

PIRACY

Piracy is an intelligent tactical game for one or two players. To win this game, you must guide as many of your pirates as possible, to blow out the cabin holes of your enemy's boat. To get an idea of how to do this, sit back and watch the demo of this game.

Like chess, piracy requires a great deal of thought and concentration to master and win the game. It's great fun to play for all the family and will not grow old and tired like most of your other games.

- Hitting Run/Stop and Restore keys will restart the game.
- Make your choice of game play by moving your joystick to the appropriate ICON and depressing the joystick button.

GAME SCREEN

- A Pull down on the joystick to choose the port hole you wish to launch pirates from (indicated by flashing skulls). You may launch more than one pirate onto the net.
- B Depress joystick button to open port hatch (by depressing button a second time, the port hatch will close and you can choose another port).
- C Once the port hatch is opened, push the joystick to the left. You will notice skulls flashing rapidly (colour changes to purple). By depressing joystick button you can now launch your pirate (s).
- D When at least one pirate is on the net, you are given two choices :-
 - 1. Launch a second pirate onto the net.
 - 2. Move existing pirates on the net in a forward or diagonal direction.
- E(1) If you wish to launch another pirate (s) repeat above from step A
- F(2) If you wish to move a pirate (s), push your joystick to the right, and a compass will appear in the middle of your screen. This allows you to determine the direction of your move. Pushing your joystick up means an upward diagonal movement, down means a downward diagonal movement while right means a movement. Depressing your joystick button will signal your decision to move ALL your pirates on the net in that direction.
- G Before you choose the direction of your move you should note that the four holes in the net will not hold anything and consequently your pirates will fall into the "drink" if moved to those positions.
- H Pirates at the top or bottom of the net will be moved to the opposite side one position forward if a diagonal direction for movement is chosen.
- I In all moves on the net. THE ATTACKER WINS !

Therefore if your enemy is about to enter your port hatch and you still have the ability to launch a pirate from that hatch, then do so as you will beat him off.

- A flashing beacon at the top left or right hand corners of the screen indicates each players turn.

PLAYING THE GAME

Lets quickly play through a quick suicide mission to help get across the idea behind piracy. Set your computer up for one player, one gun pointing to the right and skill level 1.

1. The computer makes its first move, now we must respond by launching onto the net. Push down on your joystick until skulls in the 4th hatch down are flashing, depress your joystick button, push your joystick right (skulls should flash purple) and depress your joystick button.
2. The computer responds.
3. We now launch a pirate from the 2nd hatch down as per Step 1.
4. The computer responds.
5. We now move all of our pirates in a downward diagonal direction by pushing our joystick to the right and down until the arrow on the compass points in that direction. Now depress your joystick buttons.
6. The computer responds.
7. We now back up both of our pirates on the net by opening the 3rd and 5th hatch down, then by pushing our joystick right and depressing the button we now launch two pirates at once.
8. The computer responds.

The computer will respond in a different way each time the game is played.

Continue playing until you can successfully position your pirates for a strike into enemies port holes.

Winning the game is achieved by blowing out all enemy port holes or knocking all enemy pirates off the nets until Captain Blackbeard Morgan or Prince Carloz Diaz is made to walk the plank