustling ports of Spanish colonies, to steamy jungle hideouts are the scene for an array of swashbuckling, action adventures.

A variety of scenarios allow you to sample all the thrills and action faced by real pirates. You can experience the excitement of the capture of a Spanish treasure galleon, or watch your cannons destroy a towering fortress. Face the dangers of life at sea, the threat of shipwreck, sickness, or death. An end to your career could come at any time, in the form of a navy ship or the hangman's noose. When fat merchant ships fall to your guns, there is treasure aplenty, gold to spend in foreign ports, and barrels of rum to drink in the dark taverns of pirate dens. But one look at the Jolly Roger should remind you that the struggle of a pirate's chosen path is never far away. Though some manage to gain legitimacy, and retire to enjoy their wealth, the only peace most buccaneers ever know is the silence of a watery grave.

UP TO THE CROW'S NEST!

This section provides a game overview, to help you get started on your first voyage. It outlines game controls and how to begin the various types of games available in *BUCCANEER*. For detailed information on how to play a game, see the section "Into the Fray" starting on page 10.

Game Controls



The dagger is your primary game control tool. You use it to select game options and to move between screens. You can move the dagger either with the mouse, or with the arrow keys. Click the left mouse button, or press the **Enter** key when the dagger is over the desired selection to choose that option. In most screens, moving the dagger to the bottom right corner and left-clicking brings you to the next screen, and clicking at the bottom left corner of the screen returns you to the previous screen. When the dagger is over an option, help text appears in small scrolls, describing that option or function.



In the Journey screen, you choose destinations for your ship with the skeletal hand cursor, which functions much the same as the dagger. In ship combat, you also have the option of using a joystick rather than the keyboard. The joystick controls are listed in the "Keyboard, Mouse and Joystick Controls" section on page 47, or see the enclosed datacard for more information.

Main Menu

When you first start *BUCCANEER*, the Title and Credits screens appear, along with an animated opening sequence. If you wish to move quickly through these screens, press the **Enter** key.



This brings you to the Main Menu screen. From this screen you can choose your mode of play or view the Hall of Fame. *BUCCANEER* supports single player, and multiplayer games, up to four players, through serial cables, modems, or TCP/IP connections. In single player mode, you can try

either the campaign or a straight ship-to-ship combat. In multiplayer mode, only ship-to-ship combat is available. See the "Starting a Single Player Game" section that follows, and the "Starting a Multiplayer Game" section on page 7, for more information.

Click on Hall of Fame to view a list of the most successful pirates who have sailed BUCCANEER's waters. Your highest campaign game scores are listed here, along with your name, and a portrait of the captain you played. The top five scores are recorded in the Hall of Fame.

If you decide not to play, click on Exit to return to your Windows® 95 desktop. Press the **Escape** key to bring up the Options menu. For more information, see the "Options" section on page 16.

Starting a Single Player Game



Choosing Single Player from the Main Menu screen brings up the Single Player Game screen. From here you can choose to start a Campaign, fight a Battle, or Load a Saved Game.

Playing a Campaign

On the campaign track, you choose one of six story lines. During play, this story line chronicles major events in your 'life.' Within the scope of each story line, you choose whether or not to take missions offered by town Governors. Visit taverns frequently for clues leading to your ultimate goal. You also decide when to attack towns or forts, go after enemy ships to blast them out of the water, and board them for hand-to-hand combat. Disasters such as mutinies can hinder you, and mortal enemies always appear when you least expect them.

Your goals are to gain wealth and a better ship, keep your crew happy and loyal, and ultimately to be rewarded with amnesty or a Governorship as you reach the end of your exciting pirate's life.

When you start a campaign, the Scenario Selection screen appears. There are six different character portraits on this screen. The characters are linked to separate story lines, so when you choose the character you want to play in the game, you also choose the story line that links to that character.



Sir Rodney's Ruin

The evil Governor of Port Royal, Sir Rodney, is responsible for the death of your brother. You have sworn to capture Port Royal and the Governor to have your revenge. You cannot let Sir Rodney escape. Who knows what vicious pirates he's aligned with. The cold dish will not be your only reward, if you can find the location of his hidden gold



A Quest for Treasure

You have half a treasure map. You are searching the Caribbean for your cousin, who has the other half. You must find your cousin and the treasure. Many adventures await you - you may even fall foul of pirates, or your own crew. Remember, be careful who you trust



Revenge and Rescue

You were double-crossed by a pirate you thought was your friend. He has stolen treasure that belongs to you. You must find out where he is and get back what he took from you. He is likely to be found in some pirate's den. You have to survive encounters with other pirates, and the navy dogs who don't understand the purity of your purpose. Perhaps allies can be made along the way



The Family Name

You have been exiled from Spain, and are dedicated to finding the documents that will clear your family's name. Scheming Governors could be helpful, *if* you can trust them. You might even have to deal with pirates to succeed. If your search proves fruitful, your family honor is not the only reward that awaits



A Brother Lost

You met your brother at sea, who you hadn't seen for years, but before he could finish telling you about some glorious treasure he needed your help with, you are both attacked by the Navy and taken prisoner. You escape. Your brother must be freed, so you can find the treasure together. Your search can begin as soon as you are reunited



For Love

You are on your way to the Caribbean, with your fiancée, when your ship is attacked and your love is abducted. Cast adrift, you wash up at a pirate hideout. Hunt down her dastardly abductor, fighting whoever gets in the way. Nothing can stop true love

Each story has more than one branch and more than one ending. Use the arrow keys or the mouse to move the dagger to the portrait of your choice. This brings up the Difficulty screen, or if you change your mind, click on the bottom left to return to the Single Player Game screen.



From the Difficulty screen, you choose a level at which to play. There are three levels, Smooth Sailing, Wind an' Waves, and Batten Down the Hatches. Wind an' Waves is the default difficulty. The difficulty level determines the number and types of ships you are most likely to encounter in your travels, and how timid or aggressive their captains

may be. It also affects the positioning of your ships when combat begins. For example, in Smooth Sailing, there are few warships, you rarely face odds greater than one-to-one, the captains of all vessels tend to be timid or cautious, and you enter ship combat in good attack positions. In contrast, playing under Batten Down the Hatches ensures that you frequently face two or three ships at one time, navy vessels, including man-of-wars, most vessels are captained by aggressive or reckless leaders, and you enter combat at a disadvantage.

Also, in campaign play, difficulty affects the number of men you lose during a mutiny. If you lose a ship combat, whether you are "rescued" to continue the campaign, depends on the difficulty level you have chosen to play as well. You have some chance for rescue in Smooth Sailing, but no such luck in Batten Down the Hatches. Select a level with the dagger to bring up the Select Flag screen.

In the Select Flag screen, you choose one of six flags to represent your captain. Use the arrow keys or the mouse to move the dagger to the flag of your choice. Press **Enter**, or left-click to choose a flag and proceed to the Scenario Selection screen. **Note:** Your choice of pirate flag does not influence the game. You can fly English, French, or Spanish nation flags under certain circumstances during the game as a ploy to fool enemy ships or towns into thinking you are friendly.

After choosing your flag, the Enter Name screen appears. The first time you enter this screen, anonymous replaces your name. Delete this by hitting the **Backspace** key until the anonymous disappears, and type in the name of your captain. The computer remembers your name so you do not need to re-enter it if you start a new game, unless you wish to change it. Press **Enter** or left-click on the bottom right corner of the screen to continue. After a brief loading period, a narrative text appears, giving the current situation from the viewpoint of one of your crew. The player characters begin with the same nationality as the narrators, but as a pirate you have no specific loyalty to any nation. Click anywhere on the screen, or press **Enter** to bring up the Captain's Log and begin the game. For more information, see the "Captain's Log" section on page 10.

Starting a Single Battle

In the Battle game, you attack enemy ships while sailing your own ship and if you can maneuver close enough to your enemy, you throw the planks and cross over for a boarding action. When you fight a battle, your aim is to defeat your enemy without getting yourself killed in the process. When you choose Battle from the Single Player Game screen, the Select Captain screen appears. Choose a portrait for your captain to bring up the Difficulty screen. Select a difficulty level and the Select Flag screen appears. Choose one of the nine flags available; there are six pirate flags, as well as the English, Spanish, and French flags. Use the arrow keys or the mouse to move the dagger to the flag of your choice. Press **Enter**, or left-click to choose a flag and proceed to the Ship Selection screen.



On this screen, you are asked to choose one of six available ships. They include a flute, schooner, sloop, merchant vessel, frigate, and a brigantine. Overlaid on the graphic of each ship are small icons denoting statistics, to aid you in making your decision. You can also consult the "Ship Ahoy!" section, starting on page 41, for more complete descriptions of the ship types.

Ship Attributes

On each ship graphic are placed small icons, representing certain attributes:



Ship speed, the longer the arrow, the faster the ship.



Sturdiness, the ship's ability to take damage. One axe is the least sturdy, while four is the most sturdy.



Maneuverability, the longer and more curved the arrow, the more maneuverable the ship is.



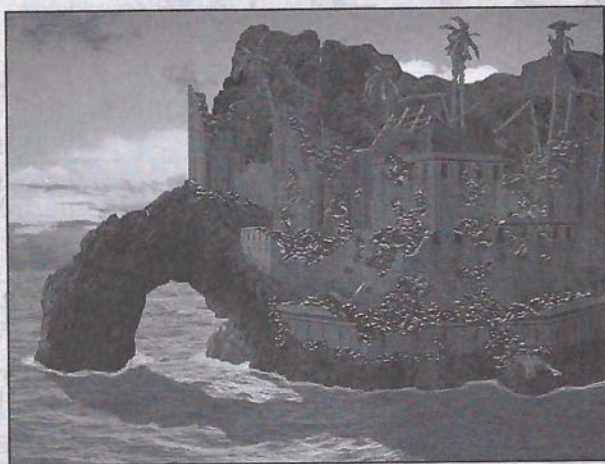
Firepower, the ship's ability to deal out damage. One cannon represents the least firepower, while four is the greatest firepower.



Crew, the number of crew running the ship. One crew symbol is the smallest crew, while four is the largest.

Once you have made your ship selection, a second Flag screen appears, from which you choose your enemy's nationality.

*Forts be dangerous
opponents, packin'
tremendous firepower.
Wi'out the use o' a
nation's flag, to fool
them soldiers, Davy
Jones's locker could be
yer next home. This
fort though, were
caught unawares.*



Select a flag with the dagger to begin the game. A screen appears, displaying information about both your ship and your enemy's ship. Click anywhere or press **Enter** to begin the combat. In a Battle, you face a randomly generated enemy captain. Captains can have an aggressiveness ranging from timid to reckless, and command any kind of ship. See the "Ship Combat" section, starting on page 18 for more information on playing a Battle.

Loading a Saved Game

When you choose the Load a Saved Game option from the Single Player Game screen, the Saved Games screen appears. Simply move the dagger's point over the Jolly Roger icon in front of the name of the game you wish to load, and left-click or press the **Enter** key to begin loading the game.

Starting a Multiplayer Game

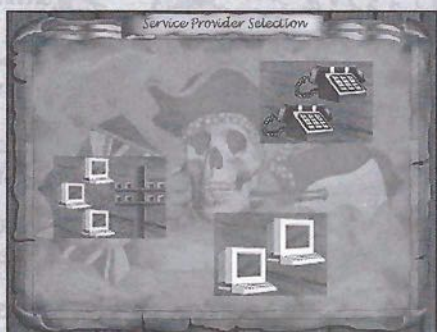
Experience the thrill of ship-to-ship combat with live opponents! **BUCCANEER** supports multiplayer games. You can play two player games via modem or a direct serial connection, or up to four player games over a local area network, or via the internet with a TCP/IP connection. In the multiplayer mode, you can only play the ship-to-ship combat part of the game. Boarding combat, and campaign storylines are disabled in multiplayer games.

When you select Multiplayer Game from the Main Menu screen, you are asked to name your captain. Press **Enter**, or left-click to bring up the Select Flag screen.



When the Select Flag screen appears, you can choose to play a pirate or privateer of no particular nationality, or decide to affiliate yourself with a nation, English, French, or Spanish. Use the arrow keys or the mouse to move the dagger to the flag of your choice. Press **Enter**, or left-click to choose a flag and proceed to the Ship Selection screen.

On this screen you are asked to choose one of six available ships. They include a flute, schooner, sloop, merchant vessel, frigate, and a brigantine. Overlaid on the graphic of each ship are small icons denoting speed, sturdiness, maneuverability, firepower and crew size, to aid you in making your decision. You can also consult the "Ship Ahoy!" section, starting on page 41, for more complete descriptions of the ship types. Select a ship with the dagger to continue to the Select Connection screen.

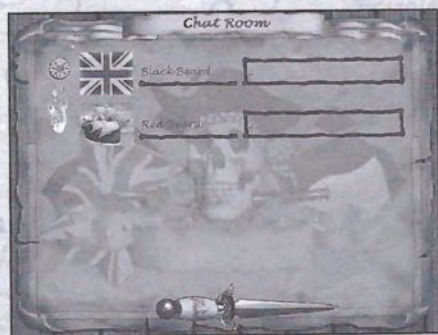


You have your choice of connection types, either Modem, Serial Port, or TCP/IP. Remember that Modem and Serial Port games are limited to two players, and TCP/IP games can have up to four players. Select a connection method to continue. Enter the Host IP Address on the line, or leave it blank to search for available games. Left-click,

Real Pirate Flags

Pirates and buccaneers designed their own flags. They were meant to put fear into the hearts of their enemies, and let their victims know who was bearing down. Blackbeard had a skeleton with demonic horns, plunging a spear toward a heart, while Calico Jack Rackham had a skull over crossed swords. Bartholomew Roberts had two flags, one showing a captain drinking a toast with a skeleton, a toast to death, and the other depicting a captain standing on two skulls, one a Barbadian's head, and one a Martinician's head, his two sworn enemies. The skull and crossbones has become the emblematic pirate flag, but pirates were more creative than that. Entire skeletons, daggers, and hourglasses (indicating an enemy's time was running out), were featured on many.

or press the **Enter** key to bring up the Available Sessions screen. On this screen are listed the currently available games. If none are available, or if you wish to create your own session, left-click on the Create Session graphic, in the top left corner of the screen. To join a game, click on the manacles graphic next to the name of the host of the game you want to join.



If you wish to join a session, left-click on the session name, then click on the Join graphic. This brings you to the Chat Room. On this screen, you see an icon of the flag you chose earlier in the game selection process, to the left of your name. Click on this flag, and the icon changes to show the ship you selected. The names of the other players in your

game are also listed, you can view either their flags or their ships. If you wish to send a message to the other players, simply start typing. Press **Enter** and the message appears in the Chat box next to your name.

If you are joining a game, select the compass at the left hand side of your name. Flames appear when it is selected, and you are automatically transferred to the Ship Combat screen when the game's creator starts the game. If you are the creator of a game, click on the lower right corner of the screen when all your players are ready to start the game. Multiplayer games are free-for-alls; you may team up with another player temporarily, but ultimately only one buccaneer can be the victor. See the "Ship Combat" section starting on page 18 for information on fighting a ship battle. Remember that boarding action is disabled during multiplayer games.

At the end of the combat, when only one ship remains undefeated, an End Game screen appears, showing you how the combat ended, and what happened to you. Click the dagger on the bottom right of the screen to continue, and your Game Statistics are displayed. Here are tallied the points you scored from defeating ships, which you can compare with the scores of the other game players. See the "End Game Screen" section on page 32 for more details.

INTO THE FRAY!

This section explains many of the screens and events you may encounter while playing a game of BUCCANEER, as well as describing how ship and hand-to-hand combat works.

Captain's Log

The Captain's Log appears at the beginning of campaign play, when you select it from the Ship Ahoy screen, when you load a save, or call it up during the game. It is your way of keeping track of supplies, damage to your ship, your reputation, and the current missions and clues you have received. You can reach the Captain's Log when you are not in combat, or in port, by pressing the F2 key.

Pages 1 and 2



On Page 1 there is a portrait of the character you chose at the start of the campaign. Underneath it is written the name of your captain, which you also entered at the start of the game. Below your name, at the bottom of Page 1, is your reputation level. This reflects your experience as a pirate, and is represented by skulls. Your reputation can rise through four

levels. One skull is for a novice, just getting your sea legs, while four skulls represents the wisest and most cunning of pirates.

At the top of Page 2 are listed the Warring Nations. Two cannons are shown firing at each other, beneath which pairs of flags may appear to indicate that those nations are at war at this time. If no flags are visible, then no countries are at war. *Hint: Nations at war may charge more for supplies.*

Below the Warring Nations listing, are the Nation's Attitudes indicators. Each nation has an attitude toward you as a pirate, affected by your interaction with that nation and its ships. Initially, the nation does not know about you. *Hint: At this point, flying a nation flag should help you in combat, causing the enemy ship to hesitate before firing.* Eventually as you attack more of the nation's ships, it becomes slightly suspicious of you. At the next stage, the nation becomes very suspicious, and finally, it is sure you are a pirate, even if you fly a nation flag. A shifty looking character in a hat represents these four stages. When the hat completely obscures his face, you are an unknown pirate. When the hat shows a

little of his face, the nation is slightly suspicious. As more of his face is revealed, the nation becomes very suspicious. When all of his face is revealed, you are always recognized as a pirate. The three nations, England, France, and Spain, may have different attitudes toward you at different times, depending on how many of their ships you have attacked, or how recently. If you refrain from attacking a certain nation's ships for a while, it may 'forget' about you, and its attitude toward you may drop to unknown. A nation's attitude toward you can affect whether or not its forts fire on you, and whether or not its navy pursues you.

Move the dagger to the right lower corner of the screen to go to the next page, or move it to the left lower corner to close the Captain's Log and return to the Journey screen.

Pages 3 through 6

These pages keep track of various ship statistics, from damage taken, to crew size, ammunition supplies, and cargo capacity.



Damage to the hull, shown as a percentage. 100% damage indicates the hull is totally undamaged, 40% equals 40% undamaged, and 60% damaged. If your hull is reduced to 0%, your ship begins to sink, and unless you manage to quickly board an enemy ship, the battle is lost.



Damage to the masts, shown as a proportion of the total number. 1 / 2 means you have one mast remaining out of two. Losing all of your masts means that you have also lost all your sails, and losing even one mast drastically reduces your possible speed.



Damage to the sails, shown as a percentage. 100% indicates the sails are totally undamaged. If your sails drop to 0%, your ship is 'dead in the water' and cannot maneuver.



Number of cannonballs remaining, shown as a proportion of the maximum the ship can hold, for example 50 / 100. When you are out of ammunition, obviously you cannot shoot at your enemies.



Number of functioning cannons, shown as a proportion of the number the ship can carry. If all of your cannons are out of commission, you naturally cannot fire on your foes.



Number of crew members, shown as a proportion of the ship's full complement. If your crew is reduced to zero, there is no one to man the sails or the cannons, or to launch a boarding party, and you lose the battle.



Number of days of drink remaining, shown as a proportion of the maximum drink the ship can hold. If your supplies are reduced to zero, your crew may mutiny in favor of a captain who can provision them better, or they may die of thirst.



Number of days of food remaining, shown as a proportion of the maximum rations the ship can hold. As with drink, running out of food can have adverse effects on your crew's health, or on yours.



Amount of cargo your ship is carrying, shown as a proportion of the cargo capacity of the holds, measured in gold value, not in weight. If your holds are full of cargo, find a friendly port to sail into and sell some of it off, or you may have to leave the treasure behind when you capture your next fat flute.



Amount of gold your ship is carrying, shown as a proportion of the maximum gold a ship can carry. If your holds fill up with gold, it's a good idea to bury some of it at a pirate hideout, rather than risk capturing a rich merchant, and not being able to store all the booty!

Pages 6 and above

These pages are updated for your reference whenever you visit a tavern keeper, take on a mission from a governor, or win a battle. Under Recent News, clues and messages concerning your storyline are given; the most recent information is shown. Missions Received lists the tasks you have promised to do for certain city governors, but have not yet accomplished. The most recent mission is at the bottom of the list. Victories tallies your successes in battle. Across the top of the screen icons represent the different kinds of combat, and down the left side are listed the nationalities.

For all of the pages of the Captain's Log, click the dagger on the right lower corner of the screen to go to the next page, or click it on the left lower corner to go to the previous page. To close the Captain's Log, flip backward all the way to Page 1, and click again on the lower left corner to return to the Journey screen.

What period does BUCCANEER cover?

BUCCANEER is set somewhere in the period of 1665 to 1720. Piracy in the Caribbean was at its height from the middle of the 17th century, but after 1725 it declined due to improvements in the effectiveness of naval ships and an increased naval presence in Caribbean waters.

Journey Screen



The Journey screen is where you plot your next course, and plan your next conquest. A map of the Caribbean shows you the ports to which you may travel. There are twenty-one ports in BUCCANEER's version of the Caribbean. Most of these towns really existed in the 17th century, although a few are fictitious. The towns are either English, Spanish or

French possessions, or are pirate hideouts. Pirate hideouts claim no nationality, and you are always able to enter a hideout unhindered so long as you are flying a pirate flag. However, the larger towns under a nation's control may be protected by a fort, and approaching these towns while flying a pirate flag guarantees you are going to be fired on by the fort before you can attack the town. You can see from the Journey screen map which of the towns are fortified.

Also on the Journey screen, in the lower left corner of the map, is a ship graphic that provides information on your ship while you travel the seas.

Legend

The following information is depicted on the map:



The name and position of a port are given on the map with a small drawing of the port. The type of flag indicates the port's alignment, whether it is owned by a nation, or is a pirate hideout.

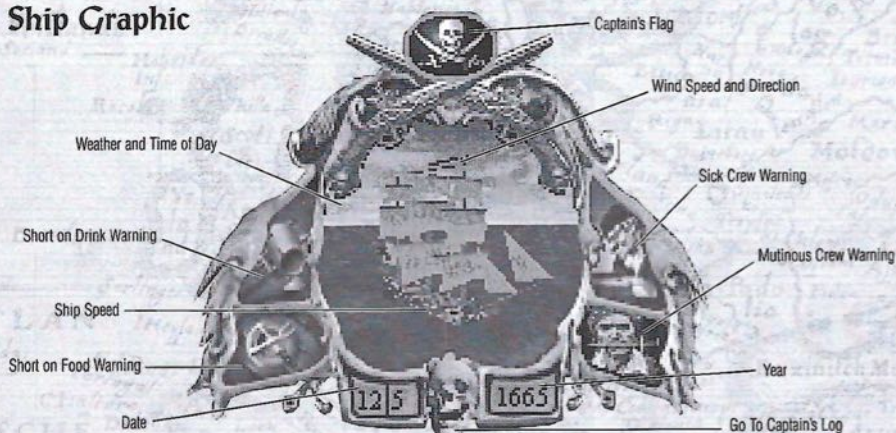


The presence of a fort protecting a port is graphically represented. Most large cities are accompanied by a fort, which you have to either sneak past or assault in order to gain entrance to the city. Using the flag of the city's nationality can help you deceive the soldiers at the fort, if you are not well known by that country.



The main shipping routes for English (blue), French (red), and Spanish (yellow) ships are drawn on the map. The ships of a nation's navy tend to stay close to the shipping lanes, to protect that country's merchant ships. This information is useful if you want to hunt down a particular nation's trade ships, or when you need to head to a part of the Caribbean where a certain nation's navy is unlikely to be found.

Ship Graphic



Captain's Flag

At the top of the Ship graphic is the Captain's flag that you chose at the beginning of the campaign. Once you have a nation's flag, you can use it to try to fool your enemies. To change flags, use your mouse to click on the flag icon on the graphic or press the F1 key. You should fly them before you go into battle, an enemy ship may hesitate before firing on a friend. This allows you maneuvering time, so you can send an effective opening volley, perhaps crippling your enemy before the battle has even begun! Depending on how well known you are as a pirate, however, the flags might not always be effective, the enemy may see through your ruse. To gain English, French, or Spanish flags, you must capture a ship of each nationality.

Time of Day

The background to the ship graphic cycles through night and day.

Weather

The background to the ship graphic indicates the current weather, for example sunny or stormy.

Wind Direction

The wind direction is indicated by the direction in which the ship's pennant is blowing.

Wind Speed

When the pennant is long, there is a lot of wind, when it is short, there is little.

Warnings

Warnings that are displayed on the graphic are shortage of food and drink, a decline in crew health, and the threat of mutiny. The eyes on the skull at the base of the graphic light up as a warning appears.

Captain's Log

Click on the skull at the base of the graphic to go to the Captain's Log, or press the F2 key.

Date

The date is displayed with days, months, and years. You can keep track of the length of each journey you make. This information helps you decide how many provisions to buy in port.

Plotting a Course

To move your ship across the Journey screen, left-click on the town or other location you wish to travel to. Small skulls appear to show your route. If you wish to interrupt your journey to plot a new course, right-click anywhere on the screen, then left-click on the place you wish to go to. The map zooms in as you travel, then zooms out again when you reach your destination.

Along the way you may be stopped when you are intercepted by enemy vessels. A screen appears asking you to choose whether to Evade or Approach. Move the dagger to your choice and left-click or press the Enter key to select it. If you choose to Approach, or if you do not successfully Evade the enemy, you are drawn into combat. See the "Ship Combat" section for more details on waging a ship-to-ship battle. If you do successfully avoid a confrontation, the Journey screen reappears, and you continue on your course. **Note:** *Each time you evade combat, the morale of your crew is affected negatively. If your crew's morale is very low, they may mutiny.*

If your destination is a port, when you reach it, you are either immediately drawn into battle by the town's defenses, or the Arrive at Port screen appears. **Note:** *If you attempt to approach any port other than a pirate hideout, while flying a pirate flag, you might be forced to fight the town's defenses, including any forts.*

If you are flying a nation's flag, and manage to bypass the town's defenses, you are given the option to Enter the town peacefully, or to conduct a sneak Attack. You can also Return to Your Journey by clicking in the lower left corner of the screen. For more information about exploring a town, see the "Ports of Call" section, starting on page 27. For information on assaulting a town, see the "Town Combat" section, on page 26.

If you engage in combat during your journey, and are not defeated, you can return to the Journey screen and continue your travels. However, unless you are rescued, defeat in ship combat or at the hands of mutineers, usually puts an abrupt and permanent end to your journey!

Game Menu

At any point in the game you can bring up the Game Menu screen by pressing the **Escape** key. From the Game Menu screen you have several options:

Exit to Main Menu

When you choose Exit to Main Menu from the Game Menu screen, you are asked to confirm your desire to quit your current game, and return to the Main Menu screen. *Note: Your game is not saved before you exit.*

Save Scenario

When you choose Save Scenario from the Game Menu screen, you are asked to enter a name for your saved game. Press the **Enter** key to save the game. You can have a maximum of ten saves.

Load Scenario

When you choose Load Scenario from the Game Menu screen, the Saved Games screen appears. Simply move the dagger's point over the Jolly Roger icon in front of the name of the game you wish to load, and left-click or press the **Enter** key to begin loading the game.

Options



When you choose Options from the Game Menu screen, an Options screen appears, from which you can control various game features. Left-click on the bottom left corner of the screen to return to the Game Menu screen.

Voice and Sound Effects

The bars allow you to adjust the volume of voice and sound effects.

Mouse Tips

Click on the check box to toggle Mouse Tips on and off. When on, text appears for easy identification of icons and menu selections.

Music and Animations

Click on the check boxes to toggle the music and animations on and off.

Hardware Accelerator

Click on the check box to toggle Hardware Acceleration on and off. If you have a 3D accelerated Video Card, you can take advantage of that card's abilities by turning this option on. For more information see the enclosed datacard.

Game Speed

Click a check box next to one of the icons to toggle game speed between slow, medium, and fast.

Exit BUCCANEER

When you choose the Exit BUCCANEER option from the Game Menu screen, this exits BUCCANEER and returns you to your Windows 95 desktop. You are asked to confirm your desire to quit the game. *Note: Your game is not saved before you exit.* If you change your mind, or wish to return to your current game, simply move the dagger to the lower left corner of the Game Menu screen, and left-click or press the Enter key.

Other Hot Key Functions

These keys are active throughout the game. See the "Keyboard Controls" section on page 47 for more hot key commands.

F1- Pause Game/Change Flag

This pauses your game in the Ship Combat screen. Press the F1 key again to resume play. In the Journey screen, this toggles between the type of flag you are flying, if you have one or more nationality flags.

F3 - Game Speed

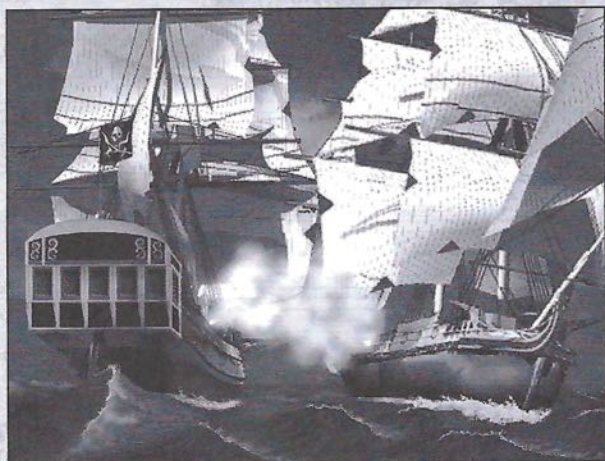
This option is not available in multiplayer play. During Ship Combat, this allows you to increase the speed of play up to four times normal. Press the F3 key to toggle game speed through slow, medium, and fast. Reload time and ship movement is increased.

F9 - Hardware Accelerator

This allows players with accelerated graphics cards to take full advantage of BUCCANEER's features. See the enclosed datacard for more information on your graphics options.

Escape - Game Menu

Brings up the Game Menu from anywhere in the game. See the "Game Menu" section, starting on page 16 for more information.



*The glory o' battle
can be tasted in the
salt o' sweat an'
the smell o' powder
after a good
broadside. I like to
see the enemy deck
thick wi' the smoke
right before I swing
in wi' me sabre.*

Ship Combat

Ship combat takes place in a 3D world. Time passes while you approach your enemy, and day turns to night. Combat cannot take place at night, in the darkness is it too difficult to aim your cannons and follow the movements of your enemy, so remember to begin your battles during the daylight hours. If a battle continues past dusk, you are automatically disengaged from your opponent.

You may find yourself facing one, two, or three enemies. Your enemies' ships are displayed on the Ship Ahoy screen, or if you are facing a pirate, a Pirate Ahoy screen appears, showing a portrait of the scurvy dog, along with details on the pirate's ship. Decide here whether to fight or evade your enemies. If you choose to fight, the Ship Combat screen loads. If you choose to evade, you are given a chance of eluding the ship, based on the enemy captain's aggressiveness, and the relative speed of your vessels. Each time you successfully evade combat, the morale of your crew is affected negatively. Without battle, the chances of loot are severely diminished. If your crew's morale is very low, they may mutiny in favor of a captain who isn't a yellow-bellied coward.

You can use either the keyboard or joystick to control your ship and cannons during ship combat. The keyboard commands are given below, joystick controls are listed in the "Keyboard, Mouse and Joystick Controls" section starting on page 47, or see the enclosed datacard for more information.

Note: *When you encounter a pirate, your aim is to board the pirate's ship. If you are about to sink the ship, you are automatically drawn into a boarding action.*

*Findin' a secluded
island, free from
tyranny, be one o'
the most rewardin'
things in a pirate's
life. It's the one safe
place to count
yer gold.*



Sailing Your Ship

The most important thing to remember while sailing your ship is to keep it close to the wind. This means that the pennant at the top of your ship's mast should be blowing almost directly forward, just slightly offset. This is the most advantageous sailing position, in which your sails catch the most wind. The further you turn from this position, or the more the wind moves to a different direction, the less efficiently your sails work. Ships with fore and aft, or combination rigged sails can maneuver more effectively than square rigged vessels when the wind is unfavorable.

To change the position of your rudder and your ship's position, use the right and left arrow keys. Should you wish to do so, you may furl and unfurl your sails with the up and down arrow keys to help control your speed. For example, to suddenly slow down, simply furl your sails, reducing the amount of wind your sails can catch, and unfurl them again to start picking up speed. Note that if you have taken damage, it becomes more difficult, even impossible to steer your ship, and you may even lose all mobility, going "dead in the water." If that happens, all you can do is hope your enemy clumsily comes close enough for boarding combat, or wanders into your sights. Otherwise, your chances of victory are slim.

The prudent pirate lives to get revenge. If you are losing a battle, you may wish to flee, and try to evade your enemy. If you sail far enough away, your enemy loses contact with you, and you drop out of ship combat. You are asked to confirm that you wish to flee the battle. Fleeing a battle, while saving your skin

in the short term, also has a negative effect on your crew's morale. Be sure to keep your sailors happy in other ways, or you soon may find yourself facing a band of muntineers!

On the other hand, where cannons fail, sword and pistol can prevail. If you allow your enemy to get very close to you, for example if your bowsprits touch, or your hulls almost scrape together, you are automatically drawn into fighting a boarding action. See the section "Boarding Action" starting on page 24 for more information.

Ship-to-Ship Combat

When you decide to attack, press the **Enter** key to fire your cannons. When you fire, all the cannons fire on the side closest to your enemy. If you are facing more than one enemy, only the enemy you are currently targeting is fired on. Press the **Tab** key to switch targets and fire on your other opponents. After firing, it takes time for your gun crew to reload the cannons, you'll hear a call when they are ready to be fired again. You can instruct your crew to fire at the enemy's sails, masts, or hull with the **+** and **-** keys. After you fire, you can see the effects of your blast, either the splash of cannon balls hitting the water, fire from impacting on the ship, or the rip of sails as they blast through your opponent's rigging. You may also notice these same effects when you are shot at in turn! If your ship catches on fire, press the **F2** key to have your crew try to put out the flames.

View Modes



It can be difficult to aim effectively, or sail efficiently without switching between the Look Thru' view and the Cannon Port view. You start every combat in the Look Thru' view, simply press the **Insert** key to toggle between the views.

In Look Thru' mode, you are able to see your enemies' ships in relation to your own ship. Press the **Tab** key to cycle through enemy ships. Your ship fires on the currently visible enemy. Here you see your entire ship, and your enemy's, and can view the damage that you have caused or taken, as well as evaluate wind speed and direction. The pennant atop your mast indicates wind direction, and wind speed, a longer pennant indicates a faster speed. The wake following your ship denotes ship speed, a longer wake equals a faster speed.



your ship is firing. Above the ship outline, a silhouette shows what target your cannons are aimed at: sails, masts, or hull. On the left-hand side, the carvings indicate how many guns you have to fire on that side. Press the **Tab** key to switch between enemy ships. **Note:** You may switch to an enemy you cannot see, forcing you to turn the ship in order to fire on your opponent. Press the **+** and **-** keys to switch between the targeting areas, and fire with the **Enter** key. After firing, your view is temporarily obscured by smoke, and you can watch your cannons being raised back into the ready position. Note that you can still control ship's movement with the arrow keys while in Cannon Port mode.

Ship-to-Ship Tactics

Experimentation is the key to developing good tactics, and every ship has different strengths and weaknesses, and handles differently. However, a few general principles apply. A good starting point is to aim your cannons high, and take out your enemy's sails and masts. Every hit reduces their speed and maneuverability, and with luck, they are soon rendered helpless. Once your prey is dead in the water, you can lower your cannons, and aim at the hull to sink them. However, if you sink a ship you can't rob its cargo holds. If both sides are taking a great deal of damage, in roughly equal amounts, or if you take several heavy blows, you can either flee the combat, or attempt to close with your enemy, to let your men decide the outcome in a boarding action.

If you have a maneuverable ship, and good wind, you can try keeping a narrow profile to your opponent, turning parallel only to fire. This decreases your chances of being hit, because you present a smaller target to the enemy's guns, but it has its dangers as well. If your ship is positioned at a right angle to your enemy, any solid hit has a chance of being a bow or stern rake, a term for a hit that runs the length of your ship, causing immense damage. You could lose every mast in a single unlucky hit.



The fightin' 'most never stops. Ye sink four French navy ships an' the next thing ye know, yer gettin' a warm reception in the first French port ye visit.

If your ship is larger and slower, but you have greater firepower than your opponent, don't be afraid to maneuver to short range and trade volleys with your enemy. Chances are, your hits are going to do far more damage than theirs, and if nothing else, you're slowing them down with every successful blow.

The enemy reacts based on your strategies. They may attack or defend, surrender or flee, depending on the characteristics of their captains. Unless you are facing a special pirate enemy, the enemy captain's AI is randomly generated, and is affected by the difficulty level you have chosen.

Ship-to-Fort Combat

Many of the larger ports are protected by forts. If you do not manage to evade their notice, you are drawn into battle with these forts before you can enter the city. Attacks on forts are similar to attacks on ships, except, of course, that your enemy remains in one place. Your cannons automatically target the fort. You may sail around the fort to attack it from different angles. Special effects show the fort exploding or set on fire as your cannon shots take their toll. Forts are a lot harder to defeat than ships as far as firepower is concerned. They are very strong and require a vicious pounding to be defeated.

*Life can be hard on
ye in the big blue
sea. Imagine two
hundred tons o'
flamin' lumber
comin' down around
yer ears, an'
headin' straight
fer the bottom!*



Winning and Losing

If you have sunk your enemy's ship or have destroyed the fort's cannon, you have won the action. If either an enemy ship or fort sinks your ship, you have lost the action. If you are playing a single battle or a multiplayer game, whatever the outcome of the battle, the End Game screen appears. See the "Ending A Game", section starting on page 31 for more information.

In a campaign game, several events can take place depending on the outcome and circumstances of a battle. If you win a battle with a ship without sinking it, the Ship Summary screen appears, from which you can evaluate the conditions of both vessels and decide which one you want. See the "Capturing A Ship" section, starting on page 27 for more information. If you win a battle with a fort, you are able to continue on to the town, where you face the defending soldiers in hand-to-hand combat. See the "Town Combat" section on page 26 for more information on assaulting a port. If you lose a battle with a ship or fort, in all likelihood the game ends, and the End Game screen appears. However, if you are playing at a low level of difficulty, you may be rescued or freed, and given a second chance to accomplish your goals with another ship.

Hand-to-Hand Combat

In the campaign game, you may frequently be forced to engage in hand-to-hand combat, when you are boarded by an enemy crew, to assault and subdue a town, or to put down a mutiny on your own ship! However, be warned, boarding enemy ships and attacking towns is a very dangerous prospect for a pirate, and you should avoid unnecessary conflicts. Be wary of leading your crew to an untimely demise just because you are greedy for a bigger craft, or aching for a little more gold to fill the coffers.

Boarding Action

When you are first approached by an enemy ship, you can determine the approximate size of the enemy crew by the number of crew icons on the ship display. This gives you your first indication as to whether you could survive or win a boarding action. If your ship has far fewer crew icons, immediately engaging in hand-to-hand combat would almost certainly lead to the capture of your ship. Numerical disadvantages can only be overcome by the bravest and most skilled of pirate crews. There are other options for victory however, either avoiding a boarding action at all cost, or hammering the enemy's ship until the majority of its crew are dead. Of course, you never know if your cannon balls are just destroying rigging and deck, or devastating the crew as well. Throwing the grapples and planks is always a gamble.

When your ship makes contact with that of the enemy the boarding action begins. Throughout the engagement, you are given the opportunity to recall your crew and attempt a getaway. If you tarry while your crew is being slaughtered, you may find yourself the captain of an enemy vessel's brig. Yet fortune favors the bold, and the average pirate doesn't respect a leader who sounds a retreat at the first sign of trouble. To the victor go the spoils. Defeat the enemy crew and you gain their cargo and their vessel. See the "Capturing A Ship" section on page

Brethren of the Coast

Buccaneers and pirates began to call themselves the Brethren of the Coast. This name identified a lifestyle as much as a group of sailors. The Brethren were hard drinkers, and invented a drink of rum and gunpowder guaranteed to separate the men from the boys. Many of them were crack shots. In the inns they frequented, no one asked a man's history, and as they took on nicknames, their pasts were lost. Armed to the teeth, they sailed the Caribbean raiding ships and towns.

27 for more information on the fruits of success. However, the penalties for defeat are equally harsh. If your crew is overwhelmed and defeated, the game ends. In campaign play, there is a slight chance of your being rescued, depending on the difficulty of the game, but it is nothing to be relied upon. See the section "Ending a Game" on page 31 for more information.

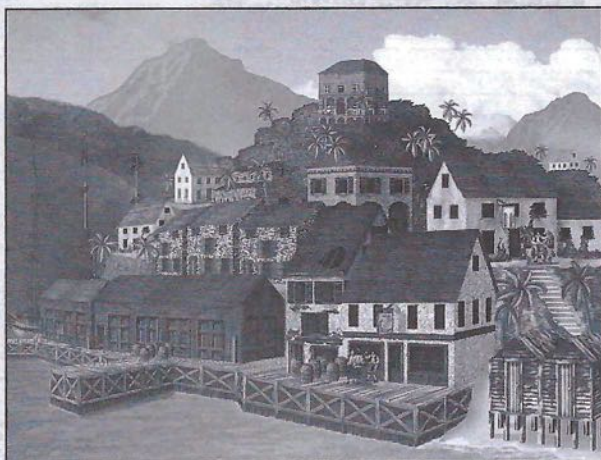
Mutinies

Mutinies occur when your crew have had insufficient supplies of food and drink, or when they grow restless after numerous defeats or continuous avoidance of combat. No self-respecting pirate is going to swallow the orders of a captain too weak to capture ships, or too poor a planner to keep rum in their mugs and hard tack in their bellies. If your sailors rebel, you and your remaining loyal crew must defend yourselves against the mutineers. Unlike in boarding parties, there is no opportunity for escape; either you successfully stamp out the mutiny, or your adventures come to an abrupt and unpleasant end. Obviously, even if you put down the rebels you are at a disadvantage, since you have lost valuable crew members. It is far better to keep an eye on your stores and take on the occasional easy prize, to avoid the first stirring of unrest that time fans into mutiny.

Weapons of Piracy

Although the cutlass and pistol are the symbolic weapons of piracy, they were not the only implements of mayhem used to strike fear in the hearts of merchant crews. In addition to the cutlass, a variety of stabbing and slicing implements armed the typical privateer. The marlinspike, an ice pick-like tool used to secure ropes, was readily available and had a sharp point, effective for stabbing. Daggers and knives frequently were employed together with a cutlass, to parry blows, and wreak havoc in close combat. The boarding ax was another favorite of buccaneers, used to help cut lines and break down doors.

As varied as the hand-to-hand weapons were, any pirate would rather have a loaded firearm to start a fight. The blunderbuss was favored for a time, because of its wide spray of shot and the awe-inspiring roar it produced when fired. Muskets and musketoons, more practical in the confined spaces aboard ship, were also useful weapons prior to boarding, with greater accuracy and range than other firearms, but their size, and the reload time of these one-shot guns made them a disadvantage once the fight degenerated to swords. Thus the continued popularity of the pistol, which, while sharing the single-shot disadvantage of its larger cousins, was small, light, and easy to holster in favor of cutlass and dagger. Wealthier pirates carried several pistols, so that multiple shots could be fired before drawing blades and charging into the melee!



*Sometimes I stand on
the bow o' my ship,
tackin' into a port,
and thinkin' how
peaceful a town can
look an' I wonder
how quickly it'll
light afire when me
men an' I swoop in
to loot it.*

Town Combat

In a town combat, your goal is usually to subdue the town, thereby gaining access to its supply stores, taverns, and repair yards. However, you can order a small raiding mission to focus on grabbing only certain goods, and return to the ship as quickly as possible. Assaulting a town can be much more difficult than boarding an enemy ship. There are more risks associated, but the potential resources which can be gained make it worth the effort. When first landing in port, you have to direct your crew, giving them their objectives, whether it be to gain more crew from the jail, rob the location of valuable resources, or to take over the whole kit and caboodle.

***Hint:** It is generally not advantageous to assault a hideout unless you are attacking a special pirate enemy, since you are not given control over the pirates' stores.*

As in ship boarding actions, you are notified as you lose crew to the combat. You must make the important decision to keep the combat hot, or pull out before the job is done. If you tax your crew too heavily, you can find the fight lost, only to feel the hangman's noose about your neck. See the "Ending the Game" section on page 31 for details on the penalties of failure. Victory in a town combat has various conclusions, all based on what orders you issued to your crew. Although the simplicity of darting in to steal a town's treasury is tempting, the truly great pirate can take over the whole darn port! Besides, you're going to need the food and ammunition eventually, and a return trip is just going to cost you more men in a second assault. On the other hand, the larger towns can be heavily defended, almost more expensive to take than the spoils you can reap. The motto is: get what you can when you can!

Worstest thing that
could happen to a
captain be fer all his
men to get riled up
wi' a mutiny. The
lucky ones be hanged.
This fellow's in fer a
long, slow one.



Capturing A Ship



When you successfully win a ship-to-ship combat, without sinking your opponent, you have the option of transferring your crew and cargo to the ship you just captured. The Ship Summary screen appears, listing information useful for making the decision. On the left your ship's icon appears, along with the damage you have taken. On the right, your opponent's ship, and its damage, are given. Statistics estimating the speed, durability, maneuverability, firepower, and crew size are shown on the ship icons. For further information, consult the "Ship Descriptions" section starting on page 43. Simply click the dagger on the ship you wish to use, and you take over that ship and its cargo.

Ports of Call

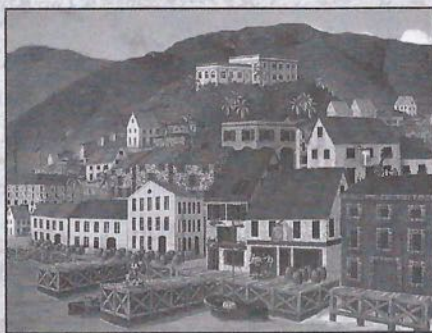
In the campaign game, in order to accomplish your story line goals, you must visit the towns and hideouts of the Caribbean, to find clues, gather supplies, and sell your cargo. You may be forced to assault these towns in order to steal their goods or accomplish a goal, see the "Town Combat" section on page 26. In some large towns, the governor asks for a bribe, before he allows you to enter the town. The cost of the bribe and your available gold is shown, you must choose whether or not to bribe the governor. If you do not, you cannot enter the town unless you attack it.

Entering a Port

If you have successfully bypassed a town's defenses, or when entering a pirate hideout, while flying a pirate flag, the first screen that appears asks whether you want to attack or go into the town. If you decide you want to continue your journey and plot a course to another port, move the dagger to the bottom left of the screen and press **Enter** or left-click to return to the Journey screen. Otherwise, use the arrow keys or the mouse to move the dagger, and press **Enter** or left-click to make your selection.

If you choose to attack the town, you must engage in hand-to-hand combat with the town's defenders. See the "Town Combat" section, starting on page 26 for further details. If you choose to enter the town, the Town screen appears.

The Town



The Town screen is a full-screen picture of the town. By using the arrows on the keyboard or the mouse, move the dagger to select the places in town that you want to visit. All towns have taverns and supply houses. Some larger towns and cities also have Governor's mansions and repair facilities. If you are in a pirate hideout, there is also a treasure chest

image, which you use to bury treasure, or retrieve treasure you have previously hidden. Use the arrow keys or the mouse to move the dagger, and press **Enter** or left-click to make your selection.

The Tavern



The tavern screen shows the inside of the tavern. Here you may meet the innkeeper, or choose to recruit crew members. Clicking on the innkeeper brings up a screen, providing information, news, or gossip. He may tell you something that helps you continue your story line, although there may be times when he has nothing for you.

Innkeepers are impartial, they are never your enemy. It's bad for business.

If you choose to recruit crew you bring up a Recruitment screen. At the top left of the screen, there is a bag of gold icon. The numbers below the bag indicate how much gold you have, and the maximum amount of gold your ship can carry. At the top right of the screen is another bag of gold, this shows how much the crew costs to recruit, per crew member. On the left of the screen there is a crew icon. Move the dagger to this icon and either press the **Enter** key, or left-click repeatedly to recruit crew. A number below the graphic shows your available and maximum numbers of crew members. An icon on the right of the screen, representing the tavern, shows you how many crew members are available at that location.

The Supply House



The supply screen shows the interior of the supply house. Here you may choose to buy ammunition or food and drink, or you can sell your ship's cargo. When the dagger is over an option, help text appears describing that option. Use the dagger to make your selection, which automatically brings up either a purchase or sell screen.

In each purchase screen, at the top left of the screen, there is an icon of a bag of gold. The numbers below the bag shows how much gold you have, and the maximum amount of gold your ship can carry. At the top right of the screen is another bag of gold, this shows how much the commodity costs.

On the left of the screen there is another icon, representing the commodity you wish to buy. Move the dagger to this icon and left-click or press the **Enter** key repeatedly to purchase. A number below the graphic shows how much of that supply you currently have, and how much your ship can carry. An icon on the right of the screen, representing the supply store, indicates how much of that commodity is available at that location.

When you wish to sell your cargo, the screen is similar. A number below the graphic shows how much cargo you have remaining and how much cargo your ship can carry. On the right of the screen, there is a supply house icon. Move the dagger to this icon and left-click or press the **Enter** key repeatedly to sell your cargo. At the top left is a gold indicator. You may be unable to sell your cargo if you have no room for additional gold.

The Shipyard



This screen shows you the shipyard. To choose to repair your sails, left-click the dagger on the sign hanging over the tavern. To repair your masts or hull select the appropriate ship part, on the ship in the foreground. Use the dagger to make your selection, which brings up a Repair screen. Similar to the Supply screens, each repair costs a certain amount of gold that is deducted

from your hoard. If you don't have sufficient money, you cannot repair your ship.

At the top left of the screen, there is a bag of gold icon. the numbers below the bag shows how much gold you have, and the maximum amount of gold your ship can carry. At the top right of the screen is another bag of gold, this shows how much the repair costs. On the left of the screen are the repair type icons. A number below each graphic shows the percentage or proportion of that ship part, either hull, sails, or masts, that is still intact. Move the dagger to this icon and left-click or press the Enter key repeatedly, to effect repairs.

The Governor



In the larger towns and cities, you can speak to the local Governor. He is sitting in his mansion, concerned with the affairs of his country, and his city. To hear what he has to say, use the dagger to select him. The Governor may ask you for a bribe before he helps you. If you decide to pay him the bribe, the amount is automatically deducted from your gold.

Careening

Marine weeds, mollusks and worms affected wooden-hulled ships sailing in warm Caribbean waters. To prevent great damage, a ship's hull had to be cleaned and coated with tar every few months. The ship was emptied of its supplies and cannons, and was pulled up onto a beach, where it was tilted first on one side, then the other, while the crew worked on the hull. This was a dangerous business for the Buccaneers, who were vulnerable to attack while their ship was disabled.

You usually meet the Governor to get missions or information. Missions are diversions that can be followed within the framework of your chosen story line. Most missions have a gold reward which you receive upon completion. To accept a mission, move the dagger to the lower left corner, and exit the screen. To refuse a mission, move the dagger to the check box and press **Enter** or left-click to make the "x" appear, then exit the screen. Information may or may not be correct, because, unlike Innkeepers who are neutral to all, the Governor may be friendly or neutral toward you, or may even be your enemy.

Burying Treasure

When you are at a pirate hideout, you are able to bury your treasure. You might do this for a couple reasons: if you are very successful, your holds can quickly fill with gold. Burying some of it leaves room for more to be added to your booty. Also, burying your extra gold in several locations around the Caribbean insures that should you run into trouble, and run low on gold, you can return to your secret stash to replenish your coffers. Also, if you lose a battle, but are lucky enough to be rescued, you lose any gold you had on your ship at the time, although you do receive a second ship. In this case, you can return to any port where you have buried treasure to restore some of your wealth.

Ending a Game

Your game may end for various reasons, depending on the type of game you are playing. Single player battles and multiplayer games end after the combat is over, no matter the outcome. Campaign games can end when you lose a combat, or when you accomplish your goal, and retire from the pirate's life. Whatever the outcome, a graphic of your fate is shown along with accompanying text to inform you of your ultimate success or failure. To exit to the Main Menu, click the dagger on the lower left corner of the screen, or to continue to the End Game screen, click the dagger on the lower right corner of the screen. **Note:** *During Campaign play, there is a chance you may be rescued if you are defeated in combat. If this happens, you restart just prior to your defeat, with the latest news in your Captain's Log.*



Losin' a boardin' action usually loses ye yer life. That single plank be a one way walk to the fishes.

End Game Screen

This game gives numerical values to your career as a buccaneer, granting points for defeating forts, towns, and ships, engaging in boarding actions, and accumulating wealth. Each type of combat is tracked individually, along with a total score. On the left-hand side of the screen is a line of icons, representing various different categories.



The score for the total number of ships you defeated.



The number of points awarded for successful boarding actions.



The points you were given for defeating forts.



This represents town combat and displays the number of points awarded for successful town combats.



The points awarded for the gold you amassed during the game.

Your total score is given at the bottom of the screen. In Campaign Play, if it is great enough, it may be recorded in the Hall of Fame screen. Left-click on the bottom right corner to return to the Main Game screen.

*'When yer fightin'
fer yer life an' yer
livelihood, ye hafta be
quick on yer feet, wi'
a sword, an' yer
pistol. He who
shoots first, usually
lives longest.*



AVAST YOU SCURVY DOG!

These are descriptions of special pirates and their ships, which you may face in battle during the course of a single battle or campaign game.



Clubhand Jake, The Brute

Physical Description

Jake is very ugly. He has a large, craggy face with narrow slits of eyes that peer out over a huge mouth set in a heavy jaw. A scar runs from his left eye to the corner of his mouth, the result of a barroom brawl. Jake's weight and massive,

brawny build have carried him through many fights. His arms are huge hams that are crisscrossed with old scars, and at his wrists are leather bands set with spikes that he had custom made in Port Royal. In his belt Jake carries a heavy old pistol, in his fist, a wooden club also set with spikes. Around his neck, he wears a necklace of sharks' teeth set on a leather thong, something he stole from an island girl. Jake's clothes consist of a shirt, and red pants that come to his knees, while, rather than boots, he favors shoes with copper buckles, the fashion of the day. On his head a large three-cornered hat sits on top of a colorful bandanna.

History

Born in Liverpool, England, Jake is the son of a sailor and a fish gutter. Poverty and disease took their toll of his family, out of thirteen children, only five survived to their teens. Jake ran away to sea to follow his father and seek his fortune. He landed in Port Royal. Jake was taken aboard a pirate ship after a huge fight in a tavern, where due to brute force, he was the only man left standing. When the crew argued over the division of a prize ship, half of the crew decided to remain with their captain, while Jake and the rest took a small boat and sailed off to pursue their own pirate ventures.

Jake was elected captain from a bad bunch. He managed to capture a brigantine, and began to prey on merchant ships. Inured to the hardships of life, Jake is a brutal killing machine. He puts fear into the hearts of his own men, not just his enemies', but his men stay with him because he defends them against all odds. He has also been moderately successful in capturing merchant ships.

Jake likes the sea, not for the sound of the waves, but for the opportunity to create chaos. He is happy when firing cannon at merchants, but his greatest pleasure is to attack forts. He enjoys the thrill of a charge by land, in towns especially, he and his men break down doors, rip houses to pieces, set fire to stores, and take pleasure in destruction.

Ship

Jake's ship is a brigantine called *The Black Death*. It has a black hull and black sails. His flag shows a meaty fist holding a raised club with spikes.



Hiram Carver, The Snake

Physical Description

Carver's eyes peer out over a huge black beard. His long, flowing, black hair tumbles down his shoulders from under a black hat. Across his chest is slung a bandoleer that holds his short throwing knives, while a calf-length jacket conceals his secret weapons. Under his jacket, Carver wears a shirt and black pants. Dark socks and copper buckled shoes complete his attire.

History

Carver was born in the Caribbean, the son of plantation workers. After spending his childhood working on the plantation, Carver ran away to the nearest town, where he stowed away on a pirate vessel at the age of thirteen. He was taken under the wing of an old pirate who had once been a knife thrower in a traveling circus. This pirate taught Carver all of his skills, recognizing the boy had a natural talent. When the old pirate was killed during a fight with a navy vessel, Carver took his place in the pirate crew.

For several months Carver stayed on board the ship of his old pirate friend. After a particularly rewarding adventure, however, Carver found himself in Port Royal, where he spent a month carousing and fighting, until he joined another pirate ship sailing to Cuba to attack Spanish merchants trading with the colonies there. For a while, he disappeared, and people said he'd been taken to Spain as a prisoner, but no one knows the truth, and Carver turned up again five years later. He then formed his own pirate company. His skills as a knife thrower have made him a legendary figure, and his men stand in awe of him.

Carver is cruel and merciless. He is stealthy and earned his nickname The Snake, from his ability to sneak up and strike an enemy before the enemy even knew he was there.

Carver hates navy ships and sailors. He despises any form of authority, and also hates plantation owners and other rich and powerful men. He tries to take their wealth for himself, or destroy what he cannot take.

Ship type

Carver's ship is a sloop named the *Sea Serpent*. It is painted green, with regular patched and repaired ships' sails. The pirate's flag is a white skull on a black ground with a green serpent crawling through one empty eye socket.



**Henry
'The Hook'
James**

Physical Description

James is of a medium to heavy build. He likes to eat and drink, adding to his corpulence. Sporting a well-trimmed mustache, James has a more cared-for appearance than most pirates. He wears an ornate white shirt under a long gold satin jacket, with matching pants. A broad brimmed hat covers his straight dark brown hair. He is very conscious of his appearance, especially since he lost his right hand, and where most of the time, he wears a hook. Striped socks and buckled shoes finish off this ensemble.

History

Born in London, Henry James is the son of a wealthy merchant and his wife. The family had a small shipping company that traded with the West Indies and North America. James moved to South Carolina, in his twenties, to oversee his father's business there. He became friends with some of the pirate captains who put into port for supplies and to spend their wealth. When several of his father's ships were sunk in a hurricane, including one that was carrying his father as a passenger, James decided to move into piracy. He thought it a more lucrative option than trying to rebuild his father's business.

James used his remaining wealth to buy a ship. He attracted a crew due to his compelling personality and reputation for honesty. Over the years James became more and more greedy for wealth. Though he remained a gentleman in his outward demeanor, he was cunning and devious, and not above double-crossing his comrades.

James lost his right hand when the captain of a Spanish merchant he was attacking shot it off. He took the ship, and the Spanish captain did not survive. At first James hated all Spaniards, but then began to feel that his hook gave him a more fearsome appearance. He attacks any nationality, and though not a cruel man, can be vicious if angered. He allows no one to stand in his way.

Ship

James' ship is a square rigged merchant called the *Royal Adventure*. The hull is royal purple, decorated with painted skulls. Just before he engages his enemies in battle, James flies his flag, a Skull and Crossbones, white on a black ground, with a gold crown set atop the skull.



**Morgan
Jones**

Physical Description

Jones has long brown hair, and a thin mustache that merges into a short, neat beard. Deep set eyes that have looked into the burning sun of the Caribbean, stare out of a weathered, tanned face. He is a tall man but, although muscular, he has a slight round shouldered stance that comes from having spent many years at sea, where he has had to stoop when walking below decks. Jones is quick to anger, mean, and surly. He is aggressive, and enjoys the adrenaline rush that he gets from fighting. For clothing, he favors a tunic-style shirt, and black pants that tuck into knee-high black boots. He wears a large black hat, with flowing red feathers that matches his red jacket. A bandoleer crosses his chest, home for his guns and knives.

History

Born in Conway, Wales, the son of a poor fisherman and a serving woman, Jones took his name from his Welsh forebears. He grew up in his native town, but went to the port of Bristol as a young man, where he learned to fight in the taverns and brothels. Jones worked as a blacksmith's apprentice for a while. He had a particular connection with horses, and could control even wild ones.

He seemed better disposed to horses than his fellow man, but after a violent quarrel with his employer, fled to the comparative safety of a ship leaving Bristol for the West Indies.

Many years later, after a seafaring career that turned from semi-legal to illegal activities, Jones had built up a reputation as a fearless fighter, who gave little quarter to his victims. He would plunder treasure from any nationality, believing any merchant vessel was fair game.

Ship

Jones' ship is a three-masted merchant called *The Dragon's Revenge*. It has ivory colored sails, one of which has a red Welsh Dragon painted on it. The hull is reddish brown. Jones' flag is a red Welsh dragon set atop a white skull, on a black ground.



**Bertha
O'Rourke**

Physical Description

Bertha O'Rourke has dark red hair that matches her ruddy complexion. She is of medium height and weight, and has to rely on agility rather than strength in combat. She wears a shirt with ruffles at neck and wrists, and a long, orange jacket with large cuffs. Her pants are russet, worn over striped socks, and she has buckled shoes on her feet. A leather sash across her chest holds her pistols.

History

O'Rourke was born in Dublin, Ireland. The child of poor farm workers, O'Rourke spent her younger years working amongst cows and pigs. She grew to hate the smell of the farm and, always adventurous, dreamed of escaping from its humdrum existence. When she was fifteen, she stole her brother's clothes and hid in a cart taking meat to the port. She boarded a ship sailing for the Caribbean.

Due to her stocky build, O'Rourke was accepted as a boy. Her next few years were spent learning the sailor's craft, until one night her ship was boarded by pirates. O'Rourke found herself in the middle of a fight where, rather than being afraid, she was energized by the tension and ferocity of the action. The pirates won the fight for the ship and O'Rourke asked to join them. A year later when the pirates divided into two parties and went their separate ways, O'Rourke became captain of a small boat. She later captured a Dutch flute carrying merchandise from Holland, and that remained her vessel.

O'Rourke loves adventure. She is a very tough lady, little frightens or disturbs her. In general O'Rourke is good to her crew. She does have a ferocious temper, however, and if crossed by someone, that person is her enemy forever. She does not have a forgiving nature.

Ship

O'Rourke's flute is red and brown. The sails are colored ivory with red/orange flames shooting up them. For her flag, O'Rourke has a bright yellow sun set on a black ground. Her ship is called *Furie*.



**Marie
La Guerriere**

Physical Description

Marie La Guerriere is a tall, slim, muscular woman. Ash blonde hair frames her face, covered by the bandanna headdress common to pirates. La Guerriere wears

leather gloves to protect her hands in fights, with knee high leather boots over her skintight pants. At her waist, a leather belt holding her pistols pulls in the loose shirt she wears.

History

Marie La Guerriere was born in Le Havre, where her father was the mayor. Her mother was an English born gentlewoman. Both her parents were mild mannered, ineffectual people. Her father had become mayor due to his inheritance of family wealth rather than from any sense of authority. La Guerriere was spoiled and petulant as a child. She grew up to dominate her weak parents, and expected to get her own way in everything.

At the age of seventeen La Guerriere eloped with a sea captain. Eventually, she found herself abandoned on the island of Tortuga, the pirate haven. Left alone, La Guerriere had to decide whether to fight or become the plaything of any pirate who came to the island. La Guerriere decided to fight. She dressed as a man while in her early twenties, gaining fighting and seamanship skills, until she was voted captain of a small ship. Then La Guerriere revealed her true identity and challenged any of the crew who would not sail with her, to fight or leave. Several men left, while only one challenged her to a fight. She ended his life with a bullet through his skull. No one else had the courage to dispute La Guerriere's authority.

La Guerriere is a fierce and remorseless enemy. Determined, strong willed, and with a tendency to love as fiercely as she hates, La Guerriere gets what she wants. What she cannot buy she steals.

Ship

La Guerriere's ship is a sloop called the *Sea Breeze*. It is a normal sloop, with the hull painted a deep blue. Her flag is the traditional skull and crossbones, but with a background of midnight blue rather than black.

Female Buccaneers

Historically, most pirates were men, partly because of the many superstitions which claimed that women on ships were bad luck. However, there were two renowned female pirates, Anne Bonny and Mary Read, whose exploits were no less astounding than those of their male counterparts. Other women, who disguised themselves as men to serve aboard pirate ships, remain anonymous.

*The problem wi'
bein' a pirate be yer
usually on yer own.
Now those military
types, they like to
fight in groups, so
ye gotta pick yer
fights wisely.*



SHIP AHOY!

This section gives you statistics on all the ships you are likely to command or face in **BUCCANEER**. These numbers can be useful in evaluating your risks when a vessel is sighted, and determining whether to take over your victim's ship after you've defeated him or her. A description of the strengths and weaknesses of each vessel is given, along with the following statistics:

Cargo and Gold Capacity

The maximum amount of gold and cargo a ship can carry.

Maximum Crew

The maximum crew complement of a vessel. Large crews reload the guns faster, and withstand prolonged attack longer than sparsely crewed ships. Also, numerical superiority is a great advantage during boarding combat.

Guns

The number of cannons a ship carries. The greater number of cannon, the more firepower a ship has. In addition, some ships with numerous cannon have guns placed in the bow or stern of their ship, allowing attack from a different angle than broadside to the target.

Masts

The number of masts the ship has. The more masts, the more sails a ship can carry.

Total Sail and Rigging

The number of sails a ship hoists, and the type of rigging it uses. There are three types of rigging, square rigged, fore and aft rigged, and a combination. Square rigged sails are large sails, aligned across the width of a ship, with little lateral movement. This means that while square rigged sails can capture a great deal of wind when the breezes are blowing from the stern, if the winds are blowing across the ship, square rigged sails are very ineffective, because they cannot be rotated very far to catch the breeze. Fore and aft rigged sails are aligned along the length of the ship, and are far more maneuverable than square riggers, although the canvases are smaller. Fore and aft rigged ships are far more maneuverable in light breezes, or when traveling against the wind, but because of the alignment of the sails, they can't reach the speed of a square rigger running in front of the wind. Combination sails, obviously try to utilize the best of both worlds, though they are slower than square riggers, and less maneuverable than fore and aft riggers.

Length

The length of a ship, from the tip of the bowsprit in front, to the end of the stern in back.

Beam

The breadth of a ship at its widest point, the deck. Beams are the planks that stretch horizontally across the width of the ship.

Draft

How far under the water a ship's hull extends. Vessels with a shallow draft can enter waters that would beach a ship with a deeper draft.

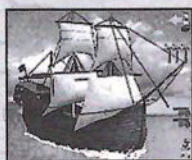
Weight

The total tonnage of a ship. Heavier ships are slower, and require stronger winds to push them through the water.

In addition to the above statistics, each ship graphic is accompanied by several strength indicators, ranking that vessel in relation to the other ships. See the section "Ship Attributes" on page 6 for a detailed description of these icons.

Ship Descriptions

Dutch Flute



Cargo Capacity: 20000

Maximum Crew: 20

Masts: 2

Length (in feet): 80

Draft (in feet): 10

Gold Capacity: 3000

Guns: 10

Total Sail: 4, Square Rigged

Beam (in feet): 24

Weight (in tons): 300

In the flute, cannons have been sacrificed for cargo space. These square rigged vessels have little maneuverability, and are best off taking advantage of favorable winds to escape their hunters. When forced to fight, flutes have the guns to defend themselves, but they should avoid boarding combat at all costs, since their small crews place them at a severe disadvantage.

Schooner



Cargo Capacity: 5000

Maximum Crew: 80

Masts: 2

Length (in feet): 60

Draft (in feet): 5

Gold Capacity: 7000

Guns: 12

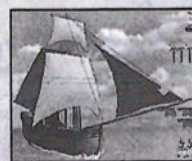
Total Sail: 7, Fore and Aft

Beam (in feet): 15

Weight (in tons): 90

Schooners are extremely fast and maneuverable, better than most other ships in a light breeze or when traveling in unfavorable weather. They are equipped with fore and aft sails that let them run extremely close to the wind. However, they can be outdistanced by square rigged ships, which catch more of the wind when it is blowing from a favorable direction. Its cargo holds are modest, as are its guns.

Sloop



Cargo Capacity: 5000

Maximum Crew: 80

Masts: 1

Length (in feet): 60

Draft (in feet): 8

Gold Capacity: 7000

Guns: 14

Total Sail: 4, Combination

Beam (in feet): 17

Weight (in tons): 100

The sloop's combination of square rigged sails and fore and aft sails give this vessel the best of both worlds. It is highly maneuverable, even in rough weather, and can get quite a bit of speed going when the sloop is running before the wind. The sloop's cargo holds are no larger than the schooner's but it is far more heavily armed. This combination of maneuverability, speed, and firepower make the sloop a favorite ship among pirates.

Merchant



Cargo Capacity: 17000
Maximum Crew: 20
Masts: 3
Length (in feet): 80
Draft (in feet): 15

Gold Capacity: 4000
Guns: 16
Total Sail: 14, Square Rigged
Beam (in feet): 22
Weight (in tons): 280

With their large cargo holds, and square rigging, merchants are not the most maneuverable of ships. However, they have numerous guns, and can defend themselves fiercely against smaller vessels, and their three masts carry enough sail to speed them out of dangerous situations when the winds are favorable.

Frigate



Cargo Capacity: 10000
Maximum Crew: 200
Masts: 3
Length (in feet): 110
Draft (in feet): 20

Gold Capacity: 15000
Guns: 25
Total Sail: 15, Square Rigged
Beam (in feet): 29
Weight (in tons): 350

The largest merchant vessels on the Caribbean, frigates have poor maneuverability due to their square rigging and huge size, but can get a great deal of speed going when the wind is behind them. When brought to bay, frigates can easily decimate lighter foes with their massive cannon arsenal, huge crews make boarding actions inadvisable for their enemies. Though a frigate's vast cargo holds make it a tempting target, unprepared pirates are likely to find themselves counting fishes, not their gold.

Brigantine



Cargo Capacity: 9000
Maximum Crew: 100
Masts: 2
Length (in feet): 81
Draft (in feet): 10

Gold Capacity: 5000
Guns: 12
Total Sail: 8, Combination
Beam (in feet): 20
Weight (in tons): 150

With a good carrying capacity, and combination sails, the brigantine is a fair prize that can be very hard to catch. A large crew makes boarding actions dangerous for their attackers, and their armaments, though not extensive, can damage the unwary pirate. A ship-of-all-trades, the brigantine has a versatility that can be hard to beat.

Naval Sloop



Cargo Capacity: 500
Maximum Crew: 80
Masts: 2
Length (in feet): 65
Draft (in feet): 9

Gold Capacity: 1000
Guns: 12
Total Sail: 4, Combination
Beam (in feet): 18
Weight (in tons): 113

A less efficient version of the ordinary sloop, navy sloops have fewer guns, and far less cargo space. However, they retain the combination rigging, for speed and maneuverability, and their crews are comparable to most ships on the water.

Navy Snow



Cargo Capacity: 300
Maximum Crew: 80
Masts: 2
Length (in feet): 60
Draft (in feet): 5

Gold Capacity: 600
Guns: 10
Total Sail: 4, Combination
Beam (in feet): 20
Weight (in tons): 90

Lighter and faster than the navy sloop, the snow packs the same armaments and crew into a smaller vessel, at the expense of carrying capacity.

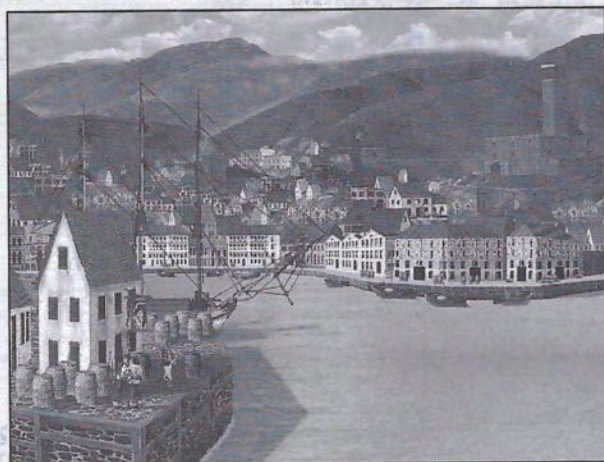
Man-of-War



Cargo Capacity: 1000
Maximum Crew: 200
Masts: 3
Length (in feet): 110
Draft (in feet): 20

Gold Capacity: 5000
Guns: 26
Total Sail: 13, Square Rigger
Beam (in feet): 30
Weight (in tons): 360

The man-of-war is similar to a merchant's ship, with its square rigged sails reducing its maneuverability, but increasing its speed in favorable winds. However, much of the cargo space has been replaced with crew quarters and armaments, making these the hardest hitting ships in the Caribbean. A favored tactic with the man-of-war is to send one or two powerful broadsides into the enemy, then close for boarding combat to take advantage of their larger crews.



*Towns an' cities
are usually pretty
borin', 'cept fer
the wimmen. If yer
lucky, ye might get
into a scrap in a
tavern, but then
it's usually wi'
one o' yer own.*

LAND HO!

Listed below are the twenty-one ports of call in BUCCANEER, along with their location, size, and nationality.

PORT NAME	LOCATION	NATIONALITY	SIZE
Hopetown	Nevis	English	Village
Providence	New Providence	English	Town
Bridgetown	Barbados	English	Hamlet
Port Royal	Jamaica	English	Town
English Harbour	Antigua	English	Town
St. Georges	Grenada	French	Village
Salt Bay	Tortuga	French	Town
Gros Islet	St. Lucia	French	Hamlet
Saint-Pierre	Martinique	French	Large
Port-de-Paix	Hispaniola	French	Hamlet
Devil's Gate	Guadeloupe	French	Hamlet
Kingstown	Saint Vincent	None	Hideout
Cabo Blanco	Isla Saona	None	Hideout
Cap Croix	Ile-a-Vache	None	Hideout
Cove Town	Tortola	None	Hideout
Whale Bay	Tobago	None	Hideout
Rum Cay	Saint-Martin	Spanish	Village
Cartagena	S. America	Spanish	City
Havana	Cuba	Spanish	City
San Juan	Puerto Rico	Spanish	City
Port of Spain	Trinidad	Spanish	Village

KEYBOARD, MOUSE, AND JOYSTICK CONTROLS

The Numlock feature of your keypad must be on.

KEYBOARD CONTROLS: SHIP COMBAT

- Tab or Delete Cycle through opponents
- Up Arrow Furl sails
- Down Arrow Unfurl sails
- Right Arrow Turn right
- Left Arrow Turn left
- Enter Fire cannons
- + and - (on keypad) Toggle cannon targets; either sails, masts, or hull
- Insert Toggle between Look Thru' and Cannon Port views
- Esc Bring up Game Menu
- F1 Pause game
- F2 Have crew attempt to put out fires
- F3 Toggle game speed
- F9 Bring up Graphic Options menu

KEYBOARD CONTROLS: JOURNEY SCREEN

- Esc Bring up Game Menu
- Right Arrow Move cursor right
- Left Arrow Move cursor left
- Up Arrow Move cursor up
- Down Arrow Move cursor down
- Enter Plot course
- Space Cancel course
- F1 Change flag you are sailing under
- F2 Bring up Captain's Log
- F8 Pause Game



A pirate's life be hard an' most often very short. If it ain't the cannon, it be the cutlass, if it ain't the cutlass, it be the scurvy, if it ain't the scurvy, it be the noose. Any way ye look at it, ye still end up dead.

MOUSE CONTROLS: SHIP COMBAT

None

MOUSE CONTROLS: JOURNEY SCREEN

Left-click on a place to set a course for that place.

Left-click on the flag at the top of the ship graphic to change the type of flag you are flying under.

Left-click on the skull at the bottom of the ship graphic to go to the Captain's Log.

Right-click to cancel the journey in progress.

JOYSTICK CONTROLS: SHIP COMBAT

- Keypad Up Furl sails
- Keypad Down Unfurl sails
- Keypad Right Turn right
- Keypad Left Turn left
- Button 1 Fire cannons
- Button 2 + Keypad Up + Down .. Toggles cannon targets,
either sails, masts or hull
- Button 3 Toggle between Look Thru' and
Cannon Port views
- Button 4 Cycle through opponents
- Button 9 Game menu

JOYSTICK CONTROLS: JOURNEY SCREEN

- Keypad Left Move cursor left
- Keypad Right Move cursor right
- Keypad Up Move cursor up
- Keypad Down Move cursor down
- Button1 Plot course
- Button2 Cancel course
- Button3 Change flag
- Button4 Captain's log
- Button9 Game menu



*If yer have ta dock
somewhere, a hideout
be the best place
ye can be. If yer
deservin' o' it, the
others will treat ye
wi' respect, an' if a
navy ship comes
huntin', ye've got a
whole barrel o'
pirates ready to
pick a fight.*

HISTORICAL NOTES

Buccaneers, Pirates, and Privateers

Nowadays these words are pretty much interchangeable, but they do have slightly different meanings.

Buccaneers

Originally, buccaneers were a group of European settlers and drifters, who, as a means of survival, learned the art of the 'boucan' or smokehouse, for curing meat. As they traded meat for arms, they began to attack Spanish ships. The Spanish tried to stamp out this menace, but served only to push the buccaneers further into piracy. The buccaneers' heyday was the mid-17th century, when they sailed, fought and traded in the Caribbean.

Pirates

A pirate robbed anyone, even those of the same nationality. Yet, there was a code of honor amongst these thieves. The pirate captain was elected more or less democratically. Sometimes the captain had a lieutenant, but there was always a quartermaster, who may even have had more actual power than the captain. It was the quartermaster's job to share out the plunder among the crew. Every pirate agreed to follow their ship's articles, which governed distribution of booty, and even made provisions for a larger share to those who lost limbs during the battle. Most pirate codes forbade stealing or fights aboard ship, and required that weapons be kept clean and at the ready. Though a pirate's life was harsh, and could be short and bloody, it was ordered by rules, and tied together by an agreed upon code of ethics.

Gettin' 'hold o' a
treasure map can be
pretty excitin'.
'Buryin' treasure be
even better, 'cause ye
get to make the
map. Hide it well
though, the seas
be full o' cutthroats
an' thieves.



Privateers

During times of war, privateers could be engaged to harass enemy ships. They were also sometimes used as an addition to the navy, and were sent to hunt pirates. Sailing under a King's Commission, a privateer was supposed to attack only the King's enemies. Letters of Marque were similar to a King's Commission, and entitled the bearer to harass enemy shipping without reprisal. There was a fine line between privateer and pirate, however, and if there was a chance for plunder within reach, a privateer might soon forget who was a friend and who an enemy.

Legends of Real Pirates

Yo ho, me hearties, so you be wanting to know 'bout pirates. Well, I sailed the seas fer many a year, an' I reckon I've heard all the tales spun by sailors as they gather 'round their pot o' grog in the soft dark o' the night.

Blackbeard

Any tales o' the pirates o' yore must begin wi' Blackbeard, a figure to strike fear into the heart o' any man. His real name were Edward Teach, an' he were born in England. In his ship, the *Queen Anne's Revenge*, he terrorized the coast o' Virginia an' the Carolinas, an' he plied his evil trade through all the Caribbean.

Teach were a privateer during the War o' Spanish Succession, but he turned pirate soon after the war ended. He got called Blackbeard fer the thick black hair on his face. Made him look right wicked it did. When he went into battle, he'd twist lighted fuses into his hair an' beard, an' his whole head would smoke. He looked like a fiend out o' hell, an' no merchant'd offer resistance. It were because o' his successes that his crew stayed wi' him, even though he liked his rum terrible fierce. They say he shot his shipmate, Israel Hands, in the knee one day in a drunken prank. 'Tis also said he had fourteen wives, but there's another story.

Blackbeard met his end in the year o' our Lord, 1718, when he were beset by Captain Maynard o' the King's Navy. Maynard ran up his colors an' Blackbeard fired three pounding broadsides into the navy sloop. The two ships crashed together, wi' Blackbeard shouting defiance. He an' his crew swarmed 'board the navy vessel, an' it weren't long 'fore the pirate an' the navy man were fighting hand-to-hand. Blackbeard fought 'til the end, but he were bested by Maynard. His head were cut off, an' tied to the sloop's bowsprit fer all to see. 'Tis said he were wounded five an' twenty times in that fight, one o' the cuts a slash 'cross his throat, an' five wounds from pistol shot. None could say but that Blackbeard died as fiercely as he lived.

Bartolomew Portugues

There were a Portuguese raider, named after his country, Bartolomew Portugues, who hit a deal o' rough water and fair weather both, during his pirate's career. He were sailing near Cuba in a small boat, wi' only thirty men, when he espied a Spanish merchant ship. Though he an' his men were outnumbered, they captured this merchant o' twenty guns. But no sooner than they could be counting the gold, they come 'cross three more Spanish ships an' after hard fighting, were taken prisoner.

The ships anchored at Campeche, an' rumors reached Portugues that a gibbet were being built to stretch him from. He determined right then to escape the ship 'fore he could be taken into port an' hanged. In the night, Portugues killed his guard wi' a knife he'd got hold o', an' taking two wine jars filled wi' water, to use as floats, he jumped into the sea. When he got to shore he hid fer three days, 'fore making his way 'long the coast to the Cape o' Golfo, forty miles away. Through all this trip he were filled wi' the fear o' being captured by the Spanish; he had no food, an' little water, an' he were forced to build a raft to cross some rivers.

He finally reached the Cape o' Golfo, an' coming 'cross some pirates, persuaded them to give him a small boat an' crew. Wi' these men, he went back to Campeche, an' captured the ship that had held him prisoner. Now he were rich 'gain. Some time later though, his ship were lost in a terrible storm, an' Portugues never recovered his wealth. Such be the fortunes o' pirates.

Francois L'Ollonois

A vicious pirate, were the Frenchman, Francois L'Ollonois. He came to the Caribbean as a servant, but escaped to Hispaniola. As time passed, he were made head o' a band o' cutthroats from Tortuga. He raised a whole fleet o' buccaneers an' attacked many o' the Spanish towns. They were all 'feared o' him, fer he were known fer his cruelty. 'Tis said he once cut the heart o' some Spaniard clean out o' his chest, an' ate it in front o' the rest o' his prisoners, threatening 'em all wi' this awful fate. He did other deeds o' barbarous cruelty an' torture, too many to tell, but he got his punishment.

He came to his end at the hands o' indians, who caught him, and took him prisoner. They say them savages tore him limb from limb, and threw pieces o' his body in their fire. A fitting end to L'Ollonois, though he weren't too happy 'bout it, I expect.

Henry Morgan

Henry Morgan raised even larger fleets than L'Ollonois. Morgan were born in Wales in the year o' 1635. He ended up in the Caribbean, an' became a buccaneer. He weren't like the older sorts o' buccaneers, all rough 'round the edges, he were a cultured man. They say he had a lot o' weight with the Brethren o' the Coast, had a way o' getting groups o' pirates to work together. They'd all sign articles, agreeing to fight together 'gainst the Spanish. He attacked Puerto del Principe in Cuba, an' Panama on the American mainland, and many 'nother Spanish town. He got plenty o' plunder, an' even though the law o' the pirates said it had to be shared wi' all his men, he weren't past fixing them out o' it when he could.

Did Pirates Really Wear Ear Rings?

Actually, yes. While the Hollywood stereotype was undoubtedly intended to give starring actors such as Erroll Flynn a roguish air, real pirates pierced their ears for a more practical purpose. They believed that piercing the ears with gold or silver would improve their eyesight. Seamen of the time, other than pirates also believed this, and did the same. Although this practice has long been revealed as an old wives' tale, the art of acupuncture provides a possible source for the myth. Traditionally, the ear lobe is an acupuncture point for several eye ailments. It is conceivable that the practice of ear piercing may have been brought to the Caribbean from the far east trade routes.



*I've had lots o'
mates taken
prisoner. The
problem lies in
gettin' blood taken,
cause ye almost
always av to
go after 'em.*

He were awarded fer his success by King Charles II, after a bit, an' were made Cuv'nor o' Port Royal. There's no doubt he were a cheating rogue, but he came to no bad end.

William Kidd

William Kidd were once a rich merchant an' privateer, but he be remembered as a pirate. He fought 'gainst the French in the Caribbean in 1689, an' were well trusted by the King o' England. He were commissioned to sail to Africa, to help clear the seas o' pirates. After a mess o' misadventures, his mutinous crew turned 'gainst him, an' he had to stay in his cabin while they looted his ship, the *Adventure Galley*.

Kidd came back to the Caribbean 'board 'nother ship, the *Quetta Merchant*, an' found he'd been named a pirate. He tried to prove he were innocent, but were 'rested, an' taken to England. Kidd were a good privateer, an' always confessed his innocence o' being a pirate, but there were a lot o' intrigue in high places, an' he'd made some powerful enemies. After a long stay in jail, he were tried an' hanged. The first time he were hanged the rope broke, an' he had to be strung up again. His body then were strung up in chains at Tilbury Point, so all who passed on the Thames River, would remember what became o' pirates.

Some folks remember Kidd more because o' the treasure he had hidden on Gardiner's Island, off the coast o' America, then fer the unfortunate end to his privateer career. Most o' it were recovered, but per'aps there's a gold coin or two, or a bag o' shining gems still laying in the dark earth.

*Who says
chivalry
be dead?*



Anne Bonny an' Mary Read

Anne Bonny an' Mary Read found it were easier to make a living disguised as men, than to live as women. They both lived an' fought as pirates. Anne Bonny were brought from Ireland to America by her father. She found her way to New Providence, where she met up wi' a pirate by the name o' John Rackham, or Calico Jack as he were commonly known, fer the cloth o' the fancy clothes he wore. Anne were a strong woman an' hit it off wi' Jack. He agreed to join forces wi' her if she kept up her disguise as a man. They stole a sloop an' went pirating.

Neither Jack nor Anne knew 'nother woman were 'board, by the name o' Mary Read. Mary'd come from England. Like Anne, she were strong an' brave, an' fought duels like a man. She had served 'board an English man o' war, an' in the army, 'fore she came to the Caribbean. Anne got friendly wi' Mary, an' told her she were a woman, an' Mary confessed she were a woman too. When Jack got jealous o' their friendship, Anne told him about Mary. The women stayed 'board, and dressed as men as they sailed as pirates. Them pirates weren't keen on women being on the ships back then.

The Governor o' the Bahamas, by the name o' Capt. Woodes Rogers sent out a couple o' sloops to capture the pirates. Rackham 'voided the sloops, but were attacked off their guard by a privateer from Port Royal. The two women put up a tremendous fight, but were let down by their shipmates, an' the pirate ship were

captured. Calico Jack an' his crew were sentenced to be hanged, an' Jack's body were left to swing on the gibbet at Deadman's Cay near Port Royal. Anne Bonny an' Mary Read, escaped the hangman, fer both were pregnant, but Mary died in prison o' the fever. She were buried in Jamaica in the year o' 1721. No one knows what happened to Anne Bonny, save she were never heard o' 'gain.

Bartholomew Roberts

Bartholomew Roberts were born in Wales, in 1682. He went to sea as a boy an' soon were as fine a seaman as ever lived. He were 'board a merchant ship when it were captured by a Welsh pirate, by the name o' Howell Davies. Roberts chose to throw in his lot wi' the pirates, an' when Davies were killed a while later, Roberts became leader o' this choice bunch. He led 'em back to attack the fort at Princes Island, off the coast o' Africa, where Davies had been killed, an' after taking the fort an' setting fire to it, an' to two Portuguese ships in the port, he sailed away unharmed an' victorious.

Roberts, known as Black Bart, fer that all were 'feared o' him, made his way to Brazil. There he captured a Portuguese treasure ship, wi' valuable cargo, coins, an' a cross wi' diamonds made fer the King o' that country. This cross, Roberts later gave to a French Cuv'nor as thanks fer his hospitality. 'Tis said Roberts were the most successful pirate o' all o' them, an' that he captured over 400 ships in his time. Merchants from the Caribbean to Africa trembled at the name, Black Bart.

Roberts left the Caribbean fer West Africa, an' it were along that far distant coast, where his pirating life began, that he met his end. Roberts were at breakfast, when he espied the navy ship, *Swallow*, sailing towards him. He hoisted all sail an' called his men to arms, but 'twere no good, fer most o' them were drunk. If the wind hadn't failed him, Black Bart might've made it past the *Swallow*, but the *Swallow* got the upper hand, an' Bart's ship were raked wi' shot. Bart himself were hit in the throat, an' wi' blood pouring from his wound, pulled himself up onto a cannon. Bart died as fearlessly as he'd lived. His crew surrendered an' most ended up hanged. This were in 1722, an' there in't much to say 'bout pirates after that. The days o' all that lawless breed o' buccaneers an' pirates, were numbered, as the navy took its toll, an' the hangman's noose tightened.

A Brief History of the Wars from 1618-1714

1618-48

Thirty Years War. Power struggle between France and allies and Habsburg (Germanic) rulers with Spain. Spain collapsed, Habsburgs isolated. Peace of Westphalia.

1642-51

English Civil Wars. Oliver Cromwell leads country.

1652-4

Anglo-Dutch Naval War.

1654-1659

England at war with Spain. England captures Jamaica, 1655.

1659

Peace of the Pyrenees - end of French-Spanish war. France dominant in Europe.

1666-1667

2nd Anglo-Dutch Naval War (New Amsterdam becomes New York).

1670

Actual peace between Spain and England.

1672-1674

3rd Anglo-Dutch War.

1688-1697

France at war with Spanish, English and Dutch.

1689

England and allies in Grand Alliance against Louis XIV of France.

1702-1714

England takes part in War of Spanish Succession - English and Dutch versus France and Spain.

1704

English under Marlborough defeat French.

1714

Settlement with Spain. English gain - Gibraltar, Minorca, Newfoundland, Nova Scotia, Hudson Bay area.



*Flyin' yer flag
makes a statement.
Now flyin' a
mutinous scurvy
dog by the yard
arm, that sends
a message.*

Rulers of England 1625-1727

- 1625 King Charles 1
- 1649 Oliver Cromwell, Lord Protector
- 1658 Richard Cromwell, Lord Protector
- 1660 King Charles II
- 1685 King James II
- 1689 King William and Queen Mary
- 1702 Queen Anne
- 1714 King George I

Rulers of France 1643-1774

- 1610 Louis XIII
- 1643 Louis XIV
- 1715 Louis XV

Rulers of Spain 1625- 1724

- 1621 Philip IV
- 1665 Charles II
- 1700 Philip V

Labor hard takin'
the profits o' yer
enemy, an' ye'll
retire better than
any king or queen.
Jest remember it
be a hard life,
the life o'
a Buccaneer.



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BUCCANEER™ KEYBOARD CONTROLS

SHIP COMBAT

- Tab or Delete Cycle through opponents
- Up Arrow Furl sails
- Down Arrow Unfurl sails
- Right Arrow Turn right
- Left Arrow Turn left
- Enter Fire cannons
- + and - (on keypad) .. Toggle cannon targets, either sails, masts, or hull
- Insert Toggle between Look Thru' & Cannon Port views
- Esc Bring up Game Menu
- F1 Pause game
- F2 Have crew attempt to put out fires
- F3 Toggle game speed
- F9 Bring up Graphic Options menu

JOURNEY SCREEN

- Esc Bring up Game Menu
- Right Arrow Move cursor right
- Left Arrow Move cursor left
- Up Arrow Move cursor up
- Down Arrow Move cursor down
- Enter Plot course
- Space Cancel course
- F1 Change flag you are sailing under
- F2 Bring up Captain's Log
- F8 Pause Game