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The story of New Horizons takes place during the Age of Exploration. This time period was marked by the great technological advances in shipbuilding and navigation which spurred explorers to travel across the world’s seas. The discovery of new lands offered explorers tremendous opportunities for adventure, wealth and fame. As a result, major European countries sought new territories and wealth as they entered a fierce competition to establish strategic strongholds in Africa, Asia, and the New World.

New Horizons begins in 1522, the year that Magellan’s crew returns from its unprecedented around-the-world voyage. The amazing journey seems to prove that the earth is round, yet many still remain skeptical of this view. With the lack of a reliable mapped chart of the entire world, extensive exploring ventures will be contracted out to able, adventurous sailors. Most of the world is just waiting to be discovered. As an ambitious young hero or heroine, sail the seas and unveil the earth’s secrets!

**Victory and Defeat**

Your victory goal will differ depending on the hero or heroine you play. Regardless, you must gain significant fame in the Adventure, Piracy, or Trade career that you pursue, and go through a series of exciting events to achieve your final goal. For a general game flow, see **Path to Success**.

**You will lose when:**

A. Your flagship sinks or loses its ability to sail.
B. You run out of provisions and lose the entire crew.
C. You are defeated in a battle or duel.
D. You fail to achieve your goal by January 1554.
Joao Franco
The son of Portugal’s Princess Chris and Duke Leon Franco. As an adventurer, he travels around the world for the glory of Portugal to find the secrets of the lost land of Atlantis.

Portugal (King: Manuel I, Capital: Lisbon)
Since the Treaty of Tordesillas in 1494, Portugal has claimed sovereignty over new lands east of 46°W longitude. Although Portugal has established a sea route to India through West Africa, it is searching for a new route to East Asia due to the sailing dangers of the existing route.

Catalina Erantz
Female pirate from Spain. She leaves the Navy for a life of piracy to seek revenge on the Portuguese for the mysterious loss of her brother and fiancé.

Spain (King: Carlos I, Capital: Seville)
Since the Treaty of Tordesillas with Portugal, new lands west of 46°W longitude are claimed to be Spanish territory. Seizing the Americas, the Spanish Kingdom has just conquered the Aztec and is now planning to attack the Inca. Some Caribbean ports are already Spanish allies. The Spanish Navy is viewed as a menace to other European countries.

Otto Baynes
British privateer. He is on a secret royal mission for King Henry VIII to defeat the Spanish Navy.

England (King: Henry VIII, Capital: London)
Exhausted from the Hundred Years War and War of the Roses since the 14th century, England has been left behind in the search for new routes by the Portuguese and Spanish. It is becoming hostile towards both Spain and Portugal.

Ernst Von Bohr
Dutch geographer. Hired by his cartographer friend Mercator, he sails to far-off lands to plot out a detailed map of the entire world.

Holland (Ruler: Governor-General, Capital: Amsterdam)
A rising power of sea transportation, Holland has expanded its influence as a link between the West and East. Holland’s recent economic development has enabled its participation in the power struggle in the Atlantic.
Pietro Conti
Italian adventurer. He roam the world in search of hidden treasures and the unknown to pay for the debt his father left him.

**Italy** (Ruler: Governor-General, Capital: Genoa)
Italy consists of several city states and is governed by the governor-general who was elected by citizens. Italy has started declining since the discovery of the new world and shifting of trade from the Mediterranean to the Atlantic. The two powers on the Iberian Peninsula are its rivals.

Ali Vezas
Turkish merchant who grew up as an orphan in poverty. A twist of fate brings him a merchant ship, which spurs his ambition to make a fortune.

**Ottoman Empire** (Sultan: Suleiman II, Capital: Istanbul)
Ottoman Empire is an Islamic nation ruled by a young sultan. It has maintained an aggressive expansion policy as seen in the capture of the Balkans and parts of eastern Europe from the Christendom. The recent advance of Portugal in Asia is threatening the empire’s sovereignty in the East.

---

**Key to Play**

**Starting Your Quest**
1. Make sure the power is turned OFF.
2. Insert the New Horizons game pak.
3. Turn the game system ON.
4. The introduction will begin. Push START to skip to game set-up.
5. Select NEW GAME.
6. Select the hero/heroine you wish to play. This is a one-person game.
7. Decide whether or not to change the hero/heroine’s name. For naming instructions, see Entering Names in the following section.
8. If you are ready to begin the game, select Yes to “Are you ready to start the game?” Choosing No will allow you to return to the hero/heroine selection.
9. The game will begin in your home port. Each scenario starts with a dialog between you and other characters. This opening dialog will help you understand your quest.

**Entering Names**

In New Horizons, you can name yourself, ships, and supply ports.
To create a name for yourself, enter up to 6 letters each for your first and family names. Use the Control Pad to highlight a letter, then press Button A to input the letter. Press Button B to cancel the last letter entered. When you have completed entering a name, move the cursor to ‘Done’ and press Button A.

For naming a ship, if the name is 5 letters or shorter, enter the name and select ‘Done’. If it is longer, enter up to 5 letters first, then select ‘Next’ to continue the name input.
## The Controller

![Diagram of controller buttons]

### Selecting Yes/No

- **YES** To select the YES marker, press Button A.
- **NO** To select the NO marker, press Button B.

### Entering Numbers

Use the right and left arrows on the Control Pad to select the digit, and the up and down arrows to increase or decrease the value. To enter the maximum number, press the left arrow while the far left digit is selected. To enter the minimum number, press the right arrow once again. Press Button A to enter the displayed value.

<table>
<thead>
<tr>
<th>Press</th>
<th>At Port</th>
<th>At Sea</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start Button</td>
<td>Display the chart of the area you have discovered.</td>
<td></td>
</tr>
<tr>
<td>Select Button</td>
<td>Display the SELECT command menu.</td>
<td></td>
</tr>
<tr>
<td>Button A</td>
<td>Select highlighted commands and items.</td>
<td>Talk to people.</td>
</tr>
<tr>
<td>Button B</td>
<td>Cancel selections.</td>
<td>Display Sea Commands.</td>
</tr>
<tr>
<td>LEFT Button</td>
<td>Display fame, gold, and port data.</td>
<td>Display fleet data.</td>
</tr>
<tr>
<td>RIGHT Button</td>
<td>Display port name.</td>
<td>Display sea and provision data.</td>
</tr>
<tr>
<td>Button X</td>
<td>Display Commodore's Commands.</td>
<td></td>
</tr>
<tr>
<td>Button Y</td>
<td>Use Quick Sail command.</td>
<td></td>
</tr>
<tr>
<td>Control Pad</td>
<td>Scroll through command menus. Move yourself or flagship across the map.</td>
<td></td>
</tr>
</tbody>
</table>

**Note:** Press the LEFT or RIGHT Button along with the Control Pad to move your ship diagonally while battling at sea.

### Saving a Game (Select Button)

Press the SELECT Button and select Save. Only one game may be saved. By saving, you erase the game previously saved. Save frequently so that you can continue your adventure even after you have had a fatal accident.

### Resuming a Saved Game (Select Button)

To play a saved game after turning on your game system, select CONTINUE. If you want to quit your current game and resume a saved game, press the SELECT Button and select Load.

### Options (Select Button)

Press the SELECT Button, and select Options to change the time display, music, and your walking speed:

- **Time** ........ ON / OFF
- **Stereo** ........ ON / OFF
- **Move** ........ Fast / Slow
THE WORLD OF NEW HORIZONS

In the world of New Horizons, you can explore ports, villages, shore, and sea. You have four sets of commands which are available under different conditions. See later chapters for explanations.

**Commodore’s Commands** (Port and Sea)  **Battle Commands** (Sea Battle)
**Port Commands** (Inside Buildings at a Port)  **Sea Commands** (Sea)

**TIME**

Each day has 24 hours. Time will elapse as you sail the ocean, battle on the sea, and enter buildings at port. Each building at a port has different business hours. See Port Commands to know when a business is open. When you check into a lodge, you may stay there until the next morning or anytime you like.

At sea, you will not see the time unless you have a pocket watch (Voyager’s Aid item). However, the slight changes of ocean color will tell you whether it is day or night. You cannot start a naval battle at night. All battles will end at 9:00pm sunset.

**YOUR RELATIONS WITH COUNTRIES**

Gain allied ports and defeat rival fleets to strengthen your ties with your country and improve your ‘friendship’ level. However, these patriotic acts will adversely affect your friendship with rival countries. If your friendship level becomes negative (displayed in red) with a country, you may be denied entry into the country’s allied ports. If your friendship with your home country drops below 0, you may lose your rank or even your nationality! Be careful not to make too many enemies!

If you find your entry into a port blocked by unfriendly officials, wait until it gets dark. Under the cover of darkness, you can sneak into the port, and even sleep at the lodge. You will be safe from the officials, and even be allowed to trade.

STRUCTURE OF YOUR FLEET

Your fleet consists of a flagship and up to nine other ships. The flagship is your command post from which you will issue direct orders. Your first mate, bookkeeper, chief navigator, other navigators and crew will join you on the flagship as well. Other ships will have a captain and a crew on board.

There are two types of support personnel who travel with you: mates and crew.

**MATES**

Your assistants who help you lead your crew. You can recruit mates in the cafe and lodge. Appoint them to suitable positions listed below. Each mate is paid at the beginning of each month. Mates dissatisfied with their wage may become disloyal and resign, unless you raise their wage.

### First Mate

Your right-hand man. If your first mate has the skill of Celestial Navigation, you can use the Auto Sail command.

### Bookkeeper

Person in charge of Accounting for the fleet. Appoint a mate with the Accounting skill to this position. Your bookkeeper will tell you whether a market price is reasonable, and which port gives the best buying price for a particular good (See the Commodore Command Cargo-Log of Goods).
CAPTAIN
Commander of the ship. The captain of the flagship is the commodore, who is yourself in your fleet.

CHIEF NAVIGATOR
Leader of navigators. The chief navigator will gain more experience than other navigators, while employed in this position.

NAVIGATOR
Mates who are not in any of the above positions. New mates will board the flagship as navigators. When you add a ship to your fleet, its captain is automatically selected from the navigators.

CREW
Ship workers who do the manual labor of sailing and fight in battles. Recruit crew in a cafe (See the Port Command Cafe-Recruit Crew). You must assign new recruits to the following three tasks:

NAVIGATION
Navigate a ship. If fewer men are assigned to navigation than the minimum number required for the ship, its sailing speed will slow down.

LOOKOUT
Watch the horizon for ports and fleets. The more men you assign to Lookout, the farther you can view at sea to discover ports and villages.

COMBAT
Fire guns and battle enemy ships with hand-to-hand combat.

PATH TO SUCCESS
COLLECTING INFORMATION
Collect information and seek clues for your quest.

AT THE CAFE AND LODGE
Talk to fellow seafarers. Treat them to find food and drinks, to get useful information from them. Sailors looking for a job may agree to become your mate. Waitresses are also a good source of information. Tell them about your discovery stories and give them precious treasures. They may help you find important clues.

ON THE STREET
Talk to locals and find out the historical background and specialty of the port, tricks to smooth sailing, and tips for success.

BUILDING WEALTH
With limited funds from the start and a long voyage ahead of you, you must learn how to earn gold and build wealth before you pursue your goal. It is best to carry out several wealth-building tasks simultaneously.

STEADY TRADING
Find lucrative trade routes and trade vigorously. As long as you buy low and sell high, you can make a good profit even with a small ship and limited funds.

EXCITING PIRACY
Attack fleets and seize their gold, cargo, treasure, and even ships! Sell them to make gold.

ADVENTUROUS EXPLORATION
Sign a contract with cartographers and collectors who will pay for your geographical and discovery information about distant lands.

MISSIONS FROM GUILD
Guilds are always looking for people who can undertake tasks such as
delivering a letter and buying goods for someone. Your reward increases for more challenging tasks.

**DEBT FINANCING**
Borrow money from the bank to increase your funds. Remember to repay your debt quickly since you are charged a 10% monthly interest.

**SEEKING FAME**
The news of your accomplishments spreads fast and earns you fame. Fame is the key to raise your rank and reach your goal. The following explains fame in three areas:

<table>
<thead>
<tr>
<th>Fame in Trade</th>
<th>How To Gain The Fame</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>• Increase allied ports for your country.</td>
</tr>
<tr>
<td></td>
<td>• Accomplish guild missions except for pirate hunting.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Fame in Piracy</th>
<th>How To Gain The Fame</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>• Defeat fleets.</td>
</tr>
<tr>
<td></td>
<td>• Hunt pirates for a guild.</td>
</tr>
<tr>
<td></td>
<td>• Collect debt for a guild.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Fame in Adventure</th>
<th>How To Gain The Fame</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>• Sell information to collectors and cartographers.</td>
</tr>
<tr>
<td></td>
<td>• Discover ports and villages outside of Europe.</td>
</tr>
<tr>
<td></td>
<td>• Collect debt for guild.</td>
</tr>
</tbody>
</table>

**RISING IN RANK**
As your fame increases, you may be invited to the Palace by the king or governor-general and given a royal mission. When you succeed in carrying out the mission, you will be awarded with a new rank. There are nine ranks:

Page ➔ Squire ➔ Knight ➔ Baronet ➔ Baron ➔ Duke ➔ Marquis ➔ Earl ➔ Viscount

**FLEET DATA**

1. **Commodore’s Navigation Level.**
   - (1 - 100) Commodore’s Navigation Level.

2. **Commodore’s Battle Level.**
   - (1 - 100) Commodore’s Battle Level.

3. **Ease of Tacking.**
   - (0 - 100) Ease of Tacking and maneuverability of the fleet. Set by the ship with the poorest tacking ability in the fleet. A fleet with a high tacking ability can turn quickly and move faster against headwind, but a low tacking ability limits the fleet to sail only straight.

4. **The fleet’s Power.**
   - (0 - 100) The fleet’s Power to move forward. Set by the ship with the poorest power in the fleet.

5. **Durability.**
   - (0 - 100) Durability of the hull of the vessel. Long voyages, storms, and battles will wear out the ship and lower its durability. When the value drops to 0, the vessel will sink!

- **Total number of crew** in your fleet. A larger crew will help you sail smoothly, but it will consume provisions faster.

- **Total number of Guns** on your fleet.

- **Battle abilities** of your fleet.
**Ship Data**

Number of your crew assigned to the tasks of Navigation, Lookout, and Combat. The number of navigation crew will be red if it is fewer than the minimum required for the ship.

Current cargo load/maximum cargo capacity of the ship. Cargo Capacity = Current Cargo + Water + Food + Lumber + Gunpowder (+ Remaining Capacity). A large cargo load will slow down the ship.

Speed of the ship in knots. A larger navigation crew and less cargo will increase the speed.

Type of Figurehead installed on the ship.

Type and number of Guns equipped on the ship.

Barrels of Water on the ship.

Barrels of Food on the ship. Essential for a healthy crew.

Barrels of Lumber on the ship. Necessary to repair ships.

Barrels of Gunpowder on the ship. Necessary to use guns.

(1 - 100) Ease of Tacking of the ship.

(1 - 100) Power of the ship to sail forward.

(1 - 100) Durability of the hull of the ship.

Current load / maximum total capacity of cargo, crew and guns. Total Capacity = Cargo Capacity + Crew Capacity + Gun Capacity.

Current / maximum number of crew.

(0 - 100) Health of crew. Disease and rations will affect their health. You will start losing crew when this value drops below 20.
**MATE DATA**

**Navigation level (1 - 100)** / **Navigation experience.**

**Battle level (1 - 100)** / **Battle experience.** Only captains gain battle experience in battle.

**ABILITIES**

<table>
<thead>
<tr>
<th>Ability</th>
<th>Increases When</th>
<th>Benefit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Leadership</td>
<td>Navigation</td>
<td>Captain: Faster sailing, healthier crew, advantage in battle.</td>
</tr>
<tr>
<td></td>
<td>Level rises</td>
<td></td>
</tr>
<tr>
<td>Seamanship</td>
<td>Navigation</td>
<td>Captain: Faster sailing.</td>
</tr>
<tr>
<td></td>
<td>Level rises</td>
<td></td>
</tr>
<tr>
<td>Knowledge</td>
<td>Navigation</td>
<td>Captain: Stronger crew resistance to disease.</td>
</tr>
<tr>
<td></td>
<td>Level rises</td>
<td></td>
</tr>
<tr>
<td>Intuition</td>
<td>Navigation</td>
<td>Your: Better chances to discover ports and treasures.</td>
</tr>
<tr>
<td></td>
<td>Level rises</td>
<td></td>
</tr>
<tr>
<td>Courage</td>
<td>Battle</td>
<td>Captain: Advantage in battle.</td>
</tr>
<tr>
<td></td>
<td>Level rises</td>
<td></td>
</tr>
<tr>
<td>Swordsmanship</td>
<td>Battle</td>
<td>Captain: Advantage in battle.</td>
</tr>
<tr>
<td></td>
<td>level rises</td>
<td></td>
</tr>
<tr>
<td>Charm</td>
<td></td>
<td>You/Captain: Advantage in trading at market and Item shop.</td>
</tr>
</tbody>
</table>

**SKILLS**

People with specialized skills were highly valued in the time of exploration. Learn new skills such as Cartography, Celestial Navigation, and Gunnery. You may recruit skilled mates, but you will not know what skills a prospect has until he joins you.

**Celestial Navigation.** This skill allows you to sail to a specific point on the map by observing the position of stars. If your first mate has this skill, you may use the *Auto Sail* command. If your captain has this skill, his ship will sail faster. You may learn Celestial Navigation at an astronomer's house, when your Seamanship≥70, Knowledge≥80, and Intuition≥70.

**Cartography.** This skill allows you to sign a contract with a cartographer who will pay for information on distant lands. If your Seamanship, Knowledge, and Intuition are all above 75, you may learn this map making skill at a cartographer's studio.

**Gunnery.** This skill improves your firing accuracy in battle. If your Leadership≥275, Knowledge≥65, and Courage≥280, you may learn this skill at a strategists house.

**Accounting.** This is an essential skill for bookkeeping. You cannot learn this skill, so find a mate with this skill and make him your bookkeeper. A bookkeeper can tell you the port where the best price is for different goods. See the Commodore Command *Cargo-Log of Goods*.

**Negotiation.** If you or your bookkeeper have this bargaining skill, you'll be able to buy ships and goods at the lowest price. You cannot learn this skill.

**RANK/WAGE**

Your rank and mates' monthly wage. Wages are paid on the first date of each month.
HERO DATA
Your Rank. For rank information, see Rising in Rank on page 16.

Gold holdings, including any loans from bank. One gold ingot equals 10 thousand gold pieces.

Fame in Trade

Fame in Piracy

Fame in Adventure

Friendship Your relationship to the major European countries. See Your Relations with Countries.

COMMODORE'S COMMANDS

Use Commodore's Commands to view information and adjust arrangements of your fleet and crew. The Commodore's Commands can be displayed at any time by pressing Button X. For each data, see Commodore's Logbook chapter.

FLEET COMMANDS

FLEET INFO
Viewing Fleet Info

Press Button A to list ships in your fleet. To display detailed data of each ship, move the cursor to the ship you want to view and press A again.
Viewing Ship Info

Rearrange
Change the order of ships in your fleet.

Scrap
Dispose of a ship. Once a ship is scrapped, you cannot recover it. Remember to first transfer cargo from the ship you are scrapping, or the cargo will be lost. You cannot scrap your flagship.

Mate Commands

Character Info
Highlight the name of the mate you want to view and press Button A.

Mate Data

Catalina Erantzko
18 years old
Loyal to Pirates

Rank: Squire

Hero Data
Press Button A again while Mate Data is displayed.

Commodore of Rebellion
Catalina Erantzko
Fame

Rank: Squire

Portugal
Spain
Turkey
England
Italy
Holland
WAGES
Change the wages of your mates. Highlight a mate’s name and press A to set his wage. Increase the wages of your mates to raise their loyalty. The minimum wage depends on the mate.

APPOINT
Change Captain
Change the captain of the ship. Select a ship first, then select a mate to be its captain. As commodore, you must be the captain of one of the ships.
Change Job Duty
Change job duties of your mates. There are four types of jobs for mates: First Mate, Bookkeeper, Chief Navigator, and Navigator. An asterisk will be shown besides the names of mates who are well qualified to assume the job you selected.

CARGO COMMANDS

CARGO INFO
List cargo of each ship in your fleet.

TRANSFER
Transfer cargo between ships. You may also scrap unneeded cargo by leaving it unloaded. Use the right and left arrows of the Control Pad to change the transfer direction.

LOG OF GOODS
Display the amount and content of cargo. If you or your bookkeeper has the Accounting skill, select goods and you will find out which port gives the highest price for each good among all the ports you have visited.

CREW COMMANDS

TRANSFER CREW
Transfer crew between ships in your fleet.

ASSIGN CREW
Adjust the ratio of your crew for the tasks of Navigation, Lookout, and Combat.

RATION (0 TO 100%)
Set rations for your crew. While low rations will allow your provisions to last longer, they will cause the condition of your crew to worsen.
**NEW HORIZONS**

**UNIVERSELLE HYDROGRAPHIQUE**

**Faitte par Jean Guerard, Jean Guerard**

**CALLING AT PORTS**

Discover over 120 ports around the world! Enjoy exotic towns and music of various regions. **New Horizons** has two types of ports: regular ports and supply ports. Regular ports have many port buildings while supply ports have only a harbor.

**PORT DISPLAY**

![Port Display Image]

**Pirates known as Corsairs call the port home, be careful!**

Unfold the chart you have mapped so far. The flashing blue dot indicates your current location.

Use the Control Pad to move yourself around the town. Enter buildings through the door or main entrance.

Talk to local people on the street and find out secrets of the port and game hints. Place yourself next to a person and press A.

Press RIGHT Button to display the port name, area, and alliance.

---

**RECORD COMMANDS**

**DISCOVERIES**

List all the monuments, animals, and other exotic items you have discovered, including items which you have already reported to collectors.

**ITEMS**

Equip yourself with combat items or use voyager's aid items for emergencies. Items being used have an asterisk beside the name.

**JOURNAL**

Review the record of your voyage.

**CHART COMMAND (START BUTTON)**

Locate a specific port you have visited on your chart. Select the region and the port you want to view. Supply ports are classified separately under "Supply Ports." The location of a selected port is indicated with + on your chart.

**PORT LOCATION COMMAND (SELECT BUTTON)**
PORT COMMANDS

Visit stores and buildings. Inside each building, you will have a set of port commands to choose. Before you start exploring the port town, remember the following:

- When you enter a building, proceed to the person you want to talk to and press A. You must always stand face to face to select commands.
- Some commands are designed to be used in combination with others. For example, use **Cafe-Treat** and follow it with **Cafe-Recruit** to recruit as many crewmen as possible.
- You will spend 30 minutes to an hour and a half per visit. Plan ahead where to visit as business hours differ from store to store.

HARBOR (OPEN 24 HOURS)

SAIL

Set sail and leave the port. Always check if you have enough provisions by pressing the LEFT or RIGHT Button.

SUPPLY

Buy and load food, water, lumber, and gunpowder. Keep track of your ship’s capacity, and see how much space is LEFT in the hold. See also the price of each supply item (displayed in green) when you select a ship to load. The price depends on the port. Water is free.

Supply All

Supply same amount of food and water to the maximum load capacity of the entire fleet.

Press LEFT Button to display character and port data.

①, ②, ③  Fame in:  Trade, Piracy, and Adventure
④  Gold Pieces
⑤  Gold Ingots (10,000 pieces = 1 ingot)
⑥  Port Economy / Amount Invested (1 to 50,000 gold per month)

Invest in a market to develop the port economy. Ports with a higher economy level will have a better selection of goods at the market.

In a few ports, the production of a local specialty is so small that it may not yet be sold in the market. Invest in such a market and develop its economy until the local specialty is put out in the market. You will be able to make a good profit from trading these local goods.

⑦  Port Industry / Amount Invested (1 - 50,000 gold per month)
  Invest in a shipyard to foster the port industry. Ports with an advanced industry will offer a better selection of new ships at the shipyard.
⑧  General Price Index (Average 100%)
  Summary of the prices in the port. General price index rises as you buy goods, and falls as you sell goods at the port.
Supply Each Ship
Select a ship you want to supply.

Load/Unload
Highlight a desired supply item, press A, and enter the number of barrels you want to load. To unload, highlight Load and press A to turn it to Unload. While Unload is displayed, move the cursor to a desired item, press A, and enter the number of barrels you want to unload.

Auto
Supply the same amount of food and water to the maximum capacity of the ship.

MOOR (Capital Ports Only)
Moor ships you are not using in a dock at no cost.

Store
Store your ship. You may leave up to five ships in each capital port.

Commission
Assign stored ships to your fleet.

Exchange
Exchange your ship in the dock with another in your fleet.

Market (4:00AM - 7:30PM)

Buy Goods
Buy goods. The selection and price of merchandise differ in each port. You must pay a 20% tax on top of the price unless you have a tax free permit from a country allied with the port.

Tax Free Permit: Tax free permit gives you the privilege to enjoy taxfree shopping in the market! It is issued by the ruler of a country, at the palace in the capital port. It is valid for six months in allied ports (See Palace-Meet Ruler-Tax Free Permit). The permit is very expensive, so make sure that your potential tax savings outweigh the cost. If you do not trade often, the permit may be too costly. Remember, you must have a rank to enter the palace.

Sell Goods
Sell goods. Select a ship and then the goods you want to sell.

Invest (1 To 50,000 Gold Per Month)
Invest in the market. Investment will develop the local economy and raise the port’s support for your country. You cannot invest in capital ports.

Market Rate
View selling and buying prices for all the goods traded.
CAFE (8:00AM - 3:30AM)

**TALK TO CAFE OWNER**

**TREAT**
Treat sailors with a cafe’s specialty food or drinks. This will help you get acquainted with local seafarers, who may in return give you useful information.

**RECRUIT CREW**
Recruit new crew. The cost of hiring depends on the port. More men will join you if the port economy is high and if you Treat them first. You can recruit crew only once a day. Once you have hired a new crew, assign them to each ship in your fleet.

**DISMISS CREW**
Discharge excess crew members from selected ships.

**TALK TO WAITRESS**

**TELL STORIES**
Tell the waitress about your discoveries. If she likes your stories, she will become more friendly with you.

**GIVE GIFT**
Give the waitress an accessory item as a gift. She will become more friendly with you.

**INVESTIGATION**
Ask the waitress to investigate matters such as the location and mission of a specific fleet. Her friendliness will determine whether she will supply you with this information.

**ASK INFO**

**JOB INFO**
Ask the waitress if she knows any information that will help you carry out your mission.

**PORT INFO**
Ask information about the port.

**TALK TO SAILORS**

**MEET**
Meet sailors you want to chat with. Your mates have an asterisk next to their name.

**TREAT**
Treat a selected sailor with the cafe’s specialty. Lavish the soldier repeatedly to encourage him to reveal more about himself.

**GOSSIP**
Get information about other sailors.

**HIRE**
Ask a sailor to become your mate. If he turns down your offer, treating him to food or drinks may be an effective recruiting technique to change his mind. Negotiate sailor’s wage by rejecting a high wage request with the hope that he will accept a lower wage next time you try to hire him. You cannot recruit a sailor who already has a job.
GAMBLE

Play a card game of Blackjack, or Twenty-One, with sailors. You may bet 10 to 500 gold pieces. In New Horizons, you will play blackjack against one person only. Your goal is to draw cards and have a count higher than your opponent’s, up to 21, without exceeding it. If you draw cards with a count higher than 21, you will automatically lose. If both you and your opponent have the same count, you will lose.

Blackjack Commands:
- **HIT** Draw a card.
- **STAND** Stop drawing cards and make the current count final.

Card Counting Rules:
- 2 to 10 They each count as it is.
- J, Q, K Jack, Queen, and King. They each count as 10.
- A Ace. It counts as 1 or 11, depending on other cards you have. For example, A-9 is 20 as A can be counted as 11, but it can also be 10 if A is counted as 1. A-4-K-3 can total 18, if A is counted as 1.

House Rules:
Following are special house rules that give you extra gold!

<table>
<thead>
<tr>
<th>Name</th>
<th>Stakes</th>
<th>Combination</th>
<th>Total</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blackjack</td>
<td>Double</td>
<td>A and J, Q, or K *</td>
<td>21</td>
</tr>
<tr>
<td>Triple Sevens</td>
<td>Triple</td>
<td>7-7-7</td>
<td>21</td>
</tr>
<tr>
<td>Sequence</td>
<td>Triple</td>
<td>6-7-8</td>
<td>21</td>
</tr>
<tr>
<td>Five Cards with-</td>
<td>Triple</td>
<td>A-2-2-7-6 (Example)</td>
<td>18</td>
</tr>
<tr>
<td>out exceeding 21</td>
<td></td>
<td>Heart A and Heart J</td>
<td>21</td>
</tr>
<tr>
<td>Redjack</td>
<td>Five Times</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

* A and 10 are not considered a blackjack in this game.

GUILD (4:00AM - 7:00PM)

JOB ASSIGNMENT

Undertake a mission for reward. You may carry out only one mission at a time. When you complete a mission within the stated time, you will be rewarded and gain fame. If you fail to complete your mission, you will not only lose the reward, but also damage your fame. Be careful to select a mission which you can accomplish. If you are on a royal mission, this command may help you get a clue as to where to start. There are five types of missions:

- **Deliver Letter** Deliver a letter.
- **Buy Goods** Buy and bring a specified amount of goods.
- **Transport Goods** Buy goods at one port and transport them to another.
- **Collect Debt** Collect gold from a debtor.
- **Defeat Pirates** Find and defeat pirates in battle.
Flow of Guild Mission

- Get job information from guild
- Go to the employer for instructions
- Complete the mission in time
- Complete the mission past deadline
- Quit the mission in the middle
- Return to the employer
- Receive promised reward
- Receive reduced reward
- Report giving up the mission. Lose fame

COUNTRY INFO
View the status of a specific country for 100 gold per country.

Friendship (-100 to 100)
Your relations to the country. See the section of Your Relations with Countries.

Relations (0 to 100)
Diplomatic relations with each country.

Alliance / Blockade
Alliance will be established between countries with good relations (indicated with A). When two countries become hostile to each other, diplomatic ties will be cut. As a result, a blockade will be ordered (indicated with B) and fleets from its rival country will be denied entry.

PORT LOCATION
Pay gold and learn the longitude and latitude of a specific port as well as its approximate location on your chart.

SHIPYARD (4:00AM - 7:30PM)

NEW SHIP
Order a custom-made ship. There are 25 types of vessels in New Horizons, but each shipyard has a different selection. A few strong ships will become available if you invest in certain shipyards and develop their port industry. You may have up to 10 ships, including your flagship, in your fleet.

To build a new ship, first select the material for the hull: Teak, Cedar, Beech, Oak, and Copper from the lowest to highest price. Then allocate space for crew, cargo, and guns (Total Capacity = Crew + Cargo + Guns). To install a figurehead and guns on your new ship, use the Remodel command.

Select a ship type according to the purpose of your sailing. For instance, if you are going to engage in many battles, select a ship with good durability, tacking ability, and high gun capacity. If you are a trader, you should select a ship with a large cargo capacity and low minimum number of navigation crew.

Profit (0 to 60,000)
Economic gain from allied ports. It rises as the number of allied ports and their economy levels increase.
**Minimum Navigation Crew** — Minimum number of crew needed to operate the ship. This number is displayed when you decide the capacity of crew after you purchased a new vessel.

**USED SHIP**
Buy a used ship.

**NEW SHIP VS. USED SHIP**

<table>
<thead>
<tr>
<th></th>
<th>New Ship</th>
<th>Used Ship</th>
</tr>
</thead>
<tbody>
<tr>
<td>Price</td>
<td>Expensive</td>
<td>Cheap</td>
</tr>
<tr>
<td>Availability</td>
<td>After Construction</td>
<td>Now</td>
</tr>
<tr>
<td>Material</td>
<td>Selectable</td>
<td>Not Selectable</td>
</tr>
<tr>
<td>Durability</td>
<td>Good</td>
<td>Fair</td>
</tr>
</tbody>
</table>

**REPAIR**
Repair a ship damaged from a storm or battle. Damaged ships will be displayed with an asterisk. Repair cost depends on the degree of damage.

**SELL**
Sell your ship. You cannot sell your flagship.

**REMODEL**

**FIGUREHEAD**
A figurehead installed on a ship's bow is believed to protect the ship from dangers of the deep. There are 7 types of figureheads. Expensive types provide better protection.

**GUNS**
Guns are a necessity in battle.

<table>
<thead>
<tr>
<th>Type</th>
<th>Firing Range (1-5 spaces)</th>
<th>Power (A-D)</th>
<th>Price Per Gun</th>
</tr>
</thead>
<tbody>
<tr>
<td>Saker</td>
<td>2</td>
<td>D</td>
<td>5 gold</td>
</tr>
<tr>
<td>Demi-culverin</td>
<td>5</td>
<td>D</td>
<td>40 gold</td>
</tr>
<tr>
<td>Culverin</td>
<td>5</td>
<td>C</td>
<td>250 gold</td>
</tr>
<tr>
<td>Cannon Pedro</td>
<td>2</td>
<td>C</td>
<td>40 gold</td>
</tr>
<tr>
<td>Demi-cannon</td>
<td>2</td>
<td>B</td>
<td>80 gold</td>
</tr>
<tr>
<td>Cannon</td>
<td>3</td>
<td>A</td>
<td>360 gold</td>
</tr>
</tbody>
</table>

**LOAD CAPACITY**
Change the maximum capacity of crew and guns. Remember that each ship model has a set total capacity and the Total Capacity = Cargo + Crew + Guns. For example, to remodel your ship for battle use, increase the maximum crew and guns, and shrink the space for cargo. The cost depends on the ship model.

**RENAME**
Change the name of your ship.

**INVEST (1 TO 50,000 GOLD)**
Invest in the shipyard to develop the port industry. The port's support to your country will increase. Ports with advanced industry will have a capability to build stronger ships.
**ITEM SHOP (4:00AM - 7:00PM)**

**BUY**
Purchase swords, armor, navigation aids, and treasures of the world! Items you already own will have an asterisk besides their name. Item prices are firm. You may own up to 20 items. You cannot use items by just owning them, except for a few items such as a telescope and cat. To use an item or put on a different sword and armor, you must use the Commodore Command Record-Item.

- **Sword**
  Arm yourself with a sword to boost your attacking power in duel.

- **Armor**
  Protect yourself with an armor to increase your protection in duel.

- **Voyager's Aid, etc.**
  Keep these useful items on board for your voyage. Some items will save you from troubles at sea. You might want to buy extra stock of items, like balm, for very long voyages.

- **Accessory**
  Beautiful accessories make perfect gifts for your favorite waitress!

The destructive power of swords and the protective power of armor are rated with ★ being the strongest and D being the weakest.
★ > A > B > C > D

**SELL**
Sell items that you do not need.

**MARCO POLO BANK (4:00AM - 7:30PM)**

**DEPOSIT**
Deposit your gold. You will earn 3% interest monthly, except when your account reaches the maximum of 1,000,000 gold pieces.

**WITHDRAW**
Withdraw gold from your account at the bank.

**BORROW**
Borrow gold. Credit line increases according to rank. Although there is no repayment due, 10% monthly interest will be accumulated until you repay your loan.

*If you repay your debt within one month, you do not have to pay any interest. Take advantage of this when you are in need of gold in the short-term.*

**REPAY**
Pay back your debt plus interest. You won't need to repay all at once.

**Lodge (Open 24 Hours)**

**TALK TO INN KEEPER**

**CHECK IN**
Check into the lodge and stay for the night for free! You may specify the check out time by selecting NO to the standard check out time of 8:00am the next morning.
PORT INFO (NON-CAPITAL PORT ONLY)
View a port's relations with the six major European countries. The port will be allied with a country when its support exceeds 75%. Invest in the market and shipyard to raise support.

TALK TO SAILORS IN THE LOBBY
Gossip
Talk to sailors in the lobby and hear the latest gossip among them.

HIRE
Ask a sailor to join your mission as a mate. If he's interested, he will tell you his wage requirement. If you accept it, he will join you.

![Cartographer](Open 24 Hours)
An astronomer's house is displayed by the same graphic as a cartographer's studio. He teaches you the skill of Celestial Navigation.

CONTRACT
If you have the skill of Cartography, sign a contract with a cartographer who will reward you for geographical information which you bring from overseas. You can sign a contract with only one studio. If you sign a second contract, your first contract will be automatically canceled.

If you pursue Fame in Adventure, sign a contract with a cartographer as soon as possible before you start sailing outside Europe. Every time you travel to new areas, you can report your sailing record to the cartographer and increase your Fame In Adventure. If you sign a contract after you've already discovered most of the world ports, you will not be able to raise your fame to a level high enough to succeed in your quest.

LEARN
Learn the skill of Cartography. You must attain a certain level of Seamanship, Knowledge, and Intuition to learn the skill. The fee depends on your fame and rank. See Mate Data-Skills in the Commodore's Logbook chapter.

REPORT
Report new geographical discoveries from your journey. Your reward increases as you travel farther.

LOCATE
If you obtained a treasure map during the course of your adventure, ask the cartographer which area the map shows.

![Collector](Open 24 Hours)
A strategist's house is displayed by the same graphic as a collector's house. Visit him to learn the skill of Gunnery.

CONTRACT
Sign a contract with a private collector who will pay for information on novel things from abroad. You do not need a skill to be hired, but you can work only for one collector. If you sign with another collector, your previous contract will be canceled.

REPORT
Report your discoveries from your voyage. According to the value of the discoveries (rated ★, A, B, C), you will be paid reward.

The reward for the same information varies from collector to collector, so sign a contract with a generous one.
RUMOR
Ask the collector if he has heard any rumors about exotic villages. He may give you a clue for your next discovery.

**FORTUNE TELLER (4:00PM - 11:30PM)**
For 50 gold, find out your luck in Life, Career, Love, and your Mates!

**LIFE**
Find out what to pursue in your life.

**CAREER**
Get advice for your advance in navigation, battle, and rank.

**LOVE**
Get advice for how to win the heart of your favorite waitress.

**MATES**
Find out the luck and loyalty of your mate.

**ROUND EARTH SOCIETY (4:00AM - 11:30PM)**
Study geography with scholars who believe in a round earth. Studying will increase your luck.

**DONATE**
Donate gold to the Round Earth Society to promote research on world geography.

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**PALACE • GOVERNOR’S OFFICE (4:00AM - 7:30PM, CAPITAL PORTS ONLY)**
You must have a rank (except for a pirate) to pay a visit to the King or Governor-General.

**MEET RULER**

**SPHERE OF INFLUENCE**
Ask the status of the country’s influence over ports around the world.

**LETTER OF MARQUE (HOME COUNTRY ONLY)**
Request a Letter of Marque, a written authorization to attack fleets from rival countries. It is free. You must have higher Fame in Piracy than in Trading and Adventure. Defeating rival fleets under the authority of a Letter of Marque will bring you extra fame.

**TAX FREE PERMIT**
Request a permit that gives you tax-exempt status when trading goods in allied ports (See **Tax Free Permit** on page 33). The cost of the permit decreases as you rise in rank.

**DEFECT (FOREIGN COUNTRIES ONLY)**
Request permission to defect to the country and change your nationality. This may prevent you from achieving your goal.

**GOLD**
Request financial aid. You may receive gold when you are in need.

**SHIP**
Request assistance to expand your fleet.
The following expressions indicate the conditions of your fleet.

### Sea Display

Press RIGHT Button to check your sailing status.

1. Wind Direction and Velocity
2. Sailing Direction and Speed
   - You can sail faster if you sail in the same direction as the wind.
3. Current and Velocity
   - You can sail faster if you sail with the current.
4. Water
5. Food
   - Keep track of your provisions. If the food supply is low, you may lower rations with the Commodore Command Crew-Rations.
6. Days Passed
   - Number of days passed since you’ve left the last port. Scurvy may spread among the crew after 50 days of sailing.

### Fleet Data

Press LEFT Button to check the conditions of your fleet. See Fleet Data in the Commodore’s Logbook chapter.
**SEA COMMANDS**

Press **Button A** to access the Sea Commands while sailing.

**VIEW**

View fleets and ports within your sight.

**GOSSIP**

Inquire about the mission of passing fleets. Be careful with whom you talk. Pirate fleets may attack you by surprise!

When you are attacked by a pirate, you must decide whether to fight, flee, or surrender. If you select fight or fail to flee, a battle will start. If you surrender, most of your holdings will be seized, but at least your life will be spared.

**BATTLE (5:00AM - 9:00PM ONLY)**

Attack a fleet and initiate a battle. See the **Battles at Sea** chapter.

**AUTO SAIL**

Sail to a desired port without navigating your ship! Select your destination from among discovered ports and leave the navigation to your first mate, if he has the skill of Celestial Navigation.

---

**GO ASHORE**

Auto Sail is a very useful command which saves you time and avoids tedious navigation. You can even use Auto Sail and get to a new port if you have received the exact location at the guild.

**AT SHORE**

**SAIL**

Set sail to continue your voyage.

**REPAIR**

Do a quick repair to damaged ships. You need lumber to fix your ship.

**SEARCH**

Search for a fresh water spring. Stock your ship with as much water as you want.

If you are looking for a hidden treasure marked on a treasure map, use this command to search for the treasure.

**WAIT**

Wait at the shore to safely weather a storm. Press Button A to return to the shore command menu.

**AT VILLAGE**

**SAIL**

Set sail to continue your voyage.
SEARCH
Search and discover a rare or unique thing in the village. You may sell a collector the information about your discoveries (See Port Command Collector-Report). Every village has one thing to discover. But beware, you may discover an item so fascinating that your crewmen may insist that they stay in the village.

There are almost 100 discovery items in New Horizons with about 50 items which appear randomly in each game. Therefore, you can discover different items every time you play a new game.

ENTERTAIN
Entertain villagers with a banquet to develop friendship with them. Entertaining will cost 2 barrels of food.

If your search is not successful, entertain villagers to get their help. Rare items are hard to discover unless you entertain villagers repeatedly and earn their friendship and cooperation.

PLUNDER
Plunder the village to seize food. You may lose some crew members if the villagers fight back. The village friendship level with you will drastically drop.

WAIT
Wait at the shore to safely weather a storm. Press Button A to return to the village command menu. Waiting will bring your friendship level back to 0.

QUICK SAIL (Y BUTTON)
Sail to a selected destination within sight. Move the square cursor to a desired point.

Battles at Sea
A battle starts at sea when one fleet attacks another. To attack a fleet, select the Sea Command Battle. You cannot start a battle at night. Pay attention to the color of sea to know whether it is day or night. Sunset at 9:00 pm will end a battle in a stalemate.

VICTORY
You will win if you meet one of the following conditions:
- Sink the enemy’s flagship by reducing its durability to 0.
- Eliminate the crew on the enemy’s flagship.
- Defeat the enemy commodore in duel.
- Force the enemy’s flagship to flee.

Flow of Battle

1. Check out a potential prey.
2. Approach the target fleet.
3. Attack!
4. Give orders to fleet.
5. Destroy enemy flagship.
6. Victory — Seize war booty.
**PICK YOUR PREY**
Before you attack, check out your target fleet with the Sea Command-View. View the size and nationality of the fleet to decide whether to proceed with the attack. Remember, if you attack a rival fleet, your relations with your home country will improve, but your relations with the rival country will deteriorate (See Your Relations with Countries).

**APPROACH YOUR TARGET AND ATTACK!**
Once you have marked your target, approach the target fleet. Move your fleet adjacent to the enemy fleet, place it in a strong strategic position, and then attack with the Sea Command Battle. The position and direction of your fleet at the time of attack determines the initial position of your ships. Be careful not to start a battle with enemy behind your stern. If you don’t have a full crew, increase your combat crew ratio just before you start a battle.

**SET BATTLE STRATEGIES**
When the battle begins, decide the overall strategy for your entire fleet with Order-All, and then give more specific orders to each ship with Order-Individual. When enemy ships are within your attacking range, use the Attack command. Use guns for distant ships or rush adjacent ships. Concentrate your attacks on the enemy’s flagship, as your goal is to destroy the flagship. Destroying the flagship will earn you victory and automatically allow you to take the remaining enemy ships into your fleet. Keep your flagship away from gunfire.

**AFTER THE BATTLE**
If you win, you will seize the enemy’s gold and cargo. You can capture the remaining enemy ships and take them into your fleet, if you have navigators who can be appointed as their captain. If the enemy defeats you before you flee, you will lose the game. If you’ve managed to flee, quickly go ashore and repair damaged ships before you are attacked again. Once repairs are made, go straight to a nearby port to rebuild your fleet at the shipyard.

**BATTLE DISPLAY**

<table>
<thead>
<tr>
<th>Press</th>
<th>View</th>
</tr>
</thead>
<tbody>
<tr>
<td>LEFT Button once</td>
<td>Fleet number. Flagship displayed with a ©</td>
</tr>
<tr>
<td>LEFT Button twice</td>
<td>Crew number on each ship.</td>
</tr>
<tr>
<td>LEFT Button three times</td>
<td>Durability of each ship.</td>
</tr>
<tr>
<td>RIGHT Button once</td>
<td>Speed, durability, crew number and gunpowder.</td>
</tr>
<tr>
<td>LEFT Button, then RIGHT Button</td>
<td>Translucent whole battle map.</td>
</tr>
</tbody>
</table>

* Press B to return to the battle commands.

**VIEWING THE WHOLE BATTLE MAP**
The screen shows only a part of the battle area. To view the entire area, press the LEFT Button first, and scroll the map with the Control Pad. Or view the translucent whole map by pressing the RIGHT Button after the LEFT Button. White dots show your ships and pink dots mark those of the enemy. Impassable areas such as land are displayed in white.
**BATTLE COMMANDS**

You can give direct commands only to your flagship. The command of other ships is delegated to each captain, who will implement your strategies. Selectable commands are displayed in white. Pressing Button B will end your turn.

**MOVE**

Move forward or turn the direction of your flagship. The number of spaces you can move depends on the power and tacking ability of the ship. To turn the direction of your flagship, press Button B when selectable spaces are displayed, then choose a direction. To move in a diagonal direction, press the LEFT or RIGHT Button and the up or down arrow of the Control Pad simultaneously. Once your flagship reaches a destination, you may attack any enemy ships within your attack range.

**ATTACK**

Attack enemy ships.

**FIRE**

Fire guns at an enemy ship. Enemy ships within your firing range will be marked with a green frame. An attacked ship will show its durability in red and its remaining crew in white. One barrel of gunpowder is used each time you fire. You must have guns and gunpowder to select this command.

**RUSH**

Storm an adjacent enemy ship with your combat crewmen to have a hand-to-hand fight on the deck. Ships within your rush range will be marked with a sword icon. The remaining crew on both ships will be shown after a rush. If you make a rush from your flagship to the enemy's flagship, you may propose a duel with the enemy commodore (See **Duel** in the following section).
INFO
View information on your fleet and the enemy fleet. For the description of each data, see the Commodore's Logbook chapter.

YOUR FLEET
Mates ........ View your captain's data.
Ship ........ View your ship data. Move the square cursor to the ship you want to view.

OTHER FLEET
Mates ........ View enemy captain's data.
Ship ........ View data of enemy ships within your view.

ORDER
Give strategic orders to each ship in your fleet. Current orders are listed on the left and new orders are on the right. Use the Control Pad to select each order and press Button A to change the order. Press Button B to finalize your orders.

INDIVIDUAL
Give orders to each ship within your view.
Chase / Escape ........ Chase and attack the enemy or flee from the enemy.
Rush / Fire ........ Rush the enemy ship or fire your guns at them.
Delegate / Target ........ Leave command to the captain or have the ship target a specific enemy ship.

ALL
Decide the overall battle strategy for the entire fleet.
Fight / Flee ........ Fight to defeat the enemy or flee from the enemy.
Spread / Gather ........ Spread your ships apart or keep them close together.
Chase / Defend ........ Chase the enemy aggressively or attack only when the enemy approaches.

LIST
Review the list of orders for your fleet.

ITEM
Equip yourself with a sword and armor for a duel.

FLEE
Flee from the battle. To flee, you must first reach the edge of the battle area. View the whole map and see how close you are from the escapable area. Be careful not to move toward land. You will have no way out!
DUEL

Duel takes place when:

A. Someone attacks you at a port.
B. Your flagship rushes the enemy flagship and you challenge the enemy commander to a sword fight.
C. The enemy flagship rushes your flagship and the enemy commander challenges you to a sword fight.

In dueling, your goal is to reduce your opponent’s body strength (blue bar) down to 0. One attacking command and one defending command make one turn and you have 10 turns to defeat your opponent. At the end of 10 turns, if both you and your opponent still have not exhausted body strength, the duel will end in a draw.

To select duel commands, you will draw command cards. Move the hand icon to one of six attacking or defending command cards and press Button A to select it. The number on each card indicates the strength of your attack or defense, ranging from 1 (weak) to 9 (strong). Once you draw one card, another card will be randomly selected to fill the space.

To defeat your opponent, you will need not only good Swordsmanship and battle skill but also a high-performance sword and armor. You will also need to carefully decide your move, predicting what move your opponent will choose from his type of sword. For example, if you have a heavy sword, it is best to Strike your opponent. When your opponent counters your attack with a fencing sword, he is likely (but not necessarily) to use Thrust. Assuming that, you may choose to defend with Parry.

Swords are classified into four categories (Straight, Fencing, Curved, and Heavy Sword) according to its shape and strong points. It is to your advantage to know what type of sword you and your opponent are using when you select a command in duel. The best way to learn the sword type of the various available swords is to browse swords at item shops.

<table>
<thead>
<tr>
<th>Sword Type</th>
<th>Best Attack Command</th>
<th>Defense Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fencing Sword</td>
<td>Thrust (T)</td>
<td>Block (B)</td>
</tr>
<tr>
<td>Curved Sword</td>
<td>Lash (L)</td>
<td>Dodge (D)</td>
</tr>
<tr>
<td>Heavy Sword</td>
<td>Strike (S)</td>
<td>Parry (P)</td>
</tr>
</tbody>
</table>

- Most destructive attack
- Best defense

* Straight swords are not suitable for one particular attack, but are fairly good for all attacks.
GAME TIPS FOR BEGINNERS

To reach your goal quickly, you must know which career you are pursuing. Joao, Ernst, and Pietro are adventurers. Catalina and Otto are pirates. Ali is a trader. Increase your fame in your career and great events will soon follow!

FOR TRADERS

▼ EARNING YOUR FIRST MONEY
The goal for traders is to make a fortune, invest money in ports, and increase allied ports for the home country. Although, your poor navigation skill and small ship in the beginning will not allow you to import exotic goods from outside Europe, you can still make a good profit by trading port specialties of lucrative trade routes in Europe, such as the one between Athens and Istanbul. Auto Sail is a convenient command for repetitive sailing on the same route. Use the Commodore's command Cargo-Log of Goods to find out the port which pays best for your goods. Make it a habit to purchase and load ship supplies before going to the market. You want to make sure you have enough cargo space and gold to purchase food, water, and lumber for your journey.

▼ EXPANDING YOUR FLEET
As soon as you have saved enough gold, buy a larger vessel to trade in larger volume. With a larger merchant ship remodeled for more cargo space, you can trade tons of goods and multiply your profit quickly. Continue to buy better ships and expand your fleet as you accumulate gold. Ships with large cargo space and a small minimum crew, such as the Xebec and Carrack, are good choices for traders.

▼ INVESTING IN PORTS
Invest a portion of your savings in the market and shipyard to turn rival ports into allied ports (You need to raise the port support to 75% or higher.) Your investment will develop the port economy, and as a result, you may find a new specialty of the port in the market. New specialty goods offer substantial profit opportunities. You may also deposit excess gold in the bank for safety and interest. In the meantime, hire skilled mates, recruit crew, and prepare to sail longer trade routes.

▼ SEEKING EXOTIC GOODS
When you are ready to travel to distant ports, follow Sailing Tips for Novice Voyagers in the following section. Sail conservatively until you feel comfortable in sailing the high seas. You will discover that cheap goods from Africa and Asia are priced extremely high in Europe.

FOR ADVENTURERS

▼ PREPARING FOR ADVENTURES
At the beginning of the game, don't attempt to sail outside of Europe. As a novice, it is highly likely that you will wreck and drown. Good adventurers never fail to prepare themselves for long voyages. As a start, earn a sizable amount of gold with which you can buy supplies for your adventure. Trading is probably the easiest way. Follow the preceding tips For Traders of other traders and patiently continue your efforts. While trading, get a knack for navigation and spotting ports. Remember, do not forget to find a collector and sign a contract with him.

▼ BUILDING A FLEET
As you increase your funds, buy ships suitable for adventurous voyages. You don't need expensive ships as long as they are durable, easy to maneuver with a small crew, and have a large cargo space for food and water. Install good figureheads. Hire skilled mates, recruit crew, and buy helpful items such as a telescope, balm, rat poison, lime juice, measuring instruments, etc.

▼ EXPLORING OUTSIDE EUROPE
Once you have prepared your fleet for long journeys, you are ready to explore uncharted waters. Load as much food and water as possible on your fleet and sail along the coast of Africa or to the New World. When you've discovered a village, always land there and search for treasure.
Talk to locals and other seafarers and seek information for unknown ports. Go back to Europe periodically to report your discoveries. In the meantime, learn the skill of cartography and sign a contract with a cartographer to earn extra gold. Soon you will be able to navigate your fleet anywhere in the seven seas and complete a map of the entire world.

FOR PIRATES AND PRIVATEERS

**BUILDING A MIGHTY BATTLE FLEET**

As pirates plunder other fleets to earn gold and fame, battles are naturally the main activity for pirates. If you do not have enough gold to buy battle ships at the beginning, defeat merchant fleets to seize their gold and cargo as well as to gain battle experience. War booty is what makes risky battles worthwhile. The most rewarding spoils of war are ships. Upon victory, you can take remaining enemy ships and incorporate them into your fleet or sell them at shipyards. Large battle ships can bring you a substantial amount of fortune. To ensure your ability to bring the enemy ships into your fleet, you should bring less than 10 ships to battle. You also need extra mates to appoint as the captains of the new ships.

To build a superior battle fleet, select ships with a large gun capacity and excellent durability. Among the best battle ships are the Galleon and Venetian Galeass. Remodel the ships to equip them with powerful guns. Stock plenty of gunpowder on each ship. Load a large number of crewmen on your ships, especially on your flagship.

**BEFORE YOU ATTACK**

Battles can be perilous or joyfully thrilling depending on how you battle. The number one rule is to only attack those fleets that you can easily defeat. When you are adjacent to your target fleet and ready to attack, assign all or most of your crewmen to combat, using Commodore Command Crew-Assign Crew. Remember, you will need at least as many combat crewmen as your guns to utilize them all. For example, if you have 100 guns and just 50 combat crewmen, you can only use 50 guns. It is also important to position your fleet behind the enemy before you start a battle; you will be able to inflict more damage.

**WINNING THE BATTLE**

Order your ships to target the enemy’s flagship while protecting your own flagship. To rush the enemy, send ships whose captains have high Swordsmanship. For gun attacks, send ships whose captains have the knowledge of Gunnery. Beware, cowardly or disloyal captains may desert you and flee. The quickest way to decide a battle is through a duel with an enemy commodore. But be careful, if you don’t have enough combat men on your flagship, your attempt to challenge him may be blocked. Make sure to put on a sword and armor with the Item command before dueling. After battle, do not forget to transfer crew and readjust their task assignment. With a reduced number of crew, you may need to assign almost all of your men to navigation until you hire more crew in a port.
SAILING TIPS FOR NOVICE VOYAGERS

The deep ocean can be more menacing than pirates. Adhere to the following tips to steer you in the right direction.

网约车 more food than water on your ships. It's possible to find a spring on a shore to replenish your water supply. You will also need extra food to entertain villagers.

网约车 Set the navigation crew ratio high to sail fast and smoothly. You don't need combat crew until you have a battle.

网约车 Buy a telescope to spot distant ports and villages at sea. Other navigation instruments, such as the sextant, are also useful to find ports if you know their longitude and latitude.

网约车 On the high seas, a storm will be the first challenge you will face. Install expensive figureheads on your ships to avoid most storms. To avoid damages, prepare in advance and buy Balm at an item shop. Use the Balm with the Commodore Command Record-Item when a storm hits, or when your mate warns you that a storm is approaching. When a storm does hit the area you are sailing, land at a nearby shore immediately and wait there until the storm calms down. Always stock some lumber in case you need to fix damaged vessels.

网约车 During a long voyage, rats and scurvy may trouble the crew. So keep a cat and lime juice on board. A cat will catch rats and lime juice will cure scurvy. Rat poison also works as a temporary relief for rat problems. Your entire supply of rat poison and lime juice is expended when you use them.

网约车 If your crew is terribly weak from sickness or the lack of food and water, you may want to dismiss the entire crew at port and hire fresh, healthy crewmen. But remember, you will not be able to hire many men at a port with a poor economy.

WARRANTY

90-Day Limited Warranty

Koei Corporation warrants to the original consumer purchaser that this game pak shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Koei will repair or replace the game pak, at its option, free of charge.

To receive this warranty service:

1. Send in your Registration Card.
2. Save your sales receipt, indicating date of purchase, and the UPC code found on the game packaging.
3. If the game is covered under a store warranty, return the game pak to the store at which you purchased the game.
4. If the game develops a problem requiring service during the 90-day warranty period and is not covered by a store warranty, notify Koei Corp. by calling the Technical Support Dept. at (415)348-0500, between the hours of 9 a.m. to 4:45 p.m. Pacific Standard Time, Monday through Friday.
5. If the Koei Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Record this number prominently on the outside packaging of the defective game pak, enclose your name, address and phone number and return the game pak FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales receipt and the UPC code within the 90-day warranty period to:

Koei Corporation
1350 Bayshore Hwy., Ste. 540
Burlingame, CA 94010.

This warranty shall not apply if the game pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

Service After Expiration of Warranty

If the game pak develops a problem requiring service after the 90-day warranty period, you may contact the Koei Technical Support Dept. at the phone number noted previously. If the Koei Service Representative is unable to solve the problem by phone, you may be provided with a Return Authorization number and asked to send the game pak to Koei for personal inspection. Record this number prominently on the outside packaging of the defective game pak and return the merchandise FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Koei with a check or money order for $20 to cover repair or replacement, payable to Koei Corporation. Koei reserves the right to change the post-warranty service fee and/or policy.