Pirates! Gold Hex Dump

by War Doc   Updated to v1.03 on Feb 26, 2004

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                      | P I R A T E S   G O L D |
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                    GAME:  PIRATES GOLD
                PLATFORM:  SEGA GENESIS
                   GENRE:  STRATEGY/ADVENTURE
                TYPE FAQ:  IN DEPTH/HEX DUMP
                 CREATOR:  MICROPROSE SOFTWARE INC., 1991
     AUTHOR OF THIS FAQ:  Kevin Butler AKA War Doc
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             FAQ VERSION:  1.03


    -----------------------------------------------------------------------


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```
To find a particular chapter or subchapter do the following:

1.  Highlight the chapter or subchapter name you wish to find.
2.  Press CTRL-C
```

```
3.  Press CTRL-F
4.  Press CTRL-V
5.  Press CTRL-F
5.  You will arrive at the desired chapter or subchapter.
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```
+=================+
| 1.  LEGAL STUFF |================================================================
+=================+
```

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If you see this guide on any other site then the one listed above, please
e-mail me. If you wish to ask questions or give input to this guide, please
e-mail me. Just have Pirates Gold as the subject so I know it isn't
another kooky vendor trying to sell me hair gel or another XXX site telling me
I have new friends.

```
+========================+
| 2.  VERSION INFORMATION |=======================================================
+========================+
```

Version 1.0   7/22/03: A guide is born.

Version 1.02 7/23/03: Added IGN to allowed list.

Version 1.03 8/15/03: Fixed a couple of errors.

```
+=====================+
| 3.  ACKNOWLEDGEMENTS |==========================================================
+=====================+
```

The following are a list of people or organizations that have made this FAQ
possible:

My wonderful family (who has had to put up with the tapping on the keyboard)
Microprose for making a great strategy/adventure game
GameFAQ's for putting up this FAQ

```
+=============+
| 4.  WELCOME |===================================================================
```

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+=============+
```

Welcome to my in-depth FAQ for Pirates Gold. This is not, however, a FAQ or
strategy guide for the game. It is instead a data/hex dump of the program.
What this means is that the data or information that was on the cartridge was
dumped into a more useable form. There are several purposes or reasons for a
hex dump. The big reason is that if you are playing a game and you don't think
you have gotten everything, you can dump a programs contents to see all of the
different items or objects that exist. This is especially helpful with the
"rumored" objects or the very rare objects that may occur in a game. Another
reason for a dump is if you are writing a FAQ for a game. Granted you may have
played the game many times over, but you want to make sure the information is
correct; this is the way to confirm your information.

I will attempt to make this guide as user friendly as possible. I will explain
each section and chapter as they occur for what data you are looking at. I
will also explain some of the more interesting things that I found after I did
the dump. Again, this is not a strategy guide. It is instead to be used as a
resource to enhance your game playing experience. Since there are no spoilers
in the game, most things that appear in this guide should not be a surprise as
you go through the game.

If you wish to e-mail me your thoughts on this FAQ, better ways of doing
things, other strategies, etc., feel free. Make sure you put Pirates Gold FAQ
in the subject. If you don't, I'm liable to discard the e-mail as spam.

```
+=============+
| 5.  OVERVIEW |=================================================================
+=============+
```

Pirates Gold is a game that takes place during from the late 17th to late 18th
centuries. It was a time when the Spanish Empire was at the peak of its power
and the other European nations wanted what Spain had. To achieve this goal,
those nations enlisted privateers (or pirates) to rob from the Spanish. This
robbery took the form of plundering towns, capturing the silver train or
treasure fleet, or taking hostages. In addition to sailing the high seas
around the Spanish Main, your character also had to keep his own crew happy
with regular doses of gold and other riches. Dangers lurked around every
corner since you could be captured or have a ship blown from under you
stranding you on some remote shore for many months. It was a hard life but
rewarding for those who reveled in it. There are a lot of twists and turns in
this game and it definitely will keep you busy. Good luck on your pirating
career.

```
                       **************
****************************** U N I T  II **********************************
                       **************
```

```
+=====================================+
| 6.  FILE, STARTUP, ENDING OPERATIONS |=======================================
+=====================================+
```

These are the operations for loading and saving a game. You can save up to
four games on your cartridge. As long as the battery backup is working, you
can spend endless hours playing. This also includes where you start a new
game.

Select save game slot:
You can't save your game outside of a city!
Not a valid game save record. Choose another slot or exit.

$1Start a New Career?$0
$1Continue a Saved game?$0
$1Command a Famous Expedition?$0
$1Fight a duel?$0
$1View the Hall of Fame?$0

$1The Silver Empire$0
$1Merchants and Smugglers$0
$1The New Colonists$0
$1War for Profit$0
$1The Buccaneer Heroes$0
$1Pirates' Sunset

$1Apprentice$0
$1Journeyman$0
$1Adventurer$0
$1Swashbuckler$0

$1Skill at Fencing$0
$1Skill at Navigation$0
$1Skill at Gunnery$0
$1Wit and Charm$0
$1Skill at Medicine$0

$1Famous Expedition$0
$1San Juan$0
$1Silver Train$0
$1Treasure Fleet$0
$1Sack of Maracaibo$0
$1King's Pirate$0
$1Last Voyage

$1Set off for adventure !$0
$1Return to the main menu$0

with us to the golden age of buccaneering on the Spanish Main.
$0 Do you wish to...
$1Select an Expedition:$0

San Juan (John Hawkins, 1569)
Silver Train (Francis Drake, 1573)
Treasure Fleet (Piet Heyn, 1628)
Sack of Maracaibo (L'Ollonais, 1666)
King's Pirate (Henry Morgan, 1671)
Last Voyage (Baron de Pointis, 1697)

$1Historical Period$0
$1Family name$0
$1Difficulty Level$0
$1Special Ability$0
$1Nationality$0

Silver Train
Treasure Fleet

$1Number of Players$0
$1Game Type$0
$1Player %d Weapon$0
1Fight!$0

$1Single Battle$0
$1Best 2 of 3$0
$1Best 3 of 5$0
$1Single Elimination$0
$1Fight a Duel$0
Player %d wins
Player 1:%d Player 2:%d

Silver Train
Treasure Fleet
Incognito

a few many welcome to Pirates Gold!
Animation picture %d has been removed.

Ship's Log
Map of the Caribbean
Personal Status
Save Game
Continue Travels
Crew Status
Treasure Maps
$1Return

The lure of the sea is strong, and you may still have a few good years left in
you.

$1Will you...$0
Remain in Retirement?
Return to the Pirate Life?

$1Do you wish to have your exploits recorded in the Pirate Hall of Fame?$0
Yes
No The Further Adventures
of the Pirate %s... %s%s,

John Hawkins
Francis Drake
Piet Heyn
L'Ollonais
Henry Morgan
De Pointis

+-------------------------------+
| CREDITS AND GAME INFORMATION |
+-------------------------------+

SEGA MEGA DRIVE (C)SEGA 1991.APRMicroProse Software Inc.

MicroProse Software Ltd.

GM 00000000-00

Original Design and Programming
Sid Meier Additional Original Design
Arnold Hendrick Project Oversight
Paul Murphy Pirates! Gold Sega Design
Paul Murphy with Joe Hellesen, Eric Repasy, Tim Trzepacz, Michael Bazzell
Pirates! Gold Sega Programming

```
Joe Hellesen Pirates! Gold Sega Programming
Eric Repasy Pirates! Gold Sega Programming
Tim Trzepacz Programming Tools
Eric Repasy, Tim Trzepacz Programming Assistanc
David McKibbin Computer Graphics and Animation
Michael Bazzell Art Assistance
Patrick Downey Manual Illustrations
Mark Glidden Cover Painting
John Porter Map Art

Rebecca Butcher Package Design
Moshe Milich Sound Programming
Scott Patterson Music
Jeffery Briggs, Roland Rizzo Quality Assurance
Mick Uhl, Mark Reis, Mike Rea,
David K Osborn, Andy Mazurek,
David Ginsburg, and James Neal Manual Design and Layout

Joe Morel Producer
Tony Parks


+==================+
| 7.  GAME MESSAGES |==========================================================
+==================+

These are the different game messages that you will encounter.  I've divided
them up into city/town messages, game starting messages, and other messages
that occur.  Anywhere you see a %s, this means some kind of data will go there
(number or text).


  _____
/ 7.1  City Information Messages /_____
-------------------------------

Struggling
Surviving
Prospering
Wealthy

%s
(%s)
%s
%s
%d soldiers
%d citizens
%s %s
(no info)
%s fort%s

%u,000 gold

Recent events in %s have made your information obsolete.

Indians attack %s.
New gold mine at %s.
Malaria strikes %s.
New governor in %s.
Pirates plunder %s.
%s at war with %s.
```

```
%s and %s make peace.
%s allies with %s.
%s captures %s.
Treasure Fleet in %s.
Silver Train in %s.
```

```
  _____
/ 7.2  Startup Messages /_____
------------------------
```

You are a poor sailor aboard a merchantman. One day, your ship is boarded by
pirates! You draw your sword to fight the pirate captain! Impressed by your
courage, the swashbucklers make you captain! Your ship soon arrives in a
friendly city.

During a voyage to the Spanish Main, your ship is boarded by a Spanish galleon!
"Foreign scum aren't wanted here!"their leader growls, drawing his sword. You
are victorious! You put your ship into a friendly port.

In search of adventure, you have taken up with pirates! "Find us fat ships and
we'll make ye Captain!" Soon you lead the men aboard the first ship. The enemy
captain bars your way.

Indentured on a plantation, you fell in with a group of buccaneers. "Help us
escape and we'll make ye Captain!" You sneak aboard a ship in harbor. You are
victorious! Several days later, you put into a friendly port.

You defeat the enemy! You take your ship to a friendly port to recruit and
resupply.

You are a young pirate. Recent voyages have been unlucky, so you decide to duel
the old captain for command of the ship! Victorious, you are the new leader of
the buccaneers!

A young captain, your ship is boarded by pirates! You draw your sword to face
the buccaneer captain. You're captured by pirates. "Join us or it's the plank
for ye!" You challenge the captain to a duel! You have defeated the old
captain! You are the new leader!

A governor provides you with a "Letter of Marque". Now it's time for adventure!

You defeat the enemy!

A governor provides you with a "Letter of Marque"; Now it's time for adventure!

Young and poor, you hid aboard a ship heading to the Spanish Main. The ship is
attacked by pirates, and you engage the pirate captain in battle! You are
victorious! The buccaneers elect you captain on the spot! You go to port to
recruit new men.

The governor speaks. "Welcome, Captain, to the Costa Garda. You must protect
our shipping from pirates. Good hunting!" You soon board your first enemy ship!
You are victorious! The pirates are defeated; you bring your ship into port to
resupply.

You decide to escape this life of debt slavery. You sign on with some local
seamen. The seamen are buccaneers! You scour the Caribbean for fame and loot!
But the voyage is unprofitable. The men nominate you for command of the ship!
You must battle the old captain.

To feed your starving mother, you steal bread from the back door of an aristocrat's mansion and are caught! The Judge hears the case. "You scum don't take the law seriously! Ten years hard labor on a plantation will teach you respect!"

You and your sturdy band sail to a friendly port. The governor of San Juan pockets your gold. "It gives me great pleasure to award you this commission as ensign in the Costa Garda. Now you can repay those foreign pirate devils!" "Of course, you are obliged to protect our shipping too. Be sure you remember the difference...

On your first voyage you spot a pirate ship! "Take that ship," your Captain yells, "and she's yours!" Victorious, you take the ship to port.

As a Protestant sea captain in Catholic France, you and your family are imprisoned by order of Cardinal Richelieu. Finally, an old friend of high station visits. You plead with him, "Let me leave for the New World!" Although you were defeated, the pirates were impressed with your courage. They appoint you captain (since no one else wants the job anyway).

Years ago your family settled in the New World. A rich nobleman used a corrupt judge to seize the family lands and imprison you. You escape and search for your lost family. Finally, you encounter buccaneers in a tavern, down to their last doubloons. "Mate," they call, "join us." You are a skilled merchant captain.

An officer of the West Indies Company approaches you with a proposition to command a voyage to the Indies. A few months later you are in the West Indies. One day, you are boarded by a Spanish Ship! "Foreign scum aren't permitted here," says their leader, drawing his sword. You wish to seek your fortune at sea.

The tales of privateers stir your blood. You decide to seek a life of adventure. You live among the buccaneers of the coast, learning to shoot and handle a ship. Most importantly, you learn leadership.

You have inherited a ship. Alas, the new restrictive trade laws of England and France make voyages unprofitable... but you hear that enforcement of the regulations is lax in the Indies. On the eve of a great expedition, the leader falls ill! You volunteer to take command of the voyage. "Land ho!" cries the lookout. You have made landfall in the West Indies! Soon you are commanding a trim ship, westward bound. A few days later you encounter a Spanish ship. You hail them, only to find yourself boarded! "Foreign heretic scum aren't permitted here," says their leader, drawing his sword.

 _____
/ 7.3 General Messages /_____

$2The World's Most Famous Pirates.$0

$1   Name   Score$0

$1Which weapon will you use?$0
Rapier
Longsword
Cutlass

+===============+
| 8. GAME DATA |===

```
+==============+
```

This is the heart of the program. The game data is what is displayed when you
see the screen. The game data is used for support. This basically means that
anywhere you see the % sign, means that the following types of data will
probably be that variable. This allows great flexibility in this program
instead of "hardcoding" every little thing which would cause the program to
grow exponentially.

```
 _____
/ 8.1  Cities and Towns /_____
------------------------
```

As you sail around the Spanish Main, there are many cities and towns for you to
sell goods, recruit more pirates, repair ships, and get information to name a
few. I have broken down the data into the time period in which you will see
said towns. It will be headed by the year in which you will see those cities
or towns.

```
+------+
| 1560 |
+------+
```

Borburata
Campeche
Cartagena
Coro
Cumana
Eleuthera
Florida Keys
Gibraltar
Gran Granada
Grand Bahama
Havana
Isabella
Maracaibo
Margarita
Nassau
Nombre de Dios
Panama
Puerto Cabello
Puerto Principe
Rio de la Hacha
San Juan
Santo Domingo
Santiago
Santiago Vega
Santa Marta
St. Augustine
Trinidad
Vera Cruz
Villa Hermosa
Yaguana
Florida Channel
Florida Channel

```
+------+
| 1600 |
+------+
```

```
Campeche
Caracas
Cartagena
Coro
Cumana
Eleuthera
Gibraltar
Gran Granada
Grand Bahama
Grenada
Havana
La Vega
Maracaibo
Margarita
Panama
Puerto Bello
Puerto Cabello
Puerto Principe
Rio de la Hacha
San Juan
Santa Marta
Santiago
Santiago Vega
Santo Domingo
St. Augustine
St. Lucia
St. Thome
Trinidad
Vera Cruz
Villa Hermosa
Florida Channel
Florida Channel

+------+
| 1620 |
+------+

Barbados
Campeche
Caracas
Cartagena
Coro
Cumana
Curacao
Eleuthera
Florida Keys
Gran Granada
Grand Bahama
Gibraltar
Havana
La Vega
Maracaibo
Margarita
Panama
Petit-Goave
Providence
Puerto Bello
Puerto Cabello
Puerto Principe
Rio de la Hacha
```

```
San Juan
Santo Domingo
Santa Marta
Santiago
Santiago Vega
St. Augustine
St. Christophe
St. Thome
Tortuga
Trinidad
Vera Cruz
Villa Hermosa
Florida Channel
Florida Channel

+------+
| 1640 |
+------+

Antigua
Barbados
Bermuda
Campeche
Caracas
Cartagena
Curacao
Cumana
Eleuthera
Florida Keys
Gran Granada
Guadeloupe
Gibraltar
Havana
La Vega
Maracaibo
Margarita
Martinique
Montserrat
Panama
Petit-Goave
Puerto Bello
Puerto Principe
Rio de la Hacha
San Juan
Santa Catalina
Santa Marta
Santiago
Santiago Vega
Santo Domingo
St. Augustine
St. Eustatius
St. Kitts
St. Martin
Tortuga
Trinidad
Vera Cruz
Villa Hermosa
Florida Channel
Florida Channel
```

```
+------+
| 1660 |
+------+

Antigua
Barbados
Bermuda
Campeche
Caracas
Cartagena
Cumana
Curacao
Eleuthera
Gran Granada
Gibraltar
Guadeloupe
Havana
Leogane
Maracaibo
Margarita
Martinique
Montserrat
Nevis
Panama
Petit-Goave
Port-de-Paix
Port Royale
Puerto Bello
Puerto Principe
Rio de la Hacha
San Juan
Santa Catalina
Santa Marta
Santiago
Santo Domingo
St. Augustine
St. Eustatius
St. Kitts
St. Martin
Tortuga
Trinidad
Vera Cruz
Villa Hermosa
Florida Channel
Florida Channel

+------+
| 1680 |
+------+

Antigua
Barbados
Belize
Bermuda
Campeche
Caracas
Cartagena
Cumana
Curacao
Eleuthera
```

```
Gran Granada
Guadeloupe
Leogane
Havana
Maracaibo
Margarita
Martinique
Montserrat
Nassau
Nevis
Panama
Petit-Goave
Port-de-Paix
Port Royale
Puerto Bello
Puerto Principe
Rio de la Hacha
San Juan
Santa Marta
Santiago
Santo Domingo
St. Augustine
St. Eustatius
St. Kitts
St. Martin
Tortuga
Trinidad
Vera Cruz
Villa Hermosa
Florida Channel
Florida Channel
```

 _____
/ 8.2 Country of Loyalty /_____

When you first start the game, you will be asked what country you wish to
privateer for. This doesn't mean, however, that you have to stick exclusively
with that country during the game. Also, depending on the time period, the
name of your profession will change.

```
English Seahawk
French Corsair
Dutch Privateer
English Explorer
French Adventurer
Dutch Trader
Spanish Renegade
English Adventurer
French Huguenot
French Privateer
Dutch Adventurer
English Buccaneer
French Buccaneer
Dutch Adventurer
English Pirate
Spanish Costa Garda
```

 _____
/ 8.3 Titles /_____

```
   ------------

As you progress within the game, if you do things requested of you (and things
not requested), you will earn rank.  The rank progression starts from lowest
to highest for any given country.

Mr.
Ensign
Captain
Major
Colonel
Admiral
Baron
Count
Marquis
Duke


  _____
/ 8.4 Your Characters Characteristics /_____
-------------------------------------

These are the things that make you either a feared pirate or a laughingstock of
the pirate world.  I have subdivided these into each of their traits.

+------------+
| DIFFICULTY |
+------------+

apprentice
journeyman
adventurer
swashbuckler
apprentice

an apprentice
a journeyman
an adventurer
a swashbuckler
an apprentice

+------------+
| REPUTATION |
+------------+

cowardly
promising
well known
famous
notorious
infamous

+---------+
| HEALTH |
+--------+

fine
good
fair
poor
```

```
+----------------+
| RETIREMENT DATA |
+----------------+


Age: %u %s
Health: %s
Gold: %g0
Land: %u Acres

Reputation:
%s
%s


(single)
(married)


sister
father
mother
uncle


You failed to achieve a rank
You achieved the title of  %s %s and %s %s
an undistinguished
a little-known
an average
a creditable
a well respected
a greatly admired
a very important
an extremely important


You accumulated %g0 gold pieces %sduring your career, making you %s.
and %u acres of land

a penniless pauper
a very poor
man a man of average wealth
a somewhat prosperous man
a wealthy man
a very wealthy man
an extremely wealthy man


Your exploits on the high seas give you a reputation as %s captain.
Your share of the expedition's plunder is %g0 gold pieces.
Your performance in this voyage gives you a reputation as %s captain.


a cowardly
a cautious
an active
a daring
a bold
a fearless
a bold and fearless


You were unable to find a bride.
Your wife is %s.


a shrewish creature
an attractive wench
```

a lovely and cheerful girl
an exciting and beautiful woman

In the course of your travels, you have become %s.

a bitter man
a lonely man
a satisfied man
a contented man
a cheerful man
a happy man

King's Advisor
Governor
Lt. Governor
Fleet Admiral
Rich Banker
Plantation Owner
Wealthy Merchant
General
Sugar Planter
Merchant
Captain
Council Member
Colonel
Shop Owner
Major
Tavernkeeper
Sailing Master
Sergeant
Bartender
Sailor
Farm Hand
Rogue
Scoundrel
Pauper
Beggar

Baron
Count
Marquis
Duke
Prince

making you %s member of your community.
You retired at the age of %d.
You rescued %s member%s of your family.
You were wounded %s.
Pirate points: %d/100
Rank: %s
$1Do you wish to play another game?$0
Yes

No Goodbye.
Your seafaring adventures have made you a %s in %s, where %s
he king of %s makes you a trusted advisor.
your exploits become the stuff of legend.
he king of %s has issued to you the title of %s.
You return to %s a hero!

you issue Letters of Marque to young privateers.
you report to the king on rival colonies.
you represent your king in trade agreements with other colonies.
you advise the Governor on matters of state.
the merchants vie for your favor.
you are a shrewd and cunning politician.
His Majesty's navy is under your command.
you command a flotilla of mighty warships.
you grin as you recall the "fleet"you captained in the Caribbean.
pirate treasure bankrolls your business.
little is known of your days as a bloodthirsty pirate.
you bankroll those seeking fortune in the New World

you grow fat and rich on your plantation in %s.
pubs sell goods from your plantation in %s.
ladies wear fine garments made of cotton from your plantation in %s.
your export business makes you rich.
your merchant fleet plies the world's oceans.
ladies covet invitations to your social engagements.

the King makes you commander of all the armies.
you advise the King on military affairs.
you lead campaigns against your country's enemies.
you grow rich selling crops to local merchants.
the tropical sunshine and warm rain nourish your crops.
your molasses is famous throughout the New World.

the women of the town eagerly await your next landfall.
you bring expensive gifts from Europe for the ladies.
there's always a handsome profit to be made.
you advise the Governor on matters of commerce.
you discuss problems of taxation in the colonies.
the other councilmen envy your exploits as a privateer.
you command the soldiers protecting the town.
your splendid uniform impresses the ladies.
you command the Governor's honor guard.
you sell household goods to the women of the town.
you deal in luxuries imported from Spain.
you trade in spices from the Far East.

your former exploits have made you famous.
you lead the local militia against foreign invaders.
the Governor consults you about military affairs.
captains recruit crewmen from the scalawags in your tavern.
travelers come to learn the latest gossip.
shady characters sell treasure maps to the gullible sea-captains who frequent
your pub.

you keep the crew and ship trim.
your years at sea command respect from the crew.
the captain values your knowledge of the Caribbean.
you train the citizens to defend their town.
your skill with the cutlass is greatly admired.
you protect the citizens from evil pirates.

you pretend to listen with interest to other adventurers' exciting exploits.
you serve travelers from all over the West Indies.
you listen as the townspeople cry their tales of woe.
your meager skills put food in your gullet.
you're taking orders instead of giving them.

you amuse the youngsters with lies about your adventures.

your strength and determination are valued.
your strong arms serve your master's table.
you dream of what might have been.

your few skills keep you barely alive.
you lie and cheat just to survive.
you trudge from one menial job to the next.
you pick pockets and get by on a pittance.
you become a notorious "captain turned thief."
you live a brutal and pathetic life of crime.

you eke out a frugal existence selling fish.
ever-increasing debt drags you into despair.
you sleep on the streets of the marketplace.

you pinch money from your betters.
you dream of the riches that should have been yours.
the townfolk sneer at you as they go about their business.
a Spanish an English a French a Dutch a Pirate

 _____
/ 8.5 Your Ship and Crew /_____

It's hard to be a feared pirate unless you have a solid ship and a seasoned
crew backing you. This is the data that relates to the ship, crew, and battle
data.

One fort guards the harbor entrance.
%s forts guard the harbor entrance.

One fort guards the approach to the town.
%s forts guard the approach to the town.
Reloading Guns Loaded

Battle Full   Raise Lower No Damage
the enemy captain
%s winds from the %s

     guns   men

Pirate treasure map Map to lost %s
Map to lost Inca treasure Missing
Somewhere near %s
Clear Cover Swamp Water
Men Guns Party Defenders Terrain: Morale:

Panic Shaken Angry Firm Strong Wild
Rapier Longsword Cutlass
Spanish English French Dutch Pirate
unknown angry unhappy pleased happy

Guard
Suitor
Mutineer
Enemy Captain
Captain

north south east west

"January"
"February"
"March"
"April"
"May"
"June"
"July"
"August"
"September"
"October"
"November"
"December"

%s%s vs. %s
Force:
Morale:
men
the
ship
Weapon:

s
One
Two
Three
Four
Five

once
twice
%s times
Spain
England
France
Holland

South
SSW
SouthWest
WSW
West
WNW
NorthWest
NNW
North
NNE
NorthEast
ENE
East
ESE
SouthEast
SSE

As you approach the town, the fort opens fire! One of your ships is sunk!
The lookout reports a sail on the horizon. %s

$1Shall we...$0
  Investigate?

Continue our Voyage?

"We're in %s waters", the master reminds you.
She looks like %s, captain.

$1Shall we...$0
   Investigate?
   Sail Away?
"Arrgh! It's the %s pirate%s, %n! He's chasing us, captain!"
  She's flying %s colors, Captain.

$1Shall we...$0
   Close for Battle?
   Hail for News?
   Sail Away?

We have %d men and %d cannon ready for battle.
Winds are %s.
Which ship will you command?

%s Captain, we have only %d days food left!

Your ship sinks beneath the waves.
The enemy ship catches fire, and is destroyed.
The sun sets, ending the battle.
"They've struck their colors, captain!"
the crew cheers.
The two ships crash together.
Through the smoke, you spot %s approaching.

As you flee the battle, the undamaged enemy ship overtakes a slow sailing %s
from your fleet and captures it!

You beach your ship far from the fort; your men refuse to march, and return to
their ships.

You have fled from personal combat! It will take many brave deeds to cleanse
this blot on your honor.

Your men flee in panic as the tide of battle turns against them.
You bravely fight on and are wounded.

You are imprisoned in %s. You await your fate... Months pass. Fortunately, you
are still young and healthy.

The passing months take their toll on your spirits and vitality. Time passes
slowly... The months pass slowly, with frequent periods of discouragement and
illness. Perhaps it is time to quit this life and settle down. Each month seems
an eternity.

Advancing age and old battle wounds combine to sap your strength. Perhaps you
can complete one more voyage...

The crew is starving!
A surly group deserts, taking a portion of the plunder.
The crew is starving!
A surly group deserts, taking a portion of the plunder.

One of your ships crashes onto a shallow reef. It rapidly fills with water! You
find %g0 gleaming pieces of gold and silver.

Your %s is rescued! "I have a mysterious tale to tell," your %s exclaims. You
have found the lost Inca treasure! 100,000 gold pieces are carried aboard your
ship.

You have captured the Spanish Treasure Fleet! A flood of gold and jewels pours
into your ship.

You have captured the Silver Train, bearing a fortune in silver from Peru!

"Many years ago, the Spanish plundered the Inca capital. A portion of this
treasure was hidden somewhere in the Caribbean. I have found part of a map to
this incredible treasure."

You spend three days digging. There is no treasure here.

Your former comrades trade you for a nobleman they have captured.

They agree to take you back as %s captain.
The attack on %s has failed.
Your men scale the walls of the fort. The fort's commander attacks you. The
garrison flees.
The once-proud town of %s is at your mercy.
Your crew begins to round up gold and valuables.
The local governor flees from your victorious mob.
You may install a new governor.

$1Shall he be...$0
Spanish?
English?
French?
Dutch?

The town has had warning of your approach. %s of their gold has been hidden
away.
A salvo of cannon fire from the fort drives you away.
Your ship sails out of range of the enemy.
The enemy vessel pulls out of range.
"I am disappointed that you have failed to complete the mission."
"I have an urgent mission for you."

$1Do you...$0
Accept the Mission?
Decline the Mission?

"You must deliver this letter to my cousin in %s. Please hurry."
"You must deliver these secret documents to my half-brother, a spy in %s. His
future depends upon your haste."
"The evil pirate %n is roaming the seas off the coast of %s. You must capture
him and his band of cutthroats."
"My son is held captive in %s. You must capture the town and free my son!"

The cousin of the governor of %s accepts the letter.

"Our government will surely reward you for this service."
The half-brother of the governor of %s accepts the documents.
"The king will be pleased by your efforts."
The governor of %s will be greatly pleased by your capture of the evil pirate
%n and his crew.
The son of the governor of %s is freed from his dark prison cell.

"My father will reward you for this noble deed," he cries.
"I am greatly pleased that you have fulfilled the mission I gave you," the
governor says.
"Your service will be remembered."

"We've been sailin' for many a month, cap'n. The men are anxious to be dividin'
up the plunder."
As you enter the town, you encounter a band of citizens. The leader steps
forward.

"He's overtaking us, Captain! We'll have to fight!"

You do not have enough crewmen to man your last ship, so regretfully you
abandon it.

"We don't have enough room in our main holds now," says the sailing master.
"You'll have to leave more cargo behind."

You do not have enough lieutenants to command all of your ships! Which one will
you abandon?

With your last ship gone, you are washed ashore on an uncharted island. Months
pass... One day, a small ship appears. You recognize some of your former crew
members! They agree to take you back as %s captain.

Captain, we've captured %sa %d gun %s of %d tons.
We have space for %d tons in the hold.

$1Shall we keep her?$0
Yes, Send a Prize Crew
No, Plunder and Sink Her

"I have information which may be of value to you," %n says.

$1Do you...$0
Ask about the Treasure Fleet?
Ask about the Silver Train?
Hold Him for Ransom?

$1Captain, %d sailors wish to join our crew.$0
Take Them
Leave Them

Price Gold Food Goods Cannon Space in hold:
Gold pieces plundered!
Pcs Tons Days Men
a pinnace
a sloop
a barque
a cargo fluyt
a merchantman
a frigate
a war galleon
a galleon
a fast galleon

light medium strong

S SSW SW WSW W WNW NW NNW N NNE NE ENE E ESE SE SSE

Sail Damage Lost a Mast Hull Leaking
Little Some Most
citizens patrons travellers crewmen
Merchant Overboard Leave behind Town Main party

Ship's News:
(no entries)

Search   Save Game   Divide Party   Join Party   %%s %2d: %s
Visited %s.
Titled as %s %s.
Plundered %s.
Captured %s %s.
Sank %s %s.
Engaged %s %s.

Found the lost Inca treasure!
Found buried treasure!
%s in %s.

Captured %s for %s.
Failed to capture %s.
Captured the Treasure Fleet!
Captured the Silver Train!
Rescued my %s.
Accepted letter for %s.
Accepted papers for %s.Pirate %n off %s. Accepted rescue mission to %s.
Delivered letter to %s.
Delivered papers to %s.
Captured the pirate %n.
Rescued prisoner from %s.
Governor displeased by failure.

Letter of Marque
No Title
Wary
Hostile

Prisoners
%n (Hunter)
%n (Pirate)

Ships:

Ships:
%s %d Not enough gold!
divide the plunder end the game
advance to %s level?

%s in %s (%u)
%s; %g0 gold pieces.
%n and Latitude:
%uN Longitude: %uW
-hunter $1%s %u, %u$0
Continue Travels
Party Status
Personal Status
Ship's Log

```
%s  Cities
Map Position
%s Gold: %g0
Crew: %s
Crew: %u %s

Jan
Feb
Mar
Apr
May
Jun
Jul
Aug
Sep
Oct
Nov
Dec

January
February
March
April
May
June
July
August
September
October
November
December

Pinnace
Sloop
Barque
Cargo Fluyt
Merchantman
Frigate
War Galleon
Galleon
Fast Galleon

Fort  (damaged)

%s offers pirate amnesty!
```

_____
/ 8.6 In Town /_____

You go into towns to buy and sell goods, recruit pirates, fix ships, divide up
the plunder, and visit the govenor.

You spot the Evil Spaniard %n sneaking out a back entrance. He draws his sword!

"You are a skilled swordsman. I will tell you what I know. Your %s is held
captive on a remote plantation. This map may help you on your quest."

"So you have brought me that despicable Pirate, %n. The King will be very
pleased at this news."

"In recognition of your service to the %s crown, I confer upon you the title of %s!" "I also grant you %u acres of land," the governor adds.

"%n's family will pay a ransom of %g0 gold pieces for his safe return," the governor tells you.

$1Will you...$0
Take the gold
Wait for a better offer

"I have news of your long-lost %s," the governor says.

"The Evil Spaniard %n knows your %s's whereabouts!" "He was last seen in the city of %s."

Your lieutenant confronts you. "Captain, ye're a skulker and a coward. I am taking this ship! You draw your sword.

The sailing master warns you, "The men be growin' restless. If ye don't find us plunder soon, they'll mutiny!"

The governor introduces you to his daughter. She is being courted by %n, but she seems interested in you!

$1Do you...$0
Make Pleasant Conversation?
Propose Marriage?

"Well! What cheek! Just what kind of a lady do you take me for? I am a lady of beauty and refinement," she exclaims.

"Oh! That's so very nice," she replies, "but my suitor is a very distinguished man. Perhaps when you also have distinguished yourself, we can speak of this again."

"You have captured my heart, %s %s. But my suitor is a very jealous man. He will challenge you to a duel!"

$1Will you...$0
Fight the Duel
Retract your Proposal

Amid merriment and celebration you are married.

The governor's daughter is overwhelmed by your charm. She agrees to gather information for you at the governor's house.

The governor offers you %s Letter of Marque for %g0 pieces of gold.
$1Will you pay?$0
Yes
No

"Though you have offended the %s crown, we may forgive your offenses for %g0 pieces of gold."

$1Will you pay?$0
Yes
No

You converse with the governor about various issues.
Nothing happens at the tavern.

"Look! It's that %s sea-dog: %s %s!" A rowdy group of %d men asks to join your
crew.

$1Do you...$0
Sign them Up?
Turn them Away?

A traveller from %s offers to sell you information for %g0 gold pieces.

$1Do you agree?$0
Yes
No

A scruffy pirate offers to sell you part of an old treasure map for 500 gold
pieces.

$1What do you do?$0
Buy the Map
No, Thanks

The %s are quite familiar with recent comings and goings of prominent persons
of %s.

$1Do you wish to inquire about...$0
%s No one?

The plunder is counted and divided. Each crew member's share comes to %g0 gold
pieces.

The crew feels %s with their portion.

As %s captain of the party, you receive %d officer's portions, totaling %g0
gold pieces.

The crew swaggers off to squander their hard-won gold.

$1Do you...$0
Plan another Expedition?
Retire from Privateering?

News of your expedition spreads among the islands. Small groups of hardy men
return to join your band.

Your adventure on the Spanish Main is complete. Your ship's officers and crew
sign on with a younger, more active captain. You sadly decide it is time to
retire.

%s You beat a hasty retreat and manage to escape the battle.
%n left for %s a few months ago.
%n is now in %s.

Roll call reveals that %d crew members have deserted.
%n jumps overboard and escapes!
"We do not trade with pirates!"
Your crew is too small to man all your ships! Which one will you abandon?
You must throw some cargo out!

You have arrived at the lovely %s of %s.
%s The %s flag flies over the town.
$1What will you do?$0
  %s
  Attack the Town
  Sneak into Town
  Leave Town

The tavernkeeper listens with interest as you describe %s.

As you sneak into town, you are recognized by one of the governor's guards.
"Halt, you cowardly pirate scum!" he cries.

Computer
Maps
Visit the governor
Divide up the plunder

Montalban
Delgado
Vasquez
La Mancha
Fielding
Moodyford
Holcroft
Thatcher
Raynale
de Coligny
le Crozat
Galoise
vaan Ryhn
Ruyters
Tromper
de Vranck
de Silva
Almagro
Delgado
Orgonez
Culliford
Parks
Alexander
Gilford
Carriere
Ribault
le Grand
Olonais
de Graff
Brugmans
van Hudde
Haakles
de Loyola
de Nieva
Alvarado
Bazzell
Repasy
Howards
Randolph
Murphy
Desmaret
de Lavale

du Clarion
la Salle
der Wee
van Neck
Trzepacz
de Vries
de Toledo
Valdez
Mendoza
Enriquez
Clinton
Wilsons
O'Teasley
Thornbill
Fenelon
du Tertre
de Ville
Roberval
Hellesen
de Witt
Bruegel
van Rapp

City Information Select a City: Continue
"My dear %s %s , we are allied with the , %s
we are at war with the %s %s and the %s %s,
the %s, and the %s .
I charge you to seek out and destroy our enemy's ships and towns!"
and."

After dinner, you visit your %s.
"I've made note of the latest news and gossip at the governor's house" she
says. "Look..."
informant wife

The %s is in %s.
Spain Peru

$1Would you care to sell any ships?$0
$1Would you like any ships repaired?$0
No, Thanks
%s%s: %g0 gold
%s (no damage)
Ship sold
Ship repaired

Bring ye ships into port first!
Ye not be needin' my services today!
Would you like to sell any cannon?
Space %d tons Pirate %s Shipwright

The Treasure Fleet is in the harbor!
The Silver Train is in town!

Sail into Town
March into Town

inland village
seaside town

```
your promising plans
your recent visit to %s
your promotion to %s %s
your gleeful men as they plundered %s
your bold capture of %s %s
your masterful sinking of %s %s
your heroic engagement of %s %s
your discovery of the lost Inca treasure
your discovery of buried treasure
your capture of %s for the %s crown
your failed attack on %s
your daring capture of the Treasure Fleet
your daring capture of the Silver Train
the thrilling rescue of your %s


$1Are you sure you want to %s?$0
Yes
No Hides Tobacco Sugar %s:
%s


                         ***************
******************************* U N I T  III *********************************
                         ***************


+====================+
| 9. AFTTERTHOUGHTS |=========================================================
+====================+

I first played this game on an Atari 520ST.  It was a very addictive game and
I would spend hours on end playing.  I am glad to see that it was ported to the
Genesis largely intact.  The game still plays like a charm and it's just as
addictive.  I didn't realize, before I did this dump, there were so many
messages and depth to this game.  It was fun doing this data dump and I may do
it to a few other games I have since there are things in these games that are
truly interesting and fun.

To see other FAQ's I have written please go to:

        http://www.gamefaqs.com/features/recognition/32691.html

        ~~~  No trees were harmed in the making of this FAQ ~~~
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