

GALLEONS

COMMODORE 64
Keys or joystick



RABBIT

RSC 234

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Mountainous seas, shipwrecks, collisions with other ships, pirate raids.

They are all part of one of the world's greatest adventures: the search for gold on the Spanish Main.

As your ship sets out on its journey you will need all your brain and brawn to find the clues to the treasure and then to hang on to it.

You could become unbelievably rich or depressingly dead.

GALLEONS

COMMODORE 64 Loading Instructions

To load this program into your Commodore 64's memory, first ensure that your cassette deck is properly connected and (to avoid interference) as far away from your television and power supply as possible. Place the fully rewound cassette in the cassette deck then hold down the "SHIFT" key and press the "RUN/STOP" key, press play on tape, the screen will go blank. After about 15 seconds the game name will be displayed. Depress the **C** key. The screen will again go blank, now wait for the game to automatically load and run.

Playing Instructions

This is a game of strategy for one to four players. Each player starts the game with 1000 guineas. He must buy a ship and hire a crew. You can choose between rogues who are paid a wage, and gentlemen who will want 10% of the profits each. You will require a crew of twelve to sail the ship. The ships are:

- 1) THE BELLADONNA at 600 gns anchored at Root Island.
- 2) THE GANNET at 550 gns anchored at Fig Island.
- 3) THE SCARLET LADY at 500gns anchored at Ring Island.
- 4) THE SHAGGY DOG at 450 gns anchored at Skull Island.

There are eight islands in the group. There are the four home islands where the ships start from, and must finish, and four other islands; Lion Island, Crab Island, Bone Island and Coral Island. There are two lots of treasure hidden on these islands. One treasure is worth 5000 gns and the other is worth 2000 gns. The object of the game is to sail these islands, find the treasure, and successfully return home. If you are not the first to find the treasure, do not fret. The game allows you to accept bribes for safe conduct, it allows you to board ships and take treasure, and it allows you to sink ships. There are only 50 moves to each game, and if anybody gets home early then there are five more moves for the other players. At the end of the game the final accounts are settled, and the player who has won most, or lost the least is the winner.

HOW TO PLAY

Sailing the Ship

The players take it in turn to sail their ships. The amount a ship moves each go depends on the strength and relative direction of the wind. To move the ship you must first set the sails by pressing "U", and to stop the ship press "D" to strike the sails. To anchor you sail over an anchor sign and then strike the sails. To steer to port (left) press "P" and press "S" to steer starboard (right). BE WARNED a ship with its sails down will drift with the wind in high winds unless it is anchored. F1 moves you to the end of your go if sails are down. Use F8 to terminate the game.

The Crew. Although you start with a crew of 12, crew members will be lost during the game. This will impair the

crews ability to effectively carry out your orders. When an order has been overlooked you will find "oops sorry!" is printed at the foot of the screen. Gentlemen and rogues each have their own strengths and drawbacks as you will discover.

Talking. It is important to talk. The ships are fragile, and an exchange of fire does damage to both ships. Moreover if a ship carrying treasure is sunk then the treasure is lost to everybody. A bribe taken by a player disables that players ability to fight for one go. A player can talk to his own crew, and renegotiate wages by pressing his own number during the TALK routine.

Fighting. This is indispensable to any good pirate. After you have pressed "F" and moved into the fight routine you will be asked who you are fighting. You enter the number of the player you are taking on. NB if due to earlier losses your crew is not up to delivering a salvo then nothing will happen. You can board another players ship by steering a collision course and then press "F" and your opponents number just before impact.

Map. This is a useful routine. You can call it at anytime during the move. You will be presented with a map of the entire island group, followed by a larger scale map. You move round the map using the cursor keys, and you return to your move by pressing the RETURN key.

The Solo Game. In the solo game the task is to find the treasure and return. The absence of opponents makes the task easier. However, there is a feature that makes life a little more difficult. The Flying Dutchman is a spectral ship considered to be an omen of bad luck. It was originally a vessel laden with precious metal, but a horrible murder having been committed on board, plague broke out among the crew, and no port would allow the vessel to enter. The ill-fated ship still wanders about like a ghost, doomed to be sea-tossed, never more to enjoy rest. If the Flying Dutchman crosses your bows then your troubles have just begun.

Here's wishing you fair wind and prosperous passage.

Warranty

This cassette contains two copies of the program, one on each side. In the unlikely event that you experience problems loading, try one of the other copies. If you still have problems, please return the cassette to us at:

RABBIT SOFTWARE LIMITED

THE WARREN, UNIT 11, FORWARD DRIVE
WEALDSTONE, MIDDLESEX HA3 8NU

This product is guaranteed for life against mechanical failure or defect. This guarantee is limited to the replacement of the product with the same or similar product to the same retail value and does not extend to any equipment used in association with the product. This does not affect your statutory rights.

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