

UNCHARTED WATERS™

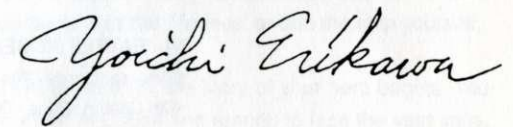


INTRODUCTION

Uncharted Waters revives a glorious time of adventure and romance - the Age of Exploration. The year is 1502, ten years after the immortal voyage of Christopher Columbus. Sailing under the Portuguese flag, your goal is to attain fame and restore your family to noble ranks.

This is no task for the meek. You'll be forced to earn your salt when you set sail into the unknown. There are distant ports to discover, bloodthirsty pirates to battle, priceless treasures to plunder, and a beautiful princess to rescue. As you fill in the map of your adventures a new world of travel and trade will open up for Portugal.

It's in your power to realize the dreams of a 16th century explorer. Play the part of a merchant and barter for precious treasures. Or, play the part of a ruthless pirate and force others to pay the price of your fame. You decide your own fate when you embark upon the high seas. Anchors aweigh!



Yoichi Erikawa

President, Koei Corporation
& The Entire Koei Staff

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I. QUICK START

Reference Card

If you are playing for the first time, turn to the reference card for special instructions concerning loading and saving games on your system. Information on how to use the keyboard or mouse is also included.

Create Your Character

Enter the name of the hero you will play. If you do not name yourself, you will become known as "Leon."

Next, set your character's ability levels: Leadership, Judgement, Intelligence, Courage, and Strength. Bonus points will be displayed. Decide whether these basic abilities are to your satisfaction, then add the bonus points to create a character with your own style.

Finally, enter the name of your flagship, the vessel which you will navigate as Captain. You acquire a used ship at the start, so you may leave it as the 'Hermes' or dub the ship yourself.

Once you OK all settings, the story of your hero begins. You are on the wharf in Lisbon and rearing to face the vast seas. Climb aboard your vessel and discover the world!

II. THE STORY OF YOUR QUEST

You live in the sixteenth century, an age of sea travel and exploration. Spain and Portugal are in competition to find new lands by sea.

The previous century saw the successes of three great explorers who opened up our understanding of the vastness of our world. Bartholomeu Dias reached the southern point of Africa, Christopher Columbus landed in the New World, and Vasco da Gama has recently returned from discovering a sea route to India. Up until then, the Ottoman Empire (Turkey) controlled the flow of exotic fragrances and spices to the Mediterranean region.

Now the year is 1502, and you are the last in line of a family which once enjoyed the luxuries of noble life. Your family has been reduced to poverty ever since the unfortunate demise of your grandfather. In a gallant attempt to win renown in the annals of sea-faring history he went down with his fleet off the west coast of Africa. Your father renewed his quest, but once again the sea triumphed and he succumbed to the waves. Now the challenge is in your hands. You must gain fortune and fame through bold adventures, and restore your family name to honor.



You are the hero of Uncharted Waters. Your home is in Lisbon, the capital of Portugal. In 1502, you are 16 years old and ready to face the dangers of deep.



Princess Christiana is the King of Portugal's only child. At 14 years old, she secretly follows your adventures. If you gain the King's respect you may be united one day...



Your first mate sailed with your father, and was the only survivor of his fateful wreck. He has great faith in your new expedition. You can rely on his expertise to guide you through rough seas.

The Path to Success

The path you pursue is entirely up to you, yet these hints will get you started in the right direction.

Acquire Wealth

Start off by trading in specialty items. Sail to nearby ports and discover where to buy and sell goods to make the best profit in your travels.

Build up a strong reputation among sea-faring folk.

Gain Fame

1. Invest in distant ports and gain allies for Portugal.
2. Defeat the hostile fleets of Spain and Turkey.
3. Rescue people and go on missions to secure goods.
4. Discover mysterious trade routes and ports.

Rise in Rank

Gain fame to draw recognition and an invitation to call on the King of Portugal. Follow his imperial requests and success will reward you with a seat in His Majesty's court. Rise up through the 9 appointed ranks with your eyes on the Duke's title!

★Beware of the time! You have 20 years to complete your quest. Starting out at 16 years old, you should achieve your claim to fame by the time you are 36, in January of 1522. Vasco da Gama reached India by the time he was 29, in 1498. Can you surpass his remarkable feat in as few years?

III. CALLING AT PORTS

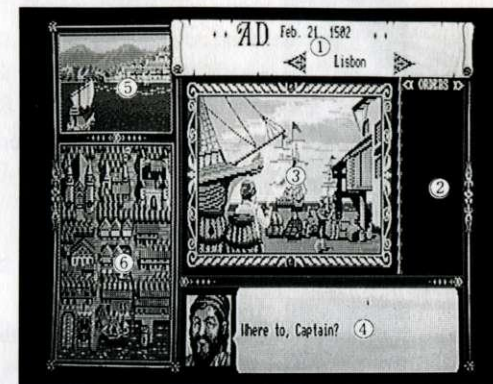
Your Fleet And Crew

At the start of your adventure you are in possession of a small, second-hand ship, a Latin. Soon your ambitions will outweigh the capacity of your ship and you will need to expand your fleet. Trade valuable goods, recruit sailors from foreign ports, and then invest in more ships. You can sail up to 5 vessels.

Treat your crew fairly and they will sail you safely through the seas. Stock your ships well to supply your crew with enough food and water to navigate the turbulent seas.

Port Display

1. Port and date
2. Command window
3. Command graphics
4. Message display
5. View of port
6. Port services



Port Services

These are the nine port services available, yet each port may have its own unique character. Visit any place as many times as you like in one day, except for Ye Olde Pub, the Shipyard and Palace. You will have to rest one night at the Lodge after stopping in at any of these three spots. Every service offers a different command menu.



CHURCH

Access the divine commands to Save, Quit or change the Message display.



GUILD

Barter for information on nations, or trade special items.



PALACE

Meet with the King or seek out the Princess.

**LODGE**

View your sailing journal and notes on your crew, fleet or the port.

**MARKETPLACE**

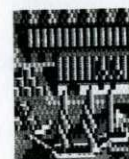
View market, trade goods or invest.

**YE OLDE PUB**

Drink, recruit crew, find mates or gamble

**SHIPYARD**

Invest in your fleet or the port

**HARBOR**

Stock fleet, transfer cargo or set sail

See *Port Commands*

NAVIGATING THE SEAS

A Walk Through Town

- MARKETPLACE**.....
1. Browse through the goods and check market prices.
 2. Sell what cargo you have to make a profit.
 2. Purchase goods to trade in other ports.
 3. Invest in foreign ports to raise support for Portugal.

- YE OLDE PUB**.....
1. Refresh yourself with a tall, cool one brag about your adventures. Other sailors may key you in on seafaring news if you keep the rum pouring.
 2. Buy a drink for the gal at the bar and she may give you needed information.
 3. If you feel lucky, try your hand at cards.

POKER You're up against rogues who play by their own rules, so watch your hand! Clean up your hand and place your wager. You can sit in as many rounds as you like, unless your opponents decide you've won enough from them.

BLACKJACK This dealer won't let you take advantage of him! Place your bet and work your hand up to 21.

- GUILD**.....
1. Purchase useful items for your travels. You will need certain items to navigate and protect your fleet. If you have the gold it is wise to make a purchase.
 2. Where there is a guild there is a master who specializes in certain items. But, his goods may not always be in stock when you most need them.

SEXTANT Calculate your latitude (north-south) and longitude (east-west).

TELESCOPE: Spy on distant fleets and spot ports.

SPECULUM Map out your position.

AMULETS Protect your fleet from the dangers of the depths
SWORDS & ICONS Gain strength in battle with specially crafted swords.

TREASURES Present the princess with exotic treasures.

IV. NAVIGATING THE SEAS

Seafaring Information

1. Navigation map
2. Sailing direction
3. Wind Direction and Velocity (1-8)
4. Current and Velocity (1-3)
5. Time of day
6. Date
7. Command window
8. Fleet data



★When you take to the helm keep track of your longitude and latitude in order to locate ports in the open seas. You will need a sextant on board to calculate your position.

★Each sailing map covers a 5 degree area of the seas. If you check with a sextant, your position will be the same anywhere you sail on the same map. When you enter waters on another map (screen), your position will change 5° the smoothest route. Your fleet will pick up speed if you sail with the wind at your back. Sailing into the wind will strain the sails and slow you down. Winds change throughout the year.

★Changing currents can effect your sailing control more than changing winds. Caught in a strong stream your fleet may be swept through the seas to distant lands. Currents do not change.

★Drop anchor to tend to your fleet. If you are caught in strong gales, stop and wait for the wind to change. Or, if your fleet gets caught up in seaweed, make needed repairs.

★The fleet will be easier to handle as the captain gains more sailing experience.

★Survey other fleets to catch seafaring tips while at sea.

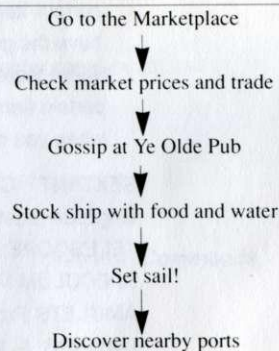
- LODGE**.....
1. Check port information. You may learn of a way to win allies for Portugal.
 2. Check your mates progress and the condition of your fleet.

- SHIPYARD**.....
1. Your small ship will need improvements. Remodel and repair your vessel when you have earned enough gold.
 2. Furnish you fleet with guns.
 3. Rename your ship if you so please.

- HARBOR**.....
1. Stock your fleet with food and water for an upcoming voyage.
 2. Check the number of days that you can sail with the supplies on hand.
 3. Set sail into the blue. Weigh anchor and unfurl the sails!

The First Step

Your adventure begins in Lisbon. Most brave tars venture straight into the unknown with all hands aloft, on the lookout for distant ports. But if you haven't got your sea legs yet, stroll through Lisbon with the following guide to show you through a 16th century port town.



★**HINT:** Before you first set sail, sell the quartz and pepper on board. Buy as much sugar as you can, it is a specialty of Lisbon. You can make a profit by selling it in another port.

See *Sea Commands*

V. FORTUNE AND FAME

Discovering Ports

When you shove off from Lisbon, sail along the coastline to discover hidden ports. Your fleet must be adjacent to a port in order to go ashore. Debark in foreign lands and barter for exotic goods. Later, find your way into the Mediterranean Sea and discover a new world of trade. While ashore, your food and water supply will not be consumed.

See Commands on Shore

Beware of Rough Seas!

Typhoons..... If caught in a typhoon, your ship may lose its rudder. The fleet will drift with the tide until repairs are made.

Overpowering Current..... Avoid strong ocean currents. Your fleet could be trapped off a desolate shore with no hope of escape. Be steady at the helm when you sail along the coastline!

Damaged Fleet..... If your fleet is damaged by heavy seas or war, debark at the nearest port and make repairs at the shipyard. If the port does not have a shipyard, or if there is no port in sight, land at some point and make repairs from your lumber supplies. While ashore, your food and water supply will not be consumed.

Provisions run out! Food and water is carried to supply your entire fleet. But if provisions run out you will all suffer a tragic fate...starvation out at sea.

If a ship runs out of provisions, the crew will receive supplies from other ships. But they will grow weaker with each day until you lead them to a port. Food can only be bought at port, so stock more food than water. Go ashore in search of a fresh spring if the fleet is low on water. The more experience you have, the easier your search will be.

Other dark mysteries of the sea are yet to be discovered...
BEWARE!

Trade Route and Markets

The seafaring life can be glorious with the right vessel and a hearty crew. But you need gold to create a fleet that can handle rough seas and match up to tough pirates.

Trade Specialty Goods..... The quickest way to turn a profit is to trade specialty goods, such as artwork and ivory. Sailors at Ye Olde Pub divulge trading secrets when the rum starts to flow. Or at sea, captains of merchant fleets always know the best port to sell your goods. So talk with other seafarers as often as you can.

Watch Market Prices..... General goods can be traded, but with less profit. Watch the market and determine where to buy and sell goods, such as grain and wool. Market prices fluctuate with your trading strategies, so favored trade routes will not always bring you profit.

Gain Fame

Invest to Gain Allies..... By investing in foreign markets and shipyards you improve the economic and industrial worth of a port and win their support. Ports with support over 80% are declared allies. Gain allies for Portugal and the King will regard you with favor.

Defeat Hostile Fleets..... In the Age of Exploration, Portugal, Spain and Turkey (Ottoman Empire) struggled for power of the seas. Gain fame by defeating enemies of your home land and the people of Portugal will praise your name. Learn of enemy whereabouts from the barmaid at Ye Olde Pub.

Help People in Distress..... People will solicit your help to secure goods, rescue victims of pirates, or to avenge past wrongs. Weigh your odds before agreeing to their tasks. If you fail you could lose all that you've gained. If you succeed your reputation will spread through distant ports and earn you a name among sea rovers. Stop by Ye Olde Pub and catch some helpful hints before you set off on a task.

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★You can choose to follow the ruthless life of a pirate rather than a sea merchant. Your dark deeds will stir fear among enemies of Portugal and win you fame as crusader of the vast seas.

Rise in Rank

Climb through the ranks! There are 9 noble ranks to achieve. Step by step you will rise to fame and glory.

Duke
Marquis
Viscount
Baron
Baronet
Knight
Squire
Page



Royal Requests When word of your adventures gets back to the King, he will summon you. This is your opportunity to earn noble ranking! By your efforts, your family may live in splendor again...If you refuse to comply with the King's wishes your fame will wane throughout the kingdom.

Strengthen Your Fleet

Recruit Mates Seek out mates at Ye Olde Pub to navigate one of your vessels or to be your nautical advisor. Marco is a young sailor, anxious to sail with any level-headed captain. But a more seasoned tar such as Christopher will only sail with a valiant captain he can respect.

Pay attention to the need of your mates. Give them a bit o'gold now and then, and they will stay loyal to you. But, they may desert you anyway if the sailing gets rough!

Update Your Fleet Updating your fleet can be a tricky business.

1. Go to Ye Olde Pub. Through Crew-Assign, reduce the crew on the ship to be scrapped. The sailors can be

placed on other ships.

2. Go to the shipyard. Sell the empty ship.
3. Purchase a new ship for your fleet.
4. Be sure to recruit a crew to handle the ship before you set sail again!

★You cannot sell your flagship, the ship which you personally navigate. Change your flagship while at sea with Order-Personnel.

Invest in your Fleet..... You can find a shipyard at any large port such as Lisbon. If your budget is tight, just make repairs to the fleet. But you will eventually need to replace or purchase new vessels to meet your quest.

Model your ships to suit your purposes. Load guns if you plan to go to war. Trim your ship with new sails if your sailing style changes.

Build New Ships..... The shipyard master will build you a ship just as you like if you have enough gold. If you need cargo space for trading, build a merchant ship. To battle pirates and other enemies, build a warship.

Merchant Ship..... A sixteenth century merchant ship is built for trade rather than defense. It has a deep hull and there is little room to bunk crew or guns. Storage space is only used to stock water and food for a fleet, and to carry goods for trade.

Warship..... The ideal warship has a shallow hull to facilitate swift maneuvers in battle. With the maximum number of guns and crew on board, a warship is always ready for battle.

Place Mates on New Ships... Once you gain sailing experience purchase another vessel for the flagship. Assign a navigator to your old Latin or fix him up with a new ship. You can bunk extra mates on the flagship while your fleet is still small. But keep track of their abilities. Experience counts for everything on the high seas. Place skilled sailors at the helm and your fleet will sail safely through the brine.

Rig a Figurehead..... Old sailors once claimed that a ship takes on the personality of its crew. It conforms to the needs of the crew and protects them like its own life. Painted ships developed out of this superstition. At the time you set sail figureheads have only just come into being. Most designs depict animals, from swans to lions, to mythical beasts.

When out on the ocean, your fleet is vulnerable to countless dangers. The winds of a sudden storm can stir up waves as high as the mast of a heavy galleon. If you believe in the spirit of your fleet, protect yourself with a figurehead at the bow.

Sails and Ships

Lateen Sails..... 'Lateen' is the word used by true skippers to mean 3-point sails, or triangular sails. They are the preferred sails for inland travel, and are efficient against headwinds. Warships and Mediterranean merchant ships are usually rigged with lateens for easy maneuvering.

Square Sails..... Square sails are also called 4-point sails. With a tailwind blowing in, square sails can propel ships a long way. They are powerful for voyages across the oceans.

Ships

A Caravel is a small craft with narrow bows. It can be designed with 1 or 2 masts and rigged with 3 or 4-point sails. This ship was the main means of travel and exploration in the 14th century. By the 1400's, there were two variations on this model.



Latin

With a shallow hull and narrow berth, a Latin is easy to maneuver through the inland seas. Rigged with lateens, it cuts through the inland waters with ease.



Redonda

The Redonda is another speedy vessel. The difference from a Latin is that it is rigged with square sails.

Small ships such as the Latin and Redonda do not fare well on the ocean. They are perfectly suited for travel within coastal sea lanes.



Bergantin

The Bergantin is the favored vessel of sea merchants. It appears smaller than a Caravel, but in fact has more storage space in the hull.



Nao

Most captains keep a Nao to carry the fleet provisions. A mid-sized vessel, it is also used for trade. Sailors prefer the Nao to the Carrack when they sail over the ocean because it is smaller and easier to handle.



Carrack

A Carrack is a large-bodied ship designed to carry heavy artillery. Because of its wide berth, it sails steadily through rough waters. The high fore and aftercastles of this model are typical of war vessels of the 15th century. Swinging the ship alongside the enemy, sailors would storm across the castles for hand-to-hand combat at sea. Christopher Columbus sailed a Carrack, the Santa Maria, when he ventured to the Americas.



Galleon

The largest ship of its time, a Galleon requires great skill to maneuver. Towering above other vessels on the sea, it is a floating bastion of power. It can be outfitted with artillery to create the ultimate warship, or used peacefully for trade. One famous Galleon was the Mayflower, which the Puritans sailed to North America.

Ship	Hull	Size
Caravel:		
Latin	Shallow	Small
Redonda	Shallow	Small
Bergantin	Deep	Small
Nao	Shallow	Medium
Carrack	Deep	Large
Galleon	Shallow	Large

When you go to build a ship you will have up to 5 hulls to choose from: Caravel, Bergantin, Nao, Carrack or Galleon. But depending on the way you rig a Caravel you can create a Latin or a Redonda. And you can turn a Galleon into a Heavy Galleon, the ultimate warship, if you have the gold!

Masts.....

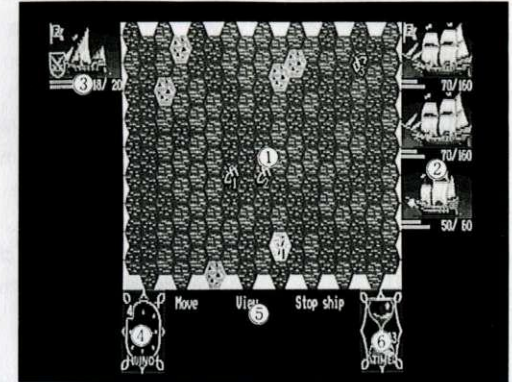
When you build a ship you can decide how many masts, up to 3, to fit in the hull. On a small ship one mast too many will make tacking a difficult task for your crew. Caravels can fit up to 2 masts, but one is perfect if you plan to keep to inland seas. Fit fewer masts if you prefer to rig lateens; this will increase your maneuverability. For square sails fit as many masts as you can; they will increase propulsion.

Wood.....

There are four types of wood that can be used to build a ship: teak, beech, oak and mahogany. Sometimes shipyards do not have all types in stock, especially where industry is very poor. The most expensive woods are the most durable. Mahogany, a resilient wood, is the best for warships. It is costly, but your enemies will have a hard time putting a shot through!

VI. BATTLE AT SEA!

1. Battle display
2. Data for your fleet
3. Data for enemy fleet
4. Wind direction and velocity
5. Commands
6. Turns remaining



★ The flagships of each fleet are marked with square sails. All other ships have lateen sails.

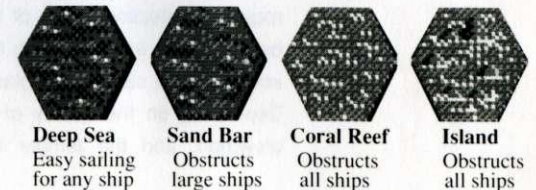
Prime Yer Guns!

Keep a lookout ready to spot menacing fleets or merchant ships full of valuable goods and treasures. Enemy fleets may storm you by surprise or you can initiate war. Go into war with warships well-armed and experienced crewmen at the helm.

Sail close abeam the enemy and attack by the light of day. All wars must end before twilight falls. The Time display records how many maneuvers you can perform and how much time is left before sunset.

The Wartime Seas

In war you are given a close-up view of the seas. There are rocky areas, too hazardous for any ship to enter, and small islands dotting coastal regions. Any ship can maneuver through deep surf, but deep-hulled vessels cannot enter the shallows.



War Commands

MOVE	Position ships to attack
WAIT	Maintain position
VIEW	View any ship
FIRE	Fire at distant ships
RUSH	Storm onto enemy ship
FLEE	Pull out of battle

MOVE There are three possible directions to move. Depending on the wind and ocean currents, you can advance until you expend your mobility.

VIEW You can survey your own fleet or send a lookout up to spy on the enemy. The top number represents durability and the bottom number crewmen. Crewmen are shown in red if there are less than 100 sailors on board. If there are more than 100 sailors, a number 1/10 the total crew is displayed.

FIRE Sink the Scurvy Dogs! Sail into firing range and blast your guns! Rip the bottom out from under them! Your gunshot will reach anything in the highlighted area if you fire accurately.
(displayed when in range)

RUSH "Board 'em me hearties! "
(displayed when beside enemy ship) This style of fighting dominated 16th century naval warfare. Sailors board other ships by maneuvering alongside the enemy. Storming across the fore and aftercastles they clash swords face-to-face.

FLEE Retreat your fleet from a perilous battle. If the flagship flees, the battle is lost. Cowardly navigators may be caught as you escape, or disloyal mates may desert.

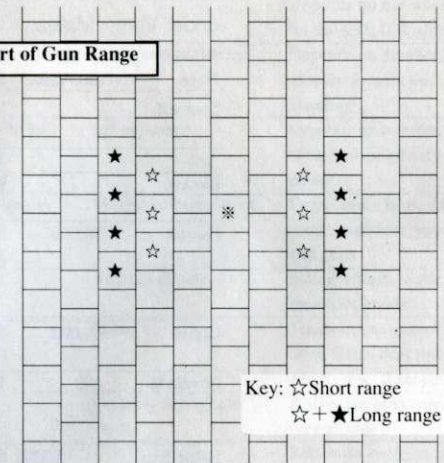
16th Century Guns Whether you intend to restore your family name as a trustworthy merchant or as a ruthless pirate, your fleet requires protection. Guns of the 16th century are known to be inaccurate and difficult to handle. They fire round shot of iron, or even stone, in a blast of gunpowder and flames. Depending on the quality of the powder, the skill of your crewmen, and the temper of the sea, larger guns can

explode a hole straight through the hull of an enemy ship!

Firing Power and Range

GUN	RANGE	POWER
Saker	Short	Weak
Culverin	Long	Weak
Cannon	Short	Strong

Chart of Gun Range



Goals for Victory

- * Sink the enemy flagship
- * Annihilate the enemy crew
- * Force the enemy flagship to flee.

After a victorious battle, plunder the defeated fleet. War spoils include gold, food, water, all cargo and sometimes valuable treasure!

VII. CAPTAIN'S JOURNAL AND COMMANDS

Keep track of your mates and inspect your fleet as often as you like. Whether you are at sea or docked at port, take a look at the books with your First Mate through View.

CAPTAIN'S JOURNAL




Sailor Information

Look over your crew at the Lodge under Mates, or at sea under View - Mates.

● for notes on the captain ■ for notes on your mates

Notes	Max Value	Information	Other
Yourself		Status	You are Captain; mates are navigators
Age		Your age	
Rank●		9 ranks	Fulfill royal requests for higher ranks
Fame●	50,000	Your reputation in Portugal	Important to the King. Discover and invest in ports, rescue people, defeat hostile fleets
Gold●	60,000	Total gold	Deposit surplus at Palace
Loyalty■	100	Trust in Captain	Reward your mates. The more they trust you the better they perform
Battle Exp Level		Battle experience Battle strength	Improves after a war Increases with Experience
Sailing Exp Level		Sailing experience Sailing skill	Improves while sailing and by discovering ports Increases with experience
Leadership		Ability to lead the fleet	Set these values at the on set of new game.
Strength	100	Determination	Courage and Strength are battle qualities;
Wisdom	100	Sense of mission	Leadership, Intelligence and Judgement are sailing qualities. Your own abilities influence sailors when you try to recruit
Courage	100	Bravery	
Intelligence	100	Decision making ability	

Fleet Information..... Check the status of your fleet at the Lodge under Fleet or while at sea under View-Fleet. Bar graphs and fractions record changes in your fleet. A full bar graph represents the ship at maximum. Fractional values show exactly how full your ship is.

Notes	Information	Other
Durability (DUR)	Ship strength	Used to gauge flotation. Depends on the wood used for the hull. If 0, ships sink!
Handling (HAND)	Strength against head winds	Depends on number and type of sails. 3-point sails increase handling
Power (PWR)	Sailing speed	Depends on number and type of sails. 4-point sails increase power
Cargo Capacity (C.C)	Maximum capacity of ship	Cargo space is used for food, water, merchant goods, crew and guns
Stowage (STO)	Amount in cargo	Includes food, water and merchant goods
Crew (CREW)	Mates	Yourself, navigators and crew. Ships drift into oblivion when crews disappear
Guns (GUN)	Quantity and type of arms	A ship can only carry one type of gun
	 Barrels of water	Replenish supplies at port. Transfer between ships to make room for other goods.
	 Barrels of food	Food and water are consumed each day except if on land
	 Bales of lumber	
Condition (Con.)	Condition of crew	You need a healthy crew: they need sufficient rations while at sea

NOTE: Your crew will desert if they're worked too hard or dishonored by your failures. Ration enough food and water to keep them happy, but lower rations if you think supplies may not stretch as far as the next port. When you hire a new mate, make sure the other mates stay loyal to you. And, if you flee from battle be prepared for deserters. Sailors will not trust a captain who escapes when the going gets tough.

Port Information

You have to dock to get hold of port information. You'll find what you want to know at the Lodge under Port.

Notes	Max Value	Information	Other
Economic Worth (Economy)	1000	Trading at the Market	Markets profit from investment and sales
Economic Revenue (Ec. Revenue)	60,000	Income from adventurers	Invested funds are used each month to sustain port growth
Industry	1000	Developments at the Shipyard	Highly developed shipyards can build better ships
Industrial Revenue (In. Revenue)	60,000	Shipyard investment	Invested funds are used each month to supply the shipyard
Support	100%	Support for foreign nations	Investment increases support for Portugal. Allies have 80% support Average is 100%
Prices	150%	Port rates	

Nation Information

You have to pay the guild master for information on foreign nations under View - Info.

Notes	Max Value	Information	Other
Revenue	60,000	Economic power	Increases with outside investment and as nation gains allies
Hostility	100	Animosity toward you	Hostility increases your chance of being attacked at sea. You may be refused entry at hostile ports
Friendship	100	Friendly ties	Affects freedom to visit ports and chances of gaining allies

CAPTAIN'S COMMANDS

PORT COMMANDS

HARBOR

Command	Sub-Command	Content
Sail		Shove off for a new adventure. Be sure to stock up for the voyage ahead
	Restock	Restock water, food, and lumber. Market prices vary in each port for these supplies
	Transfer	Transfer food, water, lumber and merchant goods between ships. Select a ship to unload, the goods to transfer, and load onto other ships

SHIPYARD

Command	Sub-Command	Content
Buy Ship	Used	Buy a second-hand ship
	New	Design a new ship according to your needs and budget
Remodel	Ship Name	Rename a ship for a small fee
	Guns	Buy new guns. The shipyard master will buy old guns for 1/2 price
	Sails	Change sails between 3 and 4 points. Masts cannot be changed
	Figurehead	Adorn bow of ship for protection on heavy seas
Repair		Make repairs to the fleet
Sell		Sell a ship. At Ye Olde Pub take all sailors off and bunk them on another ship. You cannot sell the flagship
Invest		Raise industrial worth and increase support for Portugal. Investing in allied ports raises revenue for Portugal

YE OLDE

PUB

Command	Sub-Command	Content
Crew	Recruit	Recruit crewmen and assign them to ships. A little gold on the table will catch a few good sailors!
	Assign	Reassign crewmen to new ships. You can leave sailors behind
Find Mates		Scout out navigators. Experienced sailors will join worthy captains
Fire Mates		Fire lazy mates from your crew
Drink		Slug down a few and listen for seafarer news
Gossip		Tip the barmaid and chat a while. She may give you some useful advice
Gamble		Gamble with the rogues at the bar. Play poker or blackjack

SEA COMMANDS

Command	Sub-Command	Content
Move	Direction	Direct your course with the guidance arrows. Tacking ability depends on your experience, the wind and current
	Anchor	Furl the sails and drop anchor. Use the same command to up anchor
View	Fleet	Check the status of your fleet
	Land	You need a special item to view a map of the shoreline
	Cargo	Check cargo
	Mates	View status of yourself or mates
	Items	Look over the items in your keep
Survey	Sextant	Use sextant to calculate your position
	Inspect	Send up a lookout with a telescope to search for fleets or ports
	Negotiate	Exchange news with a nearby fleet. Gain tips to help your mission along
War		Attack a nearby fleet by the light of day. <i>See Battle Commands</i>
Order	Ration	Change food and water rations (0-100%) Lowering rations will stretch your supplies but your crew will grow weak
	Distribute	Reward a mate with a bit o'gold
	Personnel	Transfer navigators and mates or change flagship
	Scrap	Scuttle a damaged ship into the brine. Make sure your crew is safely transferred to another ship
Debark	Port Call	Bring your fleet to dock
	Go Ashore	Go ashore at some point of land <i>See Commands on Shore</i>
Save		Record your adventures from the sea. You can rest here, to return another time

COMMANDS ON SHORE

Command	Sub-Command	Content
Sail		Set sail into the mighty deep. <i>See Sea Commands</i>
	Repairs	Use lumber on board to make repairs after sailing through heavy waters. You will need lumber to fix each vessel
Search	Water	Search for a fresh water spring. Stock your ship with as much water as you want
	Treasure	Your search will be in vain unless you have a purpose for the search
Load	Crew	Transfer crew between ships
	Cargo	Transfer supplies between ships or discard items with Unload Supplies

BATTLE COMMANDS

Command	Content
Move	Select your move from the three choices shown in green. Mobility is determined by the power of the fleet and your abilities. See the Reference Card for an explanation of how to move
Wait	Stay still and watch enemy's movement
View	View your own or enemy ships
Rush	Storm aboard an enemy vessel. You must be alongside the ship
Fire	Fire your guns at a ship within range
Flee	Select which ship to retreat. Or admit defeat and withdraw the flagship

VIII. THE AGE OF EXPLORATION

TRADING GOODS FROM DISTANT LANDS

Life changed for Europeans when Vasco da Gama opened up a trade route to India. Confined until then to salting to preserve meats and fish, Indian spices introduced an entirely new range of flavor.



Pepper

A pungent Indian spice. Pepper became a highly valued medium of trade between east and west when introduced to Europe.



Cinnamon

The dried out bark of the cinnamon tree. The trees grew up to 30 feet tall in the climate of Ceylon and the Seychelle Islands.



Nutmeg

The dried seed of the nutmeg tree. Imported to Europe from the distant Spice Islands.



Pimento

Type of red pepper found in the tropical zone of the Americas. It was first introduced to Europe by Columbus, and gradually spread eastward with trade.



Clove

Dried flower buds valued for their sweet flavor and aroma. Existed as one of the main mediums of trade for many years.

CELEBRATED VOYAGES

Until the 15th century the seas remained a mystery, feared for their endless expanse. There were the brave few, however, who dared to venture into the unknown. Only a handful returned to tell the tales of their adventures, but these few explorers brought great enlightenment to the world.



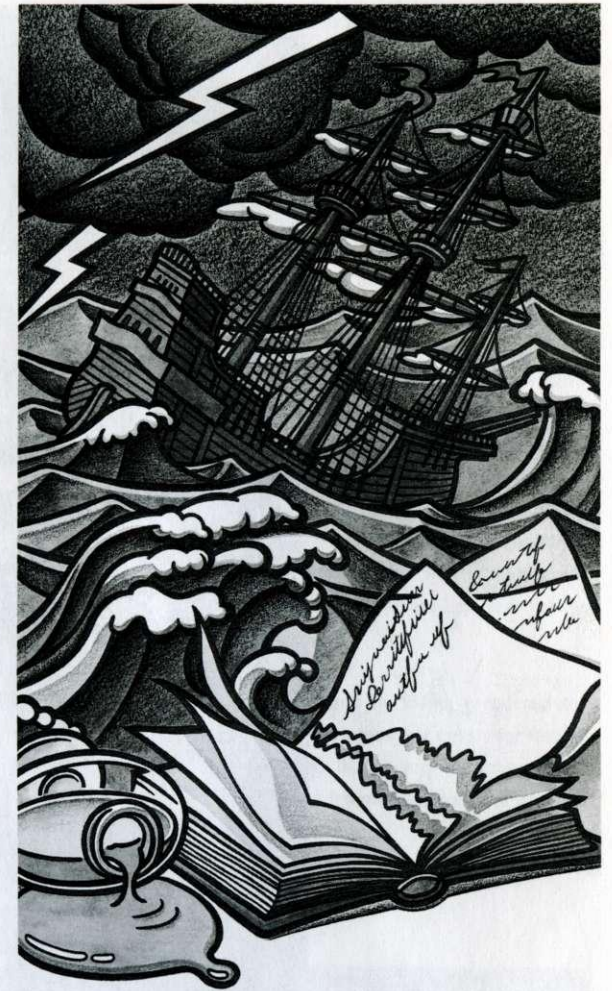
VIII. THE AGE OF EXPLORATION

Nations invested great sums of money to fund sailing voyages for the discovery and procurement of valuable merchant commodities. In the early days of sea trade, the Turkish ships of the Ottoman Empire controlled sailing routes throughout the Mediterranean Sea. Turkish merchants peddled goods from the Baltic Sea to the Straits of Gibraltar. As trade expanded in the Atlantic, Spain and Portugal entered the competition for the discovery and control of lucrative markets. The Portuguese, in particular, devoted their efforts to the south where they forged trade routes with Africa. Driven by a thirst for wealth, sailors from the Iberian Peninsula made tremendous advances in the field of navigation.

The greatest obstacle to early exploration was overcome when Prince Henry the Navigator of Portugal (1394-1460) invented a systematic method of navigation. Combining a knowledge of astronomy and geography, Prince Henry discovered that seafarers could calculate their courses by observing the position of heavenly bodies. Seafarers no longer had to rely on dead reckoning alone; the stars became their guide.

Celestial navigation soon came into popular use and thereafter, the sextant was invented. Captains gained the benefit of an instrument which could measure the angular distances of celestial bodies in determining latitude and longitude. Cartography and course plotting gained a renewed accuracy and as a result the sextant became a sought after item to mark the way to ports of riches. Although he himself never pursued waters beyond Morocco, Prince Henry is still praised for his insight and ambition.

Riches and expeditions for the motherland inspired most sailors to journey into the deep blue. But the lure of the legendary kingdom of Prester John was extremely influential as well. Drawn by the tales, Prince Henry sponsored many captains to pursue this fabled Christian kingdom. According to legend, Prester John ruled 72 Christian states near Africa determined to impede the growth of Turkey and the religion of Islam. He became a hero for sea merchants in constant competition with Turkish fleets and under the auspices of the church, many Portuguese and Spanish fleets sailed in search of Prester John.



In 1488, the legend of Prester John inspired Bartholomeu Dias (1450-1500) to begin his own search. In a Latin ship, he embarked from Lisbon and set his course for the coast of Africa. Far out at sea, a violent storm overtook the fleet and swept it off course. Drifting for days without food or water, Dias was ready to give up. Suddenly, he spotted the coast! He landed and named his find the Storm Cape; however, it was later renamed the Cape of Good Hope. Dias had discovered the southernmost tip of Africa, the



turning point to the East!

Christopher Columbus contributed to world navigation by shattering the long-time superstition that the Earth was flat. Influenced and inspired by the teachings of astronomer and geographer Toscanelli, Columbus was anxious to prove Toscanelli's disputed theory that the Earth was round. After convincing Queen Isabella of Spain to grant him an expeditionary

fleet, he set sail westward to India. In 1492, Columbus brought the Queen's fleet to rest on a tropical shore. Claiming the land as India and triumphant that he didn't fall off the earth, he returned by the same route to Spain. It was not until Amerigo Vespucci (1451-1512) retraced Columbus' route that he realized the discovered land was not India, but in fact a new continent. Vespucci renamed the land after himself, the "Americas." Nonetheless, Columbus' charted journey across the Atlantic remained a monumental achievement for Spain. To Columbus' credit, his discovered land was later named the West Indies in remembrance of his effort.

In 1497, Vasco da Gama (1469-1524) aimed to surpass Dias' accomplishment of discovering the southern tip of Africa; he was determined to reach India. Da Gama's path took him from Lisbon, around the Cape of Good Hope and then through the Arabian Sea where he safely landed in Calicut. Da Gama had reached India! One year later, he returned to Portugal with Indian spices and dyes to give proof of his magnificent achievement. From that time on, da Gama's path became a busy trade route praised for its profitability.

Captains such as Dias, Columbus and da Gama broadened the world for 16th century Europe. In their personal quests for fortune and fame, they navigated paths to distant and legendary lands. Heroes of the sea, these adventurers led mankind into a new age of awareness.

THE SAILOR'S LIFE

Many brave sailors set out to sea with high hopes and ambitions, but the seafaring life was much more grueling than ever envisioned from the port. Sailing vessels of this age were not built for comfort. All crewmen were bunked in cramped quarters below deck and they had to suffer its accompanying indignities. The dark, dingy lower deck rarely got fresh air, but it was the squeaking of dozens of rats that made the experience barely tolerable. The sailors began

of rats that made the experience barely tolerable. The sailors began to learn that their vessel of destiny was not built to house them, but to transport valuable goods for the sake of greedy merchants.

A sailor's supply of food and water was a problem as well. Food often spoiled and if water was not stored properly, the barrels would be filled with algae. To protect the provisions from spoiling out at sea, sailors learned to stock salted meats and store water in old, weathered barrels.

A sailor could get by on the seafaring diet, but it was not easy. Day after day, the sailor's mess was a ration of salted beef, a lump of biscuit and a cup of grog. It was impossible to get a fresh meal, except for when the fleet was anchored at port. Lack of variety and contaminated food led to dreaded diseases such as yellow jack, typhus, scurvy and violent seasickness.

Besides the normal discomforts associated with sailing in these days, a ship's crew had to contend with the threat of pirates. There was always a lookout ready to sight any hostile flag. However, any ship that appeared on the horizon was a potential enemy; pirates were known to sail under the cover of many flags. With the right colors raised high, they were able to coax merchant ships to sail within shooting range. Then, just as the Jolly Roger went up the main mast, the unsuspecting captains found themselves under fire!

Battling on the seas was difficult in a 16th century vessel, especially if a fleet was caught off-guard. Ships were heavy and difficult to maneuver quickly. And with the rough and tumbling seas, the gunner's aim was often off-target as the boat was tossed about by the waves. The timing of each shot depended on carefully calculating the pitch of the ship. Due to the inaccuracy of the guns of this time, the most common style of fighting up until the 16th century was grappling the enemy ship and then boarding across the fore and aftercastles. The swashbucklers would then brandish their swords and fight hand-to-hand to the bloody finish. Yet, it was the enemy flagship which the sailors set their eyes upon- when the enemy flag was stripped from the mast and replaced with their own colors, they knew victory was theirs.



The sailing life had adventure and glory for a sailor fortunate enough to bunk on a durable ship with a courageous captain. As part of a merchant fleet, sailors had the opportunity to visit distant lands and learn of all the mysterious peoples and customs of which they had only read or heard. On a warship, sailors stalked hostile waters seeking out belligerent fleets or vile pirates. Along with the thrill of battle, these brave swashbucklers lived for the plundering of treasures and possible encounters with beautiful



women. Yet, life as a sailor was not for the weak of heart. Up against the threat of stormy waters, bloodthirsty pirates and disease, life on the sea was a dangerous, but exciting adventure.

USER SUPPORT

If you have any questions regarding this product please contact our user support staff.

The address is:

Koei Corporation
1350 Bayshore Highway, Suite 540
Burlingame, CA 94010
Attn: User Support

Our phone number is (415)348-0500. Please call between the hours of 9:00 A.M. and 4:45 P.M., Pacific Time, Monday through Friday.

In the following section only the year should be changes, depending on the game.

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