

## 1. INTRODUCTION

Success in this game depends on a mixture of SKILL, INSPIRATION and CALCULATED RISK. The hazards of the sea are legion. If you are successful you will be able to finance the purchasing of a larger vessel and have more valuable cargo which will help you on your way to your fortune of £250.000.

## 2. LEVELS OF DIFFICULTY

There are 5 levels of difficulty, ranging from 1 (novice) to 5 (expert). The greater the level of difficulty, the higher the risk factors involved. The initial set-up is:-

Level of play	Class of boat	Cash £	Overdraft £
1	1	1.000	5.000
2	1	1.000	5.000
3	2	1.500	10.000
4	2	1.500	10.000
5	3	2.000	15.000

## 3. PLAYING THE GAME

The game is menu driven and when you are in a port you have the following options:-

- 1. Move and store goods.** Goods may be stored in the hold of the boat or in one of eight caves or one of eight warehouses in the eight ports. Goods may only be bought and sold in one of the eight warehouses.
- 2. Buying goods.** One of eight types of goods may be purchased. Choose a type of goods which will sell at a profit in the destination port.
- 3. Selling goods.** Only goods in the warehouse of the present location of the boat can be sold.
- 4. Selling the boat.** You must always offer your existing vessel for sale before purchasing another. There will not always be a market for your vessel. Sale proceeds are 80% of the original costs of each vessel.
- 5. Buying a boat.** Larger vessels are capable to carry larger cargoes and range from 20 cases for class 1 vessel to 60 cases for class 5 vessel. Before purchasing a vessel, you are required to sell your existing one and have enough financial resources to pay for the new one which can only be one class above your previous one. You can change your vessel at any port.
- 6. Visit Bank/Financial status.** You can borrow or repay loans if the bank is open. Do not go to sea with large sums of money or you will tempt the pirates.
- 7. Set sail.** Before setting sail you must have sufficient cash to cover the voyage expenses. You will have a weather forecast of wind conditions. Be cautious and take shelter if the winds are forecast to be stronger than the boat will cope with or you will have to jettison your valuable cargo to keep afloat. Sheltering from winds increases the sailing time. Beware gale force winds can run you aground.
- 8. Save game.** You can save the game at any stage so that you can continue at a later date.  
There is a high score factor.
- 9. Concede and restart.** This effectively restarts the game and allows you to change the level of difficulty.
- 10. Lists rules.** A summary of the rules.

#### 4. VOYAGE EXPENSES

1. **Crew costs.** The cost of your crew including their keep is £1 per day. Crews range from 5 men in a class 1 boat to 25 men in a class 5 boat.
2. **Port dues.** Duty is 10% of cargo cost.
3. **Maintenance costs.** These range between £100 per voyage for a class 1 boat to £500 per voyage for a class 5 boat.
4. **Mortgage interest.** 1% per day of the balance of the overdraft.
5. **Minimum repayment.** Before sailing you are expected to repay 5% of your loan.

#### 5. COMMODITY PRICES

The price of each commodity is fixed within a range for its Home Port and is modified to reflect the number of days sailing from the Home Port and a market variation factor. Examples of the price ranges in the countries of origin are as follows:-

1. England	Tools	5- 25	5. Ireland	Whiskey	100- 500
2. France	Perfume	10- 75	6. Barbary	Gold	500- 1000
3. Holland	Tobacco	50- 250	7. Egypt	Relics	1- 1000
4. Spain	Brandy	75- 350	8. Turkey	Spices	200- 600

#### 6. STRATEGY

At the start of the game you will have a smaller vessel so do not risk the long voyages or go into the Mediterranean. You will not have sufficient resources to counter losses due to the cargo being jettisoned or taken by pirates. Remember if you have the cash resources you need not sell your cargo immediately if prices are low but you can store the goods in warehouses and await the price increases. Larger vessels cost more to operate but they do have larger holds and are more seaworthy. So increase the size of your vessel when you can afford to do so. Do not use all your cash resources to buy cargo to transport as you will need money for the voyage expenses or to pay fines. If you smuggle goods you will save the 10% duty payable. However, you may get caught! If you are caught you may wish to plead guilty and pay the fine or you can try to bribe the customs men. If you fail you will be imprisoned and will have your cargo confiscated. Finally, buy cheap and sell dear.