

# GAME CONTROLS

| Action          | Mouse                    | Keyboard |
|-----------------|--------------------------|----------|
| Status          | Click on associated icon | F1       |
| Fleet Status    | Click on associated icon | F2       |
| Personal Status | Click on associated icon | F3       |
| Captain's Log   | Click on associated icon | F4       |
| Treasure Map    | Click on associated icon | F5       |
| World Map       | Click on associated icon | F6       |
| Top 10 Pirates  | Click on associated icon | F7       |
| Pirate-O-Pedia  | Click on associated icon | F8       |
| System Options  | Click on associated icon | F9       |
| Load/Save       | Click on associated icon | F10      |



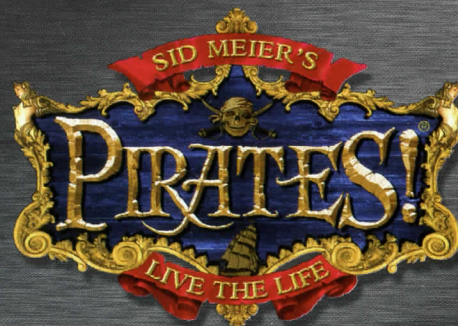
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F E R A L



L E G E N D S



### *Epilepsy warning*

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult a physician before resuming play.

### *Precautions to take during use*

This game disc is intended for use exclusively on Macintosh computers with the minimum configurations specified on the system requirements of the game purchased.

Sit a good distance away from the monitor.

Avoid playing if you are tired or have not had much sleep.

Make sure that the room in which you are playing is well lit.

Rest for at least 10 to 15 minutes per hour while playing a video game.

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## INTRODUCTION

### *Welcome to Sid Meier's Pirates!®*

Welcome to the Caribbean, Captain! There's a whole new world here, a world full of adventure and ripe with plunder. Rich, treasure-laden ships carry South American silver and gold back to Spain, whilst French, Dutch and English vessels carry booty only slightly less valuable. The boisterous buccaneer towns teem with lusty pirates seeking a bold commander to lead them to wealth untold. Constantly at war with one another, the Great Powers are always in search of doughty privateers to take to the seas and do their fighting for them.

Yes, it's a world of high adventure, where brave and skilled men battle for treasure and glory. Those who succeed achieve great fame and personal wealth – and the bones of those who fail forever lay in Davy Jones' locker.

This manual is designed to get you started quickly and on your way with *Sid Meier's Pirates!®*. It tells you how to create a pirate, how to sail and takes you through the main screens, however a more detailed manual is available as a pdf document in the *EN folder* on the DVD.

**Note:** If manuals are not your favourite reading matter, then you can also find lots of information from the Pirate-O-Pedia menu within the game.

### **The Memoirs of Captain Sydney**

There be only three rules that ye must follow if ye wants to be a pirate.

First, always keep your crew happy. A happy crew will take on the world, if ye ask 'em, while an unhappy crew will fall apart fightin' a Dutch herring boat.

Second, always hitt 'em from windward. If ye got the weather gauge ye can beat almost anyone – and if ye be losin' ye can run away a lot easier.

Third, never trust a man named "Raymondo." He'll kidnap yer family as soon as look at ye!

## INSTALLING THE GAME

1. Insert the *Sid Meier's Pirates!®* DVD into the DVD drive and wait for the *Sid Meier's Pirates!®* DVD icon to appear on your desktop.
2. Double click on the *Sid Meier's Pirates!®* DVD icon to open it.
3. Before doing anything else, read the file called *ReadMe* found in the *EN* folder.
4. Drag the *Sid Meier's Pirates!®* folder from the DVD to the *Applications* folder on your computer's hard drive. It will start to copy across.
5. Once the copy has finished, the *Sid Meier's Pirates!®* installation is complete.

Installation is a one-time process that will only take a few minutes.

## PLAYING THE GAME FOR THE FIRST TIME

1. Insert the *Sid Meier's Pirates!®* DVD into your computer's DVD drive and wait for its icon to appear on the desktop.
2. Double-click on the *Sid Meier's Pirates!®* application icon. By default this is to be found in the *Sid Meier's Pirates!®* folder within the *Applications* folder on your computer's hard drive.
3. The pre-game Options screen will appear. Click on the *Play* button.

The game will launch.

4. After the loading screens, the Main Menu screen will appear. Click on *Play Sid Meier's Pirates!*
5. The introductory movie will play, giving you the background to your quest.
6. The Crew Signup screen will appear. Enter the name you wish to use in the game and click on *continue* (the dagger icon in the bottom right-hand corner).
7. You will now be asked to choose a nationality, French, Dutch, Spanish or English. Once you have done so another movie will play setting the scene for your pirate adventures.
8. When the movie finishes the game will start as you sail into port.

## SAVING AND LOADING GAMES

### *Saving a Game*

You can save a game while at sea or on land – but not while in town, during a conversation, or during a battle. Press (⌘S) to Quick save or hit (Esc) to open the Information Screens and then navigate to the Save/Load menu.

### *Auto-Save*

*Pirates!* saves your game automatically each time you enter a town, get involved in a battle, or quit the game.

### *Loading a Game*

You can load a game while at sea or on land. Press (⌘L) to load your last Quick Save or hit (Esc) to open the Information Screens and then navigate to the Save/Load menu.

## A WORD ABOUT YOUR GOALS

*Sid Meier's Pirates!* is an open-ended game, which means you can pretty much do what you want. If you want to be a peaceful trader and not fight with anyone, you can do so. If you want to be a reckless pirate and take on everybody, you can do that too. Or you can be a romantic hero, seeking to sweep every governor's daughter off of her feet. You control your own destiny – do what you will with it.

Your pirate is not immortal. However, as he ages, some of his skills will begin to diminish. At some point he'll find it harder to recruit crewmen, who are interested in a young, healthy captain to lead them. Eventually you'll need to consider retiring this pirate and starting anew with another captain.

When your pirate retires, the game examines his piratical career, and, based upon what he has accomplished, assigns him a final ranking. If he's been extremely successful, he earns himself a place in the Hall of Fame, and he may retire to become a governor himself. If he's less successful, he may end his days as a lowly barkeep or street-cleaner.

## USEFUL GAME INFORMATION

**Multi-Ship Combat:** Occasionally you'll encounter two ships sailing together in formation, typically a merchantman and an escorting war vessel. If you attack either of these vessels, your flagship has to fight both of them at the same time.

**Sneaking In and Out of Cities:** The original game's "die-roll" sneak has been replaced by an action sequence. If you attempt to sneak into an unfriendly city, the scene changes to display an overhead view of the city. You then have to guide your pirate through the streets, avoiding or knocking out the patrolling guards until you reach your destination.

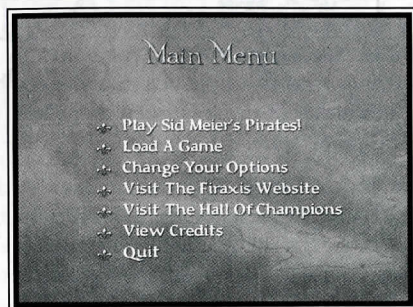
**Dancing:** To impress a governor's daughter these days, a pirate must not only be wealthy and successful, but he must also be light on his feet. As you romance her, a governor's daughter might invite your pirate to a ball. You then have to move your pirate around the dance floor, matching your partner's movements in time with the music. **Note:** There are various "game items" available to assist those who are rhythmically challenged in this sequence. Speaking of which...

**Game Items:** During the game, your pirate may receive or purchase a number of special items that assist with certain tasks – e.g., jewelry helps the pirate win the heart of a beautiful maiden, a fine sword improves his dueling, and so forth. There are many such items available and you may collect them all.

**Crew Specialists:** You may encounter various "crew specialists" during play. These include cooks, gunners, sail-makers, and more. Each specialist assists you in important ways: the cook keeps your men happier during long journeys at sea; the sail-maker repairs sail damage after a battle; and so forth.

**Pausing the Game:** You can press (Shift-P) or (number pad 7) when in sea or land navigation to pause the game. Time is already frozen while you're on an information screen, at a menu, or in a conversation, so you don't need to pause at those times.

## THE MAIN MENU



The Main Menu contains the following entries. You can select an entry by using your mouse or keyboard.

### *Play Sid Meier's Pirates!®*

Choose this to begin a new game of *Pirates!* from scratch.

### *Load A Game*

Choose this to resume a game that you began earlier. You can access games that you saved manually as well as auto-saved games.

### *Change Your Options*

Choose this to change the game's default audio and video settings, and game controls.

### *Visit the Firaxis Website*

Choose this to visit the *Firaxis* web site. You will find an exciting community of fellow pirates as well as player-generated content, game hints and tips, and other cool *Pirates!* stuff.

### *Visit The Hall Of Champions*

Choose this to view the *Pirates!* Hall of Fame, where your top game scores are recorded.

### *View Credits*

Choose this to view credits for *Sid Meier's Pirates!®*.

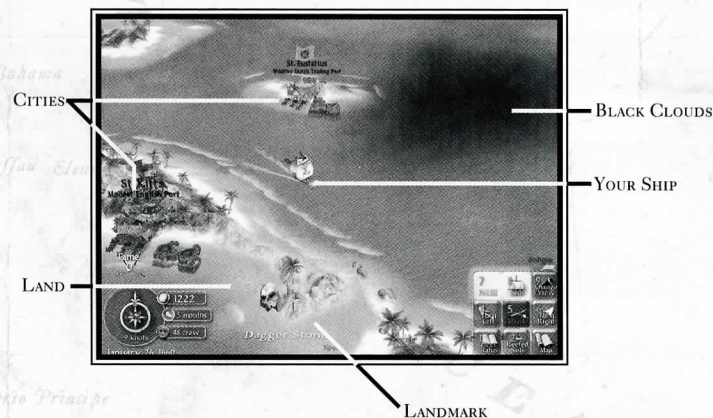
### *Quit*

Choose this to exit *Pirates!* and return to the Finder.

## AT SEA

### *The Navigation Screen*

This screen displays a portion of the Caribbean. The view remains centered on your ship at all times.



### WHAT'S ON THE NAVIGATION SCREEN

**Your Ship:** Your ship appears in the center of the map. If you have more than one ship, your "flagship" is in the lead and the other vessels are following her.

**Other Ships:** Other ships appear on the map when they get within sight of your vessel. Each ship has a colored stripe, sail emblem, and flag denoting its nationality: black for Pirates, yellow for Spain, green for Dutch, red for England, blue for France. If unsure, you can determine a ship's nationality and type by approaching the other vessel or by moving your cursor over it.

**Land:** The islands and continents in the Caribbean.

**Cities:** The navigation screen displays the cities currently in sight. The name and nationality appear above the city, and you can get an idea of the city's military strength by the size of the fortifications guarding it.

**White Clouds:** These indicate heavy winds. You can use them to speed your journey.

**Black Clouds:** These dangerous storms frequently appear in the Caribbean, particularly during hurricane season. A clever sailor can use their heavier winds to speed his journey; however, if you get too close, you risk serious sail damage to your vessel.

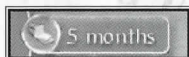
**Landmarks:** Pirates often refer to landmarks when drawing treasure maps. Certain landmarks are visible only by land parties on shore.



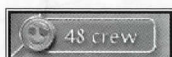
**Fame Counter:** This displays your pirate's current Fame score. The higher the Fame score, the more successful the pirate.



**Gold Indicator:** This displays your current gold amount.



**Food Indicator:** This displays how much food your crew has remaining.



**Crew Size Indicator:** This tells you how many men you have in your crew.

**Morale Indicator:** This displays your crew's current morale:



VERY HAPPY



HAPPY



CONTENT

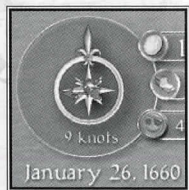


UNHAPPY



MUTINOUS

**Wind Speed Indicator:** This indicates how fast the wind is blowing.



**Wind Direction:** This shows you the wind's current direction.



**Quest Icons:** These provide links to any current quests, missions, and treasure maps you have.

# TREASURE MAP

*Lucky you!  
You've stumbled  
upon a...*

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## SHIP STRENGTHS

| SHIP TYPE         | SIZE | TURNING RADIUS | CREW   | MAX. CANNON | MAX. CARGO | SPEED |
|-------------------|------|----------------|--------|-------------|------------|-------|
| Tartane           | S    | VT             | 6-50   | 8           | 20         | VF    |
| Pinnace           | S    | VT             | 6-60   | 10          | 25         | VF    |
| Mail Runner       | S    | VT             | 6-80   | 12          | 30         | VF    |
| Sloop             | S    | T              | 8-75   | 12          | 40         | F     |
| Sloop of War      | S    | T              | 8-100  | 16          | 50         | F     |
| Royal Sloop       | S    | T              | 8-125  | 20          | 60         | F     |
| Brigantine        | M    | M              | 12-125 | 20          | 60         | M     |
| Brig              | M    | M              | 12-150 | 24          | 70         | M     |
| Brig of War       | M    | M              | 12-200 | 32          | 80         | M     |
| Coastal Barque    | M    | T              | 10-75  | 12          | 60         | S     |
| Barque            | M    | T              | 10-100 | 16          | 70         | S     |
| Ocean Barque      | M    | T              | 10-125 | 16          | 80         | S     |
| Fluyt             | M    | W              | 12-50  | 8           | 80         | VS    |
| Large Fluyt       | M    | W              | 12-75  | 12          | 100        | VS    |
| West Indiaman     | M    | VW             | 12-100 | 16          | 120        | VS    |
| Merchantman       | L    | VW             | 16-125 | 16          | 100        | S     |
| Large Merchantman | L    | VW             | 16-125 | 20          | 120        | S     |
| East Indiaman     | L    | VW             | 16-150 | 20          | 140        | S     |
| Frigate           | L    | W              | 16-200 | 32          | 80         | F     |
| Large Frigate     | L    | W              | 16-250 | 40          | 90         | F     |
| Ship of the Line  | L    | W              | 16-300 | 48          | 100        | F     |
| Fast Galleon      | L    | W              | 16-160 | 24          | 80         | S     |
| War Galleon       | L    | W              | 16-200 | 32          | 90         | S     |
| Flag Galleon      | L    | W              | 16-250 | 40          | 100        | S     |
| Trade Galleon     | L    | VW             | 16-100 | 20          | 120        | VS    |
| Royal Galleon     | L    | VW             | 16-150 | 32          | 130        | VS    |
| Treasure Galleon  | L    | VW             | 16-200 | 40          | 140        | VS    |

Size: S = Small; M = Medium; L = Large

Turning Radius: VT = Very Tight; T = Tight; M = Medium; VW = Very Wide; W = Wide

Speed: VF = Very Fast; F = Fast; M = Medium; S = Slow; VS = Very Slow

## HOW TO SAIL

### Steering Your Ship

The ship's helmsman steers the vessel by turning the ship's wheel, which is attached to the ship's rudder by a series of rope pulleys (some smaller ships are steered by wooden tillers). Use the Helm Control keys (**number pad 4** and **6**) to steer your vessel.



### Port and Starboard

As every pirate knows, port is to your left when you are standing on a vessel facing forward. Starboard is to your right. (An easy way to remember this is that the words "left" and "port" both have four letters in them.)

### Change Sail

You can sail with your canvas in one of two configurations: full sails or reefed sails. A ship with full sails has spread as much canvas as possible to move as quickly as possible; reefed sails slow the ship down but improve her handling in tight waters.

Press the Full Sail (**number pad 8**) and Reefed Sail (**number pad 2**) keys to switch between the two configurations.

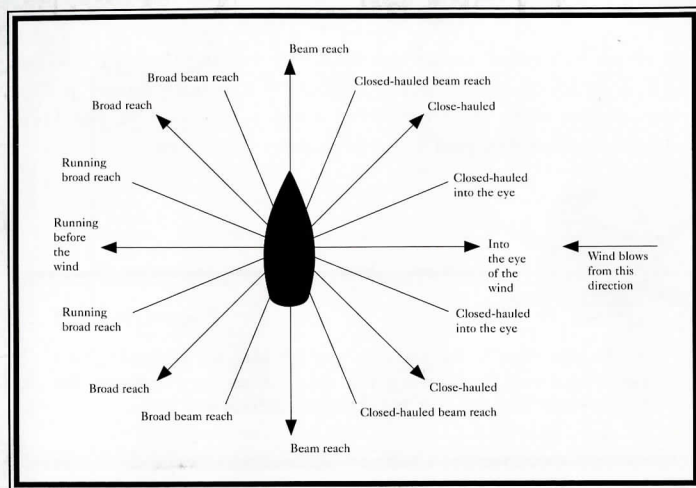
### Manning Your Ship

You need a certain minimum number of sailors to man your ship at peak effectiveness. If you have fewer than that number of crew, your ship is slower and your crew takes longer to reload cannon during combat.

If you have multiple ships in your fleet, you need enough crew to meet the crew requirements for all ships. If you don't have enough, your fleet sails slower and your flagship is less effective in combat.

**Note:** You usually begin a game of *Pirates!* aboard a sloop. You need eight crewmen to sail and fight with this ship effectively.

## Points of Sailing



### Using the Wind

A vessel's hull design and sail configuration determines its sailing characteristics. In general, ships with square sails such as the frigate or merchantman tend to perform best when sailing "large" — that is, running before the wind (for instance, in a running broad reach). Ships with triangular sails such as the pinnace or barque tend to perform best when sailing "by the wind" — that is, running roughly perpendicular to the wind (say, in a broad beam reach).

## Enter City

To enter a port city just steer your ship into the city. Depending upon conditions you might sail right in and anchor peacefully at harbor, or if the town is hostile, the city's forts may open fire on you. You then have the option to sail away, attack the town, or sneak in.

**Note:** Press the **Spacebar**, when moving past hostile ports, to fire on them. They will become increasingly hostile toward you the more you fire.

## Disembark onto Land

Steer your ship into a point on the shoreline where you want to disembark. The game prompts you to confirm that you want to go ashore, and your crew then form a landing party.

## Attack Ship

This is what being a pirate is all about! Over the course of the game you'll often find yourself wanting to launch an attack against some other ship you encounter at sea.

Press the Attack key (**number pad 5**) or run into a ship to initiate an attack against a nearby vessel.

## Pause

Press the Pause key (**Shift-P**) to pause the game. Note that no time passes when a menu is on-screen, when you're in a city, and when you're viewing an information screen. You only need to pause the game when you're at sea, on land, or engaged in an action sequence (ship battle, dueling, dancing, or in a land battle).

## Zoom

You can zoom in to get a closer view of your ship, or zoom out to see a larger expanse of the Caribbean.

Use the mouse wheel to zoom in and out, or hit **(+)** to zoom in and **(-)** to zoom out.

## Chase View

In "chase" view, the camera changes from the standard overhead view to a position behind and just slightly above your ship.

Press the Change View key (**number pad 9**) to toggle between chase and regular views.

## Change Your Flagship

When you begin a game of *Pirates!*, you have just one ship. Once you capture another vessel, you can choose to add it to your fleet. Your original vessel is designated your "flagship" and all other vessels trail behind her. You can change flagship by pressing the Change Flagship key (**Tab**) or by going to the Fleet Status screen (see next page).

## Maximum Fleet Size

You can have up to eight ships in your fleet, including your flagship. If you defeat an additional ship, you will not have the option to keep the new ship.

## Crew Requirements

Each vessel in your fleet requires a minimum number of crewmen to sail at peak performance. If you have fewer than that number, your sailing speed and combat performance suffer. If you have more than the minimum number of crewmen, the additional sailors take part in sea battles.

## Fleet Speed

In general, your fleet sails approximately as fast as your flagship in the present wind conditions. However, undermanned vessels reduce your fleet's overall speed.

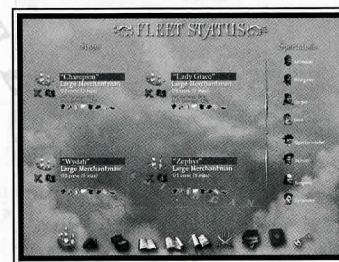
## Abandoning Ships

The best way to get rid of a ship is sail into port and sell it to a shipwright. However, you may sometimes find it necessary to abandon a ship while at sea – because you have insufficient crew or because you're being chased by a faster and stronger opponent, for example. You can abandon ships only from the Fleet Status screen.

# INFORMATION SCREENS

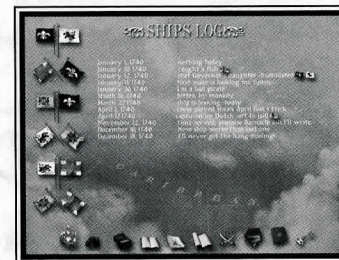
There are a variety of information screens available to you while at sea.

## Fleet Status



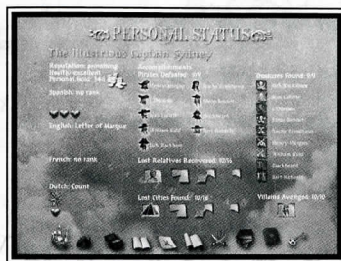
On this screen you can view all of the ships in your fleet as well as their upgrades, crew size, and damage status. You can also change flagships, rename your ships, and abandon unwanted vessels.

## Captain's Log



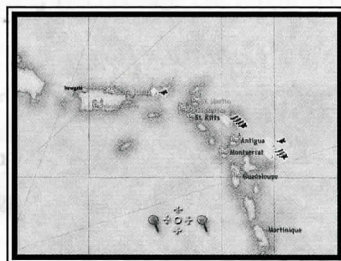
This screen stores a running list of your actions and accomplishments as well as other events happening in the world, including which nations are currently at war.

### Personal Status



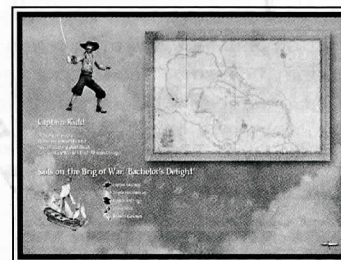
This screen displays your accomplishments, including how many promotions you've received, how many Top Ten Pirates you've defeated, how many buried treasures you've discovered, your personal wealth, and more.

### World Map



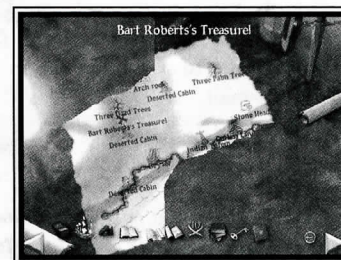
This map displays your fleet's current location in the Caribbean. You can zoom the map with the mouse wheel and scroll by moving the mouse to the edge of the screen. You can click on city names to find out what you know about the cities. (You can sometimes purchase information about cities from mysterious travelers in taverns, or you can always visit them yourself.)

### Quest Log



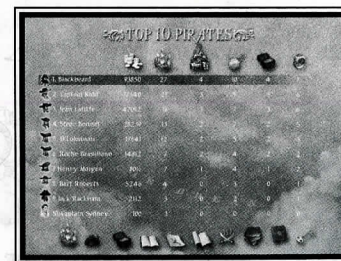
The Quest Log shows the name of any villain you might be pursuing, what he did to you (e.g., kidnapped your sister), plus any other information you might have on him.

## Treasure Map



You may acquire one or more treasure maps during the game. You can view them on this screen.

### Top 10 Pirates



This displays the ranking of the ten most dangerous pirates in the Caribbean.

## TECHNICAL SUPPORT

Every effort has been made to make *Sid Meier's Pirates!*® as compatible with current hardware as possible. However, if you are experiencing problems with running the game, please read on. The following information **MUST** be obtained **BEFORE** contacting Support:

1. The error message displayed when the problem occurred (if any).
2. A *Sid Meier's Pirates! Report.txt* file, this contains:
  - An Apple System Profiler Report of your Mac.
  - Any Crash logs that exist for *Sid Meier's Pirates!*®.
  - List of all the files in the relevant game folder.

All the information required can be obtained by loading *Sid Meier's Pirates!*® and clicking on the Support tab in the Options window. In the Support tab click on the *Generate Report* button. Once the report is generated it will appear as a file on your desktop. Now click on the send e-mail button. Remember to attach the report called *Sid Meier's Pirates! Report.txt* to your e-mail.

### ONLINE SUPPORT

Visit our website at [www.feralinteractive.com](http://www.feralinteractive.com)

Here you will find extensive product support and other information. In addition, this site provides answers to Frequently Asked Questions (FAQs) plus patches, updates and demos.

### E-MAIL SUPPORT

If you cannot find an answer to your question on the website, email to the following address: [smppsupport@feralinteractive.com](mailto:smppsupport@feralinteractive.com)

The subject line of your e-mail must include the words "*Sid Meier's Pirates!*". Remember to include a report from the profiler with your email.

### PHONE SUPPORT

If you prefer to speak with a member of the support team, call on the following numbers:

If you are in the UK – Tel: **020-8875-9787**

If you are outside the UK – Tel: **+44-20-8875-9787**

Telephone support is available between 9 am and 6 pm GMT. Outside of these hours, please leave a message with your name, telephone number and the game for which you are seeking support.

## CREDITS

ORIGINAL DEVELOPMENT BY: *Firaxis Games, Inc.*

ORIGINALLY PUBLISHED BY: *2K Games Publishing Ltd.*

MACINTOSH DEVELOPMENT BY: *Robosoft Technologies Pvt. Ltd.*

MACINTOSH PUBLISHING BY: *Feral Interactive Ltd.*

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Please return any defective multimedia product by registered letter to:

### Feral Returns

**3 St. George's Court  
131 Putney Bridge Road  
London SW15 2PA  
United Kingdom**

together with this manual if you have not already sent it to us. Please state your full name and address (including postcode), as well as the date and location of purchase. You may also exchange the multimedia product at the place of purchase.

If a disc is returned without proof of purchase or after the warranty period has expired, Feral Interactive Ltd. will choose either to repair or to replace it at customer expense. This warranty is invalid if the disc has been damaged through negligence, accident or misuse, or if it has been modified after acquisition.

The User recognises expressly that he uses the multimedia product at his own risk. The multimedia product is provided as is, without any warranty other than what is laid down above. The User is responsible for any costs of repairing and/or correcting the multimedia product.

To the extent of what is laid down by law, Feral Interactive Ltd. rejects any warranty relating to the market value of the multimedia product, the User's satisfaction or its capacity to perform a specific use.