

**1497**

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	<i>TITLE :</i> 1497		
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**REVISION HISTORY**

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# Contents

<b>1</b>	<b>1497</b>	<b>1</b>
1.1	1497: Five Years After . . . . .	1
1.2	copyright . . . . .	1
1.3	disclaimer . . . . .	2
1.4	author . . . . .	2
1.5	registration . . . . .	2
1.6	introduction . . . . .	3
1.7	terrains . . . . .	3
1.8	units . . . . .	3
1.9	buildings . . . . .	4
1.10	keys . . . . .	5
1.11	city . . . . .	6

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# Chapter 1

## 1497

### 1.1 1497: Five Years After

1497: Five Years After

V0.10

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The game MicroProse never made

COPYRIGHT

DISCLAIMER

Introduction

Terrains

Unit types

Buildings

Keys

Registration

Author

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My WWW homepage offers you the latest information about this game.

### 1.5 registration

If you like this game, please register it. Through registering you are not granted a free update of the game, but you will notify the author that you like this game thus encouraging the further development of the game.

Updates of this game will be made publicly available (most likely in the Aminet)

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as soon as they are finished.

The suggested registration fee is FIM 20, UKP 5, USD 7 or DEM 10. No coins, please ↔

If you can't afford to send cash, a postcard or an email would be nice.

## 1.6 introduction

1497: Five Years After is a Colonization/Civilization like strategy game, in which you are sent to explore and conquer the New World for your King.

The game begins five years after the discovery of the New World. You are the captain of a cargo ship and your mission is to wipe out all the rivalling European powers from the New World.

## 1.7 terrains

Terrain Cost	Move	Food	Lumber	Jewels	Pearls	Gold	Tools	Ore	Horses	Arms
Barren	1	-	-	-	-	-	-	-	-	-
Conifer Forest	2	1	4	-	-	-	-	-	-	-
Corn	1	4	-	-	-	-	-	-	-	-
Desert	2	-	-	-	-	-	-	1	-	-
Grain	1	4	-	-	-	-	-	-	-	-
Grassland	1	3	-	-	-	-	-	-	-	-
Hills	2	1	-	-	-	-	-	4	-	-
Jungle	3	2	2	-	-	-	-	-	-	-
Lava	-	-	-	-	-	-	-	-	-	-
Leaf Forest	2	1	4	-	-	-	-	-	-	-
Mountains	3	-	-	-	-	1	-	3	-	-
Oasis	2	1	1	-	-	-	-	1	-	-
Ocean	1	2	-	-	-	-	-	-	-	-
Plains	1	2	-	-	-	-	-	-	-	-
Reef	2	2	-	-	-	-	-	-	-	-
Shallows	1	2	-	-	-	-	-	-	-	-
Shores	1	2	-	-	-	-	-	-	-	-
Volcano	-	-	-	1	-	-	-	2	-	-

NOTE:

- no unit can enter a block that contains lava or a volcano
- erupting volcanos are nasty, they destroy everything in a square they erupt to
- active volcanos can go out while inactive volcanos can turn active

## 1.8 units

Unit	Moves	Attack Strength	HP	Cargo Bays	Bay Size (tons)
Cannon	1	6	2	-	-
Caravel	3	-	6	2	100
Cavalry	2	3	2	-	-
Colonist	1	-	1	-	-
Frigate	5	8	24	4	100
Infantry	1	2	1	-	-
Merchantman	4	-	12	4	100
Settler	1	-	1	-	-
Slave	1	-	1	-	-
Trade Wagon	2	-	1	1	50

**NOTE:**

- units which have an attack strength of zero, can not attack
- one cargo bay can carry one unit or n (where n is bay size) tons of one type of cargo
- HP (or health points) indicates how many points of damage the unit can take before it is destroyed
- Infantry needs 50 weapons
- Cavalry needs 50 weapons and 50 horses
- Trade Wagon can mine ore on a mountain
- Units can embark/disembark ships only on shores

**1.9 buildings**

Armoury converts 3 tools into 3 weapons. Armoury can be expanded into a Magazine.

Barracks are needed for a city to produce Infantry and Cavalry. Any colonist unit can be converted into Infantry or Cavalry provided that you have enough weapons and horses. To convert a colonist into Infantry or Cavalry move the colonist into a map block where you have built a barracks improvement and press 'e'. Alternatively you can click on the colonist with the right mousebutton when you are in city menu.

Blacksmith's converts 3 ore into 3 tools. Can be expanded into a Ironworks.

College educates one slave in 2 turns into a colonist. Expands to a University.

Ironworks converts 6 ore into 6 tools. Also builds cannons. To build a cannon go into the city menu, then select the ironworks from the city map and click 'Change'. Only one Ironworks is allowed per city.

Lumbermill doubles the production of lumber in the block. Expands to a Sawmill.

Magazine converts 6 tools into 6 weapons.

Mine doubles the production of jewels, gold and ore in the block.

Sawmill triples the production of lumber in the block.

Schoolhouse educates one slave in 3 turns into a colonist. Expands to a College.

Shipdocks allows ships to load/unload cargo from/to city. To load/unload, move a ship onto a shipdocks and press 'c'. Expands to a Shipyard.

Shipyard allows ships to be built in the city. Select the Shipyard from the city map and click 'Change'. Only one Shipyard is allowed per city. Also repairs damaged ships.

Stables allow horses to breed. One stable is able to breed horses upto 10% from the amount stored in the city provided that there is enough surplus food.

Storage increases the storage capacity of the city by 50 tons. Expands to a Warehouse. Trade Wagons can load/unload cargo here.

University educates one slave in 1 turn into a colonist.

Warehouse increases the storage capacity of the city by 100 tons. Trade Wagons can load/unload cargo here.

## 1.10 keys

Main View

numeric keys (1-4,6-9) move the unit

5 wait until other units have moved

w wait until other units have moved

f 'forget', the unit will not be activated until LBM is clicked on it

D disband unit

0 no orders this turn

e educate slave/enter barracks

r repair ship (ships)

i irrigate/clear forest (Settler)

p pillage fields/burn down buildings

d dispose cargo (units with cargo bays)

m mine (Trade Wagon)

b build city (Settler)

c enter cargo menu (units with cargo bays)

h show hidden terrain

F find city

S find city by list

<space> no orders this turn

<enter> end turn/enter city

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## 1.11 city

- New cities have to be 5 blocks away from other cities (except native villages)
  - Only colonists can join the city
  - Cities which have population less than 10 have a city area of 3x3 blocks
  - Cities which have population of 10 or more have a city area of 5x5 blocks
  - Each unit (friendly or enemy) inside the city area consumes one unit of food
  - One building can be built on any of the blocks in the city area, except on top of the city castle
  - If a building is built on a block which produces food, the food production of that block is decreased by one
  - When a city reaches a stock of 200 units of food it will produce one more colonist
  - Land units can enter the cargo menu in city castle block and in any Storage or Warehouse block
  - Sea units can enter the cargo menu in Shipdocks
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