

UNCHARTED WATERS

REFERENCE CARD

SYSTEM REQUIREMENTS

This game is designed to run on the IBM PC or 100% compatible machines with at least 640 KB RAM. You will need two floppy disk drives, or one floppy disk drive and one hard disk drive to play.

For maximum video quality, use an RGB monitor. The game supports both CGA and EGA graphics cards. However, the CGA display is in black and white to utilize the highest screen resolution possible.

NOTE: Be sure to back up your game disks before playing. The game disks are not copy protected.

MUSIC AND SOUND

Uncharted Waters supports the AdLib synthesizer card allowing you to play with digitally mastered music and sound effects.

STARTING FROM FLOPPY DISKS

1. Boot your computer using a DOS disk (version 2.0 or above).
2. When the "A:>" prompt appears, remove the DOS disk and insert game disk A into drive A, and game disk B into drive B.
3. Type "KOEI" and press ENTER.



HARD DISK INSTALLATION

You should have at least 2 megabytes of free space on your hard drive to install the game. The files are standard DOS files, and can be modified as desired.

- * Create a subdirectory called UNWA, or any name you choose.

Type: MD UNWA [ENTER]

- * Access this directory.

Type: CD UNWA [ENTER]

- * Insert game disk A into drive A.

- * Use the DOS commands COPY or XCOPY to transfer the game files onto your hard disk drive.

Type: COPY A:*. *[ENTER] or XCOPY A: [ENTER]

Repeat this step for all game disks.

- * Type:KOEI [ENTER] to start the game.

PLAYING FOR THE FIRST TIME

An opening sequence will appear. You can skip forward to the opening menu by pressing any key or clicking the mouse. At the opening menu, select **Format save disk**. You must create the save disk **before** starting in order to save from the game! Floppy disk users should insert a separate formatted DOS disk as directed. For hard disk users, space will be allocated on your hard drive to save games.

STARTING A NEW GAME

To start a new game you must set your character traits and name your flagship. Whether you are using the keyboard or a mouse, you can always type in the alphabet and numeric values. Enter the name of your captain or hit ENTER for a pre-determined name.

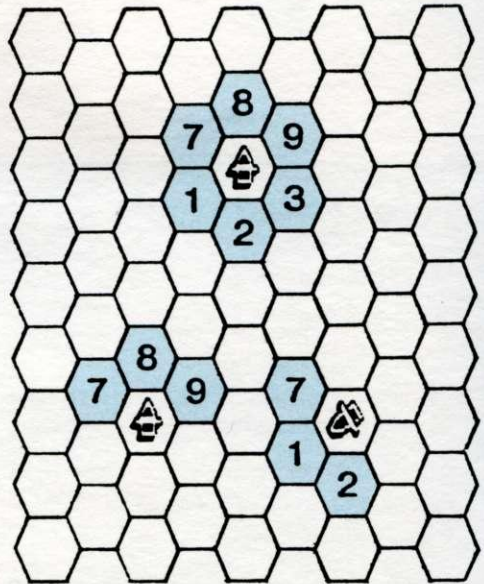
Next set your abilities by directing the cursor with the keyboard number pad or by clicking on arrows with the mouse. Increase values with the right arrow and decrease values down to the original setting with the left arrow. Mouse users must click right after setting a value to move to another ability.

KEYBOARD AND MOUSE USAGE

ENTER Key or Left Button	Selecting places and commands Entering values
O Key or Right Button	Exiting places Canceling commands
4 and 6 Keys	Moving ship at sea without accessing menu
Cursor Keys	Moving port cursor Moving ship at sea

In addition, the O key can be used to answer Yes, and the ENTER key to answer NO.

You can only move and fire into highlighted spaces at war. Direct your ship with the number pad or by clicking on a highlighted space. In the following illustration the numbers indicate the number pad directions.



MOUSE SPECIFICS

While at port, drag the cursor across the town map and highlight the service you wish to visit.

Mouse users may move the YES NO box and pop-up calculator on screen. Highlight the top bar of the YES NO box, or the diamond button on the calculator, click on it and drag the box across the screen. Release to place at preferred screen location.

LOADING A GAME

To load a saved game, select **Return to a Saved Adventure** from the opening menu. Floppy disk users should insert the save disk into drive A and select the desired file. After the computer has loaded the data, reinsert the game disk.

QUITTING A GAME

Once you have started the game, do not press reset or turn off the computer's power source. If you do so, you risk damaging the disks and game. In order to quit a game, select **Quit** from Port Commands at the Church.

SAVING A GAME

You may save from Port or Sea Commands. Create a save disk on a floppy or to your hard disk **before** beginning game play.

Select the file number to save to and hit ENTER or click the left mouse button. Then name your save file.

NOTE: Saving a game to a previously labeled file will replace all old data with current game data.

PORT COMMANDS

Harbor

Sail
Restock

Transfer

Shipyard

Buy Ship

Remodel

Repair
Sell
Invest

Ye Olde Pub

Crew

Find Mates
Quit Mates
Drink
Gossip
Gamble

Marketplace

Sell Goods
Buy Goods
View Market

Invest

Water
Food
Lumber

Used
New
Ship Name
Guns
Sails
Figurehead

Recruit
Assign Men

Poker
Black Jack

Spices
Food
Metals
Gems
Fabric
Other

Lodge

Mates

Fleet
Port

Palace

Meet King/Sultan
Secret Call
Gold
Crew
Savings

Guild

View Info

Purchase
Sale

Church

Save
Music
Quit
Message

Yourself
Mates

Portugal
Spain
Turkey

SEA COMMANDS

Move	Direction
View	Anchor
	Fleet
	Land
	Cargo
	Mates
	Items
Survey	Sextant
	Inspect
Order	Negotiate
	Ration
	Distribute
	Personnel
	Scrap
War	
Debark	Port Call
	Go Ashore
Save	

COMMANDS ON SHORE

Sail	
Repairs	
Search	Water
	Treasure
Load	Crew
	Cargo

BATTLE COMMANDS

Move
Wait
View
Rush
Fire
Flee

PROBLEM SOLVING

In case of difficulty with this product, please contact Koei Corporation. Our address is:

Koei Corporation

One Bay Plaza, Suite 540 • 1350 Bayshore Highway • Burlingame, CA 94010

Attn: User Support

Or call our User Support Line at (415)348-0500. Business hours are 9:00 A.M. to 4:30 P.M. Pacific time, Monday through Friday.

If you wish to replace your 5-1/4" disks with 3-1/2" disks, please write your name, address, phone number, and game title to exchange on a card, and send it with the original disks and a check or money order for \$5.00. Send to the above Koei address.