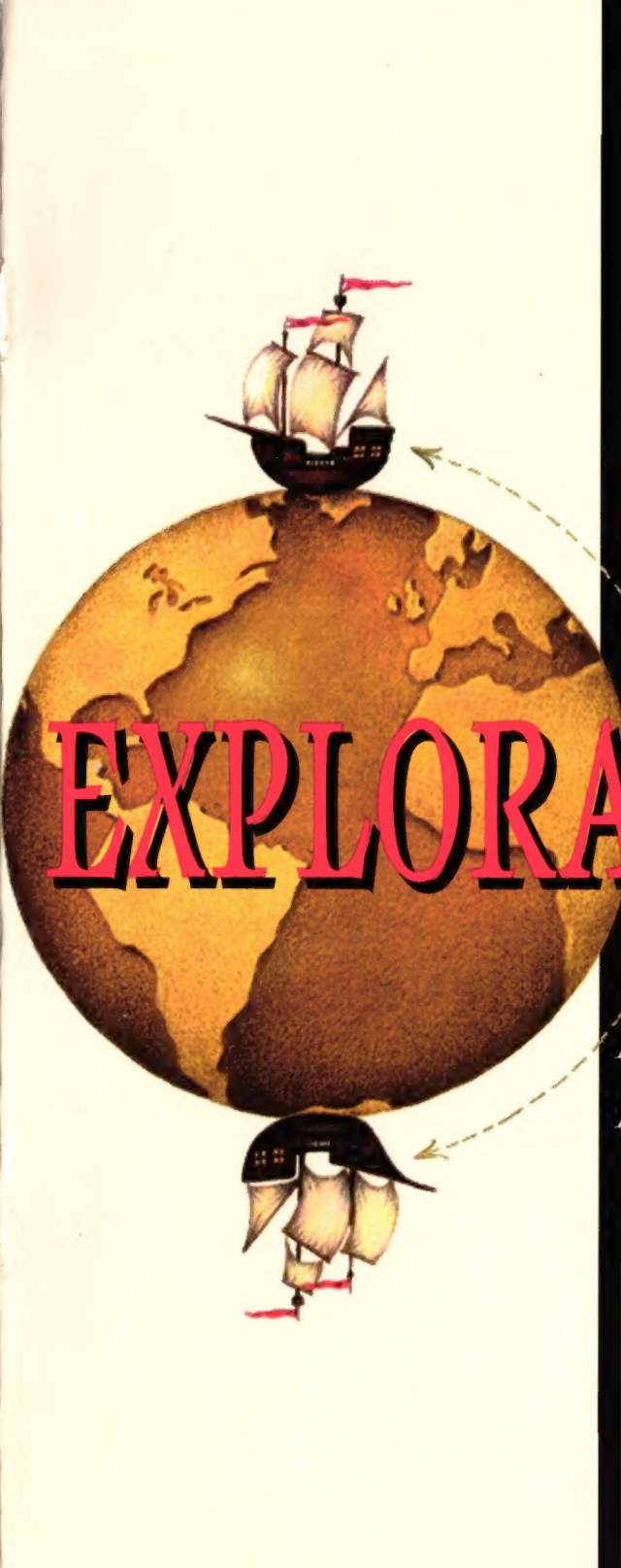


STRATEGY

MANUAL



EXPLORATION

A GAME OF STRATEGY
AND WORLD CONQUEST





Exploration User's Guide

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Introduction

Anchors aweigh for this exciting adventure in strategy and world trade for up to four players! Explore in the name of the Spanish throne as Christopher Columbus, or as another historical hero from Portugal, Holland, England, or France.

Hire your crew, equip your ship, and away you'll go to explore Columbus' New World, or a New World entirely your own.

Once land is in sight, you organize expeditions, conquer villages, establish colonies and missions, set up plantations—and on and on!

Achieve economic and social success by establishing and developing a colonial empire.

Prerequisites

You'll need the following hardware and software to run the Exploration program:

- 386 SX or higher
- Hard drive with at least 9 MB of free space
- At least 4 MB of RAM
- MS-DOS 5.0 or higher
- CD-ROM drive
- VGA graphics card
- Mouse and mouse driver (Microsoft compatible)
- *(optional)* Soundblaster card

NOTE: Exploration software supports Soundblaster-compatible cards. You can play the game without a sound card, but you won't get music or sound effects.

Hard Drive Installation

You must install Exploration on your hard drive to play—you cannot play directly from the CD-ROM, although the Exploration CD must be in the CD drive while you play Exploration.



To install Exploration, start your PC and insert the Exploration CD into the CD drive. At the DOS prompt, type *D:* (where D is your CD-ROM drive) and press *Enter*. Type *install* and press *Enter* again to begin installation.

Follow the directions on your screen. The installation program creates an EXPLORE directory on your hard drive.

It also runs the Sound Setup program to let you select your sound options and configure your sound card. Choosing "CD Audio" will give you higher-quality music playback during the game. If you want to change these settings later, just run the installation program from the EXPLORE directory on your hard drive.

Tutorial

In the next few pages, we will cover the basics of Exploration to help you understand how to begin playing the game. In each new game, you start in your homeport with one ship (a caravel). Before you leave your homeport, you must decide how many men, supplies, etc. to have aboard your vessel. Strategic planning is key to your success. If you venture out to sea without enough food and water, your men will starve and you will lose points with the Church. Follow the instructions below to take two practice journeys out to sea.

To start the game

Type *CD EXPLORE* at your hard drive prompt (more than likely it is *C>*). Once you are at *EXPLORE>*, type *EXPLORE* again.

When the game begins, you see a screen with four choices: Exploration, Intro., Ships, or Quit. Click on the Exploration option. Next, you see a picture of a scenic port. Click to advance to the next screen.

Changing the players' names

You are at the settings screen. Click the name Christopher Columbus in the second box. An "H" (for human) appears to the right of the famous explorer's name. (In our first game you play as



Christopher Columbus). To replace Christopher Columbus's name with yours, click on his name in the top box. You see a dash to the right of the Columbus name. Press *Backspace* to erase his name. Then type your own name (up to 13 characters) and press *Enter*.

You now see your name in the second box with an H next to it. Next, click on the name Le Maire. The computer automatically sets Le Maire to H (for human). Instead, let's make Le Maire your computer opponent. To do so, simply move your mouse to the top box and click on the word human to change it to computer player.

Changing the world setting

The last thing you need to do for this practice game is change the world setting. In Exploration, you can play in the real world or in a random computer-generated world. For the first game, let's play with the real world. In the top box, click on Random Map to change it to World Map. You are now ready to play your practice round of Exploration. Click the Start Game box.

You see a picture with your name. Click or wait a few seconds and the game advances to a picture of your homeport. The "S" on your homeport represents your native country—Spain (remember, you are playing Christopher Columbus). At the top of your screen a message notifies you that a Caravel ship was just finished in Seville. This is your first ship and it is ready to sail. Click anywhere on land and you see a blinking ship in your homeport.

Before you make another move, look closely to make sure you see your ship blinking over your homeport.

Notice on the lower left corner of the screen that you have 9 move points. This simply means that you can move 9 spaces during each of your turns. You currently have 29 men and 2 cannons aboard your ship. Your riggings and hull are in perfect condition—listed as 100% (your ship has yet to see battle). In the lower left corner, you see that you still have 11 tons of capacity available on your ship.

The most important figure, however, is food, which should read 13 rounds. This means that you can take 13 turns—and then you



run out of food and water. Remember, you can move your ship 9 spaces during each turn. If you run out of food and water at sea, you lose both men and points with the Church (for starving your crew). Twenty men consume 1 ton of food and 1 ton of water during each turn. Remember this and plan accordingly.

Now, let's explore. As you look at the screen you see your blinking ship in port. Press the Up arrow key on your number keypad, and your ship moves north one space. Press the Up arrow key three more times and you bump into the United Kingdom. Your ship cannot move onto land, so move three spaces to the right and then two spaces up. You are now sailing around the United Kingdom. After nine spaces, your first turn is over. The screen will read "Do you want to finish this round?" Click Yes.

Your computer opponent (Le Maire) moves automatically and soon you see your name again. After a few seconds, your blinking ship appears. Continue your venture up and around the UK and then sail home toward your port.

As you return to your homeport, stop when your ship is one space from moving back into port. While your ship is blinking, look at the lower left corner of the screen and notice that some of your food was consumed (you no longer have food for 13 rounds). Also, note that since some of your provisions were used up you now have more capacity (storage room) aboard your ship.

Now let's venture into your homeport. To do so, move your ship on top of your port so that you see your blinking ship in the port. Go to the Main menu (upper left of your screen) and click the Port option. On the next screen, you see a scenic rendering of your homeport. As you roll the mouse from left to right you uncover the following areas: Historian, Church, Banker, Pub, Office, Politics, Shipyard, and finally Trade.

Let's prepare your ship for another trip. Move the mouse over to the Trader Area and click. You now in the trader's store in your homeport. *Before clicking your mouse again, read all of the next three paragraphs.*

Without clicking, move your mouse over the trader. The box should now read "buy goods." When the box above the trader reads "buy goods," everything you click is automatically purchased and loaded on your ship.



Click once on the chest of the trader and the box changes to "sell goods." Try your hand at trading. Leave the box on "sell goods" and *without clicking* move the mouse over to the wood to the left of the screen (to the trader's right). The box above the trader should say that you have 4 or 5 tons of wood aboard your ship.

Now look at the top left corner. This figure shows how many doubloons you have in your cash box at the port's bank. In the upper right corner you can see how much capacity or room (for additional tons of cargo) you have available on your ship.

Move your mouse back to the wood and click once. You just sold 1 ton of wood to the trader. Your doubloon count in the upper left corner increases (to reflect the money the trader just gave you for your lumber) and your ship capacity number in the upper right corner increases by 1 ton (to reflect the extra capacity you have since you just sold 1 ton of lumber).

Click on wood until you have only 2 tons of lumber on your ship. Now, move your mouse to the textile area and click until you have only 2 tons of textiles left on your ship.

Next, move your mouse up to the trader and click on him so that the box reads "buy goods." To make sure you have plenty of food and water for your next trip, move the mouse to the water barrel and click until you have 25 tons of water aboard your ship. Move the cursor to the ship biscuits and buy until you have 25 tons of food. For now, we are done with the trader—right-click to return to the scenic view of your homeport.

Before we sail out of the port let's make quick visits to the local Pub and to the Banker. Move your mouse over to the Pub and click. Once in the Pub, move the mouse over to crew and click. You see a table that shows you have 29 crewmen aboard. Click on the minus sign (-) until you have only 20 crewmen aboard your ship. (You can load men on your ship using the plus sign (+).) When you have 20 men on your vessel, click the OK box. This returns you to the Pub scene. Right-click to return the scene of your homeport.

Move your mouse over to the Banker and click. Move to the banker's right hand and click on the word transfer. You see a table showing that you have 2,500 doubloons aboard your ship. Since



you will not need funds on your next practice run (this will make sense in a few minutes) , let's put this money in your bank cash box. To do so, click on the minus sign until there are 0 doubloons aboard your ship. You can also click on the bar to speed up the process. Click OK to return to the scene of your banker. Right-click to return to the scene of the port. Right-click again and you see the world map.

You are now ready for your second voyage. Press the Up arrow once, then the Left arrow three times, and begin to sail south. Continue your journey hugging the border of Africa (so that you can see the outline of land on the coast).

Travel south until you see an Indian village (a teepee) located on the coastline. Move within one space of the Indian village (either above or below, but not directly next to it).

It is time to form an expedition to go meet the Indian village chief. While your ship is blinking, click on the Orders menu, then Form Expedition. You see an inventory of your ship. Move your mouse down to trinkets. You have 20 trinkets on your ship and 0 dedicated for your expedition. Move your cursor over to the 0 and click until you have all 20 trinkets in the expedition column. Next, go down to your 20 men and designate 5 men for you expedition—then click on the OK button in the lower right corner.

You now see a horse and cart blinking on your ship. Press the right arrow to move your expedition onto land one space from the Indian village. Because your expedition just landed, it cannot advance into the village until the next turn.

Move your ship further south and continue to explore the coastline. On the next turn, move your ship 9 more spaces and the computer automatically switches you to your blinking expedition.

With your arrow key, move your blinking expedition into the Indian village. The screen reads "Do you want to conquer the village or negotiate with the Chief?" Select Negotiate. The next screen tells you how many trinkets the chief desires. You now have two options: It's a Deal or Cancel Action. Select It's a Deal.

If you had enough trinkets to satisfy the Chief the screen reads, "You have pleased the Chief." Right-click and your new village



(with an S for Spain) appears. Click on the village and look in the lower left corner of the screen to see how many settlers you already have in your city.

Now that you have dealt with the trader in your homeport and negotiated successfully with an Indian chief, you are well on your way to being a world traveler. Good luck and enjoy the game.

Exploration Frequently Asked Questions (FAQ)

- Q. I am clicking my mouse but my ship is not moving. How do I move my ship?*
- A. You can move the ship several different ways. If you want to use the mouse to move the ship you have to click on an adjacent hex with the mouse. The other way is to use the arrow keys or the keypad arrows to move the ship.
- Q. How can I tell what difficulty level I am playing on?*
- A. The more computer players you have to play against the more difficult the game is. For beginners we recommend one or two opponents. For the experts, we suggest one human player against all the other computer players for a challenge.
- Q. Where do I get men and supplies?*
- A. In your homeport, you can enter the pub and freely recruit new crew. In the trade store you can buy and sell wares. Click on the merchant to change him from buy to sell.
- Q. What do I do when I try to move my ship and the message "Not enough crew to sail ship" appears? Why does that happen?*
- A. This means that you do not have the minimum amount of crew required to operate the ship. If you are near land, unload all of the men in an expedition and let them live off the land until you can get more men there. If you are not near land, we suggest that you get another boat with men and sail to the stranded ship. Once you are near the stranded ship, form an expedition and use the arrow keys to transfer



them. Make sure that you have enough food because when you transfer more men they will start using up supplies on the rescued ship. You can drop below the minimum crew for many reasons; the most common reason is starvation. If you do not take enough biscuits and water, some of your men will die in each round. Losing men is bad, and the church frowns upon it. Storms and disease also can take their toll on your crew.

- Q. *I hired the pirate at the pub and the game didn't tell me the cost.*
- A. Hiring the pirate has its own special cost attached because the ship he comes with is usually in very bad shape and needs to be fixed. The amount it costs to be fixed is random, because ships are never damaged the same amount.
- Q. *I tried to take over an enemy fort. The screen read "defender was defeated," but my opponent's fort stayed under enemy control.*
- A. They must have had a land-based unit inside the town. The land-based unit was destroyed. You have to attack the town again and hope that there are no more units in the town.
- Q. *I have 66 tons of cargo in my expedition to be moved to my ship. How can I tell how much free space is on the ship?*
- A. Click on the ship and look in the information section while the ship is active. You will see the stats for your ship and how much it can currently hold.
- Q. *I sent some soldiers out to fight. After several battles, I was excommunicated. I contributed heavily to the church and built churches in several cities. I only dropped to 48% approval, but a message still said I was excommunicated.*
- A. To get back into the good graces of the church you need to have a rating of 50%. So after you receive another 2%, you will be allowed back in the church.
- Q. *How many trinkets does it take to get an Indian village to join me?*
- A. That varies from chieftain to chieftain. Some may ask for only five while others may want 18. If you do not have enough the first time, you can always buy more in your homeport.



- Q. Can I negotiate or trade with the Incas?*
- A. No, this part of the game follows history. You must fight the Incas.
- Q. Are there jewel mines in the game, since you can sell jewels to the trader?*
- A. Sorry, but there are no jewel mines in Exploration.
- Q. What are the most important items in the game and why?*
- A. Food and water, because if you run out and your men start to starve, pretty soon you will be excommunicated.
- Q. What does being excommunicated do to me?*
- A. All of the computer players declare war on you and are not penalized by the Church for attacking you. Also, your units no longer fight as well and your mines and plantations start producing less each year.
- Q. How do enemy ships just appear?*
- A. They really do not just appear, but they are not visible until they are a certain distance away from you.
- Q. Where are the best places to build mines and plantations?*
- A. Plantations produce more around rivers, lakes, and deltas. They will not produce a lot on mountainous or hilly ground. Mines produce a lot on mountains and less in hills. Mines rarely produce on flat ground.
- Q. I lost a ship in a battle during another human player's turn, and no message told me it was gone. If I had not watched the player move and attack me, I would not have known what happened.*
- A. The game allows the players to take secret actions against other human players. It allows more intrigue.
- Q. I made a mistake and built a mine where I was going to place a plantation. How do I get rid of it?*
- A. In the City Extensions menu there is a Delete Mine/Plantation choice that lets you recoup 10% of what you spent to build the mine or plantation.



- Q. *What do I use to trade with the Indians?*
- A. Trinkets are used to trade or negotiate.
- Q. *Do any countries have advantages over others?*
- A. Spain and Portugal start with access to the Caravel, because at that time they were the leaders in ship building.

Exploration Saved Games

This section discusses the saved games supplied with Exploration. These games let beginning players get directly into the flow of the game with a colony or two already set up, more money, and possibly better ships. If you accidentally overwrite one of these saved games, you can restore a copy from the CD. Copy them to the SAVE directory in the game directory on your hard disk. The saved games are described below.

Spain

The saved game "Spain" starts you off with only two computer enemies, France and England. This game uses the world map. You are Christopher Columbus and it is your responsibility to guide Spain to power and wealth in the New World. You have already conquered one Incan city and sent its riches back to Spain. You have also established two colonies with several plantations in South America. In this game you will have to develop your technology, do more exploring in South America, and start building up the villages you already have there. This game starts you off better than a beginning game, but still gives you room to develop your own strategy.

Spain2

The saved game "Spain2" starts you off again with only two computer enemies, France and England. This game uses the world map. You are Christopher Columbus and it is your responsibility to guide Spain to power and wealth in the New World. You have already conquered the Inca cities of South America and have started building plantations and mines in that area. You will need



to increase your ship-building technology and weapons technology to stop the aggressive moves of the English and French.

France

The saved game "France" starts you off as Le Maire with a couple of colonies and plantations in northwest North America. The only computer enemy you face in this saved game is England. You have to transport cotton and other items back to France, so that you can sell them. Then, you can afford new ships and build more plantations.

England

The saved game "England" starts you off as James Cook with four computer enemies. You have a very powerful presence in North and South America with numerous cities, plantations, and a couple of colonial ports. In this saved game you need to increase your rating with the church and fend off the assaults from rival countries to achieve your goal of becoming the King's Personal Advisor.

Loading a Saved Game

To load one of the saved games go to the "Settings" table. This is the same table that you use to start a new game. Click on "Load Game." This places you in the saved games screen that shows all the saved games. Click on the saved game you want to play. This starts you at the beginning of your turn. We recommend that you click on the main menu to look at the listing of ships and towns that belong to your country. In the saved games, you start at peace with the other countries.

How to Play

Exploration is played in rounds. Each player has a turn in a round, which is equivalent to one year. At the beginning of a turn, the player is informed about important events, such as the development of new ship types or weapons, a storm, or an attack by natives. Then, the players can move their units, improve their colonies, buy and sell goods, build ships, etc.



Starting the Exploration Program

After installation has finished and you have selected your sound options, type *explore* and press *Enter* to start the game.

Movement

To move a unit, select it and then use the numeric keypad or click the right mouse button on an adjacent square.

Winning

At any point during the game, you can select the *Retire* option from the main menu. Your performance is evaluated and you see your score and the occupation you have earned. You could end up a pauper, a royal advisor, or somewhere in between.

Your score is based on the following achievements:

- Percentage of landmass discovered
- Percentage of landmass conquered
- Number of colonies
- Number of forts
- Number of colonial ports
- Number of colonists
- Number of plantations
- Number of mines
- Total production
- Total money
- Number of units
- Total ship tonnage
- Church rating
- Blessed or Excommunicated status
- Number of human or computer opponents



If you're dissatisfied with your rating, you can re-enter the game and try to improve it. Accept the score to see how you stack up against the greatest explorers in history, even taking your place among them if you are worthy.

When the game reaches 1789 (the French Revolution), you must retire and cannot continue the game.

If you cannot pay debts (for example, interest on loans), you are forced to retire and cannot return to the game.

Starting Out

Each player starts with a Caravel and 22,500 doubloons.

The Caravel has:

- 29 men
- 20 tons of food
- 20 tons of water
- 20 tons of trinkets
- 5 tons of wood
- 5 tons of textiles
- 2 cannons
- 3 tons of gunpowder
- 3 tons of cannonballs
- 2,500 doubloons

Game Setup

After the Title Screen, the Game Setup screen is displayed.

In the left window you see a picture of the currently selected player (initially, Christopher Columbus). To the right, you see five windows.

The first window displays the player's name and nationality; whether the player is computer controlled, human controlled, or not in the game at all; and whether the game will be played on the historical world map or on a computer-generated world map.



You can change the player's name, controller, and the type of map, but not the player's nationality.

The second window lists all the players. The selected player's name (whose picture appears to the left) is highlighted in yellow. Human players are indicated with an "H," computer-controlled players with a "C." Nonparticipating players have a blank next to their names.

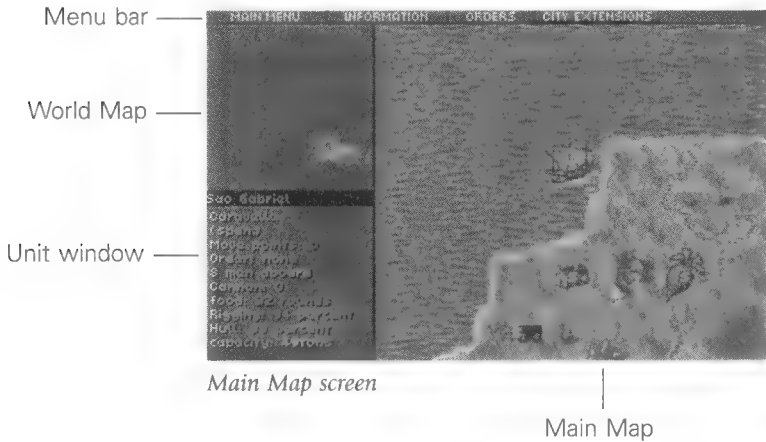


Game Setup screen

The *Load Game* box activates the Load Game screen, where you can load a saved game.

The *Start Game* box starts the game with the current options.

The *Exit to DOS* box quits the game.



Map Display

The map has four parts:

- Main Map (on the right).
- World Map (on the upper left), which shows those parts of the world that you have explored.
- Unit window (on the lower left), which displays important information about the active unit.
- Menu bar (across the top).

Main Map

The Main Map displays a close-up, detailed view of the World Map. Left-click a spot on the Main Map to shift that point to the center of the map. Use the arrow keys on the keyboard to move the map horizontally and vertically.

Left-click an object (like a ship, town, or mine) to display information about it in the Unit Window.

Use the numerical keypad to move units to an adjacent square, or by right-click the square. You can also move ships with the *Set up Course* command.



World Map

The World Map displays the world as you know it, with unexplored areas shrouded in inky blackness. Left-click a spot on the World Map to display that location on the Main Map.

Each player's colonies, mines, plantations, ships, and units are displayed in a particular color, and native villages have their own color.

Unit Window

Displays information about the active (or selected) unit, such as name, owner, unit type, remaining movement points, crew aboard, number of settlers, number of cannons, turns of food, rigging percentage, hull percentage, remaining hold capacity, production, percentage of production going to the player, tons of wares it is carrying, etc.

Menu Bar

The menu bar has four menus, each with submenus: Main Menu, Information, Orders, and City Extensions.

Main Menu

Port: Select the *Port* option to enter your home port or a colonial port.

World Map: Displays the world map in the upper right corner.

Search: Select the *Search* option to list your ships and the towns you have discovered in alphabetical order. If you have a lot of cities, ships, and ports, use the arrow keys to scroll the list. On the list, ships are marked with an S, towns with a T, and your home port with an HP. Select one to display it in the center of the Main Map.

Save: Saves the current game.

Load: Loads a saved game.

New Game: Returns you to the Game Setup screen to begin a new game.



Retire: Lets you retire and view your final point total and rank.

High Scores: Shows the High Scores screen, along with your current score.

Quit to DOS: Exits to the DOS prompt.

Information Menu

This menu gives you information about the active (blinking) objects.

Wares: Available for expeditions, ships, and cities. Lists all available goods and money for that object.

Soldiers: Displays an exact accounting for all soldiers on a ship or in a city.

Production: For cities only. Provides an overview of all production from the mines and plantations of the selected city.

Orders Menu

Use the *Orders* menu to move your units and have them perform other actions. Each command has a hotkey (listed on page 23).

Set up Course: Available for ships only. Displays the *Set up Course* screens.

Wait: Available for all units. The selected unit waits, and the next eligible unit is activated.

Anchor/Fortify: Available for ships, units, and expeditions. The selected unit stays at its current position until you reactivate it.

Form Expedition: Available for ships, towns, and expeditions. Lets you set up an expedition, providing it with wares and money as appropriate. You can also use this option to transfer wares and money between ships and towns. It takes four men to move each ton of goods at normal speed. If you use fewer men, the movement points will be lower.

Unload army: Available for ships and towns. Activates an army within the ship or town.



No orders: Instructs the unit to do nothing this turn, and activates the next unit.

NOTE: Use *No orders* only for units you don't want to move this turn. Use *Wait* to postpone issuing orders.

Build Town: Available for expeditions only. The active expedition establishes a new colony at a cost of 5,000 doubloons. The expedition that is building the town must be carrying the money to pay for it.

Ships: Available for ports only. Lets you choose among the ships in a port.

End Turn: Ends your turn.

City Extensions menu

This menu is available for your colonial cities only. It lets you improve your colonies. The cost for each action is listed in parentheses ().

Build Warehouse (800 doubloons): Builds a 100-ton capacity warehouse in the town to store wares that the city produces. If you run out of warehouse capacity, that city's mines and plantations stop production until you remove some of the warehouse's contents.

Church (2,000 doubloons): Builds a Church to convert the population to Christianity and please the Church back home.

Fort (5,000 doubloons): Turns the town into a fortress. The town must have 500 colonists before you can build a fort. Increases the defensive strength of the town and its defenders.

Port (10,000 doubloons): Turns a fort into a port. The fort must have 1,000 colonists to be eligible for this improvement. Gives you access to the *Port* options, which has many advantages.

Sugar Plantation (5,000 doubloons): Lets you establish a sugar plantation within three squares of the town.

Tobacco Plantation (8,000 doubloons): Lets you establish a tobacco plantation within three squares of the town.

Cotton Plantation (10,000 doubloons): Lets you establish a cotton plantation within three squares of the town.



Ore Mine (15,000 doubloons): Lets you establish an ore mine within three squares of the town.

Silver mine (25,000 doubloons): Lets you establish a silver mine within three squares of the town.

Gold Mine (40,000 doubloons): Lets you establish a gold mine within three squares of the town.

Delete Mine/Plantation: Dismantles a mine or plantation that belongs to the town. You regain 10% of its value in doubloons.

Plantations require 100 settlers to operate at full efficiency, and mines require 250. The placement of mines and plantations can have a great effect on production. Plantations produce more near rivers or on plains than on mountains or in forests. Mines produce the most on mountains. Large numbers of mines or plantations near one another can hurt production. When mines and plantations are built, they start at 0% of their maximum production, but increase 25% every turn until they reach 100%.

Keyboard Commands (Hotkeys)

You can select some menu choices with the keyboard as well as the mouse.

Information Menu

F1	Home Port
F2	Survey Map
F3	Search
F4	Save
F5	Game End
F6	Goods
F7	Soldiers
F8	Production

Orders Menu

C	Set up Course
W	Wait
F	Anchor/Fortify
E	Form Expeditions
U	Unload Army
Spacebar	Do nothing this turn
B	Build Town
S	Ships
Esc	End Round



Port Hotspots

You access the inner workings of your ports using a picture with "hotspots," which send you to other screens. As your cursor passes over a hotspot, the name of the hotspot appears. Left-click on the hotspot to move to its screen or menu. Right-click the port picture to go back to the Main Map. Right-click in a graphic screen (such as Shipyard or Banker) to go back to the port screen.

The home port graphic is actually three screens wide. It scrolls left and right when the cursor reaches the left or right side of the screen. From the home port picture you can access the Office, Shipyard, Pub, Banker, Trade, Church, Politics, and Historian screens.

The colonial port graphic is similar to the home port graphic, but it's smaller and doesn't scroll. Only the Office, Shipyard, Pub, Banker, and Trade screens are accessible from the colonial port, and some functions are unavailable (see individual screen descriptions.)

You can enter the ports of other players with whom you are at peace. In their ports, you can buy and sell goods, repair your ships, and engage in other activities.



Port screen (partial)



Shipyard

The Shipyard screen has the following hotspots: Build Ship, Selling, Offers, Repairs, and Cannons.

Build ship

You commission the building of new ships here. The top right corner lists the available ship types. Select a ship type to display its picture. Only a certain number of ships can be under construction at one time in a single port.

At the beginning of the game, Amsterdam, Nantes, and London can produce only Caravels. In Seville and Lisbon, the Carrack is also available. During the game, a total of twelve different models become available. Keep an eye on new developments.

Left-click the ship picture to see information about that ship type. You can then issue the order to build the ship if you want to (and have enough money in your port cashbox.)

When you commission a ship, the price is subtracted from your port account.

When the ship is finished, it is automatically equipped as your original ship was.

Sell

You can sell only a ship that is in your current port. The value of a ship depends upon the ship type; the condition of its hull, masts, and rigging; and the number of cannons it has.

Make some calculations—sometimes it pays to repair your ship before you sell it.

Offers

If someone offers you a used ship, don't hesitate too long. Although you might be cheated, you can often pick up a real bargain. Remember to include repair costs in your calculations. Used ships often already have several cannons.



Repairs

If none of your ships are docked in the port, this option is not available.

On the right side, the active ship's information (ship type, name, hull value, rigging value, repair cost, and money in the port cashbox) is displayed. Left-click to display the repair cost. You can accept or reject the repairs. Repairs increase the hull and rigging values to 100%.

Cannons

If none of your ships are docked in the port, this option is not available.

On the right side, you see information about the active ship and its cannons (ship type, name, current number of cannons on ship, cannon capacity, unused capacity, price per cannon, and cashbox). Each cannon takes up three tons of cargo capacity.

Left-click to display an entry table to adjust the number of cannons on the ship (see "Crew" below for an example of an entry table).

Pub

The pub is just the right place to hire a crew, enlist mercenaries, obtain information, or hire pirates.

Informant

The informant has information about your fellow players. No one really likes the informant, but everybody needs him. He knows everyone and has something to say about them all. However, you cannot control who he will talk about. And, of course, he insists on being paid well.

For the right price, the informant will reveal to you the following information about another player: number of colonies, number of ships, total ship capacity, and number of units.



Crew

If none of your ships are docked in the port, this menu is not available.

An entry table displays the active ship name, your present crew size, the minimum crew, the maximum possible crew, and the number of available men in the harbor. Remember, crewmen take up room, and they need food and water to survive their voyages, so take on only as many crewmen as you think you'll need.



Crew entry table

To change the value, you can either use the Minus and Plus buttons or click where you want the bar to end.

Pirates

Now and then a pirate strolls into the pub. If you click on him, he'll offer the services of his ship and crew to you. While sometimes a bargain, pirate ships often need repairs to make them seaworthy.

Mercenaries

If you need to secure your colonial cities from your greedy opponents, you have 15 different types of units at your disposal. Not all of these are available at the beginning of the game.

Click *Infantry*, *Cavalry*, or *Artillery* to display a table which lists what units are available and how many are presently in port or on the selected ship. Underneath you see your balance in your port cashbox and the number of mercenaries you can still bring onboard (for a ship).



At the top of the entry table, you can toggle *Recruiting Mercenaries*, *Mercenaries to Ship*, and *Mercenaries to Port*. *Recruiting Mercenaries* automatically puts them in the port. Use *Mercenaries to Ship* to move mercenaries from the port to the active ship. Use *Mercenaries to Port* to move mercenaries off the ship and into the port.

Each mercenary unit takes 50 tons of cargo space on a ship.

You do not have to load additional provisions for the soldiers.

Banker

The table in the top left corner describes your present financial situation.

The credit limit your banker allows depends upon the business volume you have achieved up to this point, but you always get at least 5,000 doubloons.

Your limit increases with every business transaction you complete in your home port (shipbuilding, repairs, etc.). With time, however, this effect dwindles, and you must engage in new business deals to maintain your credit limit.

Credit and *Transfer* options are available here.

Credit

Click this choice to display an entry table and borrow money up to the limit shown or pay it back.

You can pay back credit up to the amount available in your port account only.

The banker demands a small processing fee for any credit you take. It is automatically deducted from the credit sum. In addition, you are automatically charged 5% interest per annum, which, considering the historical situation, is incredibly generous.

Make sure that you have enough money in your port account at the end of each round to pay your interest! If you cannot meet your financial obligations, one of your ships will be impounded. If you don't own any ships and can't pay your interest, then you are forced to retire and the game is over for you.



Transfer

You transfer money between your ship and port cashbox here. This category is available only if you have ships in the port. Remember, you must conduct all business transactions in the port through your port account. Money on ships in that port is not used, although you can transfer it to the port cashbox and then use it.

Trade

The trader stands in the middle of the screen among his many wares.

In the upper left corner of the screen is the current balance in your port account. In the upper right corner is a small picture of the active ship with the amount of storage space still available on it.

Left-click on the trader to switch between buying and selling. Move the cursor over an item to display the item's name, the buying or selling price, the tonnage of the item you have on board, and how much of it the trader has available.

Left-click an item to buy or sell it. At first, water, biscuits, cloth, wood, powder, cannon balls, and trinkets are most important, because they are necessary to equip your ship.

Normally, you sell only goods produced in your colonies: sugar, tobacco, cotton, ores, silver, and gold. Hold down the left mouse button to speed up loading and unloading.

During every trade, your number of doubloons and the available space on your ship changes. Most goods use 1 ton per unit, except gold, silver, and jewels, which are measured in pounds.

The difference between buying and selling prices are considerable, so determine your equipment needs before you buy.

You can buy or sell the following: gold, silver, ore, jewels, cotton, tobacco, sugar, biscuits, water, textiles, wood, trinkets, cannon-balls, and powder.



Biscuits feed the ship crews and expeditions. Although expeditions can often live off the land if they run out of food, ship crews cannot. Twenty men consume one ton of food every year.

Water functions in the same way as food.

The crew uses *textiles* to repair the ship during the voyage. One ton of textiles repairs 10 percent damage to the rigging of a 100-ton Caravel. Larger ships require more textiles to achieve the same repairs.

The crew uses *wood* to repair the ship during the voyage. One ton of wood repairs 10 percent damage to the hull of a 100-ton Caravel. Larger ships require more wood to produce the same repairs.

Trinkets are used to barter with the natives and gain their friendship.

Cannonballs are used in combat by ships. Each cannon uses one ton of cannonballs per battle.

Powder is used by ships in combat. Each cannon uses one-third of a ton of powder per battle.

Office

For an overview of your situation, go to your office to read your personal records.

The first two pages describe your personal situation and your colonies. Click the right page to display information about your ships and soldiers. Click the left page to return to the personal information.



Historian

The historian shows you the status of the game. On the blackboard you see what percentages of the world you have discovered or conquered and your present ranking relative to the other players in the categories of colonies, ships, and soldiers.

Click the historian to contribute to the development of new weapons and ship types.

A recommended minimum contribution is 2,500 doubloons. Beyond this, there are no limits on your generosity. The influence of your donation extends only to the next ship or weapon invention.

Weapons and ships are automatically developed accordingly to an event timeline. When you spend money on development, you reduce the time until the next invention.

Church

Visit the Church to find out the percentage of the bishops who favor you, your status with the Church (blessed, excommunicated, or normal), and the amount of money in your cashbox. You can also give money to the Church. There is no limit to your generosity except the capacity of your cashbox.

Certain actions (attacking native villages, other player's colonies or units; letting sailors starve or go thirsty aboard ship or while on expeditions) decrease the number of bishops who favor you. If this percentage drops too low, you will be excommunicated.

If a player is excommunicated, all of the other players automatically declare war on the heretic, and are not penalized by the Church for attacking the sinner's units or colonies. The excommunicated player's units become less efficient in battle, and his colonists become lethargic, producing less and less.

Other actions (building churches, donating money to the Church) increase the number of bishops who favor you. If this percentage rises high enough, you may receive a blessing from the Church.



If a player is blessed, his units are filled with religious fervor and become more effective in battle, and his happy colonists become much more productive.

Politics

The Politics screen displays the other players' names and pictures, your diplomatic state with them, and your own name and picture. If you are at peace with an opponent, selecting his picture gives you the opportunity to declare war on him. If you are at war with him, selecting his portrait will give you the opportunity to sue for peace (at a price).

The Politics screen also displays your standing with the King. The King is interested in your behavior toward the other players, the number of colonies you have founded in his name, the amount of the world you have explored, and the amount of money you have accumulated.

Set up Course

Select *Set up Course* from the Orders menu to go to the Set up Course screen. This screen depicts the world as you know it, and can be scrolled using the arrow keys. Ports are designated with the letter of the country that owns them ("S" for Spain, etc.), and other towns are designated by colored dots (yellow for Spain, etc.). The Menu Bar has three menu choices: Main Menu, Information, and Course.

Select *Main Menu* to go back to the Main Map screen.

The Information menu has three choices: Trade, Ships, and Courses.

Trade displays how much tonnage of each item is scheduled to be bought and sold on the course. These numbers depend on the available wares. If the course is set to buy 100 tons of sugar from a city and the city has only 20 tons to be picked up, then the ship gets only 20 tons.



Ships displays the names of all of the ships that are currently assigned to the active course.

Courses displays the number of ports, number of ships, and length (in spaces) for the active course.

The Courses menu choices are described below:

- *New Course* lets you designate a new course.
- *Delete Course* lets you delete a single course.
- *Choose Course* lets you select an existing course.

Set Ship to Course lets you designate a ship to run on the current active course. You can assign courses to ships in the home port only. The ship begins its movement on the course on the next turn.

Remove ship from course lets you remove a ship from the active course.

Set up Waypoints lets you designate a point on the active course as a waypoint where all ships on the course stop and ask if they should go on.

Clear all Waypoints removes all waypoints from the active course

Clear Single Waypoint lets you remove a single waypoint from the active course.

Setting up a Course

The course setup has the following limits:

- Up to 12 courses per player.
- Up to 10 ports on a single course.
- Up to 10 waypoints per course.
- Up to 30 line segments per course.
- All courses start and end in the home port.

To set up a new course, select *New Course* from the Courses menu and name the new course. Drag the cursor on the map to designate the route. Left-click to lay down a course segment or right-click to cancel a new segment.



After you finish the course, click the ports on the course to specify which wares each ship should buy or sell in a port when it arrives. You can also set ships in the home port to use that course. These trading actions are taken care of automatically when a ship arrives in the port.

Combat

Units attack by moving into a square occupied by another unit. Combat has three possible outcomes: 1) the attacker is destroyed; 2) the defender is destroyed; or 3) neither unit is harmed. When ships are involved in combat, their cannons can be destroyed, and the victor may have a chance to board and capture the defeated ship.

The combat effectiveness of a unit depends on the following:

- Whether it is in a fort or port
- Hull percentage (ships)
- Rigging percentage (ships)
- Whether it has powder and cannonballs (ships)
- Whether the player is excommunicated or blessed
- Terrain

Events

As you explore, some unexpected events may occur.

Letters of Authorization

Periodically, the Crown will offer you a letter of authorization, which lets you attack other player's units whether you are at war or at peace.



Fires

Fires ravage your colonies, destroying warehouses and the valuable commodities they contain, and killing the population.

Disease

Disease can ravage a ship at sea, killing the crew. Ships in port are immune to disease.

Hunger

Expeditions that run out of food or water can sometimes avoid the effects of thirst and starvation by "living off the land." If they cannot, you will be confronted with the results.

Storms

Ships at sea caught in a storm suffer damage to their hull and rigging values, and can even sink.

Native Attacks

Native inhabitants, displeased with your presence, attack your towns and expeditions, killing your men.

Declarations of War

Other players declare war on you, which lets them attack your units and settlements.

Suing for Peace

Other players ask you to agree to a peace treaty and offer you a financial inducement to do so.



Playing Tips

Colonies close to your home port are more valuable than ones farther away, especially early in the game, because their proximity cuts down on transport time.

Don't get excommunicated! The effects are disastrous and it is difficult to get back into the Church's good graces.

Trading with native villages to gain their allegiance (rather than conquering them) is a more efficient strategy because when you conquer a village, you lose the population (killed or run away), and they can't work on your plantations and mines.

Wars are very expensive, try to avoid them if at all possible.

Although mines are more expensive than plantations, they are the key to long-term economic success because they are so much more profitable.

Capturing a town also captures all of the plantations and mines that it controls. Destroying all of the mines and plantations before capturing the town is wasteful.

Never let ships run out of food or water.

Leaving food and water in your smaller towns (just in case) is a good way to prevent accidental starvation.

Colonial ports are very valuable because they produce food and water, and so can extend the range and carrying capacity of your ships. They can also repair damaged ships and function as staging areas for military operation against your opponents.

Borrow only when it is absolutely necessary, and then pay back the debt as soon as possible.

Ships need cannons, powder, and cannonballs to fight effectively.

Ships are very expensive commodities, and should be kept out of combat if possible. Losing a unit of crossbowmen (or five) when attacking a fort is preferable to losing a Galleon.



A small number of close together, well-developed colonies is easier to defend than a larger number of smaller, dispersed colonies. However, the loss of one well-developed colony is much more devastating than the loss of a small colony.

Place colonies well (near rivers or mountains).

When setting courses, make sure that the outbound and inbound portions of the course overlap as little as possible.

Small expeditions can explore the interiors of landmasses just as well as large expeditions, although they are more vulnerable to native ambushes.

Expeditions are used to move goods and money from towns to ships and vice versa.

Only cash in the port cash box is used for transactions in the port. To use money from a ship, you must first transfer it to the port cash box.



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