

Ralph Bosson's

HIGH SEAS



GARDÉ®
Games of Distinction

TABLE OF CONTENTS

1.0 Introduction.....	1
2.0 Loading Instructions.....	1
3.0 Tutorial.....	2
4.0 Game Setup & Play.....	4
5.0 Command Menus.....	6
6.0 Views.....	15
7.0 Combat.....	17
8.0 Fouling Grappling & Collisions.....	18
9.0 Ship Types.....	19
10.0 Ordnance.....	19
11.0 Movement & Tactics.....	21
12.0 Designing Scenarios.....	26
13.0 Scenarios & Orders of Battle.....	29
14.0 Bibliography	
15.0 Glossary	
16.0 Index	

LIST OF BOX CONTENTS

The complete HIGH SEAS game should include (1) Rule Book, (1) Master Game Disk and (1) Scenario Disk. The Master Game Disk and Scenario Disk will either be on two separate single sided disks, or both on one double sided disk, depending on the computer version of the game.

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1.0 INTRODUCTION

1.1 RULE BOOK - The HIGH SEAS rule book is consecutively numbered and organized by topic and sub-topic. The first part of the rule book includes an introduction, game setup and play and an introductory tutorial. Beginning with SECTION 4.0, the HIGH SEAS rule book provides a comprehensive overview of the game and its command options. The last part of the rule book, beginning with SECTION 11.0, includes the HIGH SEAS scenarios, scenario design, and general reference material.

1.2 DESCRIPTION - During the time period that the gun-clad ships of sail prowled the oceans, they represented the military might of the nations that built them. Indeed, a nation's prominence, hence its influence in world affairs, was by and large determined by the size and strength of its naval force. Britain was able to build and maintain its empire because of the powerful navy it had. Knowledgeable leaders of the fledgling United States of America were painfully aware of the need for a mighty navy, a fact which was lost on its Congress.

For many nations, an armed fleet of ships was also necessary for economic reasons. They relied upon imports and exports that were transported by unarmed merchant ships, most of which were fair game for the numerous pirates that lurked around the trade routes and coastal areas. The armed ships would escort the

merchant ships to their destination, thus avoiding the loss of the merchants and their precious cargo.

In those days, naval combat was an unpredictable and inexact science. The ships were really nothing more than firing platforms whose stability depended solely upon the will of the wind and the swell of the sea. The guns were also rather inaccurate by their very design, although as time went on, improvements were made in this area. Add in human elements such as fatigue, fear and confusion, and you've got a rough idea of what it was all about.

All of these factors combined to practically eliminate the prospect of long range combat; it simply wasn't an effective use of ammunition. The closer the target was to a ship, the better. This, of course, meant that the ship itself became a better target as well. Furthermore, since most, if not all, of its guns were fired from the sides, a ship had to maneuver so that targets were located off its port or starboard sides before it could effectively fire on them. Of course, there was always the possibility that a ship could be grappled and boarded, resulting in an explosive melee between the crews involved.

This then, is the world of HIGH SEAS. As the commander of the ships and fleets sailing the oceans of the globe, your only concern is to find your targets and deal them a decisive blow for the victory.

2.0 LOADING INSTRUCTIONS

JOYSTICK - If you are going to use a joystick with HIGH SEAS, plug it in before turning on your computer. The game will check for the presence of a joystick attached to the computer and will automatically accept commands from both the joystick and your keyboard. For the Commodore, plug the joystick into control port #2.

APPLE // SERIES COMPUTERS - To load HIGH SEAS, insert the Game Master Disk into the Disk Drive, then turn on your computer. The game will begin to load and in a few moments you should see the HIGH SEAS title screen. If your Apple // is powered up, place the Master Game Disk in your Apple Disk Drive and type PR#6 (or the slot# of your disk drive).

EXTENDED MEMORY APPLE // SYSTEMS - While designed to be fully compatible with 64K Apple // systems, HIGH SEAS will use the expanded memory of, and perform significantly faster in, 128K or greater Apple // systems.

COMMODORE 64/128 SERIES COMPUTERS - To load HIGH SEAS in a Commodore 64 or Commodore 128 computer, first turn on the DISK DRIVE. After the disk drive is fully powered up, turn on the COMPUTER.

IMPORTANT: The Commodore 128 must be in the "COMMODORE 64 MODE" before loading the game. Simply press and hold the Commodore (C=) key while turning the power on. You must also have a way to view the 64 mode's 40 column display in order to play the game.

Insert the Game Master Disk into the disk drive and type: LOAD "", 8, 1 <RETURN>. Your disk drive should immediately begin to load the game. After a few moments you should see the HIGH SEAS title screen.

KEYBOARD - APPLE - When using the computer's keyboard, use the <ESC> key or the <RETURN> key in place of the <FIRE BUTTON>. APPLE //e, //c & //gs

owners may alternately use the "Open" or "Closed" APPLE keys. When the rule book prompts you to TOGGLE the joystick to move the game cursor, select game commands or specify a direction, use the <ARROW KEYS> instead. To scroll around the map screen, use the <ARROW KEYS> to select the direction and press the <SPACE BAR> to move around. <ESC>, <RETURN> or the APPLE keys will return you to the Main Menu.

KEYBOARD - COMMODORE - When using the computer's keyboard, use the LEFT ARROW key (located just above the CONTROL key) or the <RETURN> key in place of the <FIRE BUTTON>. When the rule book prompts you to TOGGLE the joystick to move the game cursor, select game commands or specify a direction, use the CURSOR keys instead. The UP/DOWN cursor key will be a LEFT TOGGLE, the LEFT/RIGHT cursor key will be a RIGHT TOGGLE. To scroll around the map screen, use the CURSOR keys to select the direction and press the

<SPACE BAR> to move around. The LEFT ARROW or <RETURN> key will return you to the Main Menu.

NOTE: The SHIFT LOCK key should be up, or off.

RULE BOOK REFERENCE - In order to avoid repetition in this rule book, instructions will be given as if you are using a JOYSTICK. Simply substitute the appropriate KEYBOARD instructions if you are using the keyboard.

WAIT TOGGLE FEATURE (joystick only) - When a message or prompt appears (or status information such as a combat result), then toggling the stick and holding it will cause the system to wait until the stick is released before continuing execution. Conversely, if the stick is toggled and released, the system will continue immediately.

3.0 TUTORIAL

This chapter will use a simple scenario to guide you through the HIGH SEAS game system and command menus. In this tutorial, some topics mentioned will not be expanded upon in order to keep the concepts introduced here clear. Further information can be found in the related chapters.

To start the tutorial, boot HIGH SEAS as described in chapter 2, "LOADING INSTRUCTIONS". (Note to Apple owners: If you have more than one disk drive connected to the computer, you can insert the scenario disk into one of the other drives. HIGH SEAS will automatically search each drive for any disks it needs.) To load the tutorial scenario, select SAVE GAME from the DISK menu. When the sub-menu appears, insert the scenario disk if necessary and select GET A SCENARIO.

Select SCENARIO #1, which is already highlighted. After the scenario is loaded in, the SELECT SHIP sub-menu will appear (One drive owners will be prompted to insert the game master disk first). Select the highlighted choice, CONSTELLATION. The ship's icon will flash in the display area, and then the GAME SETUP screen will be displayed. The items in this display are explained in the GAME SETUP & PLAY chapter. We will only change one item, PLAY BY TURNS, located down in the area titled GAME DIRECTIVES. Highlight that item and select it. When it is selected, the YES item becomes highlighted to indicate that it is now in effect. Press <FIRE> to accept it. Next,

select CLOSE at the bottom of the setup display to exit.

At this point, the system has entered the game play mode, with a new set of menus on the menu bar. The upper area of the screen, the display area, is showing the MAP SCREEN. This display mode is primarily used when maneuvering or positioning ships. We can actually scroll around in this display, to any position in the world "map". To enter the map screen, select MAP SCREEN in the VIEWS menu. An anchor-shaped cursor appears on the screen at the bow of the CONSTELLATION, and a mini-stat line appears in the display to show the ship's identity. Since this is the current ship, the stat line is the same as the one at the bottom of the screen. An arrow appears in the emblem area of the menu bar. This arrow indicates the cursor's current direction of travel.

Although you may use the joystick to scroll, for more finite control, use the arrow keys to change the direction of travel and the space bar to move the cursor in that direction. The arrow is pointing in the northwest direction. Press the space bar repeatedly to move the cursor. Notice that the cursor stays centered in the display. As you move, another ship icon scrolls into view. This is the other ship in this scenario, the INSURGENTE. If you move the cursor onto its bow, a mini-stat line appears in the display showing its identification. Move off the ship, and press <FIRE>. We have exited the map screen and are back in the VIEWS menu.

Select BATTLE VIEW next. The battle view is offering a view off the bow of the ship for selection. We know this is the bow view because the ship icon menu has the bow arrow highlighted. A target is visible in the display. Select the highlighted bow view so we can identify the ship in the display. A ship I.D. menu appears in the upper left area of the display, containing the name of the ship. Select the ship's name, and its hull flashes to indicate its identity. The mini-stat line also appears. This is how a specific ship is identified when a number of them are in the view. This is also how a target is specified, as we shall see later. Select CLOSE from the ship ID menu to get back to the ship icon menu.

Each view can be shifted up to nine times in either direction, in order to show an expanded area of the view. Whenever a view is shifted in this manner, the highlighted view arrow will point toward the shifted direction instead of straight out. Press <FIRE> twice to exit the battle view after closing the ship ID menu if necessary.

Select the CHART VIEW. This view is for reference only, as no movement takes place on it. It shows all ships' relative positions at a glance. Pennants are used to indicate the ships' positions. Press <FIRE> to exit. Select the MAP SCREEN and exit it once again, so that view is used for maneuvering.

Select FIRE AT RANGE from the WARFARE menu. When the sub-menu appears, select CLOSE RANGE. This specifies that the ship only track targets in this range. Now select HOLD FIRE, which tells the computer to prompt you when a possible target is found. Finally, CLOSE the WARFARE menu.

Now that we have ordered the ship's response in combat, we will issue its maneuvering orders. From the SAILING menu, select MANEUVER. In this case, the current ship has maneuver orders stored, so the system will review them before offering the maneuver sub-menu. Press <FIRE> to review the orders completely. You will see the ship move on the map screen as it reviews its orders.

A sub-menu appears containing movement commands. Select •CANCEL by pressing <FIRE> twice, then select

STARBOARD, FORWARD three times, then PORT. CLOSE the sub-menu, then CLOSE the SAILING menu.

Highlight the emblem on the menu bar and press <FIRE> twice to enter the execution phase. The scenario starts with nine minutes elapsed time already on the clock. Since we specified PLAY BY TURNS in the game setup screen, execution will stop every ten minutes. Therefore, when the clock reads ten, the system will exit the execution phase automatically. Simply re-enter the execution phase to continue.

As the ships maneuver, our ship will come up behind the other one, then move across its stern. When our ship can get a shot at the other ship, the battle view display appears. We know that the ship is off our right, or starboard side, so select that view. The view shows the ship as we see it from our deck. The ship ID menu appears so that we may specify the target to fire at.

We don't want to take a shot at the other ship yet, because it is not directly off the starboard broadside and would not be too effective. CLOSE the ID menu without specifying a target. Exit the battle view and a prompt appears stating: NO TARGET SELECTED-SELECT TARGET YES NO. Select NO.

The next time the target is offered, we have a better shot. Select the starboard view, and notice that the target is closer to the center of the display. Select the ship name and exit the battle view. A prompt appears stating: ATTACK INSURGENTE YES NO, with YES highlighted as the default answer. Select YES. Our ship will then fire its guns at the target, and display the results of the shot. At this point, the CONSTELLATION will fire on our ship, but the hit's effectiveness is minor because of the angle it has to train its guns to in order to hit us.

Now that you've acquired a feel for using the system, try playing out the scenario to see if you can make the other ship strike before you do. Remember, since the game is set to PLAY BY TURNS, it will only exit execution every ten minutes, not on your command. Normally, you will want to exit on your command, so PLAY BY TURNS will usually be NO.

4.0 GAME SETUP & PLAY

GAME SETUP - This screen is used to set various options before starting a game. When a scenario is loaded in, it appears automatically. When a saved game is loaded in, you must select the GAME SETUP item from the OPTIONS menu to display it. The following sections describe the options and their effect on game play.

NOTE: Whenever the GAME SETUP screen appears, the currently selected options will be highlighted to show the current configuration.

COMPUTER PLAYER - select this item to invoke the computer player. The default is no computer player. When selected, the item TEAM #1 will become highlighted. Toggle to highlight TEAM #2 for selection. Press <FIRE> to select the currently highlighted team as computer player.

When either team is selected as computer player, the SKILL LEVEL option becomes active for selection. Toggle to highlight the desired skill level of the computer player and press <FIRE> to select.

To turn off the computer player, simply TOGGLE to highlight the currently selected team and re-select it. Both items will become un-highlighted (as will the current skill level indicator), and the game will be configured for two players.

•GENERAL ORDERS - use this item to conveniently issue the same order to all of the ships on a team. The order specified for a given team affects all the ships from that team. Any previous order that individual ships had will be replaced by this command; therefore this command requires a double press of <FIRE> to select it.

When this item is selected, TOGGLE to highlight TEAM #1 or TEAM #2, and press <FIRE> to select the team. TOGGLE to highlight the desired order and press <FIRE> to select the order.

NOTE: If any ships from a team have a particular order, then that order will be highlighted as a flag to this condition. For example, if all the ships but one had a "DEFENSIVE" order, and that one ship had a "CLOSE ON ENEMY" order, then both of these items would be highlighted.

In addition, if any ships had "AVOID ENGAGEMENT" orders, then that item would also be highlighted, and whichever directions had been specified would be highlighted as well. As an example, suppose three ships on a team each had "AVOID ENGAGEMENT" as their

order. If the first ship had North as its exit, the second ship had East and the third ship had South, then those three directions would all be highlighted.

DEFENSIVE - this command orders all ships on the selected team to only fire when engaged by the enemy; they will not act as an aggressor.

AVOID ENGAGEMENT - orders all ships on the selected team to avoid engagement; to move away rather than engage the enemy, even when attacked. The specified direction is where the ship will try to escape to when pressed in an attack.

NOTE: If, in the course of escaping in the specified direction, a ship ends up on the rocks of a coastline, the ship will be considered to be in port.

CLOSE ON ENEMY - orders all ships on the selected team to aggressively engage enemy ships.

PLAY BY TURNS - Selecting "YES" causes the execution phase of the game to operate differently. After each 10 game minutes elapse, the execution phase is automatically exited. In addition, the interrupt execution feature is turned off. This option affords the player the ability to play a scenario out in segments. Once this option is enabled, it can be disabled at any time by returning to this item and selecting OFF.

WIND DIRECTION - sets the wind direction for the duration of the game. When the desired direction is selected, the "CHANGE ALLOWED" option becomes active for selection. This option sets the amount that the wind will be allowed to vary from the selected direction. "NONE" is self-explanatory. "MODERATE" allows the wind to vary plus or minus 45 degrees from the selected direction. "FULL" lets the wind direction vary plus or minus 180 degrees.

WIND VELOCITY - sets the wind strength. "CALM" sets the wind to approximately 2 miles per hour; "MODERATE" sets it to approx. 13 mph; "STRONG" sets it to approx. 24 mph.

After setting the velocity, the "CHANGE ALLOWED" option becomes active for selection. "NONE" is self-explanatory. "MODERATE" allows the velocity to vary from calm through strong. "FULL" allows the velocity to vary from 0 to gale force (approx. 38 mph). Any time the wind reaches gale force, ships cannot fire their weapons.

MAP SIZE - sets the size of the "world" map. If the value entered is one or two digits, the system will assume the value represents miles; if the value is more than two digits, the system assumes meters. Leading zeroes will be ignored.

NOTE: Due to the size of the positions, and for purposes of range calculations, entering a map size in meters will cause the system to evaluate the value entered and use the closest even multiple of meters for the actual size.

The practical minimum size for the map is 1 mile. Maximum size is 21 miles. Whenever the map size is changed, the northern and western boundaries always remain fixed; the eastern and southern boundaries will be moved to reflect the new map size.

NOTE: If the map size is made smaller after loading in a saved game or scenario, and ships are located beyond the new eastern or southern boundaries, those ships' coordinates will be translated so that they are located inside the map's new boundaries. This procedure could cause ships to crowd together.

CLOSE - closes game setup display screen and accepts changes.

SCREEN DISPLAY - The screen display is broken up into two major areas: the top part of the screen is the view area, also called the "display area". The bottom part of the screen contains the menu and status display, and is referred to as the menu area.

Elapsed Time Clock - The clock display works two ways; during execution, the clock ticks off total elapsed time the game has been executing, in game minutes. During either issuing or reviewing maneuver orders, the clock shows elapsed time of the particular maneuver being issued or reviewed, in game minutes.

Wind Direction Arrow - located in the lower right corner of the graphics display area.

Wind Direction Indicator - in addition to the wind direction arrow located in the graphics display area, the status display also shows the wind direction.

Wind Velocity Indicator - shows the current wind speed.

Ship Speed Indicator - shows the current ship's speed in knots.

Ship Attitude Indicator - shows the current ship's heading in relation to the wind direction.

Ship Heading Indicator - shows the current bow facing of the active ship.

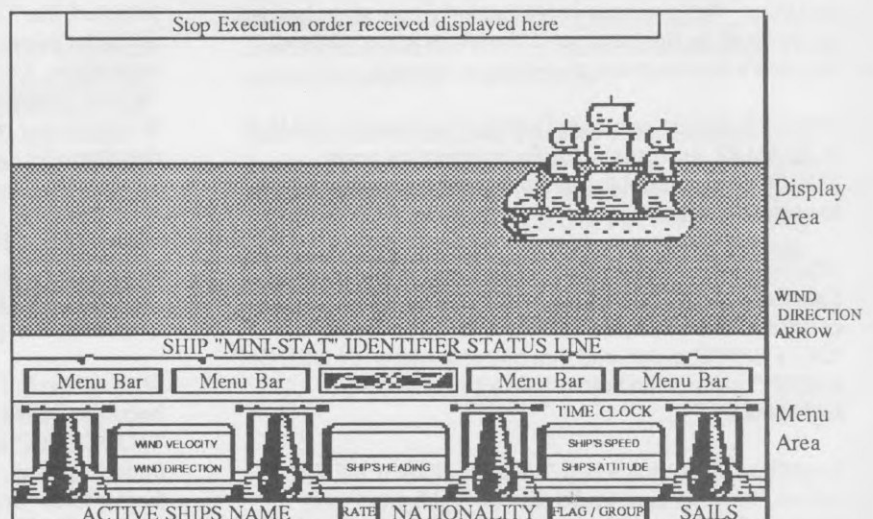
Prompt Line and Mini-Stat display - (appears in the graphics display area).

The display area contains the various graphics displays presented by the game, which are described in the "VIEWS" chapter. The menus are described in their own chapter, "COMMAND MENUS". The status displays are described in this chapter, in the section titled "STATUS DISPLAYS".

GAME MENUS - HIGH SEAS uses an innovative drop down menu system for selecting options and commands in the game. The menu design groups commands in logical categories. When a menu is displayed, three or four items are visible at one time, and any additional items can be scrolled into view for selection. Related command items are placed adjacent to each other so that they will be visible together.

STATUS DISPLAYS - There are two types of status displays: continuous displays and prompts. Continuous displays show the current wind direction, velocity and speed, ship heading and attitude to the wind, and the elapsed time clock. In addition, a status line at the bottom of the screen always shows the current, or active unit information.

Prompt displays appear throughout the game to inform the player of particular situations as they crop up, and also whenever the game requires input of some kind. Prompts appear at the bottom of the display area so as to draw attention to themselves.



5.0 COMMAND MENUS

The menu system used by High Seas employs a menu bar which contains drop down menus for the selection of all options and commands utilized in the game. To select a particular menu, TOGGLE to highlight the menu. Once highlighted, press <FIRE> to drop the menu down for menu item selection.

Each menu contains a number of items pertaining to the menu's title. Only the first three items will be displayed in the drop down menu; any remaining items can be scrolled into view by toggling to move the highlight to the bottom of the drop down menu. TOGGLE in the same direction and the additional items will scroll up into view. Conversely, moving the highlight up works the same way. When either the top or bottom item of a menu has been highlighted, scrolling will stop in that direction.

To select a particular menu item, TOGGLE to highlight the item, and press <FIRE> to select it. Selecting an item in this fashion causes that command to be executed. The remainder of this book will use the term "select" in this fashion.

Some menu items have a *, or "bullet" character preceding them. This indicates that the item is selected by a double press of <FIRE>. That is, after the first press, the system will wait for another before actually executing the command associated with the menu item. If you TOGGLE before the pressing <FIRE> the second time, the highlight will be moved to the first item in the menu, and no action will take place. This feature is used with menu items that would have irreversible effects on the current game.

If a selected command requires additional information, a sub-menu will drop down with additional items. Selection of one of these items will usually close the sub-menu and place control back to the original menu.

Wherever possible, the system will infer what the next logical operation would be, based on the last item selected, and will highlight that menu item for you to select, for your convenience. If the menu item is in another menu, or in a sub-menu, then that particular menu will drop down.

The last item in each of the menus in the menu bar is a CLOSE command. Select this item to close the menu and return to the menu bar.

The following sections describe each of the menus and their items.

SETUP MENUS:

The menu bar contains the following menus during game setup. Once the game is started, the setup menus are replaced with another group of menus. Most menu options and items for setup are only used when designing your own game. They are explained first, because they are the first ones you will see. If you are not designing your own game or altering an existing game, you may skip down to the **DISK MENU** which contains the **SAVE GAME** item, used to load scenarios and saved games.

OPTIONS MENU

TEAM #1 - Selects Team #1 as active for all subsequent ship selections. When this item is selected, the menu stays down, and the NEW SHIPS item is highlighted.

TEAM #2 - Selects Team #2 as active for all subsequent ship selections. When this item is selected, the menu stays down, and the NEW SHIPS item is highlighted.

NEW SHIPS - Select this item to add ships to the current team's roster from a previously loaded shipyard. A sub-menu appears from which ships can be selected for addition to the current team's roster.

When a ship is selected, the menu will scroll from the top to the selected ship, a checkmark character (✓) will appear in front of that ship's name to show that it has been selected, and that ship will be added to the current team's ship roster.

To exit the NEW SHIPS menu, TOGGLE to highlight any ship's name that has a checkmark preceding it, and select it. This will close the menu and return control to the OPTIONS menu with the current team's menu item (i.e. TEAM #1 or TEAM #2) highlighted.

A shipyard must have been loaded in using the LOAD SHIPS item in the DISK menu. If a shipyard has not been loaded in, then the menu of ships will have each item marked "UN-USED", and selecting any one of these items will close the sub-menu, but will have no effect on either team's ship roster.

COAST LINE - This item is used to add "coastlines" to the game. Selecting it will drop down a sub-menu for selection of the desired coastlines. One or more of the items in the sub-menu will be checkmarked (✓).

OCEANIC - Select this item to remove all coastlines. When selected, the item will be checkmarked, and all of the following items which were checked will become unchecked. Conversely, if all of the following items become unchecked by the player, then this item will automatically be checked by default.

The following items are "toggles"; selecting one will reverse its state. If the item is unchecked when selected, then it will become checked and its effect will be added. If it is checked when selected, then it will become unchecked and its effect will be taken out. Selecting any of them will uncheck the OCEANIC item if OCEANIC was checked.

NORTH - This item will add a coastline to the top of the world map. The location is fixed to the topmost point in the map, and extends across the entire top. Item will become checkmarked.

SOUTH - This item will add a coastline to the bottom of the world map. The location is fixed to the bottommost point in the map, and extends across the entire bottom. Item will become checkmarked.

EAST - This item will add a coastline to the right side of the world map. The location is fixed to the rightmost point in the map, and extends down the entire right side. Item will become checkmarked.

WEST - This item will add a coastline to the left side of the world map. The location is fixed to the leftmost point in the map, and extends down the entire left side. Item will become checkmarked.

CLOSE - close the COAST LINE menu with current selections in effect.

GAME SETUP - selecting this item will display a setup screen which is used to set the game options before starting a game. See the chapter on "GAME SETUP & PLAY" for a complete description.

BEGIN GAME - select this item to actually start the game after setting up the game options, editing and positioning ships, etc. When selected, a new set of menus will appear in the menu bar area. See GAME MENUS section for an explanation of these menus.

CLOSE - close the OPTIONS menu.

SHIPS MENU

SELECT SHIP - used to set the active ship from current team's ship roster. The last item in this menu is CLOSE, for exiting the menu without selecting a ship. If the menu is exited in this manner, however, a message will appear in the display area stating "NO SHIPS PICKED FOR ACTIVE TEAM" and "TOGGLE TO CONTINUE". The message is merely reminding you of this situation. Whichever ship, if any, was active previous to entering this menu will still be the active ship.

EDIT SHIP - brings up an edit screen for the currently selected ship. This screen allows the player to alter the various items that make up a particular ship.

The items include: ship's name, nationality, flag ship specifier, ship rate, hull quality, crew rate, sail quality, number of seamen, number of marines, number of guns on port and starboard sides, as well as the number of carronades. To change any of these, select the name of the item.

How you alter the item depends on which one you have selected. For the RATE, QUALITY and FLAG SHIP items, select the desired value for that item. When the NATIONALITY item is selected, TOGGLE to display the various nationalities available. Press <FIRE> to select the currently displayed nationality.

The SHIPS NAME item requires text to be typed in. Press RETURN when you are finished typing the name. The remaining items require numerical values to be typed in, ending with a press of the RETURN key.

The FLAG SHIP item has two parts. The first part is the flag ship specifier itself. The second part is the group (or division) number. The first selection [YES/NO] is to specify whether the ship will be a flag ship or not. The second selection [0|1|2|3|4|5] specifies which group number the ship will belong to. Even if the ship being edited is not to be a flag ship, this must be selected if the ship is to be assigned to a group. The default selections are FLAGSHIP: NO and a group number of 0, for no group (i.e. individually controlled).

To cancel any changes made, TOGGLE to highlight CLOSE and press <FIRE> to exit without saving the changes. To make the changes take effect, TOGGLE to highlight ACCEPT and press <FIRE>. In either case, the edit display will disappear and control will revert to the SHIPS menu.

NOTE: Using this option on a ship that is currently in action (e.g., from a saved game or scenario) will alter information that the game has placed with the ship unless you exit the edit mode through CLOSE. If you exit through ACCEPT, even if no changes were made to the ship, then the ship may lose damage points, crew fatigue and other monitoring values.

LOAD GUNS - selecting this item causes a PORT SIDE item to replace it. TOGGLE to cycle the item to STARBOARD, CARRONADES, and CLOSE. Selection of either port, starboard or carronades (if available) will drop down a sub-menu for the selection of the type of shot to load the selected guns with.

NOTE: If carronades are selected but are not installed on the ship whose guns are being loaded, then the message "NO GUNS HERE TO LOAD" will appear in the display area.

The last item in the shot sub-menu is CLOSE, which is used to cancel this selection. Selecting any other item will load the guns with that type of shot and will close the sub-menu.

SET SAIL - This item is used to set the type of sail for the current ship. Selecting this item causes a CLOSE HAULED item to appear in its place. TOGGLE to cycle this item through BATTLE SAIL, FULL SAIL, and CLOSE. Press <FIRE> to select the currently displayed item.

GEN. ORDER - used to issue orders to individual ships. Selecting this item will drop down a sub-menu for issuing the order. The following section describes the items in the GEN. ORDER sub-menu.

DEFENSIVE - this command orders the current ship to only fire when engaged by the enemy; it will not act as an aggressor.

AVOID ENGAGEMENT - orders the current ship to avoid engagement; rather than engage the enemy, even when attacked. The direction specified is where the ship will try to escape to when pressed in an attack.

NOTE: If, in the course of escaping in the specified direction, the ship ends up on the rocks of a coastline, then that ship will be considered to be in port.

CLOSE ON ENEMY - orders the current ship to engage enemy ships as an aggressor.

CLOSE - close the GEN. ORDER sub-menu.

REMOVE SHIP - Selection of this item will remove the currently selected ship from play. Requires a double press of <FIRE>.

CLOSE - close the SHIPS menu.

"EMBLEM" - In the game setup mode, this segment of the menu bar can be highlighted, but selecting it has no effect.

PLACE MENU

X-COOR: <nnn> - used to set new X (column) coordinate for the current ship. The valid range is 0 - 455. After selecting this item, the number value <nnn> will be blanked out, ready to accept input of a new value. Type in the desired value and press RETURN. To revert back to the original value, press RETURN with the number value blanked out.

Y-COOR: <nnn> - used to set new Y (row) coordinate for the current ship. The valid range is 0 - 455. After selecting this item, the number value <nnn> will be blanked out, ready to accept input of a new value. Type in the desired value and press RETURN. To revert back to the original value, press RETURN with the number value blanked out.

NOTE: If the map size is less than the maximum of 21 miles in either direction, then the maximum range of the corresponding coordinate will be less than 455. In any event, selecting a coordinate which is beyond the extent of the map size will display the message: "POSITION OFF MAP (GREATEST ALLOWED = <nnn>)", where <nnn> is the maximum coordinate allowed for the current map size.

After setting new column and/or row coordinates for the current ship using the above commands, the ship will not actually be moved to those coordinates until some other menu item is selected.

MOVE - select this item to reposition the current ship to a new location on the map screen. When this item is selected, the "EMBLEM" menu in the menu bar will be replaced with an arrow, which represents the heading of the current ship.

Also notice that a status bar appears at the bottom of the display area. This is a convenience for identifying other ships while moving the active ship.

The status bar feature can be used to return a ship that is being moved back to its original coordinates. Whenever the ship is moved to the position it originated from, the status bar will appear with the ship's statistics in it. See the discussion of the MAP SCREEN in the VIEWS chapter for a description of the status bar.

To move the ship, TOGGLE the joystick in the desired direction. When the ship is positioned where you want it, press <FIRE> to exit the move mode. At that point, the X-COOR: and Y-COOR: items will reflect the new coordinates of the ship.

<TURN> - select this item to change the current ship's heading without moving it. Press <FIRE> to exit this mode.

BATTLE VIEW - Selection of this item will switch the screen display to a three dimensional view looking out from the current ship, as seen from the deck of that ship. See the VIEWS chapter for a complete description.

MAPSCREEN - Selecting this item will switch the display to the map screen. See the VIEWS chapter for a complete description.

CHART VIEW - select this item to display the chart view. See the VIEWS chapter for a complete description.

CLOSE - closes the PLACE menu.

DISK MENU

LOAD SHIPS - Use to load in shipyards (created with the CREATE SHIPS UTILITY) from which individual ships can be added to either team's roster of active ships or used to create new scenarios.

Once a shipyard is loaded in, ships can be accessed by utilizing the NEW SHIPS item from OPTIONS menu. To move ships from the shipyard to a team's roster, be sure to select the desired team before performing this procedure.

CRT/SHIPS - Transfers control to the create ships utility. CREATE SHIPS is used to manipulate shipyard files. Ships can be created, edited, added to and deleted from shipyards, which can be loaded from and saved to shipyard disks. A shipyard can hold a maximum of 48 ships. A shipyard disk has room for 48 shipyards.

When this utility is launched, a display similar to the edit ship screen appears. See the EDIT SHIP item in the SHIPS menu for a description of the editing process. An important item appears at the top of the display; STORAGE REMAINING: <nn>. This shows the number of ships which can be added to the shipyard currently in memory.

An OPTIONS menu is located in the upper left corner of the display. The following sections describe the menu items in detail.

CREATE SHIP - this item is used to create a ship from scratch. When it is selected, the OPTIONS menu closes, and the SHIPS NAME item is highlighted for selection. Each field can be selected and altered in the same way as with the ship editor. The SHIP RATE field has two added features. A 6th rate class, M for Merchant, has been added. Also, when a rate value of 1 through 5 is selected, a special display appears detailing the statistics for a typical ship of that rate. This aids in the design of a ship of a given rate.

ACCEPT SHIP - adds the ship being edited to the shipyard. The ship is appended to the end of the shipyard.

SELECT SHIP - selects an existing ship from the shipyard in memory for editing.

EDIT SHIP - enters the edit mode to edit the currently selected ship.

INSERT SHIP - inserts an UN-USED slot in the shipyard just above the currently selected ship. The next time a ship is accepted, it will be stored in the first empty slot found. If there is not enough room for the insert operation, a message appears stating "NO ROOM TO STORE SHIP".

DELETE SHIP - deletes the currently selected ship from the shipyard, and puts an UN-USED slot in the position.

SAVE SHIPS - saves the shipyard in memory to a shipyard disk. The disk MUST be formatted by the INIT.. DISK item described below. A disk formatted by any other method will not be recognized by the system as a shipyard disk.

GET SHIPS - loads a shipyard from a shipyard disk.

INIT.. DISK - formats a blank disk for storing shipyards on.

NEW <CLEAR> - clears the current shipyard from memory.

After creating and saving shipyards, you must reboot the computer to exit the CREATE SHIPS utility.

SAVE GAME - Selecting this item brings up a sub-menu with various items pertaining to saving and loading of games and scenarios. The following section describes the items in the sub-menu.

GET SAVED GAME - Selecting this item causes the system to look for a save game disk (SEE INIT...DISK). If one is NOT found, the system will prompt you to install one and TOGGLE to continue. When one is found, a sub-menu will appear with the names of all of the saved games, if any, that are on the disk. Select one as you would any menu item, and that game will be loaded into the computer.

GET A SCENARIO - Selecting this item causes the system to look for a scenario disk. If one is NOT found, the system will prompt you to install one and TOGGLE to continue. When one is found, a sub-menu will appear with the names of all of the scenarios that are on the disk. Select one as you would any menu item, and that scenario will be loaded into the computer.

INIT...DISK - Select this item to format a blank disk for saving games in progress. In order to be able to save games to a disk, it MUST be formatted using this option. Disks formatted by any other method will not be recognized by the system as save game disks. A formatted save game disk has room for 16 saved games.

SAVE GAME - Select this item to save a game in progress. This option displays a menu of saved games from a save game disk. The standard method for selection is used, with an exception.

If the selected item is an existing game (i.e. it has a filename), then the prompt "HIT <CRT> TO SAVE/ TOGGLE TO CHANGE NAME" will appear in the display area.

At this point, pressing <FIRE> will save the game using the existing filename. If you TOGGLE then the existing filename will be blanked out, ready to accept a new filename. Type in a filename and press RETURN to save the game.

If the selected item has no filename, it will have the EMBLEM symbol in it. Selecting one of these items will blank out the EMBLEM as above. Merely type in the filename and press RETURN to save the game.

CLOSE - closes both the SAVE GAME menu and the DISK menu.

Once any of the operations in the SAVE GAME menu are performed, both the save game list menu and the DISK menu will close, and the SELECT SHIP sub-menu (from the SHIPS menu) will drop down automatically for selection of a ship from the last active team. When a ship is selected, the menu will disappear and the selected ship will become the active ship. You MUST select a ship to be active at this point; the CLOSE item will not be recognized.

CLOSE - closes the DISK menu

GAME MENUS:

This section describes the menus which are available during game play. This mode is entered through the "BEGIN GAME" item in the OPTIONS menu when in the game setup mode.

SAILING MENU - this menu is used to issue commands to a ship's sailing crew.

SELECT SHIP - used to set the active ship from current team's ship roster. The last item in this menu is CLOSE, for exiting without selecting a ship.

NOTE: Since it is a frequently used function, SELECT SHIP appears as the first item in each of the menus on the menu bar for convenience.

SET SAIL - This item is used to issue an order to set the type of sail for the active ship. Selecting this item causes sub-menu to appear with a list of sail deployment commands. The commands include CLOSE HAULED, BATTLE SAIL, FULL SAIL, and CLOSE.

The ship's current sail configuration will become highlighted as a status indicator. To order a different configuration, simply highlight the desired item and select by pressing <FIRE>.

NOTE: If a set sail order is executed while a ship is moving, then the ship will continue in it's present heading until the time required to deploy the new sail has elapsed. It takes five minutes between each sail configuration. This means that it takes ten minutes to deploy the sails from close hauled to full sail, and vice versa. This circumstance could cause the ship to end up in a different place than expected if it happens in the middle of a complex maneuver.

MANEUVER - This item is used to issue movement orders to the current ship. A maneuver contains up to seven movement orders. If the battle view is up, you will see the maneuver from the deck of the active ship.

If the current ship has movement orders pending execution, nothing will appear to take place when this item is selected. At this point, you may TOGGLE to review the orders one at a time, or press <FIRE> to review the orders all at once. The ship will move on the map screen or battle view as it "reviews" the movement orders it already has stored.

If the current ship has no movement orders to execute when this item is selected, or its pending orders have been fully reviewed, a sub-menu will appear with a list of movement order commands. A description of the commands follows.

FORWARD - move the ship forward one position in the current heading. Multiple selection of this item will count as one move order until a different order is selected. Since the ships are powered by the wind, and will generally sail forward without any orders, this command is mainly included so you may specify the amount of forward movement between turns.

STARBOARD - moves the current ship 45 degrees to the right and forward one position in the new heading.

PORT - moves the current ship 45 degrees to the left and forward one position in the new heading.

BACKSAIL - causes the current ship to slow down or hold its position. Multiple selections will extend the time that the ship will back sail, and will count as one movement order.

NOTE: If the BACKSAIL command is the last order given to a ship, then the ship will continue to backsail until ordered to do otherwise. If a ship backsails for too long, it may begin to drift. A rule of thumb is as follows:

Rate	Backsail duration before drift
1	15 minutes
2	12 minutes
3-5	6 minutes

These are only a guide; many factors, such as ship rates, wind velocity, proximity of other ships can and will affect these times.

CANCEL - Cancels all of the orders that a ship has awaiting execution.

CLOSE - close this sub-menu and returns control to the SAILING menu.

ANCHOR - selecting this item will cause a sub-menu to appear with command items pertaining to deployment of the current ship's anchor.

DROP ANCHOR - select this item to drop the ship's anchor. The command is immediately executed. The anchor cannot be dropped unless the ship is within 800 yards of a coastline. If the command is given to a ship that is outside this limit, a message will appear in the display area stating: "SHIP CAN NOT DROP ANCHOR".

RAISE ANCHOR - raises the ship's anchor. This command takes ten minutes to execute.

CUT ANCHOR - select this item to cut the ship's anchor. This command allows a ship to immediately begin movement, however, the ship will lose its anchor for good. After executing this command, any subsequent attempt to drop the ship's anchor will result in a message appearing in the display area stating: "ANCHOR HAS BEEN CUT". Therefore, this command should be used only as a last resort.

CLOSE - closes the anchor sub-menu and returns control to the SAILING menu.

_____ - divider line. This is a menu item separator. It is used to visually separate categories of selections. It will not be highlighted when passed over.

PURSUE ENEMY - This command is used to designate a ship on the opposite team that the current ship is to key on for maneuvering purposes. The current ship will automatically follow the enemy ship, and will close on it if possible. In this manner, a ship which is a long distance away from the action can easily be moved closer without having to issue numerous maneuver orders for it to get there.

Another reason is that one can quite easily get lost when sailing on a vast ocean, and without this feature, it would be possible to sail endlessly without ever spotting another ship.

To use **PURSUE ENEMY**, first select the view you wish to maneuver on. It can be used with either the map screen or battle view. If the chart screen is up, then the map screen will be selected for you. Next, select **PURSUE ENEMY**. The **SELECT SHIPS** sub-menu will appear with the names of the other team's ships.

Select one of the names, and the map screen will be displayed with the selected ship centered in the display. In addition, the **EMBLEM** on the menu bar will show the range and relative direction of the selected ship. The sub-menu will stay up, for selecting another ship, should you wish. If not, select **CLOSE**. The computer will issue maneuver orders to the ship. After a moment, the sub-menu will close and control will revert to the **SAILING** menu. The active ship will now follow the selected enemy ship until ordered otherwise.

INDEPENDENT - use this item to turn control of the current ship over to the computer. You will no longer be able to issue any orders to the ship, as the ship will only take its orders from the computer. Although this command requires a double press of <**FIRE**>, it can be undone by selecting the **LONE WOLF** command.

LONE WOLF - use this item to change the current ship from flag ship control or independent control to individual control. After this option is selected, the active ship will receive its orders from you.

_____ - divider line. This is a menu item separator.

FLAG SELECT - use this item to select a flag ship as the current ship. Selecting this item causes a sub-menu to appear containing the names of all of the flag ships from the current team.

When a selection is made, the sub-menu will close and another sub-menu will appear containing the names of all the ships belonging to the selected flag ship's group, including the flag ship. This menu is used to select the ship which is the lead or front ship in the group. This information is needed by the system for maneuvering purposes. When a ship's name is selected, the map screen display will shift to the location of the ship, and the ship will flash to indicate itself.

The menu will remain displayed with the first item highlighted, which is the name of the flag ship. This is done so that you can conveniently select the proper ship. Select **CLOSE** when you are finished, and control will revert back to the **SAILING** menu with the **FLAG SELECT** item highlighted.

FLAG MANEUVER - this item is used to issue movement orders to a flag ship. It drops down a sub-menu identical to the **MANEUVER** sub-menu with two additional items: **COLUMN** and **LINE**, which are "flag ship only" orders (See **FLAG SHIP CONTROL** in the **MOVEMENT AND TACTICS** chapter for an explanation of these orders).

CLOSE - closes the **SAILING** menu and returns control to the menu bar.

WARFARE MENU

This menu is used to issue commands to a ship's gunnery crew. The items contained in this menu are described below.

SELECT SHIP - used to set the active ship from current team's ship roster. The last item in this menu is **CLOSE**, for exiting without selecting a ship.

LOAD GUNS - orders a different type of shot to be loaded into the port or starboard broadsides or carronades. The shot will be loaded into the selected guns after those guns have fired whatever shot they may have contained prior to the issuance of this order.

When **LOAD GUNS** is selected, a sub-menu appears containing the items **PORT**, **STARBOARD**, **CARRONADES** and **CLOSE**. The first three items are used to select which guns the order pertains to. The **CLOSE** item closes the sub-menu and cancels selection.

When one of the first three items is selected, an additional sub-menu appears with items specifying the types of shot available. Whichever type of shot is currently loaded in the selected guns will be highlighted. The last item is **CLOSE**, to cancel the selection.

A related item which is not a type of shot also appears in the shot type sub-menu: • **BURN LOAD**. Selecting this item orders the selected guns to discharge their load of shot in preparation for loading a different type of shot. This is useful in situations where a target presents itself in a way that necessitates using a different type of shot than the guns are loaded with.

NOTE: Before issuing a **BURN LOAD** command, a new shot type must be selected, otherwise **ROUND** will be selected as the default.

TARGET SELECT - This item is used to designate a target for the current ship to fire upon. When this item is selected, the battle view will be displayed, and the battle view menu will drop down.

The procedure for selecting a target ship is the same as identifying a ship from the BATTLE VIEW. When a particular view is selected, a drop down menu appears in the upper left corner of the display area containing the names of any ships that are visible in the display. If no ships are visible in the selected view, the drop down menu does not appear. If a ship's name is selected, its hull will flash four times as an indicator, and that ship will become the current ship's target. The last ship selected in this fashion will be considered the target.

To undo a target select command, merely re-select TARGET SELECT, select a battle view, select the CLOSE item from the ship ID sub-menu (if it is offered to you) and exit the target select mode the usual way. A message will appear in the display area stating: "NO TARGET SELECTED".

FIRE AT WILL - Select this item to issue a fire at will order to the current ship. The ship will make its own determinations about when to fire and upon whom.

FIRE AT RANGE - Selecting this item offers a sub-menu containing range specifier items CLOSE RANGE, NORMAL RANGE, ALL RANGES, as well as CLOSE. The currently selected range specifier will be highlighted upon entry to this menu. Selecting one of the specifiers will order the active ship to fire only at enemy ships which fall within the specified range.

HOLD FIRE - Selecting this item orders the current ship to hold its fire. During execution, the ship will track potential targets, and will offer them via the battle view mode. See the COMBAT chapter for more information on this command.

CLOSE - closes the WARFARE menu and returns control to the menu bar.

"EMBLEM"

In the game play mode, the emblem is used to enter the execution phase. This requires a double press of <FIRE>. At that point, the system will start executing the orders of each ship. As execution continues, the ships will maneuver, and exchange fire according to the orders each ship has. During execution, the status displays will be continually updated. Various prompts will appear as necessary to inform the player of particular conditions or when the player's input is required.

To stop execution, press and hold <FIRE> until the system displays a message at the top of the display area stating: "STOP EXECUTION ORDER RECEIVED". Execution will cease as soon as the system finishes its housekeeping. Another method to use is to press the ESC key. Pressing and releasing this key will suffice to issue the order; you don't have to wait until the message appears.

VIEWS MENU

This menu contains items for selection of the view which appears in the display area.

SELECT SHIP - used to set the active ship from current team's ship roster. The last item in this menu is CLOSE, for exiting without selecting a ship.

BATTLE VIEW - selects the battle view display. For a full description of this display mode see the VIEWS chapter.

MAP SCREEN - selects the map screen display. For a full description of this display mode see the VIEWS chapter.

CHART VIEW - selects the chart view display. For a full description of this display mode see the VIEWS chapter.

CLOSE - closes the VIEWS menu and returns control to the menu bar.

UTLTY (UTILITY) MENU

SELECT SHIP - used to set the active ship from current team's ship roster. The last item in this menu is CLOSE, for exiting without selecting a ship.

TEAM #1 - Selects team #1 as the active team. After making this selection, the select ship sub-menu appears for selection of the active ship on this team. You MUST select a ship from this menu, as the CLOSE item is ignored.

TEAM #2 - Selects team #2 as the active team. After making this selection, the select ship sub-menu appears for selection of the active ship on this team. You MUST select a ship from this menu, as the CLOSE item is ignored.

STATUS REPORT - selecting this item brings up a status sub-menu containing items pertaining to various status reports about the active ship. Each of the items in this sub-menu will bring up a pseudo sub-menu which displays the current status of that item.

In each pseudo menu, the last "item" is CLOSE, and it is always highlighted. Since these are status displays, and not real menus, none of the other "items" can be selected. A description of each item follows.

SHIP STATUS - General status of the active ship. The items and their possible status are as follows:

SHIP= SAILING, AGROUND, GRAPPLED, AFOUL, DRIFTING
COMBAT= GUNS, MELEE
ANCHOR= UP, DOWN, CUT

SHIPS ORDERS - brings up a sub-menu which contains the status of the ship's orders.

GEN. ORDER = displays the active ship's general order. This is the order which was issued with the GEN. ORDER command in the SHIPS menu from GAME SETUP. The status will be one of the following: CLOSE, DEFEND, or EXIT(N,E,W, or S).

MANEUVERS = N Where N is 0-7. This item shows the number of movement orders that the ship has pending. For each awaiting order a ship executes, this number will decrease by one, down to zero, which means the ship has executed all of the orders given to it, and has no orders pending.

NOTE: The maximum number of orders per maneuver can be either 6 or 7, depending on whether the last movement takes 1 or 2 orders to complete.

SAIL CHG. = status of any pending sail deployment order. The items are: NONE, CLOSE, BATTLE, and FULL.
CLOSE - Closes the status sub-menu.

DAMAGE REPORT - brings up a damage report display "menu" with the following "items":

HULL= NONE, LIGHT, MEDIUM, or HEAVY. Displays the amount of repairs needed to the hull.

SAIL= NONE, LIGHT, MEDIUM, HEAVY, or ADRIFT. Displays the amount of PERMANENT damage to the sails. This is the status of the sail after the crew has made all possible repairs to it.

STEERING= OKAY or DAMAGED. Damaged steering can affect turning at speeds over three knots. See the COMBAT chapter for details.

GUNS/TARGET - The first item in this menu displays the name of the target ship if one has been selected. If no target has been selected, this item will either be "NO SHIP TARGETED" or, if the ship has been ordered to fire at will, "FIRE AT WILL".

Each of the remaining items display the status of the guns of the active ship. Following the gun specifier will be the number of operational guns, then the status of those guns. The gun status will be either READY, LOADING, or EMPTY.

The gun specifier meanings are as follows: P/GUNS = Port guns; S/GUNS = Starboard guns; C/GUNS = Carronades.

CREW STATUS

SEAMEN = N Where N is the number of seamen.
MARINES = N Where N is the number of marines.
FATIGUE = FRESH, WANING or TIRED.

MISCELLANEOUS

FIRING - CLOSE, NORMAL or ALL. status of firing range.
COMND - FLAG, INDEPENDENT or LONE WOLF. Who is commanding this ship.

FORMATION - NONE (Lone Wolf or Independent), COLUMN or LINE (FLAG), or ANCHORED.
MEN LOST = N Where N is the number of men lost.

PASS FLAG - use this item to pass the flag from one ship to another on the same team. See FLAG SHIP CONTROL in the MOVEMENT AND TACTICS chapter for a detailed explanation.

SAVE GAME - Although labeled "SAVE GAME", this item actually exits the game play mode and re-enters the game setup mode. From there, the DISK menu can be accessed for saving and loading games. Any of the other functions available in that mode can be utilized as well.

END DISPLAY - brings up a display showing the breakdown of losses incurred by each team during the current game. The game may be continued normally from this point. End display also appears whenever one team loses all of its ships. At that point, the computer player is cleared, and the game considered finished. You may go back and manipulate any remaining ships, or load in a new scenario or a previously saved game.

CLOSE - closes the UTLTY menu and returns control to the menu bar.

6.0 VIEWS

HIGH SEAS uses three different types of graphics displays for viewing during game play. The views are the BATTLE VIEW, the MAP SCREEN and the CHART VIEW. The following sections describe each view.

BATTLE VIEW - This is a three-dimensional view looking out from the current ship, as seen from the deck of the ship. The Battle View can be selected by the player from the menu bar. In the game setup mode, this item is located in the PLACE menu. In the game play mode, it is in the VIEWS menu.

Additionally, the Battle View is automatically displayed by the system during the execution phase, for the purpose of target selection.

Whenever the BATTLE VIEW is displayed, a special drop down menu appears with an icon of a ship in it. This is the battle view menu. The ship icon in the menu is surrounded by four view arrows.

Each view arrow represents a primary view off the bow of a ship's deck in the indicated direction. Each primary view can be shifted in either direction up to nine times. These shifted views are called secondary views.

TOGGLE to cycle through and highlight each of the view arrows in the menu. Press <FIRE> to select the currently highlighted view arrow. The display will shift to the primary view in the indicated direction.

If any ships are located within the selected view, a drop down menu containing the names of those ships will appear in the upper left corner of the display area. This menu is used to identify the ships in the display. To identify a ship, select its name. The hull of that ship with will flash four times to indicate its identity.

The last item in this menu is CLOSE, which will be highlighted when the menu first appears. To dismiss the menu and return to the battle view menu, simply select this item.

When control is returned to the battle view menu, there are two actions which can be taken depending on what you wish to do next:

To select a secondary view, TOGGLE left or right. To exit the primary view, press <FIRE>. If you exit the primary view, you can TOGGLE to highlight another primary view for selection, or press <FIRE> to exit the battle view menu altogether.

To select a secondary view, TOGGLE in the desired direction. The primary view arrow will shift in the direction of the toggle to indicate a shifted view, and the new view will appear in the display. The view arrow remains pointing in the same direction as the view is further shifted.

As previously explained, if there are ships visible in this view, the ship ID menu will again appear with the CLOSE item highlighted. When you are done identifying any ships, select CLOSE to return control to the battle view menu.

During this operation, the primary view can be exited at any time by pressing fire instead of toggling. If the ship ID menu is visible, it must be closed first.

NOTE: When looking off the port or starboard gun views, here is a tip to use when lining up a target. The closer to the center of the primary view a target appears, the more guns you can bring to bear on it.

The bow view represents a 90 degree view angle; the stern view, 60 degrees. The port and starboard views, also called "gun views", represent a 105 degree view angle.

MAP SCREEN - Selecting this item will switch the display to the Map screen, and will put up an anchor shaped cursor in the center of the display AT THE BOW OF THE CURRENT UNIT. The display can be scrolled around by moving the joystick in any direction.

Whenever the cursor lands on the bow of a ship on the display, that ship's statistics will appear in a "mini-stat" status bar located at the bottom of the display area. A sample status bar follows:

MARLBOROUGH | 2 | BRITISH | F / 1 | CLOSE

The first item in the status bar is the ship's name. The second item is a number representing the ship's rate; 1-5 or M for merchant ship. The third item is the ship's nationality, or the nation which controls the ship. The fourth item is the ship's group number; 1-5 or 0 if a lone ship. If the ship is a flag ship, then the group number will be preceded by an "F" marker. The last item is the current sail configuration.

If the unit is on the current team, then pressing <FIRE> will cause the unit to become the current, or "active" unit. This is equivalent to using the SELECT SHIP item from the SHIPS menu.

Press <FIRE> to exit this mode and return control to the MAPSCREEN item in the PLACE menu.

CHART VIEW - select this item to display the chart view. This display mode presents a global view of the entire map area and the locations of units on it.

Unit locations are represented by pennant flags; black for team #1 and white for team #2. A pennant may represent any number of units.

Since the map size can vary, the scale of the chart is also variable, because the map's area is always compressed to

fit into the entire chart area. Because of this compression of scale, units or groups of units situated on a large map (e.g. 20 miles square) will appear bunched together on the chart if they are within a mile or two of each other, whereas on a small map (e.g. 5 miles by 3 miles) those same units would appear more spread out on the chart.

When the chart is displayed, the pennant representing the location of the active unit will flash. TOGGLE to return control to the PLACE menu. The chart view will stay up until some action is taken which causes a switch to a different display mode.

7.0 COMBAT

This chapter will discuss two topics relating to combat in HIGH SEAS. The first topic concerns the issuing of combat orders to the ships under the player's control. The second topic describes the various combat situations and results that arise during execution.

COMBAT ORDERS - Issuing combat orders to the ships is performed via the menu system. Of special importance is the WARFARE menu. This menu contains commands that dictate how and when a ship fires its guns at a target, as well as how a target is selected by a ship.

TARGET SELECTION - There are two ways a target can be selected for a ship to fire on: Either automatically, with the ship selecting its own targets, or manually by the player.

Automatic target selection is accomplished by issuing a **fire at will** order. Once this order is issued, the ship will select its own targets to fire upon without any further intervention by the player.

Manual target selection is done by issuing a **target select** order or a **hold fire** order. In the first case, the battle view is displayed immediately so that a target can be designated. Until ordered otherwise, the ship will fire only on the designated target.

In the second case, the ship will not fire at targets, but will continue to track them. During execution, each time any enemy ships present themselves as potential targets, the battle view will be displayed so that the player may elect to fire on a target of their choosing. After a target is selected, exiting the battle view mode brings up a prompt

which states "ATTACK <name of ship> YES NO". The prompt is asking for final confirmation of the target. If NO is selected, or no target is selected while in the battle view, a prompt appears asking "NO TARGET SELECTED-SELECT TARGET YES NO". Answering YES returns to the battle view mode, while NO continues execution.

If YES is selected at the ATTACK prompt, that ship will be fired on during the next combat phase. If for some reason, the selected target cannot be fired upon, the system immediately displays the prompt "UNABLE TO ATTACK - SELECT ANOTHER YES NO". Answering YES returns to the battle view mode, while NO continues execution.

Some situations in which the target cannot be fired on include: No guns on the firing side of the ship; guns on the firing side are not loaded; selected target is out of the guns' arc.

The **fire at range** order is used to qualify the above firing orders. This order instructs a ship to only consider targets which fall into a particular range. Using this feature for example, an attacking ship may specify targets that are only at close range, while a defender might want to fire at targets that lie out to normal range. Judicious use of this command can help speed up the execution of a game by allowing ships to eliminate far away targets from consideration.

IMPORTANT: When guns are loaded with a short range shot, you **MUST** set the firing range using this command. Specific examples are: double round, canister, langrage; set to CLOSE range. Grape, set to NORMAL range.

COMBAT DISPLAYS - Whenever a ship fires on a target, the system switches to the battle view, with the target showing in the display. If the target has lost any sail, its image will show sail missing.

The target will flash as an indicator (in case there are other ships in the same display), then a combat display appears showing a mini-stat line for the target along with a status line showing the shot's effectiveness against the hull, sail and crew of the target. During this status display, the combat sound will be heard from one to four times, further indicating the extent of the hit. The firing ship's mini-stat line appears at the bottom of the menu area.

NOTE: The target's mini-stat line has an arrow symbol at the very end of it. This arrow indicates whether the battle view display is showing the target from the primary view, or from a secondary (shifted) view. Accordingly, the arrow will either point straight up for a primary view, or point 45 degrees to the left or right for a shifted view. For a description of shifted views, see the section on the battle view in the VIEWS chapter.

COMBAT RESULTS - As previously mentioned, the status line that appears during an exchange of fire shows the shot's effectiveness against the hull, sail and crew of the target. The result in each case can be NONE, LIGHT, MEDIUM or HEAVY. The results are applied to the relevant parts of the ship, and added in to the damage each part has accumulated. For example, if a ship receives two LIGHT hits to the hull, the DAMAGE REPORT (not to be confused with combat results) may read: HULL= MEDIUM.

NOTE: If both broadsides have been fired before the computer can load either one, it will ask which side to load first, with a message prompt which states: "LOAD PORT/STARBOARD BROADSIDE ". At this point, select the desired broadside to load first.

If a ship could maintain a position where its guns were firing down the bow or stern of a target (known as a RAKE SHOT), the target could be knocked out of commission in short order, since its guns could not reply, and the firing ship's guns would cause more than usual damage because each salvo would travel down the length of the target.

It is easier to get an effective rake shot at medium ranges than at close range. The reason for this fact is that at medium ranges, the firing ship can bring a larger number of guns to bear on the target because the angle of the guns is not as critical.

BOARDING ACTIONS - Once a ship has successfully grappled another, a boarding party can be assembled to board her and take her over. The grappled ship's crew will attempt to repel the boarding party.

The system prompts the boarding ship with the message "BOARDING PARTY - ALL 3/4 1/2 1/4 0". The selections represent the fraction of crew and marines to allocate for the boarding attempt. For example, if "1/4" is selected, then 25% of the crew and 25% of the marines will be allocated. If 0 is selected, no men will be allocated and the boarding action will be cancelled.

Once the boarder has allocated men, the system prompts the repeller with the message "REPEL BOARDERS - ALL 3/4 1/2 1/4 0". The selections represent the amount of crew and marines to be allocated in order to repel the boarding attempt. In this case, if 0 is selected, no crew will be allocated, but all of the marines on board will be allocated.

If ALL is selected by either side, it will make for a more powerful force; however, higher losses could be suffered during the ensuing melee. In addition, there will be no crew left to man the guns, so they cannot be fired during the boarding action. This is an important strategy to consider. If either ship can fire its guns on the other in such a circumstance, the potential exists to greatly reduce the manpower and firepower of the recipient.

When men are allocated for a boarding action by either team, they will be unavailable for any other purpose, such as firing the guns, for at least ten minutes.

If both ships grapple each other, they will alternate as aggressors every ten minutes.

TRANSFERRING CREW - Players have the ability to transfer crew from one ship to another on the same team. To perform this procedure, the ships must be grappled together. The receiving ship is the one which threw the grapples first.

When the system finds two friendly ships grappled together, it puts up the prompt, "TRANSFER MEN - ALL 3/4 1/2 1/4 0". Selecting 0 cancels the transfer operation. Any other selection will transfer the desired fraction of men from the total number minus 100 men, which is the minimum number of men required to operate a ship.

The selected value refers only to crew; the selected fraction of the total number of marines is automatically transferred as well.

As an example, suppose a ship with 800 crewmen and 80 marines wanted to transfer 1/4 (25%) of its crew to another ship. The resulting number of men transferred would be: $(800-100) \times .25 = 175$; plus $80 \times .25 = 20$.

DAMAGE - Damage accumulates as successive hits are registered on a ship. In some cases, when damage to a particular part of the ship is heavy enough, further hits will cause the damage to spill over into a related area of the ship. Specific examples are described in the following sections.

Hull - When the hull receives a hit, it incurs a certain amount of damage. The amount of damage is in direct proportion to the type of shot, the bearing and range of the attacker, and how many guns fired the shot. The DAMAGE REPORT shows the amount of hull repair needed to keep the ship in fighting trim.

Guns - Every time the ship's hull is hit, some of the guns may be destroyed. Destroyed guns cannot be repaired. As guns are taken out, the ship will have less effect when firing on targets.

Crew - Crew losses result from direct hits, as a by-product of hull hits or from a boarding action. Lost crew cannot be regained. It takes 10 crewmen to man each gun on a ship. Therefore as crew are lost, there will be less guns manned,

which weakens a ship's firepower.

Steering - The ability to steer a ship can be affected by damage to other parts of the ship. Massive hull damage, sail damage or a fallen mast could all result in loss of steering. The DAMAGE REPORT flags this condition with the STEERING= DAMAGED status. This means the *ability* to steer is damaged, not necessarily the steering mechanism itself.

Whenever the steering is damaged, the ship will maintain its present course until repaired. Steering damage may take a long time to repair (i.e. 30 to 45 game minutes), during which time, a serious hit could put the ship out of play for the remainder of the game.

Sail - Damaged either by direct hits or by hull damage. If damage is heavy enough, one of the sail masts will be taken down. Loss of sail causes the ship to maneuver slower. Once all sail is lost, the ship will end up adrift, and will usually strike if fired upon.

REPAIRS - Repairs are automatically performed by the crew of a ship whenever they are not busy doing something else, such as loading and firing the guns or changing the sail deployment. Therefore, if a ship has sustained damage, particularly if the damage is heavy, the best thing to do is to move the ship out of action so that the crew has time to make the necessary repairs. Failure to do so will result in the ship taking on damage at a faster rate than repairs can be made, to the point of it striking.

8.0 FOULING, GRAPPLING AND COLLISIONS

FOULING and GRAPPLING - Whenever two ships end up right beside each other, there is a strong possibility that they may become fouled with each other. When this situation arises, the message "SHIP IS AFOUL OF <name of ship>" will appear briefly.

The word SHIP in the message refers to the ship currently moving. Its name appears in the mini-stat line at the bottom of the menu area. <name of ship> will contain the name of the ship that the current ship ran afoul with. Ships remain afoul until successfully unfouled.

As each ship is checked for movement by the system, if a ship is afoul with another ship, the computer will prompt "ATTEMPT GRAPPLE <name of ship> YES/NO", with YES highlighted as the default. Select the desired response. If YES is selected, then a grapple is attempted.

The computer will display a message which will be either "ATTEMPT SUCCESSFUL" or "ATTEMPT UN-SUCCESSFUL".

If NO is selected in response to the grapple question, the computer asks "ATTEMPT UN-FOUL <name of ship> YES/NO". If the player responds with YES, then unfouling is attempted. As with grappling, the result of the attempt is displayed with either "ATTEMPT SUCCESSFUL" or "ATTEMPT UN-SUCCESSFUL".

NOTE: If the computer player is active, or the computer is controlling any of the ships, the above prompts will appear for those ships, but the computer will make the selections, which will dismiss the prompts automatically. Prompts that are directed at the human player will stay on the screen until the player responds to them.

COLLISION - When two ships collide, the message "SHIP HAS COLLIDED WITH <name of ship>" will appear and execution will pause until the player responds with a TOGGLE or by pressing <FIRE>. A collision between two ships may result in them becoming fouled. See that explanation for details.

Some damage may be incurred by either or both ships. The extent of the damage is determined by the speeds of the ships involved, their angle of approach to each other as well as their respective sizes. Any damage incurred could result in loss of guns, loss of men and/or damage to the hull.

NOTE: When ships collide or become afoul, their orders are cleared. This occurs because after such events, the orders carried by each of the ships involved would maneuver them to unpredictable locations and headings; in other words, the orders they have would be no longer valid. Therefore, as soon as one of your ships becomes free from afoul or a collision, you should stop execution and issue new maneuver orders to the ship(s) involved.

9.0 SHIP TYPES

Each nation had its own specific needs or ideas concerning the kind of ships to design and build. By the mid 18th century, though, most European nations classified their warships into six "rates" according to the number of guns they carried. The guideline rate classifications used in HIGH SEAS are as follows:

First Rate:	crewed by 850 - 900 men 100 - 130 guns 10 Carronades
Second Rate:	crewed by 800 - 850 men 90 - 98 guns 10 Carronades
Third Rate:	crewed by 490 - 720 men 64 - 80 guns 8 Carronades
Fourth Rate:	crewed by 350 men 50 - 56 guns 4 - 6 Carronades

Fifth Rate: crewed by 250 men
 28 - 44 guns
 2 - 4 Carronades

When nations engaged their fleets in battle, the general formation used was the "line of battle". Ships that were powerful enough to be put into the line were termed "ships of the line." These were usually ships of rates 1 - 3 and occasionally rate 4.

5th rate were called frigates, and were often used as scouts. They would also sail around the line of battle, attempting to pick off any enemy frigates that might be found.

Another type of ship in HIGH SEAS is the Merchant ship. This type of ship is usually unarmed, and is considered to be a first rate ship for maneuvering purposes.

10.0 ORDNANCE

This chapter describes the weapons and ammunition used by the ships in HIGH SEAS.

GUNS - When a ship was designed, the number of guns it would eventually carry was determined as part of the design specification. Indeed, as has been mentioned in the SHIP TYPES chapter, ships were by and large designed to conform to particular classes, called rates.

This system of classes described a ship's capability by the number of guns it had, which in turn usually determined

the relative size of the ship and how many crewmen would be needed to operate her. These factors told the designers roughly how fast the ship would be under sail. As you can see, the number of guns were a very important factor in a ship's overall design.

The sizes of the guns were also an important factor. Theoretically, the larger the guns, the greater the firepower. In practice however, trade-offs had to be made in order to keep the ship from suffering in its maneuverability.

By using smaller guns on the upper decks, and larger guns on the lowest decks, the ship still had impressive firepower, but was not overburdened. This arrangement also gave a ship better ballast against the wind and sea, by not making it top-heavy.

Given these circumstances, the best method of calculating a ship's firepower was to figure the total weight of shot that a broadside could deliver. In HIGH SEAS, this is done by taking the combination of ship rate and the total number of guns on a broadside. The ship rate implies the various size of the guns.

SHOT

NOTE: When discussing ranges, ships 100 yards apart are considered to be between 0 and 100 yards; 200 yards apart would be between 101 and 200 yards, etc.

ROUND - This is a general purpose type of shot. It is a solid round ball, used primarily against a target's hull. As with all shot types, its effectiveness is directly related to the amount of charge used to project it and the range to the target. It has a range of about 2000 yards actual, 1500 yards in the game, but in practice it is much more effective at closer ranges.

DOUBLE ROUND - This is two round shots loaded into the guns. The shot's range is only about 200 yards, but within that range a hit causes more than usual damage to a target's hull.

CHAIN/BAR - Chain shot is used against rigging. It is two round shots connected together by a chain, which allows it to wrap around the spars and lines of a target's rigging and break or snap them. Bar shot is a solid piece, shaped almost like a dumbbell with flat ends. It is also used against rigging and sail. The effective range of this shot is about 1500 yards. The game combines the two as one shot type.

LANGRAGE - This shot is used primarily against rigging. It consists of small pieces of iron scrap bagged and tied, and is particularly effective against sail. It has a short range, of about 300 yards, but under 300 yards, the guns can't elevate above the target's hull, so it is effective against the target's crew at ranges between 200 - 299 yards.

CANISTER - This is an anti-personnel shot. It is bags or tins of lead musket balls, and has the effect of a giant shotgun blast. Its range is short, 200 yards, because after that the shot becomes so widely dispersed that it loses its punch.

GRAPE SHOT - Grape is another anti-personnel projectile. It is similar to canister shot, in that it is small round shot tied in a bag. Its effective range is about 500 yards. In the game, grape shot can be used by all nationalities except the British, who did not use it historically.

All of the above ranges may be exceeded, but such shots will suffer severe loss of accuracy.

NOTE: During execution, unless an order has been issued to **LOAD GUNS** with a different type of shot, a ship's guns are always automatically reloaded with the same type of shot each time they are fired. Whenever a different type of shot is ordered, the system will load it into a ship's guns the next time they are ready for reloading. Thereafter, the new shot type is automatically reloaded until a subsequent **LOAD GUNS** command.

11.0 Movement and Tactics

Setting Sail: Handling a square-rigged ship of the line was no easy task. The ships contained upward of 24 sails, some very large, controlled by miles of rope. Managing sail with rudder when trying to maintain a ship in column or line demand a great amount of experience. Handling one in battle took even more. To keep station on another ship, whether that be in column or battle, meant constant trimming of the sails. This required backing some sails against the wind to reduce speed, then filling a little more canvas to regain it. At any time a change in the wind or condition of the ship could change the delicate balance needed to maintain control.

Different ships responded in different ways to the wind and waves. Large first and second rate ships responded slowly to changes in direction and in many cases required a different approach than that of a smaller class. When **"Tacking"** (see diagram below) these large ships needed to maintain a delicate balance of sail to wind. If they put up too much sail in a strong wind or not enough sail in a light wind, the ship could become locked **"In Irons"**, trapped by the wind. When this occurred long boats were lowered and used to pull the ship into a favorable wind attitude. When a ship becomes locked in irons in High Seas, it could take fifteen minutes to one half hour to bring the ship about. Due to this situation, I suggest **"Wearing"** (see diagram below) when maneuvering across the wind with 1st, 2nd and 3rd rate ships and with all rates when sailing in a calm breeze. Another way of determining if a ship may safely cross the wind is by maintaining a speed of three knots or more, just before the ship turns directly into the wind. Although this will not guarantee success, it will give you favorable odds.

Setting the proper amount of sail (Full, Battle or Close Hauled) depends on what it is you need to accomplish. When sailing frigates (4th or 5th rates) with lots of room to maneuver, setting full or battle sail may allow you the speed needed to close on an enemy ship and gain a firing advantage, or buy you time to lick your wounds. When sailing in close order or trying to maintain a formation, setting Close Hauled will give you more control and cut down the number of collisions.

In Irons: During execution, if a ship becomes locked in irons, the ship will flash and the wind attitude display will read **IN IRONS**. When a ship becomes locked in irons it can take fifteen minutes to one half hour to bring the ship about. There isn't anything you can do once this occurs but wait.

Full sail: ship will try to take as much advantage of wind as possible. All sail must be available, none lost in combat.

Battle sail: Reduces the amount of canvas by about 50%. Ships must have at least two masts still standing.

Close Hauled: Ship will try to maintain a speed of one knot for close maneuvering, so as to maintain formation with the rest of the group. Usually ships of higher rates would deploy close hauled sails so that they would not overtake slower ships which were in front of them.

COASTAL EFFECTS

If a ship runs aground and ends up in the rocks of a coastline, then the ship cannot maneuver any longer. The ship may still have the ability to fire its guns, and may even hit a target if one comes within firing range.

Speed: Below are three speed charts. One chart for ships at full sail, one for battle sail and one for close hauled. The information is divided by ship's rate, wind velocity and ship's attitude to the wind. For example, using the full sail chart, find the designation **1st rate**, in the far left column. Directly following the rate designation and just below **Calm**, you will see three numbers, displayed as follows (2/1/1). These numbers are the maximum speeds an average first rate ship (sail rate 2), under full sail may achieve in a calm wind. Ships with a sail rate of three (not 3rd rate ships) will not always be able to reach the speeds listed and ships that are 1st rate sailers, may sometimes exceed them. The first number represents a ship that's **Broad Reaching** (the most favorable attitude), the second is for ships which are **Running With or Reaching For** and the third is for ships **Hauling**. There are diagrams below showing the wind relation to the ship at different attitudes. When the wind velocity is Dead, all ships will drift, if not anchored. If an (x) appears in the chart, then the sail configuration is prohibited. All ships are prohibited from using full sail in a gale. It is important to note that ships can lose speed in a turn, the amount of which is determined by the wind velocity, ship's sailing quality, ship's rate and damage.

Speed chart: Full sail

Wind	Calm	Moderate	Strong	Gale
Velocity:				
1st rate:	2/1/1	3/2/1	5/3/2	x/x/x
2nd rate:	3/2/1	5/3/2	6/5/3	x/x/x
3rd rate:	4/3/2	6/5/3	8/6/4	x/x/x
4/5th rate:	5/3/2	7/5/3	8/6/5	x/x/x

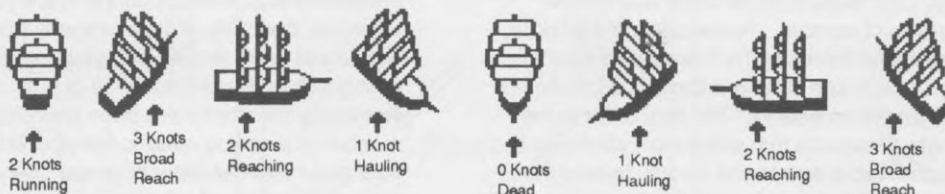
Speed chart: Battle sail

Wind	Calm	Moderate	Strong	Gale
Velocity:				
1st rate:	0/0/0	2/1/1	3/2/1	6/4/2
2nd rate:	2/1/1	3/2/1	5/3/2	6/5/3
3rd rate:	3/2/1	4/3/2	6/4/3	8/6/4
4/5th rate:	4/2/1	5/3/2	7/4/3	8/6/4

Speed chart: Close hauled

Wind	Calm	Moderate	Strong	Gale
Velocity:				
1st rate:	0/0/0	1/1/1	1/1/1	1/1/1
2nd rate:	1/1/1	1/1/1	1/1/1	3/2/2
3rd rate:	1/1/1	1/1/1	1/1/1	4/3/3
4/5th rate:	1/1/1	1/1/1	1/1/1	4/3/3

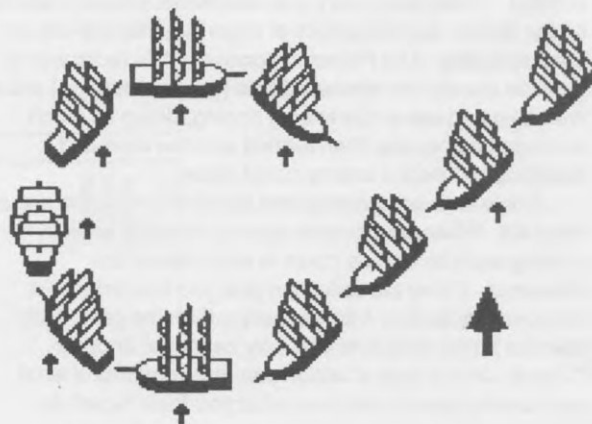
Ships attitude: Below are eight ships and arrows, Each ship represents one possible direction to move. For our example we have the wind blowing north, that is the wind coming from the south moving toward the north. We are using a third rate ship with battle sail set. The arrow next to each ship represents the angle at which the wind meets the ships sail (Attitude to the wind). Also given is the maximum speed in knots the ship may obtain.



Tacking: Below is an example of a tacking maneuver. The arrow next to each ship (the same ship shown moving) represents the ship's attitude to the wind.



Wearing: Below is an example of a wearing maneuver. The arrow next to each ship (the same ship shown moving) represents the ship's attitude to the wind. Note that the ship never turns directly into the wind, but effectively completes the same heading change as shown in the tacking example. However, the wearing example took four times longer to complete.



Tactics: Throughout the history of fighting ships of sail, many different tactics were employed. Most tactics used had some merit. In the beginning, so to speak, fleets drew up in long lines (bow to stern) in what was called a battle line. When both fleets used this tactic they would simply unload into the enemy as much metal as possible, never trying to close into a general melee. When sea battles were fought in this manner, there was rarely a decisive outcome. When either side had taken as much damage as they were willing to or the weather called an end to the game, they would simply leave, with no general pursuit from the enemy. As things went, the French were quite willing to allow this tactic to be the norm.

However, the British decided that standing in line trading blows was not their idea of a fight. Hence, a new general order came into being in the British navy; close on and destroy the enemy wherever they may be found. The British Admiral, Lord Nelson, is the most well-known master of this form of combat. At the battle of Trafalgar, against the combined forces of the French and Spanish, he stated "No Captain can do very wrong if he placed his ship alongside that of an enemy." His final order to the fleet was "England expects that every man will do his duty". The Nelson tactic was to sail directly toward the Allied line and breach it. Once breached, the battle would become a general melee at close quarters. This tactic required taking some damage on approach but having both broadsides fully loaded and ready to fire on arrival. The earlier your enemy starts to fire the better off you are. It takes a fair amount of time and energy to load the guns, and with enough sail you may need to take only one hit on the way in. It must be stated that on arrival, if you do not breach the enemy line, you're in big trouble. For several reasons the French never really embraced this form of combat. The French navy was somewhat smaller than that of the British, so risking loss of ships in battle was not an attractive idea. The French response to this tactic was to give the enemy the windward side (wind advantage) and to fire chain and bar at the enemy rigging, doing as much damage as possible, then turning with the wind and escaping before the enemy could close.

Single ship actions required lots of courage and just a little luck. When one on one against an equal enemy, making each broadside count is what makes the difference. Firing too soon can give you first blood, but the cost may be 3 to 4 times greater than the gain. Hold your fire for too long and you may never get another chance. In this type of action you must determine what your enemy can do and then what you think he will do. Sometimes you win, sometimes you lose. Below is a situation you may find yourself in and some ideas on what you might do. This is by no means the only situation or the only answers. It has been included to give you a starting point if needed.

Boarding: Throughout the period covered in High Seas, there are very few accounts of a ship being taken by storm (Men swinging from the yards with cutlass drawn or gentlemen duels fought with thrust and parry). When pirates boarded a merchant, don't think for one minute the average seamen would lay down his life for the company's spices or the king's gold. When boarding actions occurred between fighting ships, they were generally preceded by grape and cannister fire; clearing the quarter deck, forecastle and tops of the opposing ship, thus forcing the ship to strike as the enemy came aboard. If men prepared to board before clearing the enemy decks, they were generally met with musket ball and cannister. A good example of this would be the action between the Constitution and Vengeance (Scenario #2).

When and how to board an enemy is difficult to determine. First, the number of men or guns remaining on the enemy ship is impossible to know (unless we peek). However, boarding, if done properly ("properly" read as: with lots of luck), is not only fun; it's a dramatic way of taking a ship. Here is one way of making the attempt. Assuming the ships have been grappled, determine the number of men you need to fire your broadside and load your guns with cannister or grape. Send the remaining men as boarders. As the battle continues you will be firing your broadside into the enemy, removing its crew. When his return fire is doing little to no damage, you will know that he no longer has the crew to man the guns (maybe! he may just not have the guns). At this point, send everyone you've got; if all has gone well, you will take the ship. If not, prepare to be boarded; he's reading the losses too. Boarding is the only way of taking a ship in High Seas without first nearly destroying it. Once taken, the ship can be used in battle, but its effectiveness is severely reduced and can be taken back without much trouble. All ships that strike are considered to have a small guarding party aboard.

Situation Example: In this example we will take the point of view of the black ship (henceforth YOU); the white ship we will call HIM or HE. He has the wind advantage (windward side called the weather gauge) and is Broad Reaching. You are Hauling (leeward). In most cases this will give him at least twice as much speed and maneuverability as you. First, we will examine what he can do. He can continue on the same course and exchange broadsides with you: Figure 1. He can turn to port and try to cross your bow or stern for a raking shot, allowing you to fire once before he does: Figure 2. He can turn starboard and fire without you being able to return fire, putting him in a reach attitude and adding 100 to 200 yards to the range before your guns can bear; then continue starboard wearing until his starboard broadside can be brought to bear before you can reload

12.0 DESIGNING SCENARIOS

your portside guns: Figure 3 (now you know why it's called the advantage).

Now, what can you do. As stated above, you must respond to what you think he will do, assuming he has read this also, at least the first time, he may try the move in figure 3. But let's respond to each one in order. If he maintains course in hopes of exchanging broadsides, oblige him. Then, if you have enough speed, turn to port (into the wind) then port again to reach (Figure 1a). If you do not have enough speed, then use the wearing maneuver to change course (Figure 1b). Depending on what he does, at worst, the situation will remain about the same. If he has significantly more guns than you, turn to starboard, put up as much sail as possible and run like hell.

If he turns on you as shown in Figure 2, then you have several alternatives. First, you might turn to starboard and

backsail (Figure 2a), forcing him to sail right into a full bow to stern rake, or turn dead into the wind (Figure 2b) to force an exchange; both have their risks. Turning to starboard too late just might give him the stern rake he's looking for; turning into the wind might lock you in irons.

If he turns starboard, well, I've never found anything that works well. I suggest putting up as much sail as possible and firing at his rigging in hopes of slowing him down and preventing the second broadside, which in turn, might give you time to reverse the advantage using the same moves as shown in (Figures 1a/1b). If none of the above sound good to you, you can go to the game setup screen and change teams (if playing against the computer) or hit control reset and tell your opponent the game crashed, unless he purchased the game; then telling him it crashed is not the thing to do.

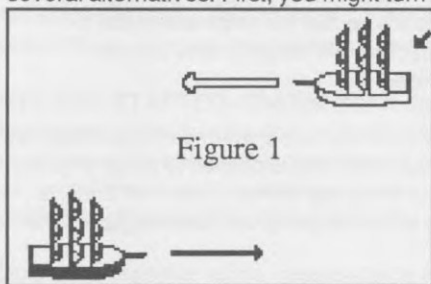


Figure 1

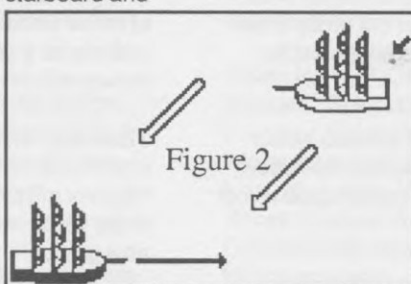


Figure 2

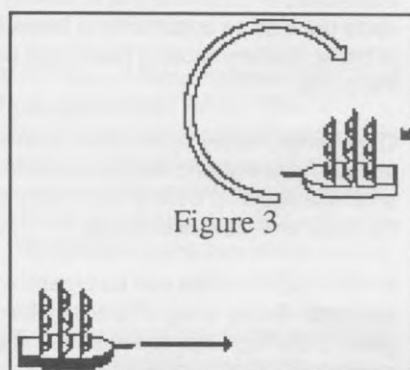


Figure 3

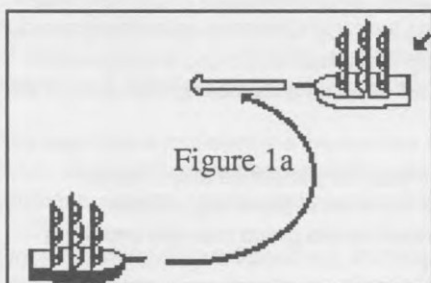


Figure 1a

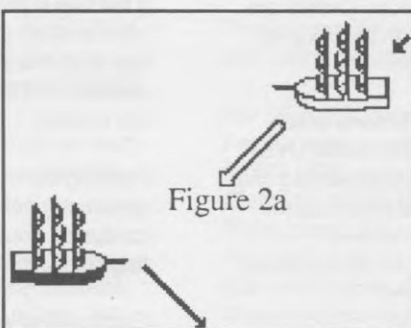


Figure 2a

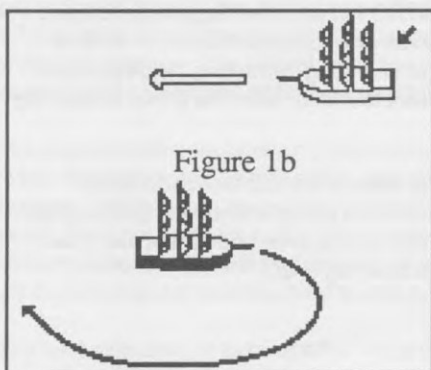


Figure 1b

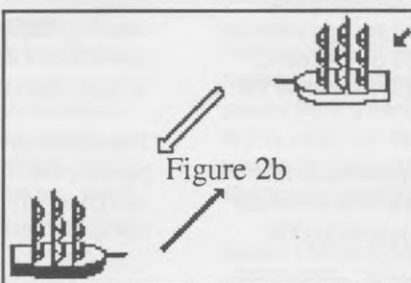


Figure 2b

FLAG SHIP CONTROL - In any engagement involving more than a few ships, coordinated attacks require a method of communication between the ships. Historically, this was accomplished by using one ship, usually the one with the commander on board, to control a group of ships. The controlling ship would communicate maneuver orders by hoisting flags on the mast. The meaning of the flags was pre-determined.

Although this was the best method available, it had its problems. Each ship in the group had to be able to see the flags to read them. Many times, particularly if the group was in a line formation, the rearmost ships could not always see the flag ship. In these cases, each ship would watch the ship in front of it and echo its movements. This introduced delayed reactions in the execution of a group maneuver, which a sharp-eyed enemy commander could seize upon as an opportunity to break into the group's line of battle, thereby causing havoc and possibly defeat for the group.

Other times, heavy smoke from an ensuing battle would obscure visibility, and the group would become confused when the flag ship issued new orders as some would follow the order and some would not.

In HIGH SEAS, ships can be organized in groups which are controlled by a flag ship within the group. Orders are given to the flag ship, and the other ships in its group will follow suit as it maneuvers.

There are two commands in the SAILING menu which affect flag ships; FLAG SELECT and FLAG MANEUVER. The first command is used to select the particular flag ship to issue orders to. The second command brings up the standard maneuver sub-menu, but with two new commands added; COLUMN and LINE, which are group formation orders.

When the FLAG SELECT command is selected, a sub-menu appears containing the names of all the flag ships on the current team. If there are no flag ships on the team, the sub-menu contains the word UN-USED in each of the five slots available for flag ship names.

PASSING THE FLAG - The flag can be passed under the following conditions only: The receiving ship is friendly and is within 300 yards of the ship which is passing the flag.

The mechanism used to select the receiving ship is the same as for selecting a target ship, via the battle view mode. See the description of the BATTLE VIEW item in the VIEWS chapter for full details.

Historically, this procedure was performed when a group's flag ship was in danger of striking or sinking. It was also performed if the flag ship could not keep pace with its group because of damage sustained in battle, thus ending up too far away from the group.

If the flag were not passed under these circumstances, then the group was in danger of becoming disorganized and would, therefore, be a less effective threat against an enemy while becoming a more suitable target.

In High Seas, the result of failure to pass the flag in either of these situations will be that the ships will cease to operate as a group; they will become lone wolves, individually controlled.

There are certain rules that apply when passing a flag from one ship to another. If the flag is passed to a flag ship in a different group, the old group will cease to exist and the ships which were in the old group will become part of the new group.

If the flag is passed to either a lone wolf, a non-flag ship from another group or a ship within the same group as the flag ship, the group will remain intact and the ship which receives the flag will become a member of that group if it is not already.

Passing the flag should be performed only in certain circumstances. If it is done at the wrong moment, confusion could result for the group that was under the flag ship's control.

Examples of when NOT to pass the flag are as follows: the group is in the middle of a complex maneuver such as wearing, tacking or changing formation; the destination group is in a different formation than the group whose flag is being passed.

The idea is to try to affect a smooth transition when passing the flag from one group to another, so that ships don't end up in a pile or scattered all over the sea when trying to follow the new flag ship.

12.0 DESIGNING SCENARIOS

HIGH SEAS has a design-your-own-scenario capability built in. This chapter will guide you through the process of designing and creating scenarios from scratch. All of the necessary tools are accessible from the menu system.

This chapter assumes you have read the information presented in the other chapters, particularly **COMMAND MENUS**.

The system allows up to 68 ships total in a scenario. Although this number would make a grand tactician or budding Admiral ecstatic, so many ships would slow the game down to a crawl. This feature, therefore, is for the hardened veteran of sea battles from this era. A more manageable and reasonable number would be about five to ten ships per team. For the most fun and fastest action, one to three ships per team is recommended.

GETTING STARTED - The first step in scenario design is planning. Whether the scenario will involve a historical engagement or one of your own making, designing it on paper will speed up the creation process. This is particularly important for large scenarios.

During the planning stage, consideration must be given to things like what the general thrust of the scenario is to be; is it a pirate chasing escorted merchant ships, or one fleet of ships against another? Who is attacking and who is defending? What should the defender do when attacked?

The next step is to determine the number of ships on each team, what each ship's characteristics are, their starting positions, general orders, and opening moves.

Once these details are ironed out, it's time to begin the work of implementing the design. The following sections will walk you through the process one step at a time. We will design and implement a simple scenario from start to finish as a tutorial. This tutorial assumes you have just booted HIGH SEAS up, so that we may take it from there.

The scenario will consist of only two ships, one on either team. Both ships will be first raters, and will be about equal to each other in the number of guns and men they carry. It will basically be a slugfest between the two ships, so their general order will be "close on enemy". The victor will be whoever causes the other to strike.

The next step then, is to create the two ships for our scenario.

CREATE SHIPS - To create ships, we must launch the CRT/SHIPS utility from the DISK menu. Once launched, the display area becomes an editing screen, with an **OPTIONS** menu located in the upper left corner of the display. This utility is used to add, insert and delete ships from a shipyard. Shipyards can be created from scratch or loaded in from a previously created shipyard disk.

The first item, **CREATE SHIP**, is already highlighted. Select it to close the menu, and the first item in the display, **SHIPS NAME:**, becomes highlighted. Select this item and type in: <space>THE GOOD GUYS. Press <RETURN> when finished. A space character should precede the actual name, for reasons which shall be explained later.

Select the **NATIONALITY** item. Notice the word "BRITISH" appears. Select it. Next, select **SHIP RATE:** The "1" becomes highlighted for selection. Select the 1 and an informational display appears listing the typical statistics for a rate 1 ship. We will use this information in a minute. Select 1 for the **HULL QUALITY**, **SAIL QUALITY** and **CREW RATE** items. We're building the best ships around for this scenario.

The information display shows that a typical first rater has 850 - 900 men, 100 - 130 guns and 10 carronades.

For **SEAMEN**, type in 800, and for **MARINES**, type in 80. For the number of guns, we want 130 total, so for **GUNS PORT SIDE**, type in half of 130, or 65. Do the same for **GUNS STARBOARD SIDE**. Skip the **CARRONADES**. We're done! Select **OPTIONS**, then from that menu select **ACCEPT SHIP** to store the ship into the shipyard. Notice that the **STORAGE REMAINING** status now reads 47. This is the number of slots available in the shipyard for additional ships.

Select **CREATE SHIP** from the **OPTIONS** menu again. The second ship that we will create will be identical to the first except for the name and nationality. Thanks to the power of this utility, we will only need to change those items; the rest of the items will retain their current settings. This is a shortcut for creating a number of ships at one time.

Select **SHIPS NAME:**, and type in THE BAD GUYS <RETURN>. Now select **NATIONALITY:**, toggle until the word **SPANISH** appears and press fire. Finally, return to the **OPTIONS** menu and select **ACCEPT SHIP**.

We now have two ships in our shipyard, THE GOOD GUYS and THE BAD GUYS. If you wanted to edit an existing ship, you would first SELECT SHIP and then EDIT SHIP, followed by ACCEPT SHIP.

To save our shipyard to disk, we must have a shipyard disk available. We don't have one as of yet, so we will make one. Insert a blank disk into the disk drive, and select INIT..DISK from the OPTIONS menu. When the disk has been formatted, select SAVE SHIPS. The system will prompt you if need be to insert a shipyard disk.

The shipyard menu will be read in from the disk and displayed for filename selection. Any un-used slots will have an emblem symbol as their "filename". Since this disk was just created, all filenames will have the symbol. Selecting one of these will bring up a prompt for typing in a filename. Type: MY SHIPYARD <RETURN>. If an existing filename is selected, the system will save the current shipyard to that filename.

To quit the CREATE SHIPS utility, you must re-boot the computer.

GAME SETUP - Once you have rebooted, and are looking at the HIGH SEAS menus, select GAME SETUP from the OPTIONS menu. This brings up a setup display. From here, we can set all of the game's global characteristics. Although the items in the GAME DIRECTIVES section have default settings highlighted, for a new scenario we must explicitly set each one.

Leave the computer player unselected for now, we will set it later. Select CLOSE ON ENEMY as each team's general order. Then select each of the GAME DIRECTIVES items and reset the proposed defaults. Finally, select CLOSE.

LOAD SHIPYARD - Go to the DISK menu and select •LOAD SHIPS (remember to select it twice). If a shipyard disk is not found, the system will prompt you to insert one into the drive. The system will display a menu containing the names of any shipyards on the disk. Since we just created this disk, the first item will be our shipyard file. Select it and the shipyard will be loaded into memory.

PICK SHIPS - Now we are ready to pick ships from the shipyard for each team. Select NEW SHIPS from the OPTIONS menu. This will drop a menu down which contains the names of the ships from the shipyard we loaded in. The ship(s) we select will be allocated to TEAM #1. Select the ship named THE BAD GUYS. A checkmark (✓) character appears before the name of the ship to indicate that it has been selected. This is the reason for

putting a space character in front of a ship's name. To exit the menu, simply select any ship with a checkmark.

The OPTIONS menu stays down with the currently selected team (TEAM #1 in this case) highlighted. Select TEAM #2, then NEW SHIPS. The shipyard menu appears once again. Select THE GOOD GUYS, then select either of the checked ships to exit the menu. Now each team has a ship.

EDITING SHIPS (Optional) - To edit a ship, it must first be selected. Go to the SHIPS menu and select SELECT SHIP. The current team's ship roster menu will drop down. Select THE GOOD GUYS. From the SHIPS menu, select EDIT SHIP. An edit screen will appear, similar to the CREATE SHIPS screen, with some important changes. Notice that a new item appears in this display, FLAG SHIP YES/NO 0|1|2|3|4|5|. This item is used to specify whether this ship will be a flag ship or not, and the flag group number it will belong to, with 0 meaning no group. Even if a ship is not to be a flag ship, it must be assigned to a group number, or 0.

The other change is in the SHIP RATE item. There is no "M" specifier for Merchant ship. However, if the ship had been created as a merchant ship, the item would read SHIP RATE: MERCHANT and would not be changeable from here.

Any of the items can be modified. To cancel the changes, simply exit through the CLOSE item. Exit through ACCEPT to keep the changes.

POSITION SHIPS - It's time to set the stage for action by moving the ships to their starting positions. There are two methods that can be used, either by specifying the X and Y coordinates, or by using the MOVE feature. Both are accessed from the PLACE menu.

The coordinate method is useful when you have a lot of ships to place which are widely spread apart, and have their positions plotted out on paper. When placing ships this way, pick a coordinate on the map to put the first ship to be positioned. Then calculate each subsequent ship's relative coordinates from the previous one, translate them to absolute coordinates and use those to position it.

X coordinates start at 0, the leftmost boundary of the map, and increase toward the rightmost boundary. Y coordinates start at 0, the topmost boundary and increase toward the bottommost boundary. An important consideration to remember is that graphically, each ship takes up two positions on the map screen.

As an example, suppose we have two ships, and we decide to position the first one at X coordinate 150 and Y coordinate 125. We see from our paper plot that the second ship is 4 positions to the left of and 6 positions below the first ship. To figure the absolute coordinates, we must subtract 4 from 150, which is 146, and add 6 to 125, which is 131. The coordinates for the second ship is X= 146, Y= 131.

For a small scenario containing a small number of ships that are relatively close together, the MOVE feature is preferred. This lets you quickly position a ship graphically on the map screen by actually moving it one position at a time, in any direction. We will use this method for our scenario, since there are only two ships to deal with. Go ahead and move the two ships to positions of your own choosing. Like most operations in HIGH SEAS, MOVE manipulates the currently selected ship.

COMPUTER PLAYER - Since scenarios will be played against the computer player at one time or another, they must be designed with the computer player in mind.

The computer's task is twofold: it controls all of the ships on one of the two teams if selected to do so, and it also controls any ships that are set as INDEPENDENT, even when it is not controlling either team.

The SKILL LEVEL selected for the computer player dictates how often it issues orders to the ships on its team. Using skill level 1 as a base, each level from 2 to 4 causes the computer to issue orders that much more often than level 1. For a small scenario, level 4 provides the most action. In larger scenarios, a lower level keeps the action from bogging down too much. Regardless of the selection, it always operates INDEPENDENT ships at skill level 3.

The computer will generally operate each ship under its control according to the ship's general order. Based on its general order, the computer will decide how a ship will maneuver, select targets and respond to attacks.

The computer responds to general orders in particular ways. For example, if one of its ships has the CLOSE ON ENEMY order, the computer will scan the area around the ship for enemy ships. When one is found, that ship will be keyed on by the computer's ship. This can take time, especially if there are many ships in the scenario. By issuing the PURSUE ENEMY command, you can order the computer's ship to key on a specific enemy ship. When the computer begins to move this ship, it won't have to search for a ship to key it on, since it finds that the ship already has one. Doing this for most or all of the computer's ships not only speeds up the execution of the scenario, but also helps orchestrate the action more specifically.

The DEFENSIVE general order causes a ship to hold its course until it is assaulted in some way. At that point, the computer changes the ship's general order to CLOSE ON ENEMY and starts attacking and closing on enemy ships.

The EXIT general order with its specified exit direction, causes the computer to move the ship to the exit as directly as possible. If the ship is attacked, it will attempt to maneuver away from the attacker(s). If the ship is an armed warship, and is completely prevented from exiting, it may fire at an enemy ship in the process of carrying out its order. Merchant ships usually have this general order.

SAIL & SHOT - Unless otherwise set from the SHIPS menu, the sail deployment for every ship will be CLOSE HAULED and the shot type will be ROUND.

SAVE GAME - Once our scenario is completed, we must save it to a save game disk. This is done via the SAVE GAME item in the DISK menu. Selecting this item drops down a sub-menu containing various operations concerning saving and loading of scenarios and games in progress. Filename specification is performed the same way as with the CREATE SHIPS utility, except when an existing filename is selected. In that circumstance, the system will prompt you to press <RETURN> to use the same filename, or toggle to change the name. To make a save game disk, use the INIT..DISK item in this menu.

13.0 Scenarios

How to use the scenarios: There are eleven scenarios included in High Seas. They are brought into play using the <GET A SCENARIO> selection described on page 10. Some scenarios are historical encounters between enemy forces, others are hypothetical engagements. The hypothetical scenarios are always based on a historical situation, but altered in some manner to add more excitement, versatility and playability to the scenarios. The information describing each scenario is divided into three main categories. Below, is an explanation on what information is included.

Category #1:

Scenario #?, the question mark represents a number between 1 and 11. This is the name used when selecting the scenario from disk.

Situation, is a brief description of the type of action involved.

Name, names of ships involved or if more than two, the name of the battle.

Ships involved, number of ships involved.

Date, date or period the action took place.

Average playing time, the average amount of time needed to complete the scenario, after the player has become familiar with the game.

Category #2:

Team #1, Team's nationality, and who controls them. The general order given to team #1.

Team #2, Team's nationality, and who controls them. The general order given to team #2.

Wind, wind direction and velocity; also if any change is allowed in either.

Map size, size of map given in miles, north to south then east to west, also notes if there are any coast borders.

Special conditions, information, if any, of a special situation.

Historical notes, description of the battle if historical; if hypothetical, then a description of the situation.

Category #3:

Deployment, The starting positions of ships.

Note: Information pertaining to team control may be changed by the player. After loading a scenario the game setup screen appears. Any information maybe changed to alter the default conditions. Before changing any defaults, consult the appropriate section of the rule book.

Scenario #1

Constellation and Insurgenté

Date: February 9, 1799

Situation: Meeting engagement

Ships involved: Two

Average playing time: 15 minutes

Setup:

Team #1: American, Player controlled
Close on enemy

Team #2: French, Computer controlled level #2
Defensive

Wind: North w/no change allowed
Strong w/no change allowed

Map size: 21 miles by 21 miles

Special conditions: The Insurgenté has been given a sail quality of (3), due to damage incurred before the battle began.

Deployment:



Insurgenté (36 guns)



Wind
North



Constellation (44 guns)

Historical notes: French privateers were operating in the Caribbean intercepting both American and British merchants. Although the United States Congress had not declared war on France, the United States was firmly aligned with England against the French privateers.

On February 9, 1799 in the Leeward Islands, the United States frigate Constellation under the command of Commodore Thomas Truxtun spotted the French frigate Insurgenté commanded by Captain Barreaut. Truxtun ordered all sail set and began a two and one half hour pursuit of the Insurgenté, during which time a squall bore down damaging both ships; the Frenchman far more, however, collapsing his main topmast.

Scenario #2
Constellation and Vengeance
Date: February 1, 1800

Situation: Meeting engagement
Ships involved: Two
Average playing time: 15 minutes

Setup:

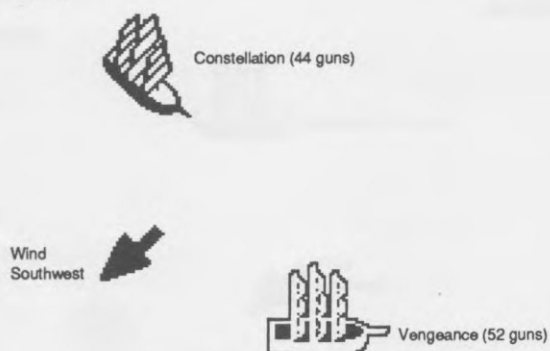
Team #1: American, Player controlled
Close on enemy
Team #2: French, Computer controlled level #2
Avoid engagement exit east
Wind: Southwest w/no change allowed
Moderate w/no change allowed
Map size: 21 miles by 21 miles

Special conditions: None

Historical notes: Almost a year to the day that Commodore Truxtun had defeated the Insurgente, he fell upon the French frigate Vengeance, commanded by Captain Pitot. Captain Pitot, like Captain Barreaut before him, was not looking for a fight. But, unlike the Insurgente of 36 guns, the Vengeance had 52 guns capable of delivering a 512 pound broadside compared to the Constellations 372 pound broadside.

At 10 o'clock P.M., the action became close and hot. At one point the ships became afoul; Captain Pitot ordered crew to the deck to repel boarders, but it was not Captain Truxtun's intention to board. The Vengeance crew was met with a hail of grape shot and musket balls. Despite her casualties, the Vengeance managed to pull away, firing broadsides as she did. Three times the Vengeance hauled down her colors, but her surrenders went unnoticed through the darkness, spray and smoke. It was after midnight when the Vengeance managed to break off action and escape into the night.

Deployment:



Scenario #3
Constitution and HMS Guerriere
Date: August 19, 1812

Situation: Meeting engagement
Ships involved: Two
Average playing time: 15 minutes

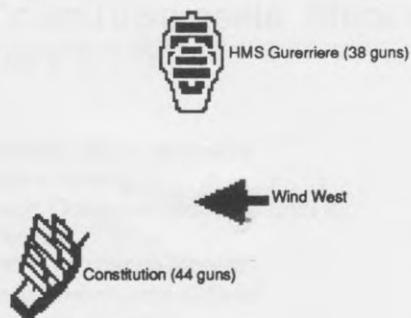
Setup:

Team #1: American, Player controlled
Close on enemy
Team #2: British, Computer controlled level #2
Close on enemy
Wind: West w/no change allowed
Moderate w/no change allowed
Map size: 21 miles by 21 miles

Special conditions: None

Historical notes: The War of 1812, fought between the British and Americans, was mostly a naval conflict. Although the British navy was vastly superior to the American fleet, it was largely tied up blockading the French. The meeting between the American frigate Constitution commanded by Isaac Hull and the British frigate HMS Guerriere (a French built frigate captured by the British off the Faroes in 1806) commanded by James Dacres, was the first naval action fought during the War of 1812. After 45 minutes of maneuvering, the Constitution closed on the Guerriere port quarter, drawing abeam of her at a range of two hundred yards. The Guerriere fired, doing some damage to the Constitution, but Hull held his fire until within 100 yards. For the next fifteen minutes the ships exchanged broadsides, with the weight of each of the Constitution's exceeding the Guerriere's by 100 pounds. The Guerriere gun crews fired as fast as they could load, with most shot falling into the Constitution's tops. The British shot that did find the hull fell into the sea; it was then that the Constitution earned her nickname "Old Ironsides". The action lasted but an hour, with the Guerriere surrendering to the Constitution.

Deployment:



Scenario #4
Constitution and Java
Date: December 29, 1812

Situation: Meeting engagement
Ships involved: Two
Average playing time: 15 minutes

Setup:

Team #1: American, Player controlled
Close on enemy

Team #2: British, Computer controlled level #2
Close on enemy

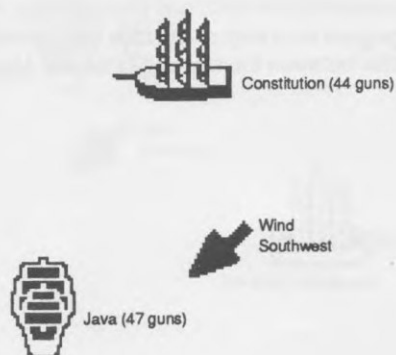
Wind: Southwest w/no change allowed
Calm w/no change allowed

Map size: 21 miles by 21 miles

Special conditions: British frigate's crew quality has been reduced to 5.

Historical notes: About 30 miles from the Brazilian coast the American frigate Constitution, now under the command of Commodore Bainbridge spotted the British frigate Java (a refitted French prize) commanded by Captain Henry Lambert. Few British Captains were as distinguished for skill and gallantry as was Captain Lambert; however, his crew has mainly composed of malcontents, impressed from the merchant service. At about 2:15 P.M., the Constitution and Java passed each other on opposite tacks and traded heavy broadsides. The Constitution's wheel was shattered, forcing the crew to work the tiller with tackles, allowing Lambert time to cross the Constitution's stern, raking her decks with shot. This was the last telling blow the Java was able to deliver. Bainbridge ordered more sail set and closed on the Java; crossing her bow, raking her fore to aft. Bainbridge then brought the Constitution about, raking the Java again. At 3:05 the ship became fouled. Lamberts call for boarders went unanswered; the attempt was never made. The action continued with little return fire from the Java until 5:55, at which point she hauled down her colors to surrender.

Deployment:



Scenario #5
United States and Macedonian
Date: October 25, 1812

Situation: Meeting engagement
Ships involved: Two
Average playing time: 25 minutes

Setup:

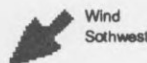
Team #1: American, Player controlled
Close on enemy
Team #2: British, Computer controlled level #2
Close on enemy
Wind: Southwest w/no change allowed
Moderate w/no change allowed
Map size: 21 miles by 21 miles

Special conditions: American frigate's sail quality has been reduced to 3. The frigate United States was nicknamed "Old War Wagon" due to its poor sailing ability.

Historical notes: Early October 25, off the Madeiras, the American frigate United States, commanded by Commodore Decatur sighted the British frigate Macedonian commanded by Captain John Surnam Carden, twelve miles to windward. The Commodore attempted to gain tactical advantage (now held by the Macedonian) by taking the weather gauge, that is putting the United States windward of the Macedonian. Captain Carden was no less eager to keep the weather gauge than was Decatur to take it. The action opened with Decatur firing a broadside at too far a range to do any damage. His next broadside was fired at a more suitable range and swept the Macedonian's mizzenmast into the sea. The Macedonian hauled to try and maintain the weather gauge and repair the damage just received. At 10:00 A.M., after recovering from the United States' opening broadside, the Macedonian bore up on the United States. Commodore Decatur backed down some sail and allowed Macedonian to come within 100 yards of him, then raked her with a full broadside. The action continued with the Macedonian always on the receiving end until she finally surrendered to the United States.

It is important to note that the British officers, whether due to economics or delusions of superiority, had long been neglecting the need for regular battle drill. Operating the large guns on a ship of line took strong men, each understanding exactly what was needed of him and when. The battle between the United States and Macedonian had again driven the point home.

Deployment:



Scenario #6
Chesapeake and Leopard
Date: June 22, 1807

Situation: Meeting engagement
Ships involved: Two
Average playing time: 15 minutes

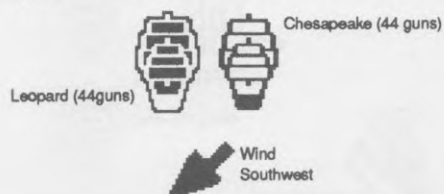
Setup:

Team #1: American, Player controlled
Avoid Engagement north
Team #2: British, Computer controlled level #2
Close on enemy
Wind: Southwest w/no change allowed
Calm w/no change allowed
Map size: 21 miles by 21 miles

Special conditions: Chesapeake starts with guns empty.

Historical notes: Off the the coast of Virginia at 3:30 P.M., the American frigate Chesapeake, commanded by Commodore James Barron, was politely hailed by the British frigate Leopard, commanded by Captain Humphreys, standing 60 yards off his port quarter. It was the Leopard's intention to muster the Chesapeake's crew, and search for British deserters. Commodore Barron politely refused. The Chesapeake was completely unprepared for what was about to happen. Her gun decks were cluttered, guns unmanned and powder room locked. The Leopard opened fire at point blank range; the broadside went unanswered by the Chesapeake. Again the Leopard fired; again unanswered. The Leopard continued to fire; the number of broadsides fired before the Chesapeake returned fire varies from three to seven, depending on who's telling the story. By 4:00 P.M., the Chesapeake had struck her colors.

Deployment:



Scenario #7

Lissa

Date: March 13, 1811

Situation: Meeting engagement

Ships involved: Ten

Average playing time: 1-1/2 hours

Setup:

Team #1: British, Player controlled
Defensive

Team #2: French and Italian, Computer controlled level #2
Close on enemy

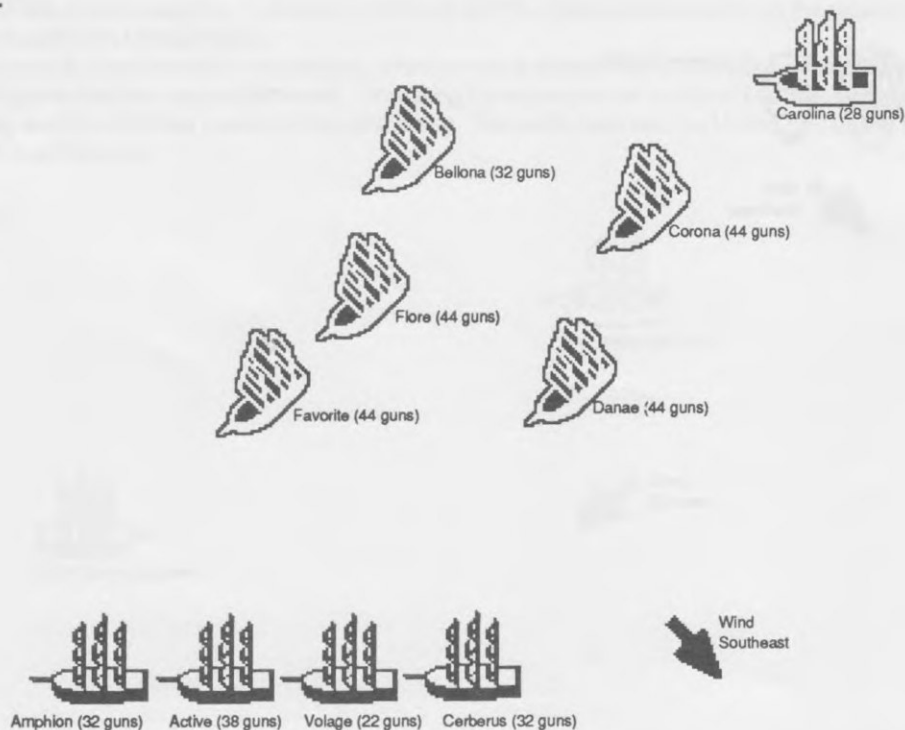
Wind: Southeast w/no change allowed
Moderate w/no change allowed

Map size: 21 miles by 21 miles

Special conditions: None

Historical notes: In March, 1811, Commodore Hoste in the British frigate Amphion (given him by Nelson) had his most famous encounter. Commanding a small force of four ships, he spotted a combined force of French and Italian ships off the island of Lissa. The allied force was commanded by Dubordieu, aboard the French frigate Favorite. Dubordieu formed his ships into two columns, set full sail, and bore down on Hoste's line. Hoste, recognizing the tactic as the one used by Nelson at Trafalgar, knew the correct counter. He put his ships in close order, leaving no gaps in his line. At 9:00 A.M., Hoste opened fire. Dubordieu attempted to round the point of Hoste's line and place him between to fires, but this attempt failed miserably. A general melee between ships then ensued. The result: Hoste's four ships captured two and drove a third, Dubordieu's frigate Favorite, ashore.

Deployment:



Scenario #8
Hypothetical
Period: 1780

Situation: Meeting engagement
Ships involved: Ten
Average playing time: 2-1/2 hours

Setup:

Team #1: British, Computer controlled level #2
Close on enemy

Team #2: French, Player controlled
Close on enemy

Wind: South w/no change allowed
Moderate w/no change allowed

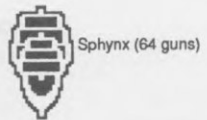
Map size: 21 miles by 10 miles, coast line on east edge

Special conditions: None

Situation: We have assembled two relatively even fleets, both within 1 mile of the coast. Many actions of this type took place between the French and British. Hypothetically, the British fleet has sortied from port to meet the French. During playtest, we found this to generally become a free-for-all with either side capable of a victory. The ships used actually did meet off Cape Verde in 1780.



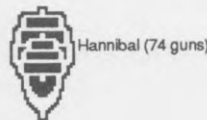
Veguear (64 guns)



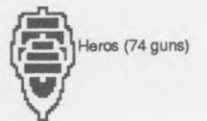
Sphinx (64 guns)



Artisan (64 guns)



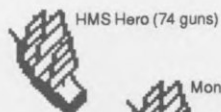
Hannibal (74 guns)



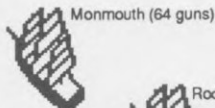
Heros (74 guns)



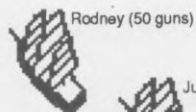
Wind
South



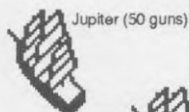
HMS Hero (74 guns)



Monmouth (64 guns)



Rodney (50 guns)



Jupiter (50 guns)



Isis (50 guns)

Scenario #9 Hypothetical

Situation: Privateer / Merchant raid
Ships involved: Seven
Average playing time: 2-1/2 hours

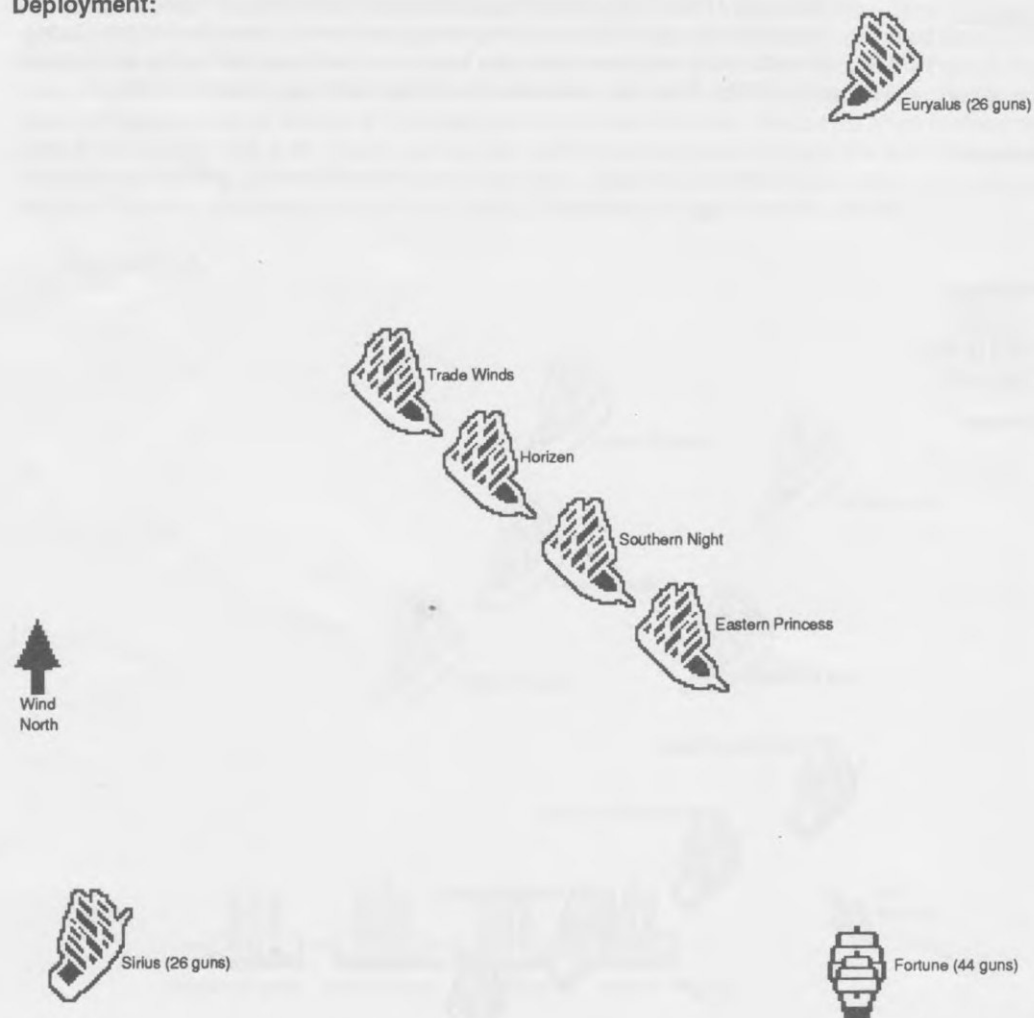
Setup:

Team #1: French, Player controlled
Close on enemy
Team #2: British, Computer controlled level #2
Close on enemy, Avoid engagement
Wind: North w/no change allowed
Calm w/no change allowed
Map size: 21 miles by 21 miles

Special conditions: None

Deployment:

Situation: In this scenario you control one French frigate, the Fortune. You are within one mile of four merchant ships. However, there is one British frigate, the Euryalus, bearing north/northeast at a range of two miles and the British frigate Sirius bearing east at a range of three miles. This scenario leaves a wide range of tactics open to both sides.



Scenario #10 Hypothetical

Setup:

Team #1: British, Player controlled
Close on enemy

Team #2: Dutch, Computer controlled level #2
Defensive, Avoid engagement

Wind: South w/no change allowed
Moderate w/no change allowed

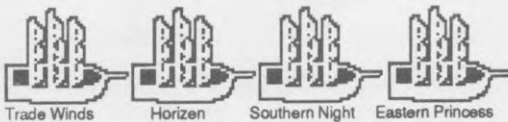
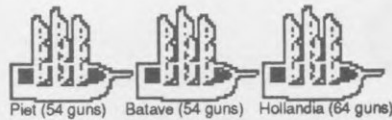
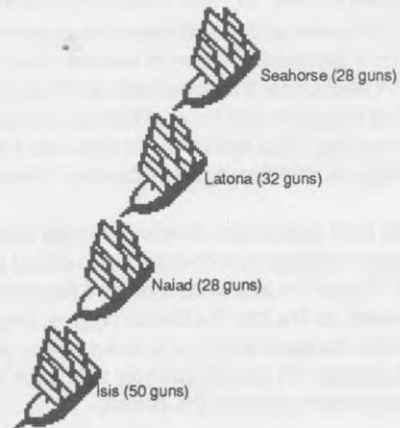
Map size: 21 miles by 21 miles

Special conditions: None

Deployment:

Situation: Merchant intercept
Ships involved: Eleven
Average playing time: 3 hours

Situation: In this scenario you are in command of four British frigates. Their mission is to intercept and capture four Dutch merchant men. The merchants are being escorted by three Dutch frigates.



Scenario #11
Ushant 1795

Situation: Meeting engagement
Ships involved: Fifteen
Average playing time: 6 hours

Setup:

Team #1: British, Player controlled
Close on enemy
Team #2: France, Computer controlled level #2
Avoid enagement exit south
Wind: Southwest w/no change allowed
Moderate w/no change allowed
Map size: 21 miles by 21 miles

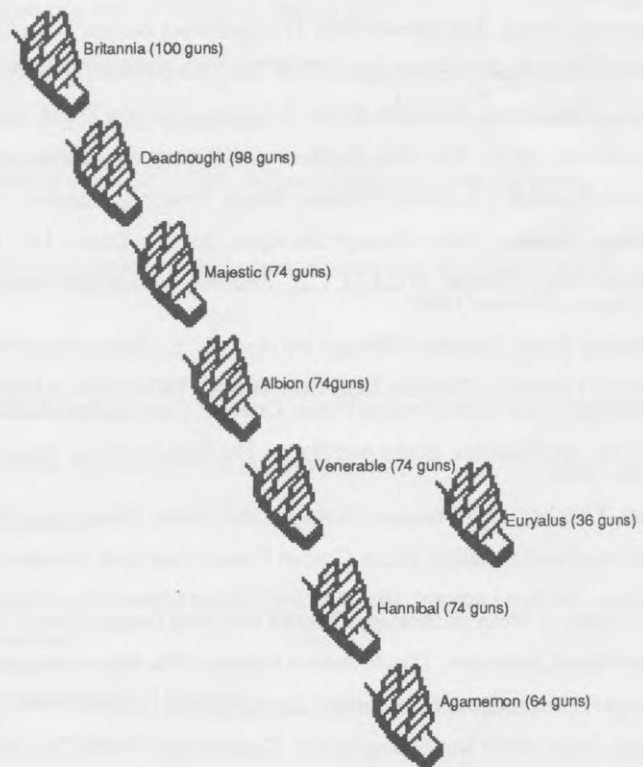
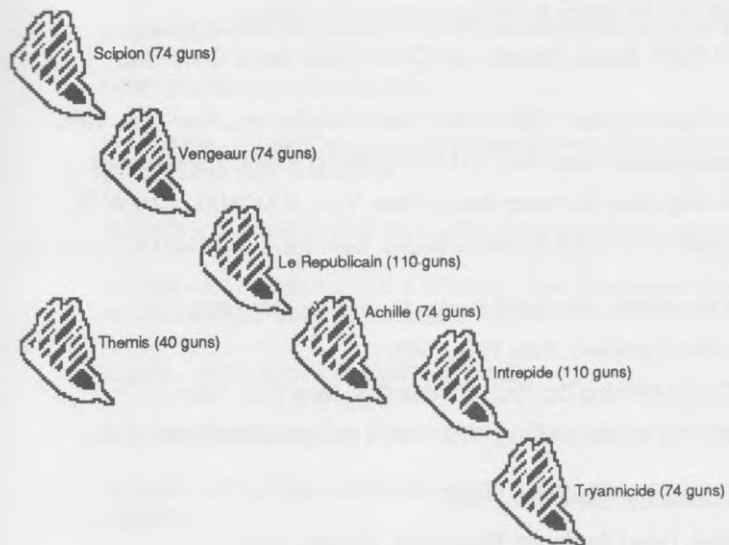
Special conditions: None

Historical notes: In 1795 Citizen Admiral Paul Egalité d'Hanley had taken his fleet out of Cherbourg, avoiding the British blockade and sailed down the channel toward Brest. The French were attempting to concentrate their fleet in Brest for a planned invasion of Ireland. As d'Hanley's fleet came around Ushant his luck ran out. He was spotted by a British fleet under the command of Rear-Admiral Sir Horatio Hague. The French fleet had no desire to take on the British at this point and time. d'Hanley ordered all guns loaded with chain and directed his ships to take aim at the British rigging. This tactic was to allow the French ships to slow down the British fleet and to escape to the port of Brest with as little damage as possible. Rear-Admiral Hague's objective was the complete destruction of the French fleet.

As both fleets were heading directly toward each other, the first move fell to the French for, if the French fleet continued on its current course, there would be no hope of arriving in Brest with minor damage. d'Hanley ordered his fleet to change course in column and head south. This maneuver, he hoped, would allow each one of his ships, as they turned, to fire into the British rigging, thereby allowing his escape. What happen was not quite what d'Hanley had hoped for. As each ship made its turn, their sails filled and the ships accelerated, creating large gaps in his line. Hague jumped on this opportunity to breach the French line and did. The result was a general melee and an overwhelming victory for the British.

Deployment: on next page.

Scenaro #11 deployment



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15.0 GLOSSARY

afoul - when two ships come so close together that their rigging and sails get tangled up with each other.

amidships - the middle part of a ship midway between bow and stern.

bow - the forward part of a ship.

broadside - the side of a ship, from bow to stern, which was the broadest part of the ship. Also, the act of firing the guns on one side of the ship.

column - a formation of ships in which they are are situated side by side.

course - the direction a ship is heading. Also, the series of headings and distances between headings which are moved along to reach a destination.

frigate - small warship, usually a fifth rater.

full-rigged ship - sailing ship of three or more masts rigged with square sails on all masts.

grapple - a hook fastened to the end of a rope, thrown from one ship to another as a means to pull the ships together.

heading - the current direction of travel. The direction that a ship's bow is pointing toward.

hull - the outer shell of a ship.

line - a formation of ships in which they are situated one behind the other, bow to stern.

knot - unit measure of speed equal to one nautical mile per hour.

leeward - the quarter toward which the wind blows, opposite of windward.

nautical mile - 6,080 feet. Derived from the length of a minute (1/60th degree) of latitude, which is used in measuring all nautical distances.

port - the left side of a ship when looking forward. A city, town or other place where a ship loads and unloads. An opening in the side of a ship, as for guns.

rake - to fire guns down the length of a ship.

rigging - the arrangement of masts, lines, sail, etc. on a ship.

ship of the line - sailing warship armed powerfully enough to serve in the line of battle.

starboard - the right side of a ship when looking forward.

stern - the rearmost part of a ship.

strike - to lower a flag ("colors") as a sign of surrender.

windward - the quarter from which the wind blows, opposite of leeward.

16.0 INDEX

- Accept Ships 9, 27
- Anchor 11, 14
- Attitude 22
- Avoid Engagement 4, 8, 28

- Backsail 11
- Battle Sail 21, 22
- Battle View 9, 13, 15
- Begin Game 7
- Boarding 16
- Broad 21, 22

- Cancel 11
- Canister 20
- Carronades 8, 26
- Chain 20
- Chart View 9, 13
- Close Hauled 21, 22
- Close on Enemy 4, 8, 28
- Coast 6, 21
- Collision 18
- Column 14
- Combat 16, 17
- Command 14
- Computer Player 4, 28
- Create Ships (CRT/SHIPS) 9, 26, 27, 28
- Crew 14, 19, 26

- Damage 14, 18
- Defensive 4, 8, 28
- Delete Ship 9
- Disk Menu 9
- Double Round 20

- East 7
- Edit Ship 7, 9, 27
- End 14
- Emblem 10, 13
- Exit 4, 8, 28

- Fatigue 14
- Fire 13, 14
- Flag Select 25
- Flag Ship 7, 12, 14, 25
- Forward 11
- Foul 18
- Full Sail 21

- Game Menu 10
- Game Setup (4.0), 7, 27
- General Orders 4, 8, 14
- Get Ship 9
- Grape 20
- Grapple 18
- Guns 14, 19, 20

- Haul 21, 22
- Hold 13
- Hull 14, 26

- Independent 12, 14
- Init...Disk (intialize disk) 9, 10, 28
- Insert Ship 9
- Irons 21

- Knot 21, 22

- Langrage 20
- Load Guns 8, 12
- Load Ships 9, 27
- Lone Wolf 12, 14
- Lost 14

- Maneuver 11, 14
- Map Screen 9, 13, 15
- Map Size 5,
- Marine 14, 26
- Menu 6, 9, 10, 12, 13
- Miscellaneous 14
- Move 8

- Name 7, 26
- Nationality 7, 26
- New/Clear 9
- New Ships 6,
- North 7,

- Oceanic 7,
- Options Menu 6, 26
- Ordnance 19

- Pass Flag 14, 25
- Pick 27
- Play by Turns 4
- Port 8, 11, 26
- Pursue 11, 28

- Quality 7

- Rate 7, 19, 27
- Reach 22
- Remove Ship 8
- Repair 18
- Round 20
- Run 21, 22

- Sail 8, 10, 14, 21, 26, 28
- Save Game 10, 14, 28
- Save Ship 9
- Scenario 10
- Screen Display 5
- Seamen 14, 26
- Select Ship 7, 9, 10, 12, 13
- Set Sail 8, 21
- Ship 14, 19
- Shipyards 27
- Shot 20, 28
- Skill 28
- South 7
- Speed 21, 22
- Starboard 8, 11, 26
- Status Display 5
- Status Report 14
- Steering 14

- Tack 21, 22
- Tactic 23
- Target 12, 14, 17
- Team #1 - 6, 13, 27
- Team #2 - 6, 13, 27
- Transfer 16
- Turn 9
- Type 19

- Utity (utility) 13

- Views 13

- Warfare 12
- Wear 21, 22
- West 7,
- Wind Direction 4
- Wind Velocity 4

- X-Coor 8, 27, 28

- Y-Coor 8, 27, 28

SHIPYARD

HOME FLEET BRITISH 33SHIPS

(KINGS ROYAL FLEET)

HMS BRITANNIA (FLAG SHIP) 1st RATE 120guns
HMS ROYAL GEORGE 100guns
HMS VICTORY 100guns

HMS DREADNAUGHT (FLAG SHIP) 2nd RATE 98guns
HMC CORNWALLIS 74guns 3rd RATE
HMS PEGASUS 74guns 3rd RATE

SCOUT FLEET HOME GUARD BRITISH - (SOUTH FLEET)

HMS HIBEMIA 1st RATE 120guns
HMS ROYAL OAK (FLAG SHIP) 3rd RATE 74guns
HMS BRISTOL 64guns
HMS LANCASTER 64guns
HMS JUPITER 50guns 4th RATE
HMS SATURN 50guns 4th RATE
HMS DARTMOUTH 44guns 5th RATE
HMS GLASGOW 44guns 5th RATE

SCOUT FLEET HOME GUARD BRITISH * (NORTH FLEET)

HMS FRANCIS DRAKE 38guns
HMS HUSSAR 38guns
HMS AFRICAINE 38guns
HMS GUERRIERE 38guns

(QUEENS ROYAL FLEET)

HMS NELSON (FLAG SHIP) 1st RATE 120guns
HMS PRINCE OF WALES 2nd RATE 98guns
HMS IMPREGNABLE 2nd RATE 98guns

HMS WINDSOR CASTLE (FLAG SHIP) 98guns
HMS BOMBAY CASTLE 98guns

MERCHANTMEN GUARD FLEET

HMS DRAGON 74guns (FLAGE SHIP) 3rd RATE
HMS EAGLE 74guns
HMS VANGUARD 74guns

HMS AMAZON 36guns
HMS HOTSPUR 36guns
HMS OWEN BROWN 36guns
HMS CLEOPATRA 36guns

HMS FOX 32guns
HMS QUEBEC 32guns
HMS SOUTHAMPTON 32guns
HMS UNICORN 32guns

HMS JAMAICA 28guns
HMS SQUIRREL 28guns
HMS PEACOCK 28guns
HMS ROYALIST 28guns
HMS BULLDOG 28guns
HMS BEAGLE 28guns

MERCHANTMEN SHIPS & SHIPS FOR SUPPLYS 7

HMS DESPERATE
HMS CRACKER
HMS CONQUEST
HMS SWIFT
HMS MARINER
HMS LIGHTNING
HMS NIMROD

SHIPYARD

FRENCH FLEET HOME PORT (GRAND REPUBLIC FLEET)

HMF ORIENT	(FLAG SHIP)	1st RATE	120guns
HMF IMPERIAL		1st RATE	120guns
HMF INVINCIBLE		1st RATE	110guns

HMF NEPTUNE	(FLAG SHIP)	3rd RATE	80guns
HMF SCIPION		3rd RATE	80guns
HMF TRIDENT		3rd RATE	80guns

HOME GUARD FLEET (ROYAL)(KING)

HMF TRICOLOR	(FLAG SHIP)	3rd RATE	74guns
HMF JEAN BARRAS		3rd RATE	74guns
HMF LEOPARD		3rd RATE	74guns
HMF BRUTUS		4th RATE	50guns

HOME GUARD FLEET (ROYAL)(QUEEN)

HMF REPUBLICAN		1st RATE	110guns
HMF GUILLAUME TELL		3rd RATE	80guns
HMF ALEXANDRE		3rd RATE	80guns

SCOUT FLEET (SOUTH)

HMF REVOLUTION	(FLAG SHIP)	3rd RATE	74guns
HMF GUERRIER		3rd RATE	74guns
HMF CREOLE		5th RATE	40guns
HMF JUSTICE		5th RATE	40guns
HMF IMPERIEUSE		5th RATE	40guns

SCOUT FLEET (NORTH)

HMF SANS CULOTTE	(FLAG SHIP)	1st RATE	120guns
HMF SANS PAREIL		3rd RATE	80guns
HMF ALEMENE		5th RATE	38guns
HMF CARRIERE		5th RATE	38guns
HMF DESIREE		5th RATE	36guns

MERCHANTMEN GUARD FLEET

HMF ACHILLE	(FLAG SHIP)	3rd RATE	74guns
HMF ATLAS		3rd RATE	74guns
HMF GASPARIN		3rd RATE	74guns
HMF PRESIDENT		5th RATE	38guns
HMF GLOIRE		5th RATE	36guns
HMF TRIBUNE		5th RATE	36guns
HMF SYBILLE		5th RATE	38guns

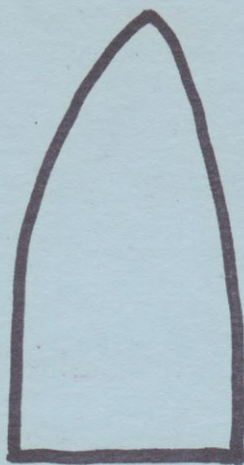
HMF AMIABLE		5th RATE	32guns
HMF AMSTERDAM		5th RATE	32guns
HMF MONTREAL		5th RATE	32guns
HMF REUNION		5th RATE	38guns

HMF TOPAZ		5th RATE	36guns
HMF CAROLINE		5th RATE	28guns
HMF IRIS		5th RATE	32guns
HMF RESISTANCE		5th RATE	40guns

MERCHANTMEN SHIPS

HMF DILIGENT
HMF ROMAN
HMF ANTELOPE
HMF NATIONALE
HMF COURIER
HMF JEAN BART
HMF LA FRENCH

LEFT
PORT



RIGHT
STARBOARD



GARDÉ

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