

in

COLLABORATORS

	TITLE : in		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		August 22, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

in

1.1 Pirates Editor

Pirates Editor Version 1.01.

Look out for updates at: 'http://home8.inet.tele.dk/top_cat/'

Legal Notes
What Do I Need ?
How 2 Install

Loading a game

Changing Personal Status
Changing Party Status
Changing Maps
Changing Cities
Changing Nations

History

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"Honk if you've slept with Commander Riker!"

-Bumper Sticker on Enterprise-D

1.2 Legal Notes

NOTE:

- 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 itself, 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 ?

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

Tested on:

- 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

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 themselves...

NOTES:

- Don't set your reputation too 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 yourself.
- 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 tavern or governor, 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

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

History:

- V1.01
 - Slight bug-fix in loader..
- V1.00
 - First verzion..