in

COLLABORATORS

	TITLE : in		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		February 10, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

in

1.1 Pirates Editor

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Pirates Editor Version 1.01.
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Look out for updates at: 'http://home8.inet.tele.dk/top_cat/'


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---------------------------------------------------------------------
 "Honk if you've slept with Commander Riker!"
                                    -Bumper Sticker on Enterprise-D
---------------------------------------------------------------------
```

1.2 Legal Notes

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NOTE:
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 - All the usual stuff: I accept no responsibility for any damage on any
```

```
      devices (including Sister, Parents, Computer & Cat)..
  - This program is MAILWARE, so if you like it and use it please send me an
    E-Mail or Snail-Mail and tell me what you think about it.
  - This program may be included on CD-ROMS, PD-Collections, Homepages, Cover-
    disks, etc....
  - This program is written in AMOS-Pro..

  - This program is designed to modify datafiles saved by the Microprose
    'Pirates', it will NOT hackup the game itselve, only the save
    files is altered..
```

1.3 Install

```
Install:
--------
 - No big deal, just put the editor where you'd like it, you can copy this
   doc if you like it...
 - The Editor is all contained in one file, no external files is needed..
```

1.4 It needs

```
Will it run ?
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 - This should run on a standard A500 (If you can run the game, you can run
   the editor-principle)

Tested on:
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 - KS:  1.3, 2.0, 2.1, 3.0, 3.1

 - CPU: 68000/7.14, 68EC20/14, 68030/50 + fpu

 - Systems:
   - Amiga 1200 w. Blizzard 1230/50+50fpu.
     Squirrel SCSI w. SyQuest Ez135.
   - Amiga 1230, ZIP-drive..
```

1.5 Loading A Game

```
Load a save-game
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When entering the startup-screen select 'load' and choose your saved game

The editor checks the file, and will return to the startup-screen if it's
not a valid save-game.
```

1.6   Changing the Personal Status

```
Activating the 'personal' button takes you to the personal status..

I think the options explain themselve...

NOTES:
 - Don't set your reputaion to high, if you do the game will overflow,  and
   you'll get a very low rating.
 - Although you can select a bride, you should  rather  choose  to  improve
   your ranks and finding a bride yourselve.
 - The bride selected here is ONLY relevant when calculating the points  of
   the game.
```

1.7   Changing the Party Status

```
Activate the 'party' button to get here..

Options are simple, just explore 'em..

NOTES:
 - It's possible to place your party in an enemy town..
 - If you want to change the city, then you should  save  the  game  BEFORE
   visiting the tavren or govenour, else you won't  be  able  to  go  those
   places in the new town..
 - If you'd like more ships, then you must first change the number of ships
   before you can choose the ships.
 - A 'fast-galleon' can be chosen as ship, but as far as  I  can  tell  the
   game changes it to a 'pinnace' when choosing to fight in it..
```

1.8   Changing Maps

```
Activate the 'maps' button to get here..

There's 3 maps, one for treasure, one for family and the last for big gold.

CI             = Showing the city-name near-by
UR, UL, BL, BR = Sections of map shown

Clicking on the location will bring up a  list  of  standard-locations  for
treasures, I've done that as I can't see if a location is on land..
```

1.9   Changing Cities

```
Activate the 'cities' button to get here..

Click on a city to change options for it

Fort = Number of forts in city
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Sol. = Number of soldiers in city
Pup. = Number of people in city

NOTES:
 - Most of these values is rounded to various hole numbers.
 - Pirates uses a special char-map, so some names looks strange.
```

1.10 Changing Nations

```
Activate the 'nations' button to get here.

Ok, changing nations is not quite right, this is currently just a way to
alter which countries is in war, and wich are allied..
```

1.11 History

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History:
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 - V1.01
   - Slight bug-fix in loader..


 - V1.00
   - First verzion..
```