DISCOVERY

In the steps of Columbus

IMPRESSIONS

DISCOVERY - IN THE STEPS OF COLUMBUS

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Credits

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INTRODUCTION

Discovery - In the steps of Columbus is a huge game of exploration and conquest set at the end of the 15th century. Travel of any sort in this era was exciting, dangerous and unpredictable, a fact beautifully recreated in this simulation.

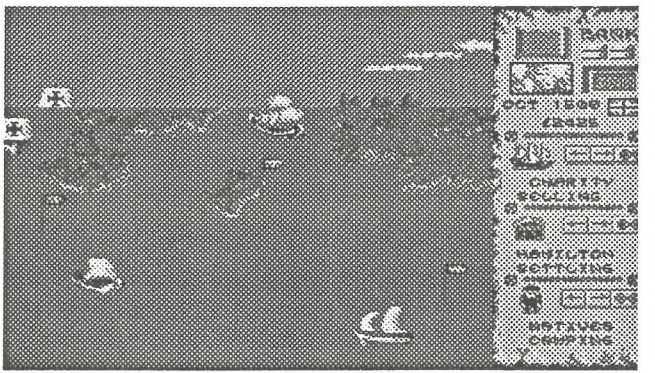
First and foremost, your aim is to explore - to send ships out into unknown seas and discover new lands. Then you must settle these lands, and nurture your fledgling outposts until you have a thriving and powerful network of territories. How you finance this growth is up to you. Trading, cultivating or stealing - the choice is yours.

OBJECTIVES

The general aims of the game are to discover and settle new land, and to outdo the other exploring nations in terms of money and power. However, you can tailor the specific emphasis yourself. At the start of the game, you can choose between four objectives.

A **Free for all** game continues until all competitors but one have been forced to withdraw from exploration, due to lack of funds. In the **Eldorado** option, discovering that fabled city of gold is the aim. In a **Land race**, the power which owns the most land in the new world after 50 years wins, while in a **cash race** the criterion is profit.

Interface Introduction



The display which you will see most of the time shows a picture of a small section of the world, and a scroll upon which are several icons.

The game uses a simple point and click interface. There are two basic modes in which the game can be: selecting and scrolling.

In **selecting mode**, the mouse pointer appears as an arrow. Generally, moving it over an icon and clicking the left mouse button will cause a particular action to be performed.
Scrolling mode is used to move your current viewpoint around the world. The mouse pointer appears as a magnifying glass. Trying to move the glass off the edge of the map display will scroll the screen in that direction as far as you are allowed to go.
The main display starts off showing you your home territory - the area from which European ships will set sail. Initially, you can only scroll the main screen display around a very limited area. At the end of every month you will be able to move into whichever parts of the globe have been explored by your ships.

The large arrows marked with flags which appear on the main display represent the starting points of the ships of the nations competing in the game.

Clicking the right hand button on the mouse generally terminates the current mode or function - for example it will switch you between scrolling and selecting, or return you to the main screen from most others.

LOADING: AMIGA AND ST

Insert the game disk into your floppy disk drive, and switch your computer on. Atari ST users should now double click on the 'Discover.PRG' icon. The game will now load.

Game Options

As soon as the game loads, it will ask you a number of questions about how you would like to play. In each case, a list of choices will appear; click on one to select it. You will be asked:

- Which language the game should use.
- The country you want to play. **Colonial** represents anyone not listed, in that people sailed from all over Europe to explore America. For this reason, Colonial will sail under the Stars and Stripes.
- What the geography of the undiscovered world should be like in the game. You can explore the Americas of the real earth if you like, but to recreate the mys tery of true exploration, we have added several imaginary worlds which you can find out about for yourself.
- The level of difficulty. This affects initial economic conditions, including your starting money.

Game Aims - *see Objectives section above.*

Playing for the First Time

The first time you play the game, choose World 1 to explore *(see Game Options, below)*. Straight away, you will need to buy some ships, preferably adventurers. 2 or 3 is a good number to start with. Select each ship for orders, and send them off (not all in exactly the same direction) to discover what they can. Practice finding them all using the binoculars next to the ship icon,

After a while, some of your intrepid explorers should give the 'Land Ahoy' cry. You will be able to watch them piling out of the ship and starting to build a new home for themselves. The port building is the first thing they will create.

Even if you don't direct them, they will start to clear the area, thus creating timber. You can see how much there is by using the Port, Cargo command. You need 3 units of wood to build something. As soon as this is available, use it. If you see natives or a rival port nearby, build a fort. Otherwise, warehouses are a useful investment, followed quickly by farms. If lots of your men keep sinking into swamps, send someone to dig in the troubled area. The settlers will automatically start to farm cleared land, and you will see produce appearing around your port. Collect it in your warehouses.

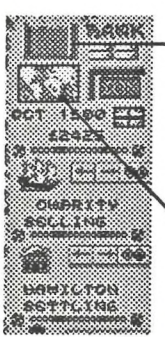
Now you need to sell these goods. For that, you need a ship - a trader this time. Get one under construction at the port. When it is ready, and there is cargo for it to carry, instruct it to trade. Later, when you have lots to trade, build factories to create finished goods. *You are on your way to economic domination of the world!*

HOW TO PLAY THE GAME

- **There are several things which you should keep track of during the game:**

  - The state of the world: what has been discovered, and by whom.
  - How well you are doing financially.
  - Your fleet.
  - Your ports throughout the new world.
  - What the settlers in and around these ports are up to.
  - The goods which your settlers produce.
  - Your competitors!

THE STATE OF THE WORLD



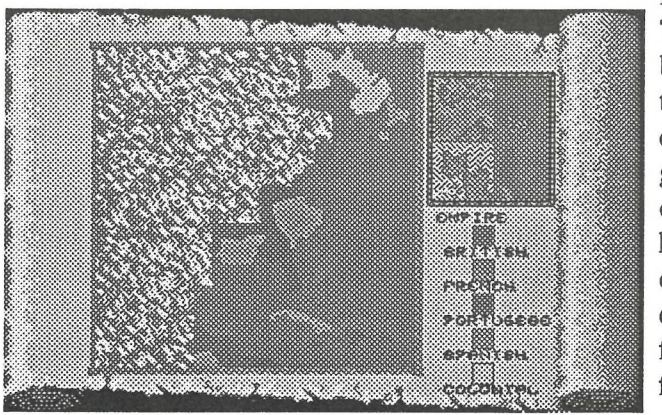
Activity Review

Selecting the Scroll icon at the top left of the main panel brings up a current affairs report. Every significant event is recorded there, from ships sinking to ports expanding. As the scroll turns, however, old data disappears from view. It is possible to see the last 50 reports by clicking on the up and down arrows.

Maps

Below the scroll icon is the map. This brings up a display of the geography of the new world. By clicking on the small maps to the right, you can change between this, and

information on: population density, an ancient understanding of how the world looks, and political control. However, at the start of the game all that three of the maps will show is grey fog, indicating that the world beyond the European region *(The New World!)* is unknown. The fog clears where your ships or settlers have explored. Even when you hit land, you will not know initially whether you are on the tip of a great land mass or a small island. When other nations make discoveries, you will eventually hear about them too. A delay of two years is imposed to reflect the speed of 15th century communication.



Physical Geography

The first map will, once the fog has been cleared, give you an idea of the type of terrain that you have discovered. It is a genuine topographical map with different colours denoting different land heights. It is important to build colonies where they can expand easily, and where there are plenty of forests which will provide timber for building your first huts.

Population

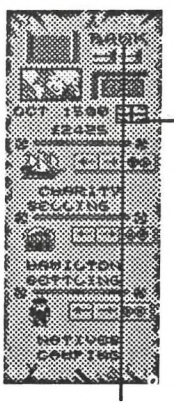
Whilst looking for somewhere to settle your people, it may be important to see where everyone else has set up camps. This, coupled with the other maps, should tell you where the best or most important land lies.

Ancient Chart

This is the only map which is fully available from the start. It shows what people thought the land over the horizon might be like. It is only a rough guide, so beware - if ships get lost they can lose morale, mutiny and become a pirates.

The Political Scene

In the race for discovery, it is useful to have a map that shows the exact extent of the known world, and what has been found by which country. If one is getting too far ahead, you may deem it wise to attack either its colonies or its ships.



Competitors

Clicking on the *Inn* icon will show you your relative success as compared with that of your opponents. Each figure in the scene represents one of the 5 active competitors. The coins in front of them represent 100 gold pieces each. A full pile is made of 10 coins. By clicking on a figure, you get your spies' report on that nation. This can tell you the opponent's nationality, number of ships, annual sales last year and even the number of ports the country controls.

FINANCES

The Bank

This option displays all the financial data needed to keep your empire going. Financial security is very important in Discovery and so you must always make sure that money coming in more than matches the outgoings or that you have enough money to invest in any deficit. Expansion of fleets and settlements is not possible without capital, and you lose the game if you run out of money but have bills to pay.

Loans

Capital can be gained through canny trading or by taking out a loan from the bank.Be careful with loans though. Even if interest rates look attractive now, a downswing in the economy may change rates, and you could find yourself disgraced in the debtors prison. Interest is charged monthly and automatically deducted from your account.

Accounts

The top left of the 4 bank icons *(the twin money piles)* allows you to see how effective yourtrading and general business has been over the years. First it displays profit and loss data for the preceding year - sales against purchases, overheads and interest. It also keeps a running total of your profit or loss since the start of the game in the year 1490.

Outgoings

This icon looks like an arrow pointing away from a money pile. It lists the ships of your fleet, and their costs for upkeep. It also displays the buildings in existence in all of your ports and what their maintenance costs amount to.

Prices

The ship & goods icon shows the current market prices of raw materials and finished goods around the world. On this display, each major trade centre is represented by a white circle. Click on one to have its prices displayed. Also included is the price that would be fetched by each of the goods if they were to be sold locally. This is accessed with the circle at the extreme left of the screen. *For more details of how to use this facility, please see the Trading section below.*

Shipyard

This is chosen from within the bank. The icon displays a ship under construction and a workman with an axe. It brings up a selection of ships of varying size and abilities which may be purchased. Details of the class of vessel which the pointer is currently on, appears at the bottom of the screen. Clicking on a ship type buys you a vessel.

Ships

Unsurprisingly, these are crucial to the game. New land is discovered by sending out ships, and trade goods are transported by them. There are 8 ships available to you, divided into 3 classes. Each ship is rated in terms of purchase price, annual maintenance costs, gunnery power, tonnage of cargo carryable and speed.

	Cost	Upkeep	Guns	Tonnage	Speed
Adventurer	40	1	2	8	4
	60	2	4	12	3
Trader	30	1	1	20	2
	50	2	2	40	2
	80	2	4	60	1
	100	3	6	80	1
Man o' War	150	3	10	15	4
	200	4	15	20	3

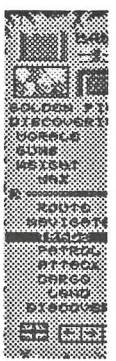
When you buy a ship, it will be allocated a suitable name.

Keeping track of your fleet

It is possible to see at all times what any particular ship is doing. On the main screen scroll is a picture of a ship. Below it is the name of your currently selected craft, and below that is the action the vessel is now performing.

Clicking on this ship gives you more details on the craft, and allows you to give it new orders. You can select a new craft for inspection or command in two ways. Clicking on the two arrows next to the ship icon will step through your fleet one by one. Clicking directly on a ship on the sea or in port will select it and display its details. Using the binoculars icon *(next to the arrows),* homes in on the currently selected vessel. This is a fast way of moving around the discovered world and of locating your ships if you have a sizeable fleet.

SHIP COMMANDS



The ship icon gives you a choice of seven actions that you can set your currently selected vessel to perform.

Discover

When ships are sent out on a mission of discovery you must specify a direction for them to travel in. They do this until an undiscovered land mass of reasonable size is sighted. A message will appear informing you of this event. A port is then founded automatically and a settlement can start to grow.

Cargo

This icon shows what the craft is carrying. It can be raw materials, finished goods, timber or even people.

TRADE

This is used to set up a regular trading route for a vessel. It brings up the trading map *(see Bank, Prices above).* Clicking on a city displays its details at the bottom of the screen. When you find a suitable destination for your vessel, right click to escape the trade screen. The city you last chose becomes the ship's destination. To cancel, left click over the compass. Your ship will automatically load up with cargo *(if it is at sea, it will head for its home port first)* and sail for the chosen destination. It will take cargo that has a high price at the target port. The goods are sold in the major markets of the old world, not at other new settlements, so the ship will head for Europe. You will be able to follow it as far as the arrow/flag indicating the European starting point for your ships. It will then continue its journey out of your view.

After a time, the ship will complete the journey and return. It will repeat the route, choosing the most sensible commodities to take with it on each journey, until you tell it otherwise. *For more information, see the trade section, below.*

Anchorage

Once you have clicked on this option you must click again on the port or place that you wish your ship to stop at. If you anchor at one of your ports, a ship refit is automatically carried out. This repairs damage, replaces cannon lost in battle and restores crew morale.

Patrol

If there are many traders plying a particular route, pirates will surely follow. This may be the time to protect your ships with a man o' war on a set patrol route. Having selected this option, you have to click on the main display up to 4 times, and exit with a right click. The current ship will sail around these points indefinitely.

Route

By placing markers at certain points in the same way as a patrol is set up, it is possible to direct your ship's route very precisely. This may be to avoid the haunts of pirates or just to call in at different ports along a coastline. Unlike a patrolling craft, a ship will stop when it has completed its route.

Attack

When funds are low you may feel like raiding a few ships in order to bring in some revenue. Select this option, click on your intended target, then sit back and watch as your vessel homes in! Sea battles are described in the Combat section, below.

HOSTILE VESSELS

The high seas of the 15th century were no place for the faint hearted. Even when countries were not at war with their neighbours there were always pirates around on the lookout for a heavily laden trading ship. These traders were usually lightly armed vessels that could not put up much of a fight when the cut throat pirates appeared. In Discovery, the explorer faces the same problems and must decide whether or not to risk any goods on long voyages. It may be more sensible when there are pirates about to put less goods into a more heavily armed ship and let them try their worst, but that soon gets expensive.

Alternatively, you may have a vicious streak in you and so fancy making a quick fortune by attacking the traders of neighbouring powers. But be careful not to provoke them too much or you may find yourself with a full scale war on your hands.

MORALE

The spirits of ship crew *(and settlers)* must be kept high or trouble will occur. If ship morale drops to 0 then the crew will mutiny, take over the ship, and raise the Jolly Roger. They will then set about attacking any other vessels nearby. This can be avoided by anchoring the craft at its home port until it has a high enough morale rating to send out again.

PORTS

When land is discovered, a port will automatically be established and people offloaded from your ship. The settlers are moved into the port building. They emerge from here slowly, as they are needed. New settlers will be born and added to this total from time to time. The number currently waiting to be sent out appears as the 'men' value among the statistics which appear on the main screen scroll when the port is selected for inspection *(see below)*.

The settlers will start to set up their new home *(automatically)* immediately. They will spend a while 'settling' - just spreading out through the immediate area. Then they will begin clearing land. This has 2 purposes. Firstly, it produces wood, which you will need to make buildings. Secondly, the cleared land is automatically turned over to agriculture, so supplies of food should soon start to appear in the new fields around the port. You do not need to direct all of these people personally - but you can do if you wish to *(see People, below)*.

EXAMINING YOUR PORTS

You can find out what exactly is associated with each port by clicking on the port building. All the assets will be replaced by flags representing the port's allegiance. If you click on an individual building it will be shown as a flag for a short while. The port icon appears below the ship section on the main screen scroll. Orders and inspection work just as with that section *(see above)*. The commands you give to a port are different from ship orders, however.

Cargo

This shows what goods have been produced in the settlement. There will only be goods if warehouses have been built - and have not been sacked by raiders. A warehouse can hold up to 32 units of cargo. Different types of goods will be displayed if a factory has been used to turn the raw materials into finished products. You will often get a better price for finished goods than raw materials so it may be worth investing in factories.

Settle

This option lets you determine the direction in which you would like the settlers from that port to progress. By choosing a previously unknown area you can speed up both the development and the exploration.

Put Man

This will send a man from the port building outside, ready for work. If there are nosettlers in the building, nothing will happen. It is generally used when you need someone for a specific mission, and there is no-one outside that you can spare.

Build

There are several types of building which you can construct. Each brings different advantages to the settlement, so it is useful to have a good mix of each type. These advantages are explained separately, under *Building*.

Demolish

This can be used to remove any object, from a church to a port. The upkeep of the building is then obviously no longer paid. If funds are low and the resources could be better used elsewhere it may sometimes be necessary to uproot entire settlements and move on.

Shipyard

When this option is chosen, a ship type can be selected, and a vessel built at that port. Each ship requires three units of wood. When it is ready you can load up with goods and sail off to commence trading.

Sell Goods

This will sell cargo from the port locally. Local prices tend to be very poor, but the cash comes in immediately.

Building

A building requires 3 units of wood to create. *(If this wood is not available, then the option to build will be ignored.)* When you choose the port command build, you are given a list of possible buildings. Having chosen one, you must click on the site of the new construction. After a while, a man will appear with a log, go to the designated plot of land and after digging the foundations, will use the wood to construct a rudimentary building.

Warehouse

These allow you to store collected produce. If you have no warehouse space the goods cannot be stored, so obviously as your number of warehouses increases, the amount of goods that can be stored there does too. Goods produced when there is no storage space for them are lost.

Factory

Once you have grown or harvested any produce, and stored it in a warehouse, it is possible to transfer it to a factory where it can be turned into finished goods.

Farm

These are vital to the long term survival of the colony. If they are left alone and not attacked they will slowly produce farmers to work the nearby open land.

Fort

The construction of a fort should be one of the first jobs for a colonist. When the fort is finished, it will produce soldiers. They protect the colony from natives or hostile powers. They can be told to attack a neighbouring force, or simply ordered to patrol, giving a visible deterrent to anyone thinking with ill intent.

Church

Building a church will raise the spirits of the local inhabitants and their morale rating will rise. The mystery of the church will often puzzle the natives and stop an attack on the colony.

Mines

These are not built in the normal way. Whenever a settler comes across a seam of golor another precious deposit, a mine is created. This will slowly produce ore and also a man to carry it to the port.

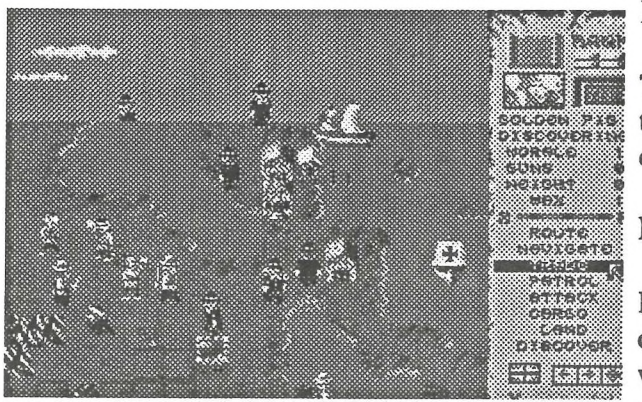
CARING FOR PORTS

A settlement must always be active if it isn't going to fade away and so each settlement musconstantly improve itself - especially its port building - throughout its existence. There are eight levels of each building, from a wooden shack to a stone mansion. The objective of the settler is to keep improving his buildings until they have reached the top level. You can do this by constructing more and more buildings associated with that port. Each costs money in upkeep though, so a balance must be struck. The advantage of having a high level port is one of defence - if a level one port is attacked successfully it will be taken over by the attacking forces. If a higher level port is attacked, it can only lose one level per attack, thus giving you time to either send help or to restructure your defences.

Declining Ports

If you neglect a settlement or build where there are not enough natural resources, you may find that your settlements decline to the point of extinction. If this happens, the port building will fall into the sea, as do any ships associated with that port. A message will appear telling you which settlement has been lost. If a settlement runs out of inhabitants, no work will be done and it will be open to attack by natives and other powers. It is useful to produce as many men as you can on a regular basis as the expected life span for explorers in the 15th century was not too long. Many will be killed by natives or die just from sheer exhaustion, twirling round in confusion as they drop into the ground. You can reinforce

a port which is low on settlers. Get an adventurer *(bought in Europe, ot built in the New World)* and direct it to an existing port. When it arrives, it will offload half of its settlers at that port. If it is then commanded to explore and found a new settlement, it will do so with the other half of its complement. Individual buildings can also be lost. This happens occasionally, and is the result of unavoidable acts of God such as fires. The computer will also remove some buildings if it deems them to be redundant - ie too close together. Churches, Forts and Farms are subject to this.



PEOPLE

There are three basic types of people in the world of Discovery - Natives, Soldiers and Settlers.

NATIVES

In America at least, the natives were occupying the land well before the white settlers arrived. These natives may react to the presence of settlers in the same way that the actual natives did in history. Some will move away from the area, some will try to attack the settlement and some will live nearby, hopefully in some sort of harmony with the settlers. When they attack your settlers, the traditional war dance of flailing arms is easy to spot - but difficult to defend against. Building churches can confuse them for some time as they stand outside looking puzzled.

SOLDIERS

Soldiers are produced by you and the other exploring nations from forts. They can do two things - attack and defend. When they are defending, they create fixed defensive positions, which appear as cannon. Although immobile, these emplacements are very powerful, and will be strenuously avoided by attackers. *Attacking is described in the combat section, below.*

SETTLERS

These brave adventurers are the mainstay of your population in the New World. Each figure represents a unit of men. The settlers' section of the main screen scroll is below that of ports, and functions in the same way. Note that busy settlers may take a while to obey your commands. The instructions you may give your people are as follows:

Clear

Instructs the selected settler to clear away either a section of the forest in order to produce timber, and hence buildings, or a part of the jungle in order to create clear land for cultivation or grazing.

Wait

Makes the settler stay in the area until other orders are given. Normally if a settler is doing nothing in an area, his morale will begin to drop and eventually he may die. To stop this, making him wait will slow down the decline in morale until you can find a job for him to do.

Dig

Instructs the settler to fill in any swampland nearby. This swampland is dangerous for settlers who easily fall into it and drown. The natives know the secret paths and so can cross the swamp safely as can the soldiers with their extensive training.

Explore

Sending individuals out from your ports is another way of clearing the 'fog' of the unknown. The settler will go out in the direction you indicate, making more of the surrounding area known to you.

Bridge

Rivers take time to cross, so it may be a good idea to build a bridge if you might use the route regularly. Exploration can then proceed more quickly, as can transporting timber and other goods.

GOODS

There are a certain number of raw materials that can be found or grown near the settlement. Which are available depend to a large extent on the colony's location and environment: climate,soil conditions etc all play a part. Only goods available for trade are shown on the map. Settlers are assumed to provide for their own needs first. These products must be stored in a warehouse as soon as they are ready for sale. If they are not stored, then they will either be stolen or they will go bad in the hot sun. The way to get round this is to build enough warehouses to store the goods produced in the time that it takes for a trading ship to sail off to a port and return.

The goods are transferred automatically to the warehouses as long as there is enough capacity available. The worth of the goods can often be increased by building factories to turn the raw materials into other products. Prices are often higher for ale rather than hops, for example.

Types of raw materials	Finished Products
Gold	
Silver	
Iron Ore	Iron
Maize	Flour
Sheep	Wool
Pigs	Meat
Hops	Ale

Trading

In order to keep your settlements expanding or even just surviving, it is important to generate revenue. This can best be obtained by trading the goods created at your ports elsewhere.

By accessing the trading screen *(Bank, Prices)* you can see where in the world the best prices can be obtained for each particular commodity. Then by directing your ships to that port, revenue can be increased. It is quite common for ports that are far away to give the best prices for goods but this advantage has to be balanced with the amount of time taken to travel there. You may also like to choose the 'sell locally' option

on the trading screen; this is usually best when you need money quickly and have no ship for transporting goods a long distance. Prices obviously won't be as good as at other ports but income is received quickly and easily. These are the major trading ports of the old world, which appear on the trading screen:

Tunis	Lisbon	Genoa	London	Cadiz	
Macao	Istanbul	Copenhagen	Cacheo	Muscat	Calicut

COMBAT

Sea Battles

Sea battles are an important part of Discovery - their outcome will certainly affect your overall results. When two ships come into contact the battle screen is shown. This screen displays two ship pictures, data on your own craft and command icons. The ships react to damage by sinking gradually into the water. Your ship is the top one. You must play out the battle for yourself until the winner emerges and the screen displays the name of the victorious ship. You are given a set of possible responses to the situation. Choose one and the result will be displayed. You repeat this process until the battle is resolved. Results are based on a number of factors such as number of cannon on board, the number of men carried, and the speed and type of the ship.

When you lose a sea battle, your ship will sink. When you win, two results are possible. If the enemy vessel takes sufficient damage, it too will sink. However, if it is defeated without being completely destroyed, it comes under your control. The way to achieve this is through a boarding action. Note that even boarding will inflict some damage, so the ship may be destroyed in any event.

The best course of action after a battle is often to put your ship into port, so that it will be repaired. Your combat decisions should take into account the current level of damage to yourself and the enemy. The options available to you are as follows:

Out Run

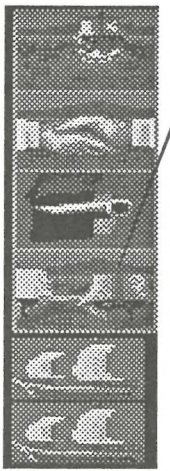
If you are in a fast ship and not laden with goods it may be that discretion is the better part of valour. There is no point losing an expensive ship just to keep your pride intact. Note that a hold overflowing with cargo will slow you down and make this approach less likely to work.

Negotiate

If the boat that you are in conflict with is heavily armed, you may try to persuade them to back off. This is usually done when a fully laden trader meets a man o' war and the 'persuasion' takes the form of all the goods that are being carried.

Open Fire

This tactic is obviously best for those ships with a large complement of guns as they can stand off from the enemy and bombard them into submission.



Board

This order is best used when your ship is carrying a large amount of men who can swing aboard an enemy ship and take it over. This means that any cargo can be captured and sold later for a good profit. It may also mean that the ship can be patched up and used under your own colours, thus saving considerable amounts of money. It is usually only used by men o' war against traders although it may occasionally be effective between other types of vessels.

Land Battles

There are a number of circumstances in which these can occur. Essentially though, the fight will either be between two settlements, or between one and the native inhabitants of the area. Settlers will defend themselves (badly) if attacked. Otherwise, they play no part in war - soldiers do the fighting for settlements.

Natives or competitors may attack your port. If so, you need soldiers, and fast. Each can be set to attack a target. Just select a soldier, using the settlers icon from the scroll, and order him to attack. You then have to click on the target. The best way to avoid trouble is to build a fort as soon as you land, and set some of its soldiers to defending, which will create cannon emplacements *(see Soldiers, above)*. You can also target an attack on a building. If you want to capture or destroy an entire settlement, attack the port building. Once that is sent below level 1 *(see Caring for Ports above)*, the port comes under your control. All buildings and settlers become yours. Soldiers will continue to fight, however. If you just want to limit a foe's expansion, you may destroy his outlying buildings. In both cases, expect a violent response.

MULTI MEDIA SCREENS

As time goes by in the game, the world changes, and new events occur. From time to time, a screen of text and graphics will appear which will tell you about a historical event that occurred in the year you have reached. They should help to give some idea as to what life was like in that era.

If you do not want these screens to appear, click on the disk options icon *(see that section, below)* and select 'info - no', which appears alongside game speed.

HINTS AND TIPS

Start off buying a fast ship like an adventurer and send it off discovering. You may like to send 2 or even 3.

It is important not to give yourself too much to do, though. It may be tempting to buy a huge fleet and send them all off at once, but you will probably find yourself unable to look after them all properly. When a problem arises in one place, things don't stop happening elsewhere.

This is even more true of settlements, especially when they are new and vulnerable. They take a lot of care, and even 2 or 3 of them will require a lot of time.

Once you start to produce goods, think ahead, and make sure you will have trading ships to carry them, or you will be forced to sell at poor, local prices.

When you establish a new colony, a fort is often the first priority, especially if there are man natives or rival colonies around. Remember it can be demolished later if the region becomes safer

Warehouses are also high priority. Try and always have one spare. They can be destroyed, an if there is no space elsewhere, your carefully cultivated produce will be wasted. Once you hav storage space, a farm is definitely a good investment

Factories are a good investment in the end, but they will probably be of little advantage in a fledgling outpost which produces little.

Another useful early action is sending men to dig in swamps. People and goods may be los in unfilled marshland, which can be very costly.

As you get through the initial rush to establish yourself, there are 4 basic strategies you migh take.

- You might go all out for discovery, and sail with many fast ships in an attempt to explore as much land as possible. This can bring quick rewards, but your colonies ma not prosper if you have little time and money to spend on them.

- Alternatively, you can try and consolidate your territories into a trade empire and dominate the world's markets. This will require skill and precise judgement.

- You can be aggressive, and attack other settlements. This is very dangerous,

especially if the target has soldiers from a fort. If you do choose this approach, pick your victims very carefully. Also, always attack the port building itself in an assault, since its destruction will mean the end of resistance. Finally, don't be surprised if you quickly find yourself at war.

A related approach is to turn to piracy and attack other ships. This too is a difficult way to succeed, and you may soon find yourself on the receiving end of the violence.

Above all - bear in mind the objective you set at the start of each game. If it is to find Eldorado, you'll need to plough a lot of resources into exploration, for example.

Disk Options

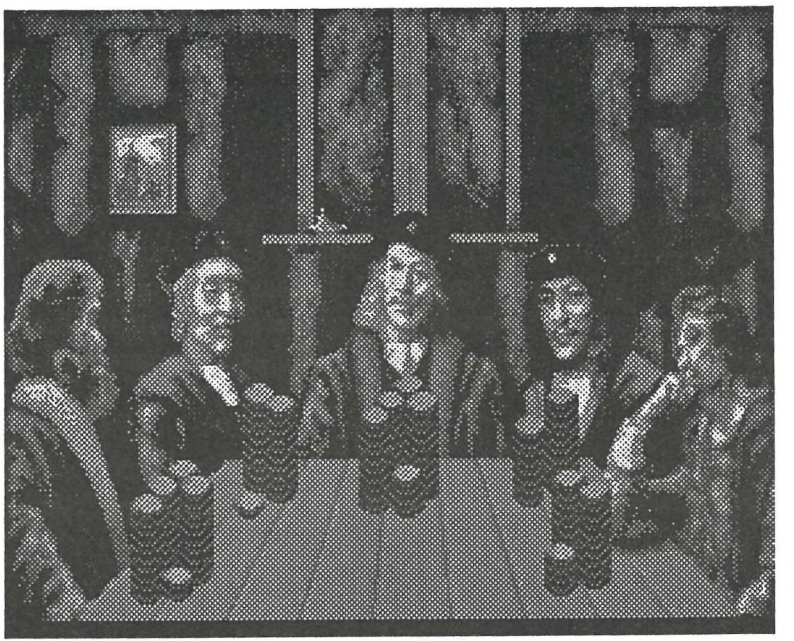
By clicking on your nation's flag, which appears on the scroll on the main screen, you access a number of game options:

The arrow pointing to the year 1490 will start the game again.

The arrow pointing to a disk is save game, which records the current position, allowing you to return later and continue.

Load Game (arrow from disk) loads a previously saved game.

Game Speed (the slide indicator) varies the speed of the action between fast, normal and slow. It also allows you to disable the MultiMedia option if you wish to.



Your and your competitors

THE DISCOVERY OF THE NEW WORLD

The first people to discover America probably walked all the way there. Perhaps the younger ones got a piggy back. They were not explorers, they were simple people in search of new hunting grounds and they were blissfully unaware of what they had just done. No doubt, they were merely seeking a better home and for a period of about 40,000 years they found one. Then, 500 years ago, we came along.

This, of course, is what we really mean when we talk about the discovery of America; when Europe discovered that it was there. `1492', when Columbus sailed the Ocean blue, is a part of European, rather than American, history. One could equally say that 1492 was when America `discovered' the existance of Europe. Moreover, many Africans, for example, only discovered America when they were kidnapped and taken there as slaves. Thus, rather than being a point of worldwide enlightenment, the Columbian discovery was part and parcel of western European maritime expansion. Only Spain, and later Britain, France, Holland and Portugal, benefited from it. Moreover, the timing of the discovery was not simply a matter of chance.

Deep in its collective sub-conscious, Europe has always known that America was there. European mythologies are full of wonderful islands in the western seas; the Garden of Hesperides, Antilla, the Island of the Seven Cities, Hy-Brazil, the Isles of the Blest, Avalon, Tir na n-Og, St. Brendan's Isle, Jerirat al Tennyn, the Dragon's Isle and, perhaps most enduring of all, Atlantis. The ancients could not know what was actually there, so they naturally imagined supernatural delights. As they stared out over the Altantic it seemed to make sense that something was out there. It was only going to be a matter of time before someone found it.

Indeed, the Vikings had landed on America 500 years before Columbus but had been unable to do much more than visit it once in a while. They simply did not have the capacity to exploit the new land nor the scholarship to realise quite what they had found. This is the point. To `discover' America, one had to have a ship big enough to get there and navigational skills good enough to get back. For it to be worthwhile, one also had to be backed up by an economy and a navy capable of making regular trips. The political, economic and scientific state of Europe at the end of the fifteenth century was such that the Columbian discovery would have been almost impossible 50 years earlier and well overdue 50 years later.

At the time, only Spain and Portugal were really capable of discovering a New World, in the sense that only they had a realistic prospect of being able to sustain such a discovery long enough to make a profit. Since Portugal was happily discovering the coastline of West Africa, it was almost bound to be Spain that actually went for it; if only to get one over on the Portuguese. Columbus offered his services all over Europe, but only Spain was willing to take the risk, and then only after years of persistant persuasion. Of course, there was no guarantee that anything useful would be found and there was more than an outside chance that this very expensive expedition would simply fall off the edge of the world.

THE AMERICAN INDIANS

For a long time, the origins of the indigenous population of America was a matter for creative guess work. Among a myriad of possibilities, they have been traced back to Egypt, Wales, Atlantis, Isreal and Outer Space. In the 1830s, Lord Kingsborough spent his entire fortune trying to prove that they were the lost tribe of Isreal; a notion that was taken up by the Mormon Church. In Welsh legend, Prince Madoc sailed into the west where, it was later claimed, he founded the Indian race and/or language. The search for Welsh speaking Indians lasted well into the nineteenth century. In fact, the first human inhabitants of America were Proto-Mongolians, or in other words, of the same racial stock from which the present day oriental peoples evolved.

At the end of the last Ice Age, so much water had gone into making the ice caps that a land bridge had formed across the Bering Strait between Alaska and the extreme eastern tip of Russia. The present depth of the Strait is only 120ft, so that a drop of 150ft would form a bridge 200 miles across. This had happened repeatedly through the Ice Ages, allowing plants and animals to cross over. About 40,000 BC, they were joined by humans, before the ice melted and cut off the continent of America from the rest of the world. There may have been further groups paddling across the Bering Strait but not in significant numbers. It seems likely that the whole continent was gradually peopled from a relatively small seed population, which had finally migrated to Patagonia at the southern tip of South America by about 9,000 BC. America was undoubtedly a happy hunting ground for these first human inhabitants, who seem to have been remarkably good at killing their prey without getting killed themselves. Although plentiful, the prey (initially consisting of Mammoths and such like) was still a huge size for a stone age culture. Tackling 10 tons of reluctant Pachyderm with flint headed javelins un-

doubtedly required both courage and social organisation. As the Mammoths gave way to the Bison and the humans migrated into differing climates and environments, a large variety of cultures grew up, although none evolved as far as the use of iron or complete literacy. They had their own agriculture with their own plants; notably domesticated maize, potato, tomato, tobacco and cocoa, none of which were known in pre-Columbian Europe.

From Eskimos to Amazon Indians, from Aztecs to Sioux, there was as much cultural variety in America as on any other continent. By the time Columbus arrived, there were perhaps 12 million indians speaking 500 languages north of the Rio Grande; let alone the millions in Central and South America. Despite the popular Hollywood myth, not all red indians hunted bison, lived in tipis, smoked a peace pipe and scalped their enemies. Apart from anything else, they did not have horses until they were importaed from Europe. In Missouri in about 1200 AD, there was a city called Cahokia with 30,000 inhabitants.

THE VIKINGS

The Viking discovery of North America has to be seen in the context of a staged westward migration from Norway that began in the middle of the ninth century. In 860, a Norwegian called Floki Vilgerdarson headed west to settle the island of Thule, which he knew lay far out in the western sea. Unfortunately, when he got there he didn't like it at all, mainly because he and his companions spent so much time fishing that they forgot to gather fodder for the winter and all the livestock died. He called the island `Iceland' and returned home with not a good word to say about it.

Iceland

Nevertheless, there were a good number of potential settlers anxious to escape from the control of the Norwegian king Harald Fine-Hair. Moreover, Iceland was actually one degree hotter than it is now and not all that inhospitable to a hardy Viking. There were wooded coastal plains covering 25% of the country, rather than the 1% which they account for today. Early in 870, the first settler, Ingolf Arnarson arrived with a cargo of sea-sick sheep. Taking his migration very seriously, he ceremoniously hurled carved pillars into the coastal waters in order that they might guide him to an auspicious harbour. Unfortunately, it took him three years to find them again, but when he did they had led him to a sheltered and hospitable bay, which he called, `Steamy Bay' or `Reykjavik'. Here he built his home and, although it did not actually become a town for another thousand years, his homestead became the seat of great power and influence in the developing Iceland. Much as with the colonization of North America 600 years later, there was great kudos to be gained from being the first to stake your claim. Indeed there are many echoes of the Pilgrim Fathers in the Viking migrations across the northern seas.

The colonisation of Iceland was actually a remarkable phenomenon, representing as it did the transplantation of an entire culture, lock, stock and barrel, to a new island. Indeed the island itself was, in geographical terms, a mere babe in arms, only having emerged from the sea about 20 million years previously and it still rumbles today with new creation. Unlike the American case, these Viking settlers were the first human inhabitants. In 930, a parliamentary commonwealth was created, which was far ahead of its time. Just as with the Pilgrim Fathers, part of the reason for coming to a new land was to escape from a harsh royal rule so, no doubt, a republic seemed like the logical thing to become.

In 1000, Iceland converted to Christianity by parliamentary decree. In fact, there were a good number of Christians already, although it was said of one of them, one Helgi the Lean, that ``he believed in Christ, but invoked Thor for sea voyages and in times of emergency.'' By this time, however, the next step in the migration had begun. On a good day (due to an optical illusion), from the extreme western tip of Iceland one can see the icy crags of Greenland shimmering upside down above the horizon . As Iceland settled down to a stable existance, certain fiery elements within it were looking to escape even from its enlightened grasp.

Erik the Red

The family of Eirik the Red had originally come from south west Norway but had not really settled in Iceland, due to the fact that most of the good land had already been taken. Eirik himself was a hot-head and a bit of a jack-the-lad and soon found himself in trouble. Eventually he was banished from Iceland for three years. He knew of the existence of Greenland because there had been a disasterous attempt to colonise the east coast in 978. He thus spent his three years banishment exploring up the western coast where he found unexpected green valleys and rivers teeming with fish. His exile over, he returned to Iceland in order to get volunteers to help him found a new colony.

Erik named his new domain, 'Greenland' so as to attract more interest, 'people would be more eager to go there if it had a good name'. In 985, 25 ships set sail for what was only a four day trip in good weather, but if fact only 14 ships arrived safely. Although there was evidence of past eskimo settlement, Greenland was now uninhabited. Most of the settlers formed a colony under the authority of Eirik, while a few pushed on up the coast and founded the Western Settlement. More settlers quickly followed to fill the

useable land, the climate again being slightly better than today. At its peak, the Greenland colony had a population of 3,000.

In the earliest source, the first sighting of America is credited to Bjarni Herjolfsson. He was actually looking for Greenland, where he intended to spend the winter with his father, who had rather impetuously migrated with Eirik while Bjarni was away. Bjarni actually spotted America on three separate occasions but he did not reckon that it looked inhospitable enough to be Greenland, so he did not land. Understandably, he came in for a good deal of criticism for his lack of curiosity. A later and probably less reliable source claims that the honour of finding America should go to Leif the Lucky, son of Eirik the Red, who bumped into it on his way back home to Greenland in 1000 full of Christian evangelistic zeal.

Lief the Lucky

Lief decided to explore this new land and was thus the first Viking to land on American soil. The first place that he landed, almost certainly Baffin Island, he considered to be fairly worthless and called 'Helluland', or 'Slab Land'. In years to come this was used as a staging post for trips between Greenland and America. The next landfall, probably Labrador, was more hospitable and wooded and so he called it 'Markland', or 'Forest Land'. Finally, he found a rich area, swarming with salmon and decided to spend the winter there. He built some huts which became known as 'Lief's Booths'.

He realised that he had hit the jackpot when a German member of his crew, too excited to speak properly at first, announced that he had discovered grapes growing wild. Up to that point, all Viking wine had to be imported from Europe, so this was treasure indeed.

In the Spring, he returned home with his ship laden with grapes from this land which he called, 'Vinland', or 'Wineland'. In time, Lief's brothers and in-laws went back and explored more of the coastline. Nevertheless, we cannot say exactly which part of the mainland Lief called Vinland, largely because the sagas which recorded Lief's trip where not designed to be geographical works.

A few years later a merchant called Thorfinn Karsefni leased Lief's booths and lived on Vinland for three years. Why, with the entire American continent to choose from, he didn't simply build his own huts, we will never know. During this time, his wife Gudrid gave birth to a son, Snorri, who thus became the first white man to be born in America. However, the settlement eventually failed because of the hostile reaction of the natives, whom they called 'Skraelings', or 'Wretches'. It is not clear whether these were Eskimos or American Indians (probably the later), but in any case it was not a very polite name for them.

Vikings in America

Although the first contacts were peaceful, if a little wary, the natives soon realised that they were being ripped off and the iron weapons of the Vikings were not good enough to compensate for the much greater number of Skraelings. Although Vinland was much more hospitable than either Iceland or Greenland, it proved to be too far away to start a permanent settlement in the face of native opposition. In fact, by the end of the fifteenth century, the weather had turned bad and the Greenland settlement had also died out. It would require the superior technology of sixteenth and seventeenth century Europe to establish a permanent foothold on American soil.

The only archeological evidence of Vikings in America is on the northern tip of Newfoundland, but this does not seem to have been a permanent settlement, which suggests that it is not Vinland. Moreover, grapes have never grown wild north of Maine. Nevertheless, there have been chests found in Greenland that appear to have been made out of North American larch wood and, whether or not we ever find Lief's Booths, there is little reason to doubt that the Vikings went to America. They knew of its existance and probably visited it from time to time. After all, for a people that managed to sail all over the known world and settle the icy western coast of Greenland, popping over to explore America was not that much of a challenge.

COLUMBUS PREPARES TO SAIL THE OCEAN BLUE

Christopher Columbus was born in Genoa in the middle of the fifteenth century at a time of tremendous sea exploration and discovery all along the Atlantic coast. The Portugeuse had become the leaders, especially down the west coast of Africa, and many of the more fantastical notions of supernatural demons lurking in the tropics were being dispelled. Although not from a wealthy family and thus not very well educated, Columbus devoured books and stories of navigation and discovery, both current theories and ancient authorities. However, spurred on by religious zeal, his under-educated mind was not always able properly to arrange the enormous amount of information he collected. Indeed, throughout his life he was able to come firmly to the most bizarre conclusions on the flimsiest of evidence, rejecting anything that did not fit his own theories.

For a future explorer of the western reaches, Genoa was a good place to grow up in. It

lived off its sea trade and while its great rival, Venice, looked east to the oriental spice trade, Genoa was forced to search ever farther out into the west for comparable trade. The Genoese traders were daring and intrepid and had first passed through the Pillars of Hercules into the Ocean Sea (the Atlantic) at the end of the thirteenth century. In 1291, the Vivaldi brothers had even tried to sail 'to the regions of India by way of the Ocean Sea', 200 years before Columbus. Furthermore, the wealthy and vibrant Genoese had established thriving communities all over western Europe, including Lisbon, Seville and the Canary Islands, which were to be of great help to Columbus as he campaigned for patronage.

The Columbus family were undistinguished producers and sellers of woolen cloth and for a while Christoforo worked in the family business. However, he and his brother Bartolomeo had hankerings for the sea. In May 1476, he made his first trip into the Atlantic on his way to Flanders and England, and was promptly shipwrecked on the Portuguese coast. Undaunted, the following February he sailed to Iceland by way of Galway, Ireland. Although this was a standard trading stop, Columbus was impressed at the extent to which Iceland seemed to be, ``much beyond the limit of the west''. Perhaps he was already thinking about what the limit of the west might be.

By now he was living in Lisbon under the patronage of a wealthy family of Genoese merchant bankers. In 1478 he sailed to Madeira, where he was able to see the trade winds in action and gain experience of one of the three great archapelagos (the others being the Canaries and the Azores) which were to play such an important part in his later trips across the Ocean Sea. He also went down the Gold Coast of Africa, familiarising himself with the navigation and the latitudes of the tropics. He married the daugh-

ter of a leading Madeiria noble family who, in 1481, bore him a son, Diego, and died soon after. However, the marriage had confirmed Columbus' social rise and Diego was to be his only legitimate son.

The Plan

By early the 1480s, Columbus' dream was complete and he had acquired all the experience that he felt he needed. Together with Bartolomeo, who had trained as a cartographer, he made his plans and gradually evolved the obsessive enthusiasm that was to drive him around the Castillian Court and then over the sea. It was certainly this, rather than his scholarship which convinced the Spanish monarchy that his venture might succeed. Nevertheless, much thought and study went into his planning and his scholarly references, however unscientifically used, no doubt added their weight to the overall effect.

From Ptolemy, he got the idea that the world was round and that there was therefore an ocean between western Europe and eastern Asia. He also picked up that there was not a route round the bottom of Africa and that there might be islands in the south of the Ocean Sea. However, he rejected Ptolemy's claim that the ocean consisted of half the globe and was therefore too wide to cross. Nevertheless, it is, of course, quite correct that fifteenth century ships could not have sailed from Europe to Asia if America had not been in the way.

Columbus drew comfort from the writings of Marco Polo, who seemed to have travelled much further east than Ptolemy had suggested was possible and had, moreover, stated that there were islands beyond. In particular the island of Cipangu (Japan), was of

interest to Columbus who expected to be able to brake his journey there, despite Marco Polo having no idea of the location of the island. He had no doubts about his ability to sail, quite literally, half way round the world and, on the way, to bump into an island whose whereabouts were unknown.

Columbus was very pleased to discover that an Islamic scholar called Alfraganus had come up with a very much smaller figure than Ptolemy for the circumference of the world. He was undaunted by the fact that Alfraganus was working in Arabic miles and thus had actually indicated a much larger distance. The figures themselves fitted his theory and that was enough. The Bible also influenced his expectation of an undiscovered continent far out in an inaccessible ocean. He felt that this was not possible because it would have meant that the early apostles would have been unable to obey the instruction to evangelise the whole world.

Nevertheless, despite the apparent shortcomings of Columbus' thinking, what he was proposing had its attractions. In particular, the idea of a short route to the Orient was very appealing, even if did not seem very likely. However, there were hundreds of stories of undiscovered islands in the west and there was a good chance that Columbus would hit one or two of them. Moreover, from time to time, branches from unknown trees, wood carvings and even the bodies of strange men were washed up on the western shores. Something was out there and perhaps it would produce untold riches.

Furthermore, there was a growing body of scholastic opinion in favour of the possibility of an unknown continent, referred to as the Antipodes, probably lying somewhere in the southern hemisphere. Nevertheless, excessive spectulation was held in check by the

accepted wisdom of Aristotle and the Church Fathers. Aeneas Sylvius decided that it was probably there but that the Christian reader 'ought to believe the traditional theory.' Columbus collected evidence of new islands and new continents in the hope that they might persuade someone to support him, but his own dream was the route to the Indies.

The Disappointment

In 1484, Columbus put his plan before John II of Portugal, who was impressed but nevertheless refused backing. There is no doubt that Columbus cut quite a figure, being a large man with strong, ruddy features, red hair and clear blue eyes. He was full of words and confidence, of religious zeal and of his own genius. He either entranced you or infuriated you, and he thus made stout friends and bitter enemies. Spurned by Portugal, Columbus shifted his attentions to Castille, which had recently been joined to Aragon by the marriage of Ferdinand and Isabella. Effectively, this meant a unified Spain.

Certainly sea exploration was more of a free for all in Spain than in Portugal and Columbus quickly gained the support of the Count of Medina Celi, who nevertheless decided that the project needed royal patronage because there were more than purely commercial considerations. However, the Spanish monarchy were in the last throes of expelling the Moors from the Iberian Penninsular and there was not a lot of money readily available for speculative ventures. Columbus was finally able to plead his case at Court at Cordoba in May 1486.

Much as in Portugal, their Majesties could see the possibilities but were in no great

hurry and although the Queen was won over, the King was not. The matter was referred to the Talavera Commission, who managed to dither away for over four years before delivering an unfavourable decision. In the interim, Columbus wrote again to John II in Portugal but received a similar response. In 1488, Bartolomeo went to try his luck with the French and English monarchs but he spent three wasted years in north Europe, only returning after his brother had set out on his first voyage.

The Success

Columbus himself spent four years following the Court, slowly accumulating support, but slipping into poverty at the same time. He supported himself as best he could by making maps. In 1491, through the offices of Friar Juan Perez, he was granted a second audience with Isabella at Santa Fe. Although his presentation and the support which he had mustered had improved with the years it did not seem to enjoy any more of a positive response. At the beginning of 1492, Granada fell to the Spaniards and Ferdinand and Isabella entered the city in triumph. Meanwhile, Columbus had turned away in apparent failure again and was heading home.

But then, out of the blue, he was called back on the road by a royal messenger. Money had been raised elsewhere and royal patronage was suddenly available. All Columbus' requests had been granted and he was on his way. He was given the post of Admiral of the Ocean Sea and the governorship of any lands that he might discover. He was also given a share of any profit he might find. This became a royal grant on 30th April, 1492 and was made hereditary in 1497. With hindsight and knowing what he was about to discover, it sounds like an absurd amount of power, and yet it was all dependant upon him finding something worth governing.

In fact, the Crown was very wise to give him all that he wanted at this stage, since he

could always be controlled later if need be. In the event, both Columbus and his son Diego were severely limited in what power they actually wielded and in 1556 the Columbus family gave up the rights which it had already lost in return for the more durable titles of Dukes of Veragua. Nevertheless, when Christopher Columbus left Palos harbour on 3rd August, 1492, looped down to the Canaries to catch the wind and then headed west, he was quite literally lord of all he surveyed.

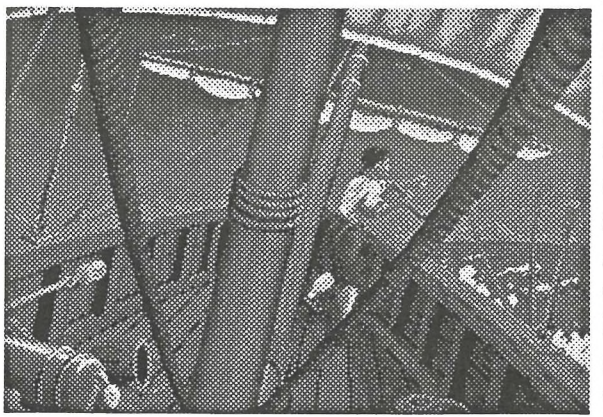
SAILING THE OCEAN SEA

Columbus's flagship, the Santa Maria, was only 29m by 70m and thus about the size of a modern trawler and he was accompanied by two even smaller vessels, the Pinta and the Nina. Martin Pinzon, who had helped put the little fleet together, came along as captain of the Pinta. Columbus carried a letter from Ferdinand and Isabella to `the Great Khan', which was an incorrect way of addressing the Emperor of China, as well as a 'to whom it may concern' equivalent and an Arabic interpreter. There were no soldiers or settlers, for this was to be a journey of exploration. The 37 days it took to cross from the Canaries, which they left on 6th September, was actually a remarkably quick passage but, of course, they had no way of knowing that.

Morale began to wane with a series of false landfalls and the growing feeling among the men that, since the winds were so much in their favour, they might never be able to find a wind to take them home again. From 19th September, Columbus began to falsify the log so as to fool the crew into thinking that they were not so far from home. The falsified log was actually much more accurate than his usual exaggerated figures. At the end of the first week of October, he and Martin Pinzon met to dicuss the likelihood that

they had missed Cipangu. They were just about to turn north to look for it when, on 12th October, land was sighted from the Pinta.

A New World



The island they had reached, which Columbus called San Salvador, seemed to be well watered and fertile and the natives were very friendly. Their nakedness seemed to point to their innocent state and their ripeness for evangelising. For some reason, Christian missionaries always had a bit of a hang up about nakedness and would spend a great deal of time trying to get tropical natives to dress in European clothes for the good of their soul. In any case, Columbus began to think that there was a good chance that these people, who were to enjoy his governorship, could be subjugated without violence. Columbus realised that he was on an archapelago and spent the next three weeks cruising around naming islands after saints and members of the royal family. The largest two were Hispaniola (Haiti) and Cuba, although he thought that Cuba was probably part of the Asian mainland. He was constantly looking for evidence of Cipangu and Asia and, being Columbus, he found it. Of course, the simliarity he noticed between the natives, whom he called Indians, and the orientals is not all that surprising since they both came from the same racial stock.

He found some gold on Haiti, where he built a small fort at Navidad out of the timbers

of the Santa Maria, which had hit a rock. There he left a garrison of 39 men when, on 2nd January, 1493, he headed for home in the Nina, full of pride and holy zeal. Having lost contact with the Pinta, he caught the trade winds to the Portuguese Azores which he reached on 18th February. Not surprisingly, the Portuguese were not all that pleased to see him. John II, who must have felt a bit of a fool, even arrested him when he got to Lisbon. Nevertheless, by mid-April, Columbus had reached the Castillian Court at Barcelona, having learned that the Pinta had also made it home.

New Light On The New World

No-one was quite sure what had actually been found, although Columbus was always convinced that he had reached Asia. Nevertheless, he was received and rewarded as if the trip had been a great success and the question soon arose of establishing with the Pope whose land it was. In January 1494, the Treaty of Tordesillas divided the world between Spain and Portugal. All land to the west of a certain point was to be Spanish, leaving the rest, including Africa, to the Portugese. As it turned out this treaty also gave the as yet undiscovered Brazil to Portugal. However, by this time Columbus was off again, setting sail with a much larger fleet in September 1493. The intention this time was to occupy and colonize what had been found. However, Columbus followed a slightly more southerly course and landed at Dominica on 3rd November. As he headed north to find Hispaniola again, he discovered a new chain of islands, which included Puerto Rico. This was the heart of cannibal country, home of the bloodthirsty Caribs who gave their name to the islands before being wiped out by the Spaniards. They certainly put a new light on Columbus's new land and the prospect of the peaceful subjugation of a child-like native population.

Moreover, when they got to Navidad, they found that the fort had been burned to the

ground and all the Spaniards killed. It appeared that this had partly been caused by the garrison's own appalling behaviour, but Columbus was nevertheless not a little worried about his new kingdom. On 2nd January 1494, he founded the township of Isabela in the wrong place simply because he was desparate to found the colony somewhere. Relations with the natives gradually deteriorated through a combination of mistrust and mistreatment. Columbus himself was glad to leave them all to it and go off exploring at the end of April.

New Frustrations

He bumped into the island of Jamaica en route to proving that Cuba was, in fact, part of the Asian mainland. Tiredness and dissolutionment began to unsettle his mind, which was never much better than delicately balanced. After three weeks exploration of the Cuban coastline, he made his entire crew swear, on pain of having their tongues cut off, that Cuba was simply too big to be an island. He returned to Isabela to find that his brother Bartolemeo had arrived, but the colony was in chaos and engaged in a full blooded war with the natives. Moreover, he learned that complaints had got back to Spain about his own behaviour and his handling of things. He made a few improvements, not least being the moving of the seat of government to Santo Domingo on the eastern coast of the island, but Columbus needed to return to Spain and plead his case at court. In 1496, he returned to Castille leaving Bartolomeo in charge in Santo Domingo. At this stage, his failure as a colonist was not fully apparent. However, Columbus was essentially an idealist and not really up to the task of controlling the money-grabbers and criminal adventurers who made up the bulk of his people. As a result he slipped between being hopelessly naive and needlessly cruel to both Spaniards and Indians.
In some ways, he had made his own bed by selling the idea of great riches in order to encourage volunteers. The prospect of stealing gold from hostile natives did not attract

gentle, decent farmers and wise administrators. Columbus wanted to treat the natives well, in order to make it easier to convert them, but his little colony needed an economic base and theft and exploitation seemed the best way to achieve it. He introduced the system of `encomienda', whereby each colonist was given the allegiance of a group of natives who were to work his land for him. Frowned upon in Spain, it was very attractive to adventurers with aristocratic dreams. Columbus returned to Santo Domingo in 1498, but on his way he took the opportunity to do a bit more exploring.

A New Continent

He headed even further south than before but had a much more difficult crossing and was becalmed for a while in the Doldrums. He was just about to reach the cost of Venezuela when he gave up and turned north, almost immediately bumping into Trinidad. As he explored the coastline, he began to realise that Venezuela was continental and thus, since it was so far south of his previous discoveries, could not be Asia. In particular, the mouth of the Orinico river impressed him; so much fresh water could not have been generated on an island. On 14th August 1498, he wrote, 'I believe that this is a very large continent, which until now has remained unknown.'

However, he knew that he could not stay away from Santo Domingo for very long and when he finally reached it he found trouble waiting for him. His mind was affected by the frustration of not being able to pursue his explorations. He decided that the world was pear-shaped and that he had located the geographical position of Paradise. He knew that he was not competant to rule his domain and had asked for administrative assistance. However, when it arrived in August 1500 in the person of Francisco de Bobadilla, it swallowed him up altogether. Given judicial powers from Spain, Bobadilla

promptly slapped Colombus and his brothers in irons and sent them back to Spain for trial.

Arriving in October 1500, Columbus was immediately released and restored to his titles by an apologetic monarchy. However, his power was not returned and Columbus spent a frustrating two years trapped in Spain, while events elsewhere seemed to be running away from him. Other explorers were making discoveries in the New World. In particular, Amerigo Vespucci explored the coastline of Brazil in the name of Portugal and pre-dated his realisation of its continental nature. He thus made it seem that he, and not Columbus, had been the first to recognise the new continent and it was his name that became attached to it. Undoubtedly, had justice been done, we should have had the continents of North and South Columbia.

A New Voyage

In 1499, Vasco da Gama rounded the Cape of Good Hope, proving that the shortest direct route to India was after all via Africa. Then in September 1501, Don Nicolas de Ovando was appointed Governor of Santa Domingo and Columbus' fall from power was complete. However, ironically, this allowed him to return to the Indies, because he could no longer do any damage. In April 1502, he sent off on his fourth and last voyage, accompanied by his illegitimate son, Ferdinand. He hoped to sail between the Indies and South America and meet Vasco da Gama in the Orient. He was forbidden to visit Santo Domingo on his outward trip, but he could not resist and arrived in time to deliver a hurricane warning that was ignored and Bobadilla was lost at sea. It seemed like divine justice.

From Santo Domingo, the winds were against him so he struggled along the bottom of Cuba before finally making it to the American mainland at Honduras, an east-west

coastline. The obvious thing to do would have been to follow it west, but Columbus, misinterpreting the Indians, thought that there was a strait to the east through which he could reach the sea beyond. There followed a long westward struggle against the wind, the weather and malaria. He found gold in Panama, but it was not really able to be mined. There is almost as much still there today as there was when Columbus visited. Eventually, the natives turned hostile and his ships began to leak from being riddled with worms. He decided to return to Santo Domingo while he was still afloat.

However, the winds were against him again and, having beat eastward to catch a favourable breeze, he missed Haiti and hit Cuba before finally dropping back onto Jamaica, where his ships sunk. Although he had effectively proved that the coastline was continuous from Honduras to Brazil, it was a pretty inglorious end to his last voyage. Effectively, he and his men were castaways for a year and were only rescued after one of his men, Mendez, made a daring canoe trip to Haiti for help. Columbus headed home and reached Spain on 7th November, 1504. Although only in his fifties, his tribulations had made him old and sick before his time.

An Old Man

He had long since returned to his strange geographical dreams and in his mind re-wrote his discoveries to prove that he had been right all along. Although by now a wealthy man, he dressed in a Franciscan habit and spent much of his time writing letters about money that he felt was due to him and his heirs. Meanwhile, Ferdinand had a good brain and looked to have a promising career as a scholar and explorer, while Diego was well liked at Court and was made Governor of the Indies in his own right in 1509. Columbus died on 20th May, 1506.

Although one can pick holes, there is little doubt that Christopher Columbus was a great man, simply because of the greatness of his discovery. No doubt other discoveries have required greater skill and daring but few have been as spectacular. While it is true that he did not mean to discover a new continent, the first man to sail from Europe to America could never have known what he was going to find. It is also true that, albeit begrudgingly and only temporarily, he did realise that it was a new continent that he had found; and he was the first to do so.

Temperamentally, he was a wild man and an explorer and was never going to have made a good governor. While one could say that he got a raw deal at the hands of an ungrateful nation, the Spanish monarchs were quite right to have relieved him of the administration of the new colonies. Furthermore, he did not die in shame and poverty and his heirs were made dukes by the Crown and still hold their titles. No doubt he would have discovered more had he not distracted himself with government.

The greatness of Columbus lies in him being mad enough, unwise enough and obsessive enough to launch himself into the unknown with no assurance that he would ever find anything. No doubt there have been many unknown men who have been just as rash and come to a sticky end. Columbus was lucky enough to hit the jackpot, but hit it he undoubtedly did. The discovery of America was never going to be achieved by a sensible man.

THE CONQUISTADORES

Following Columbus' last voyage, there was a five year pause while Spain drew breath. However, the prospect of an unknown land that just might be full of gold soon drew swarms of adventurers across the Altantic eager to make their fortunes and conquer lands which they could rule in the name of Spain. However, for these early conquistadores , the pickings were far from easy. Many suffered horrible or ignominious deaths and very few lived to a ripe old age. While there certainly was gold to be had, the New World was burdened with an oppressive and alien climate and was full of hostile natives. This was no land flowing with milk and honey.

It is important to remember that the American Indians, both North and South, were often treated with appalling barbarity by the Europeans, and perhaps particularly by the early Spanish conquistadores. Nevertheless, it is also true that the men who took America for Spain, whatever atrocities they most certainly committed, were absurdly brave and extraordinarily tough. They conquered vast empires with only a few hundred men. They were equally willing to suffer a hideous death as inflict one on an enemy. Most were soldiers and desperados who could not find a place in respectable society. They could not be expected to behave like great humanitarians.

In many ways, the real crime was committed over the next few hundred years as corrupt Governors grew fat and rich on the exploitation of a helpless native population. The Spanish Crown was always anxious to treat the natives with as much Christian kindness as was practical. However, for the first few decades of the Spanish possession of America, the only way that it could get what it wanted was to fight a grinding and dirty

war. As such, Spain had little choice but to appoint as Governor of a new territory whoever was bold and ruthless enough to have got there first to conquer it. Most of the early rulers of the Americas had semi-criminal backgrounds.

The story of the conquest of South and Central America is much to complex to give more than a flavour of it here and the chronology is not strict. The typical picture is one of a hundred or so Spaniards struggling through infested tropical lands while being shot at by terrified natives with poison darts. The lucky few Spaniards to survive long enough to find a kingdom worth taking usually did so with ruthless effect. Interestingly, the horse often played an important part, simply because it was alien. A mounted Spaniard was a monstrous and terrifying sight to an Indian; particularly if he fell off, as it then seemed as if this monster could split itself in two without dying.

Although the Spaniards had more modern equipment, they were often outnumbered by thousands to one. Moreover, the military technological advantage can be overstated. Cortez conquered the Aztecs with 13 muskets and 7 canons and by the time Quesada reached Bogota all his gunpowder was spoilt and thus his firearms were useless. Nevertheless, often the mere dramatic effect of gunfire was decisive and the quick and unexpected slaughter of a few thousand people can permanently undermine morale. At first, the Indians were overawed by the sudden exposure to this alien culture. By the time they had come to terms with it, it was much too late.

Balboa

From 1509 onwards, there was was a decisive movement out from Hispaniola. Puerto Rico, Cuba and Jamaica were taken along with the smaller Caribbean islands followed by expeditions to the north, south and west, including an abortive attempt on the Florida coast. Conquests in different parts of the mainland were often happening at the same time and on occasion even came into competition with each other. This was not a coordinated colonization with a neat chronological history. It was the product of the initiative and daring of a few ambitious individuals.

In 1509, a licence was granted to settle the Isthmus of Panama. This expedition eventually fell to the command of a stowaway called Vasco Nunez de Balboa, who thus became Captain-General and Governor of the entire region. From an Indian prince, he learnt of a sea to the south that contained a province more rich in gold than Spain was in iron. He thus crossed the isthmus and discovered the Pacific Ocean, which he called the South Sea. 25th September, 1513 was thus the second great landmark date in American exploration. Balboa had solved the main secret of the new lands and was made Adelantado of the South Sea and Governor of the land that bordered it.

Thus a stowaway had been given charge of the Pacific Ocean and all that bordered it. The true nature of the Pacific was only made clearer when Magellan found his way round the bottom of South America between 1519-22. This shows up a great difficulty for the Spanish Crown. Not only did it not have any idea what it had taken possession of, but the only people who it could appoint to rule it were the ruffians who were on the spot. In actual fact, it seems possible that Balboa would have made a good governor.

Unfortunately, he was soon arrested and executed and his position taken over by the cruel but energetic Pedrarius. During his rule various forces headed north into Nicaragua and Honduras before meeting Cortes' men in Mexico.

By now, ridiculously inadequate guidelines had arrived from Spain as to the treatment of the natives. They were not to be enslaved unless they were cannibals or confirmed enemies; which of course meant that you could enslave whoever you chose to make war against. There was also the 'Requisition', which was a theological treatise which set out exactly why the Indians should submit to the Holy Catholic rule of Spain. It was to be read out to natives before attacking them in order to give them a chance to repent. Since it could not possibly mean anything to the Indians, it was effectively a justification for the slaughter of people who had brazenly rejected Christianity.

Cortez

In February 1517, a group from west Cuba reached Yucatan and the Maya people who had not been subjugated by the Aztecs. They had gold. Two years later a full expedition under the command of Hernan Cortez arrived and marched on the Aztec capital of Mexico. The Aztecs themselves were an oppressive and hated tyrany who indulged in appalling, cruel human sacrifices. As such, there was no shortage of allies for the Spaniards among the subjugated tribes along the way. In an effort to pursuade the invaders not to come to his capital, the Aztec Emperor Montezuma sent magnificent treasure, including a gold disk the size of a cart wheel. This, of course, was hardly a good tactic and only spurred the Spaniards on.

In actual fact, Montezuma half expected to be toppled since Cortes and his men seemed

to be the fulfillment of an Aztec legend about the return of the great god Quetzalcoatl. This may go far to explain the ease with which Cortez simply marched into the capital and kidnapped Montezuma. For a few months, Cortez sat in Mexico collecting treasure before an uprising forced him out; Montezuma being killed by his own people. However, as he retreated, Cortez was joined by reinforcements with which he was able to fight his way back. With the fall of the capital, the entire domain of the Aztecs fell into Cortez's hands. Moreover, the victory was impressive enough for many of the tribes who had not been Aztec subjects to offer their allegience also.

In October 1522, Cortez was made Governor and Captain-General of New Spain, a power that was gradually usurped by a council of magistrates called the Audencia. Nevertheless, he put ships into the Pacific and was the first to discover the coast of California. Over the years, New Spain, which came under the rule of a Viceroy, gradually nudged up into North America. In time, it was even given control of the Phillipine Islands, even though it took a year for a message to get from Mexico to Manila.

Pizarro

Along with Cortez, the other great conquistador to hit the gold jackpot was Francisco de Pizarro. When he set off in December 1524 to discover Peru and the gold of the Incas, both he and his partner, Diego de Almagro were in their fifties. After six years of punishing exploration, they set off again in 1530 with about 180 men and 27 horses. Unlike the Aztecs, the Incas were a very highly organised society and would have been a much harder nut to crack had they not been involved in their own power struggle in the years immediately preceeding the Spanish arrival. The Empire had been split between Quito (Ecuador) in the north and the main territory in the south, ruled from

Cuzco.

On 15th November 1532, Pizarro arrived at the residence of the Inca Emperor. With a little bit of trickery, he managed to wipe out 4,000 Indians in half an hour, without losing a man, and the vast empire was his. In 1535, Pizarro founded the city of Lima on the coast, so as to have a better base from which to rule. That would have been that were it not for rivalries between the Spaniards which let the Incas back into the picture. In 1534, Almagro and Belalcazar were sent north into Quito to get rid of one of Cortez's Captains called Alvarado who, having conquered Guatemala, had decided to try and muscle in on the Peruvian action. In time Belalcazar, was to press further north to escape from Pizzaro's authority and in quest of his own kingdom.

Meanwhile, Almagro had spent two years from 1535 trying to find something exciting in Chile. When he returned, he found that Cuzco was being beseiged by an Inca uprising. Having put down the uprising and taken Cuzco, he decided to console himself after his Chile expedition by keeping Cuzco for himself. However, he was to be no match for Pizarro who arrived from the coast fresh and reinforced by troops sent to put down the uprising. Chile was finally won, over a number of years, by Pedro de Valdivia who had won support from Pizarro by rushing north with 10 horsemen to help in the rebellion. Pizarro himself was murdered in 1541 and three years later a Viceroy was appointed to Lima.

Quesada

In 1539, Pizzaro's brother Gonzalo was appointed Governor of Quito and headed east in search of El Dorado. He failed miserably but some of his party under Orellana managed, by accident, the remarkable feat of navigating the Amazon from the wrong end. Elsewhere, between 1536-39 Gonzalo Jimenez de Quesada managed to reach the Chibcha people of Bogota (Columbia) by heading south from the Carribean coast. The Chibcha were rich in gold and emeralds but, since they did not have a huge empire, they were easier to miss. Having lived off the land with no contact with the outside world for three years and hardly having lost a battle, Queseda took Bogota with 160 men and no firearms since their gunpowder had been spoilt. As it was, he only just managed to get there first before the push north from Peru. He actually met Belalcazar in Bogota.

Once all the gold had been extracted (and Bogota was the third and last major source of it), the jewel of the South American continent was to become the Pampas plains of the River Plate area which is now the Republic of Argentina. The area had first been discovered by Sebastian Gaboto, who was distracted from his trip round the bottom of South America by the discovery of the vast River Plate estuary and a silver dish. Although the river was named after the dish (`plata' means `silver') it was actually Inca silver. Ironically, it was the first Inca treasure to reach Europe. The settlement of the region was begun by Juan de Ayolas in 1535.

The decades following the discovery of America were a crazy, almost unreal, period of Spanish history and it has only been possible to flit between the adventures of the more important and colourful characters. By their efforts, between 1513 and 1540, Spain had

won the riches of the Aztecs, the Incas and the Chibcha and realised that she had suddenly acquired a territory which was much larger than Europe. Not surprisingly it took a little time to get her act together, but after 1580 there were no more conquests and the work of settlement was taken over by holy men and administrators. Two Viceroys had been created, New Spain in Mexico City and New Castille in Lima, who held sway over the whole of South and Central America, except Brazil. It is truly incredible to think that so much was won in so short a time by so few. One certainly hesistates to praise men whose ruthless and often cruel actions eventually lead to the virtual extinction of the indigenous population of a continent. Yet one cannot get away from the sheer scale of what the conquistadores achieved and the hardship they endured. Walter Raleigh could not but admire his enemy and wrote, 'Yea, more than one or two have spent their lives in search of a golden kingdom without getting further notice of it than what they had at their first setting forth; all which notwithstanding, the third and fouth and fifth undertakers have not been disheartened.'

THE SETTLEMENT OF NORTH AMERICA

As it became increasingly apparent what a windfall the discovery of America had been to Spain, other European nations tried to get in on the act and emulate the success of New Spain and New Castille. A Portuguese armada under Pedro Alvarez Cabral had spotted the cost of Brazil in 1498 on its way to the Cape of Good Hope, and claimed it as Portuguese. The coastline was explored by Vespucci, but Portugal was busy in Africa and did not really have time to explore a second unknown continent. A colony was finally established in 1532 but there was less to be found of interest in the Amazon rainforest and the progress was slow and half-hearted. The French even had the cheek to try and establish their own colony at Rio de Janeiro.

Giovanni Caboto

Elsewhere in Europe, the French, Dutch and English were interested but as yet lacked the resources to exploit any trans-Atlantic discoveries. Nevertheless, Tudor England was certainly tempted. In 1484, Giovanni Caboto had moved from his native Genoa to London with the idea of a western route to India. Bristol was already trading with Iceland and there was much talk of an island to the west of Ireland. When the news came of Columbus' discovery, Henry VII commissioned Caboto (whose name had become anglicised into John Cabot) to go and see what he could find.

He set off in May 1497 with 18 men and, after 52 days at sea, reached Cape Breton Island, Nova Scotia on 24th June. He sailed north to the tip of Newfoundland before returning home at the beginning of August. Cabot was rewarded with #10 from the king and issued with a fresh commission to return. He set off in May 1498 on a more northerly route via Greenland, where he got stuck for a while in the icy seas. He finally reached Baffin Island and turned south to look for the elusive island of Cipangu. Having followed the coast as far as New Jersey, he ran out of stores and returned home in the late Autumn of 1498. He died shortly afterwards.

Cabot's discoveries were received in a very different light to those of Columbus. England was simply not strong enough at the time to consider a full blooded settlement and in any case there did not seem to be the same prospect of great treasures. On the other hand, the Bristol merchants were delighted with the exploration of the rich fisheries of Newfoundland and the Gulf of St. Lawrence. Fish was a valuable commodity in a Catholic Europe short of protein and committed to eating fish on Fridays. Thus, for the moment England was happy to make vague claims and explore the fishing grounds.

Early Incursion

For a long time, the exploitation of North America was an international operation with little more than a few British and French trading posts established. In 1535, Francis I of France commissioned Jaques Cartier to explore the Gulf and River of St. Lawrence. In 1602 fur trade monopolies were set up and in 1608, Samuel de Champlain built a fort at Quebec and began the active establishment of New France. By 1663, New France had a population of 3,000 and became a royal province. Meanwhile, the Dutch had gone up the Hudson River and in 1625 established New Amsterdam on Manhatten Island, which (as every schoolboy knows) they purchased from the Indians for 60 guilders and a few glass beads.

However, it was the English who made by far the biggest impact in North America mainly because, by the end of the sixteenth century, they had a navy capable of sustaining regular supplies to colonists on the other side of the Atlantic Ocean. The English had first returned to America as sea dogs during the reign of Elizabeth I. Walter Raleigh and Francis Drake, among others, gleefully raided the Spanish gold ships in the Carribean. In 1585, in order to help him in his piratical operations, Raleigh even decided to establish a colony on Roanoke Island, off the coast of North Carolina, which he called Virginia after the Virgin Queen.

However, the colonists asked Drake to take them home the following year. They tried again in 1587 with even less success. The English fleet was distracted by the Spanish Armada and by the time they returned to Roanoke, the entire colony had disappeared; no doubt due to Indian activity. All that survived were the name and the conviction that

North America was, ``fatally, and it seemeth by God's providence, reserved for England.'' However, survive they both did as the Tudor merchants built up the economy, England freed itself from the authority of the Pope and the English fleet began to rule the waves. When James I made peace with Spain in 1604, many turned westwards as an outlet for their pent up energies.

Virginia

On 24th May, 1607, the first permanent English settlement was founded at Jamestown, Virginia. Not surprisingly it suffered great difficulties, but the site was well chosen, the area navigavble, the land fertile and Indians relatively friendly. Nevertheless, in 1610 they had abandoned the site and were heading down river when they were met by the new Governor with enough men and supplies to continue the experiment. The early survival owed much to the firey character of Captain John Smith, who hunted, explored, cajolled, intimidated the Indians and even turned his guns on the boats when the settlers were planning to desert.

However, settlers were given land, a parliament and a good deal of freedom, since coercion was next to impossible on a huge continent far away. The colony could only survive by cooperation and consent. The growing of tobacco, made fashionable in England by Sir Walter Raleigh, eventually became the economic base. At one point, even the main street of Jamestown was planted up. However, the soil would not support the cultivation of tobacco for more than five years, which encouraged the settlers to spread further west as time went on. By 1640, Virginia had a population of 10,000.

The Pilgrim Fathers

Although the life of a settler was extremely tough, the prospect of a fresh start in a fertile new land beyond the control of European monarchies was very attractive to many. In particular, Puritan religious groups saw the chance to establish pure communities founded on the new found biblical truths that the Reformation had unearthed. One such group were 'the Pilgrim Fathers', who arrived at Cape Cod on 9th November, 1620 in the ship *The Mayflower*. They were well equipped with craftsmen and labourers, unlike the Jamestown settlers of whom Captain Smith had written that they were, 'ten times more fit to spoil a commonwealth than either begin one, or but help to maintain one.' One often gets the impression that the Pilgrim Fathers were the first American settlers but as we have seen, they lagged behind Jamestown by thirteen years. Moreover, by 1637 when the population of New Plymouth was 550, that of Virginia was 5,000. Puritan beliefs made growth very slow as not just anyone could be accepted into the community. Nevertheless, they were made of sterner stuff than the first Virginians. Thus, while it is certainly true that the idea of a Puritan utopia in some way shaped the character of the United States of America, it is equally true that the tobacco growers of Virginia with their negro slaves also played their part.

Once the first settlements had shown that colonization of North America was possible, there was a rash of new colonies. In 1630, Massachusetts was founded and five years later established the daughter colony of Connecticut. They were followed by New Hampshire (1692), New Sweden (which eventually became Delaware), New Netherlands (which became New York in 1664), New Jersey (1664), Pennsylvannia (1681) and Maryland (1632). Virginia bred North and South Carolina (1663 and 1670) and in 1732 Georgia was established as a buffer with Spanish Florida and French Louisiana (1699).

EUROPEANS IN THE NEW WORLD

There are four distinct stages in the exploitation of a new world and the American example shows them up very clearly. The first two, discovery and robbery, were undertaken by Spain. The third, trade with the indigenous people, was indulged in by everyone to some extent but is characteristic of the French and Dutch settlements which hardly developed beyond being trading posts. The fourth stage, which the English made all their own, was true settlement; they came to own the land and work the soil with their own hands. Although the Spanish conquest and rule was crude in comparison to the English settlement, the English came a hundred years later and thus had some idea of what to expect. The Spanish effectively had to make it up as they went along.

It is important to remember that this was not an age when exploration was undertaken purely in the name of science. The only reasons for a sea voyage were war and profit. Columbus' voyage was the ultimate in speculative economic ventures and he had to emphasise the quick profits that could be made. The Portuguese discovery of gold in Africa did as much as anything to encourage the Spanish monarchy in Altantic exploration. As such, the Spanish approach to dealing with the New World was akin to that of a smash and grab raid. It wanted all the gold and silver that it could extort from a subjugated native population and, once all the gold had gone, the Indians could be put to work growing cash crops, and mining even more gold.

Having taken the bold step of seeing what lay in the western seas, the Spaniards felt justified in reaping a quick reward and simply carrying off whatever wealth lay obviously to hand. They were adventurers in search of aristocratic domains and as such the

Spanish colonies were garrisoned rather than settled. They certainly did not mean to wipe out the native population because they wanted to put them to work. They had no desire to work the land themselves and moved if there was no adequate Indian population to enslave. In the event, American Indians proved to be very bad slaves because they died more quickly than they could be replaced. This, of course, led to the other great European crime in America, the importing of Negro slaves. Each stage required different types of men to bring them to fruition. Discoveries are made by wild men with a dream, such as Columbus. Conquest and grand theft are achieved by soldiers and administrators. The French and Dutch traders were hard, independant men who were willing to spend months trekking alone through hostile enviroments. The English settlers needed above all to cooperate. They needed to include within their communities people with specific skills, including carpenters, blacksmiths, farmers, tailors, administrators, hunters, bankers and parsons, to make their budding agrarian and commercial society function efficiently. They were engaged in a slow building process rather than one of dramatic quick profit.

American Indians

Attitudes to the native population are characteristic of the differing processes that each country was engaged in. Spain wanted new subjects, France wanted trading partners and England wanted maliable neighbours. Spain regarded the Indians as second class Spanish citizens who were much better off living as good Christians under a Spanish aristocracy. The French and Dutch traders were not aiming to disrupt the native way of life. To a certain extent, wanted to preserve it so that it could continue to provide trading opportunities. The English came to settle new land among independant nations. The Indians were a means to an end; to be tolerated and traded with as long as they did not get in the way.

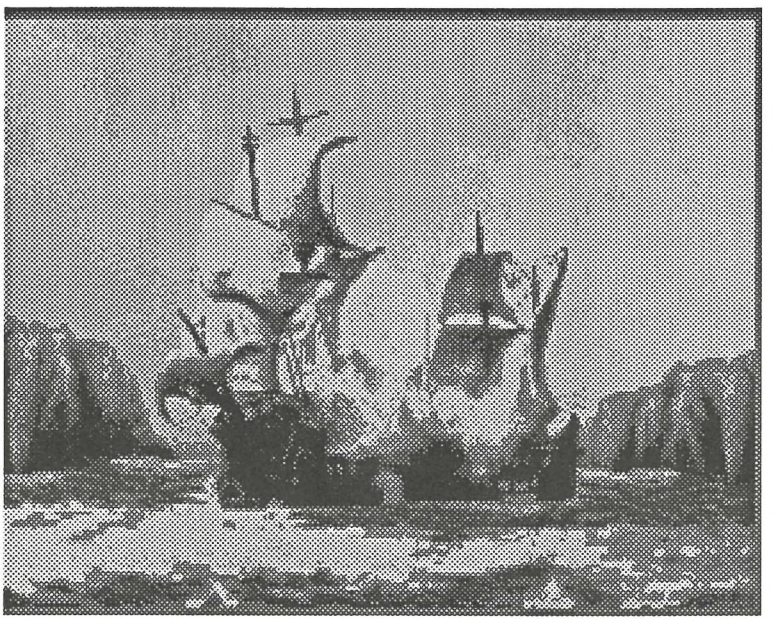
In their treatment of the native Americans, Europeans undoubtedly behaved with appalling cruelty and unforgivable arrogance. Cabral, when he spotted the South American mainland in 1498 claimed it for Portugal without even bothering to land and inform the Indians. Nevertheless, there is a sense in which the New World was simply waiting for the Old World to find it; a tragedy waiting to happen. Sooner or later, it would have been found and overwhelmed by a Europe bursting with energy and in urgent need of space to fill. Moreover, while 90% of the indigenous population were wiped out, most of this was caused accidentally by exposure to European diseases for which they had no immunuity.

Human history is about the rise and fall of great cultures. Even the greatest can disappear when they are challenged by a new and vibrant people, such as Europe undoubtedly was and is. Magnificent civilizations had come and gone all over the world, including America, long before Europeans got there. Thus, in considering European behaviour in America one must distinguish between individuals, who were undoubtedly guilty of terrible crimes, and the culture as a whole, whose intentions were not as universally culpable as is often suggested. Europe was perhaps no more guilty than a large, playful dog who knocks over a small child who was never going to be able to withstand such an impact.

Furthermore, initially many Indians were delighted with the wonderous new things that these strange white people were bringing. The glories of the Mayans and the Incas were severely limited when compared to sixteenth century Europe. This is illustrated by the fact that Manhattan Island could be bought for a few glass beads; the Indians thought they had quite a good deal. The Plains Indians only realy evolved once they had Euro-

pean horses on which to chase buffalo. All over America, earthenware pots were replaced by metal saucepans, English cloth replaced fur and guns replaced bows and arrows. For two hundred years or so, where it was allowed to remain, Indian culture burst into flower. It went out with a bang.

Nevertheless, the Indians at the cutting edge of European expansion had a rough time of it. The Indians living closest to the settlers were most in the way and the settlers living closest to the Indians were the outcasts from respectable society. Even the Christian missions are not without blame, backed as they were by ruthless soldiers. Perhaps the final attitude of the Indians to their invaders is summarised by the Indian who, about to be burned at the stake, refused baptism on the basis that he would only find more Christians in heaven.



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INTRODUCTION

Discovery - In the Steps of Columbus est un grand jeu d'exploration et de conquête qui se passe à la fin du 15ème siècle. A cette époque, les voyages en tout genre étaient passionnants, dangereux et imprévisibles. Tout ceci est très bien reproduit dans cette simulation.

Tout d'abord, vous devez explorer: envoyer des navires sur des mers inconnues et découvrir de nouvelles terres. Ensuite, vous devez coloniser ces terres et y développer de nouveaux avant-postes jusqu'à ce que vous ayez un réseau de territoires florissant et robuste. A vous de gérer votre croissance - commerce, agriculture ou pillage, vous avez le choix.

Ce qu'il faut faire

Pour votre premier essai, choisissez l'exploration du Monde 1 (référez-vous aux options de jeu ci-dessous). Vous aurez immédiatement besoin de navires et de préférence de navires d'exploration. Nous vous recommandons de commencer avec 2 ou 3 navires. Sélectionnez à tour de rôle les navires pour leur donner des ordres, et envoyez-les à la découverte de nouvelles terres (dans des directions différentes). Entraînez-vous à tous les repérer en utilisant les jumelles situées à côté de l'icône navire.

Au bout d'un moment, certains de vos explorateurs intrépides devraient crier 'Ohé terre'. Vous pourrez les voir débarquer en masse du bateau et commencer à construire une nouvelle ville. Ils construiront en premier le bâtiment portuaire.Même si vous ne leur donnez aucun ordre, ils vont se mettre à défricher, pour se procurer du bois. Vous

pouvez compter le bois que vous avez en utilisant l'icône port, puis la commande cargaison. Vous avez besoin de 3 unités de bois pour pouvoir construire quelque chose. Dès que vous les avez rassemblées, utilisez-les. Si vous voyez des indigènes ou un port rival dans les environs, construisez un fort. A part cela, les entrepôts sont de bons investissements, suivis de près par les fermes. Si beaucoup de vos hommes s'embourbent sans cesse dans des marais, envoyez quelqu'un pour drainer dans la région en question. Les colons vont automatiquement se mettre à exploiter la terre défrichée, et vous verrez des produits apparaître autour du port. Stockez-les dans vos entrepôts.

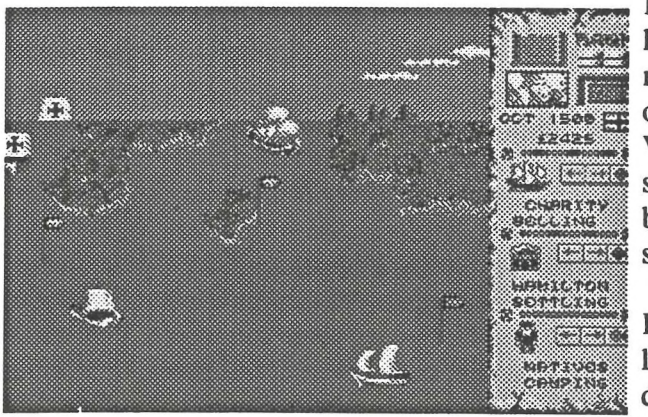
A présent, vous devez vendre ces marchandises. Pour ce faire, il vous faut un navire, un navire marchand cette fois. Faites en construire un au port. Lorsqu'il est prêt, et qu'il y a une cargaison à transporter, donnez-lui la commande commerce. Plus tard, lorsque vous aurez beaucoup de choses à vendre, construisez des usines pour fabriquer des produits finis. Vous êtes en passe de dominer économiquement le monde.

Objectifs

Les objectifs principaux du jeu sont de découvrir, de coloniser de nouvelles terres et de faire mieux que les autres pays explorateurs. Cependant, vous pouvez privilégier un objectif spécifique. Au début du jeu, vous avez le choix entre quatre objectifs.

Si vous choisissez l'option 'Mêlée générale', le jeu s'arrêtera lorsque tous les concurrents sauf un auront été obligés de mettre fin à l'exploration pour des raisons financières. Dans l'option Eldorado, votre but est de découvrir la légendaire cité de l'or. Dans la Course à la terre, le candidat qui possède le plus de terres au nouveau monde après 50 ans l'emporte, et dans la Course à l'argent le candidat le plus riche l'emporte.

Introduction Interface



L'image que vous aurez le plus à l'écran sera une petite partie du monde, et un tableau d'informations où se trouvent plusieurs icônes. Vous jouez avec une interface souris. Il existe deux modes de base: mode sélection et mode scrolling.

En mode sélection, le pointeur de la souris apparaît sous la forme d'une flèche. Généralement, en le plaçant sur une icône et en cliquant le bouton gauche de la souris, vous choisirez une action particulière.

Le mode scrolling vous permet de faire défiler le monde. Le pointeur de la souris apparaît sous la forme d'une loupe. Essayez de placer la loupe sur le bord de la carte pour faire défiler l'écran dans cette direction jusqu'au point limite. L'écran principal commence par vous montrer votre territoire d'origine, l'endroit à partir duquel les navires européens prendront la mer. Au départ, vous ne pouvez faire défiler l'écran principal que sur une zone très limitée. A la fin de chaque mois, vous pourrez vous déplacer sur toutes les parties du globe explorées par vos navires. Les grandes flèches avec les drapeaux, situées sur l'écran principal représentent le point de départ des différents navires en compétition.

En cliquant le bouton droit de la souris, vous désactivez généralement le mode ou la fonction en cours. Par exemple, cela permet de passer du mode scrolling au mode sélection, ou de revenir à l'écran principal lorsque vous êtes sur un autre écran.

CHARGEMENT: AMIGA ET ST

Insérez la disquette de jeu dans votre lecteur et mettez votre ordinateur en marche. Les utilisateurs d'Atari ST devront cliquer deux fois sur l'icône ``Discover. PRG''. Ensuite, le jeu se chargera.

Options de jeu

Dès que le jeu se charge, on vous posera une série de questions sur la façon dont vous voulez jouer. Dans chacun des cas, une liste de possibilités apparaîtra; pour en sélectionner une, cliquez dessus. Vous devrez choisir:

- La langue dans laquelle vous voulez jouer.
- Le pays que vous voulez représenter. **'Colonial'** représente tout pays ne figurant pas dans la liste. Dans ce cas, il s'agit d'autres pays d'Europe, se lançant dans l l'exploration de l'Amérique. Pour cette raison, le pays Colonial naviguera sous la bannière étoilée.
- La géographie du monde inconnu. Vous pouvez explorer les Amériques réelles si vous le désirez, mais vous pouvez également recréer le mystère de la véritable exploration. Nous avons ajouté plusieurs mondes imaginaires que vous devrez découvrir par vous même.
- Le niveau de difficulté. Ceci se répercute sur les conditions économiques initiales, notamment votre budget de départ.

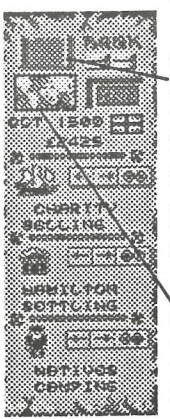
But du jeu, *référez-vous à la section Objectifs ci-dessus.*

COMMENCER

Il y a plusieurs choses que vous devriez garder à l'esprit pendant le jeu:

- L'état du monde: ce qui a été découvert et qui l'a découvert.
- L'état de vos finances.
- Votre flotte.
- Vos ports à travers le nouveau monde.
- Ce que font les colons dans ces ports et aux environs.
- La production de vos colonies.
- Vos concurrents!

L'ÉTAT DU MONDE



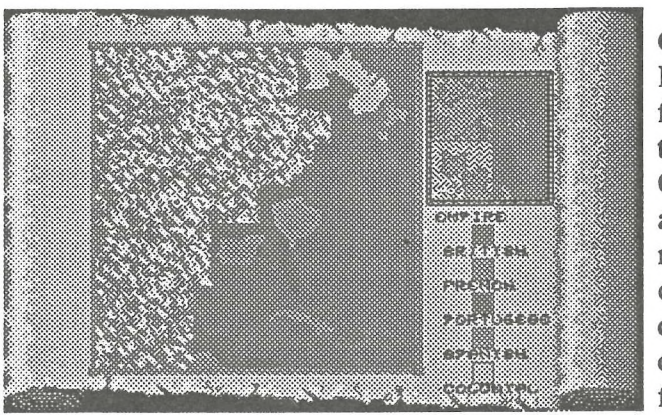
Rapport d'activité

En sélectionnant l'icône parchemin en haut à gauche du panneau principal, vous faites apparaître le rapport des affaires en cours. Chaque événement important y figure, des naufrages de navires au développement des ports. A mesure que la parchemin se remplit, cependant, les données anciennes disparaissent. Il est possible de consulter les 50 derniers rapports en cliquant sur les flèches haut et bas.

Cartes

La carte se trouve au-dessous de l'icône parchemin. Elle représente la géographie du nouveau monde. En cliquant sur les petites cartes à droite, vous pouvez obtenir à la

place des informations sur la densité de la population, la manière dont on se représentait le monde et le contrôle politique. Cependant, au début du jeu ces trois cartes seront recouvertes d'un brouillard gris, indiquant que le monde situé au delà de l'Europe (le Nouveau Monde) est inconnu. Le brouillard se dissipe là où vos navires ou vos colons ont exploré. Même si vous atteignez une terre, vous ne saurez pas tout de suite si vous êtes sur un continent immense ou sur une petite île. Lorsque d'autres nations font des découvertes, vous en aurez également connaissance. Un délai de deux ans s'impose pour recréer la lenteur des communications au 15ème siècle.



Géographie Physique

La première carte vous donnera, une fois le brouillard dissipé, une idée du type de terrain que vous avez découvert. C'est une véritable carte topographique avec différentes couleurs indiquant le relief. Il est important d'installer des colonies là où elles pourront se développer facilement, et aux endroits où il y a de nombreuses forêts pour vous fournir le bois de vos premières huttes.

Population

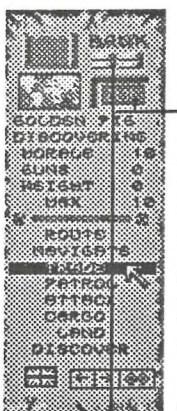
Tout en cherchant un endroit pour installer vos colons, il est important de voir où les autres pays se sont installés. Cette carte, associée aux autres, devrait vous indiquer où se trouvent les meilleures terres.

Ancienne Carte

C'est la seule carte qui soit entièrment à votre disposition au début du jeu. Elle vous indique la représentation que les hommes se faisaient de la terre située au delà de l'horizon. Il s'agit d'un guide inexact, alors méfiez-vous. Si vos navires se perdent, ils peuvent perdre le moral, se mutiner et devenir des navires pirates.

Scène Politique

Dans cette course à la découverte, il est utile d'avoir une carte précise du monde découvert, et de ce qui a été découvert par les différents pays. Si un pays prend trop d'avance, vous pouvez juger prudent d'attaquer soit ses colonies, soit ses navires.



Concurrents

En cliquant sur l'icône 'Inn' (auberge), vous pourrez juger de votre succès par rapport à vos adversaires. Chaque personnage représente un des 5 concurrents. Les pièces devant eux représentent 100 pièces d'or chacune. Il faut 10 pièces pour faire une pile complète. En cliquant sur un personnage, vous obtenez le rapport de vos espions sur la nation auquelle appartient le personnage. Vous pouvez ainsi connaître la nationalité de vos concurrents, le nombre de navires à leur disposition, leurs ventes annuelles pour l'année passée et même le nombre de ports qu'ils contrôlent.

FINANCES

La Banque

Cette option fait apparaître toutes les données financières nécessaires au développement

de votre empire. La sécurité financière est importante dans Discovery et par conséquent, vous devez toujours vous assurer que vous avez plus d'argent à rentrer qu'à sortir, ou que vous avez suffisamment d'argent pour combler tout déficit. Il est impossible de développer votre flotte ou vos colonies sans capital, et s'il ne vous reste plus d'argent pour payer les factures, vous avez perdu.

Emprunts

Vous pouvez obtenir de l'argent en négociant habilement où en effectuant un emprunt à la banque. Méfiez-vous cependant des prêts. Même si les taux d'intérêts sont intéressants, une récession économique peut changer les taux, et vous pourriez vous retrouver déshonoré dans la prison des débiteurs. Les intérêts se règlent à la fin de chaque mois et votre compte est automatiquement débité.

Comptes

L'icône du coin supérieur gauche des 4 icônes banque (les deux piles de pièces) vouspermet de voir l'efficacité de votre commerce et de vos affaires en général au cours des années. Tout d'abord, vos profits et vos pertes sont indiqués pour l'année précédente: les ventes, les achats, les frais généraux et les intérêts. Vous pouvez également voir le montant total de vos bénéfices ou pertes depuis le début du jeu en 1490.

Dépenses

Cette icône apparaît sous la forme d'une flèche s'éloignant de la pile de pièces. Elle permet d'obtenir la liste des navires et leurs frais d'entretien, ainsi que des bâtiments existants dans tous vos ports tout comme leurs frais de maintenance.

Prix

L'icône navire et marchandises indique les prix de vente actuels des matières premières et des produits finis dans le monde entier. Sur cet écran, chaque centre d'échanges important est représenté par un cercle blanc. En cliquant sur un des centres, vous verrez apparaître les prix offerts. Vous pouvez également voir le prix que rapporterait la vente locale de chacune des marchandises, à l'aide du cercle situé à l'extrême gauche de l'écran. Veuillez vous référer à la partie Commerce ci-dessous si vous désirez obtenir plus de détails.

Chantier Naval

Vous faites ce choix à partir de la banque. L'icône affiche un bateau en construction et un ouvrier tenant une hache. Vous verrez une sélection de bateaux de tailles et capacités différentes pouvant être achetés. Vous pouvez obtenir des détails sur les différents types de navires en pointant sur le navire de votre choix. Ces détails apparaîtront en bas de l'écran. Pour acheter un bateau, cliquez sur celui de votre choix.

Navires

Ils jouent évidemment un rôle important dans le déroulement du jeu. Ils vous servent à découvrir de nouvelles terres et à transporter vos marchandises. Vous pouvez choisir entre 8 navires, appartenant à 3 catégories différentes. Chaque navire est classé selon son prix d'achat, ses frais d'entretien annuels, son artillerie, son tonnage et sa vitesse.

	Prix	Entretien	Canons	Tonnage	Vitesse
Navire	40	1	2	8	4
d'Exploration	60	2	4	12	3
Navire	30	1	1	20	2
Marchand	50	2	2	40	2
	80	2	4	60	1
	100	3	6	80	1
Navire	150	3	10	15	4
de Guerre	200	4	15	20	3

Lorsque vous achetez un navire, un nom lui sera donné.

Localiser votre flotte

Vous pouvez voir à tout moment ce que fait chaque navire. Sur le tableau d'informations de l'écran principal, il y a une icône navire. En dessous, vous avez le nom de ce navire, et encore en dessous, ce qu'il est en train de faire. En cliquant sur l'icône navire, vous obtenez plus de détails sur ce navire, et vous pouvez lui donner de nouveaux ordres.

Il existe deux façons de sélectionner une nouvelle embarcation pour l'inspecter et lui donner des ordres de deux façons. En cliquant sur les deux flèches situées à côté de l'icône navire, vous passerez votre flotte en revue. En cliquant directement sur un

bateau en mer ou au port, vous le sélectionnerez et les informations le concernant seront affichées. Utilisez l'icône jumelles (près des flèches) pour centrer l'écran sur le vaisseau actuellement sélectionné. C'est une manière rapide de voyager dans le monde découvert et de localiser vos navires si vous avez une importante flotte.

COMMANDES DU NAVIRE

L'icône navire vous donne un choix de sept actions pouvant être exécutées par le navire actuellement sélectionné.

Découvrir

Lorsque les navires sont envoyés en mission de découverte, vous devez spécifier la direction voulue. Ils naviguent ensuite dans cette direction jusqu'à ce qu'une terre inconnue de taille suffisamment importante soit repérée. Un message apparaît alors pour vous informer de cet événement. Puis, un port est créé automatiquement et une colonie peut commencer à se développer.

Cargaison

Cette icône indique le chargement du navire. Il peut s'agir de matières premières, de produits finis, de bois ou même de personnes.

Commerce

Cela sert à établir une route commerciale régulière pour un vaisseau. Cette icône fait apparaître la carte de commerce *(cf Banque et Prix, cités précédemment)*. Cliquez sur une ville pour faire afficher les informations la concernant au bas de l'écran. Lorsque

vous avez trouvé la destination voulue pour votre vaisseau, cliquez le bouton droit pour sortir de l'écran commerce. La ville choisie en dernier est devenue la destination du navire. Votre navire sera automatiquement chargé (s'il est en mer, il retournera d'abord à son port d'attache) puis il naviguera vers la destination choisie. Il prendra des marchandises qui seront vendues à un prix élevé au port de destination.

Les marchandises sont vendues sur les principaux marchés du vieux monde et non pas dans d'autres nouvelles colonies. Le navire devra donc remettre le cap sur l'Europe. Vous pourrez le suivre jusqu'à la flèche/drapeau indiquant le point de départ de vos navires venus d'Europe. Il continuera ensuite son voyage en dehors de votre champ de vision.

Au bout d'un certain temps, le navire aura terminé son voyage et reviendra. Il reprendra le même itinéraire, choisissant les produits les plus intéressants à chaque voyage, à moins que vous ne lui donniez des ordres différents. Pour plus de renseignements, reportez-vous à la partie commerce.

Ancrage

Après avoir cliqué sur cette option, vous devez cliquer sur le port ou l'endroit auquel vous voulez que le navire s'arrête. Si vous jetez l'ancre dans l'un de vos ports, le navire est automatiquement remis en état, autrement dit, les dégâts sont réparés, tout canon perdu au combat est remplacé et le moral de l'équipage remonte.

Patrouiller

Si de nombreux navires marchands utilisent un même itinéraire, les pirates suivront certainement. C'est peut-être le moment de protéger vos bateaux avec un navire de guerre suivant une route de patrouille déterminée.

Après avoir sélectionné cette option, vous devez cliquez sur l'affichage principal à quatre endroits différents maximum, et en sortir en cliquant le bouton droit de la souris. Le navire sélectionné ira d'un point à l'autre, indéfiniment.

Itinéraire

En plaçant des balises à certains points, de la même façon qu'un itinéraire de patrouille est établi, il est possible de déterminer très précisément l'itinéraire de votre navire. Vous pouvez utiliser cette méthode pour éviter les lieux de prédilection des pirates ou seulement pour faire halte dans différents ports côtiers. Contrairement à un patrouilleur, un navire normal s'arrêtera à la fin de son voyage.

Attaque

Si les fonds sont bas, vous serez peut-être tenté de prendre quelques navires à l'abordage pour renflouer quelque peu vos finances. Sélectionnez cette option, cliquez sur la cible voulue, puis regardez votre vaisseau! Les combats en mer sont décrits dans la section Combat, ci-après.

VAISSEAUX HOSTILES

La haute mer du 15ème siècle n'était pas faite pour les peureux. Même lorsque les pays n'étaient pas en guerre avec leurs voisins, il y avait toujours des pirates à l'affût d'un navire marchand aux câles bien remplies. Les navires marchands étaient généralement des vaisseaux peu armés, qui n'étaient pas à la hauteur lorsque les redoutables bateaux pirates apparaissaient. Dans Discovery, l'explorateur est confronté aux mêmes problèmes et doit décider s'il a intérêt ou non à risquer certaines marchandises lors de longs voyages. Lorsque les pirates ne sont pas loin, il est parfois plus judicieux de mettre moins de marchandises dans un navire mieux armé, et de laisser les pirates tenter leur chance, mais cette méthode devient rapidement onéreuse.

Si vous êtes un pirate dans l'âme, vous aurez peut-être envie de faire rapidement fortune en attaquant les navires marchands des pays voisins. Mais faites attention à ne pas trop les provoquer car vous risqueriez de déclencher une véritable guerre.

MORAL

L'équipage (et les colons) doivent garder un bon moral, sinon des problèmes risquent de survenir. Si le moral de l'équipage tombe à zéro, vos hommes se mutineront, prendront le navire et hisseront le Pavillon Noir. Ils commenceront alors à attaquer les vaisseaux se trouvant à proximité. Vous pouvez éviter cela en ancrant votre embarcation à son port d'attache jusqu'à ce que l'évaluation de moral soit suffisamment bonne pour reprendre la route.

PORTS

Lorsqu'une terre est découverte, un port est automatiquement établi et les colons débarquent du navire. Ils sont placés dans le bâtiment portuaire. Ils en émergent lentement, au fur et à mesure qu'ils deviennent nécessaires. De temps à autre, de nouveaux colons naissent et s'ajoutent au total de la population. Le nombre de colons en réserve correspond à la valeur ``hommes'' parmi les statistiques affichées sur le tableau d'informations de l'écran principal lorsque le port est sélectionné pour être inspecté *(voir ci-dessous)*. Les colons commencent immédiatement la construction de leur nouvelle ville. Ils passent un moment à 'coloniser', c'est-à-dire, à s'installer dans les environs immédiats. Puis, ils commencent à défricher, pour deux raisons. La première est de produire du bois, dont vous aurez besoin pour la construction. La deuxième est d'utiliser les terres défrichées pour l'agriculture, ce qui permet l'apparition rapide de ressources alimentaires dans les nouveaux champs situés à proximité du port.

INSPECTION DE VOS PORTS

Vous pouvez savoir exactement ce qui est associé à chaque port en cliquant sur le bâtiment portuaire. Tous les biens seront remplacés par des drapeaux représentant l'appartenance au port. Si vous cliquez sur un bâtiment séparé, il apparaîtra sous la forme d'un drapeau pendant un petit moment. L'icône port apparaît sous l'icône navire sur le tableau de l'écran principal. Les ordres et l'inspection fonctionnent de la même façon que ceux donnés à partir du navire *(cf partie précédente)*. Cependant, les commandes port sont différentes des commandes navire.

Cargaison

Cela indique les marchandises qui ont été produites dans la colonie. Il n'y aura des marchandises que si des entrepôts ont été construits - et n'ont pas été dévalisés par des voleurs. Un entrepôt peut contenir jusqu'à 32 unités de cargaison. Différents types de marchandises seront affichés si une usine a été utilisée pour transformer les matières premières en produits finis. Vous obtiendrez souvent un meilleur prix pour les produits finis que pour les matières premières. Il est donc peut-être valable d'investir dans les usines.

Coloniser

Cette option vous permet de déterminer la direction dans laquelle vous aimeriez que les colons aillent. En choisissant une zone inconnue, vous pouvez accélérer le développement et l'exploration.

Affecter homme

Ceci fera sortir un homme du bâtiment portuaire pour aller travailler. S'il n'y a pas de colons dans le bâtiment, il ne se passera rien. Cette option sert généralement lorsque vous avez besoin de quelqu'un pour une mission spécifique, et qu'il n'y a personne dehors à qui vous puissiez faire appel.

Construire

Vous pouvez construire différents types de bâtiments. Chacun apporte certains avantages à la colonie; il est donc utile de mélanger les différents types. Les caractéristiques des différents bâtiments sont expliqués séparément dans la partie *Construction.*

Démolir

Cela sert à démolir tout bâtiment, d'une église à un port. Les frais d'entretien du bâtiment en question sont naturellement annulés. Lorsque les fonds sont bas et qu'on a besoin de ressources pour d'autres priorités, il est parfois nécessaire de raser des colonies entières pour continuer.

Chantier naval

Lorsque cette option est choisie, un type de navire peut être sélectionné, et un vaisseau sera construit dans ce port. Chaque navire nécessite trois unités de bois. Lorsqu'il sera prêt, vous pourrez y charger les marchandises et partir faire du commerce.

Vendre marchandises

Cette option sert à vendre localement les marchandises du port. Les prix locaux ont tendance à être très bas, mais l'argent rentre immédiatement dans la caisse.

Construction

Il faut trois unités de bois pour construire un bâtiment. *(Si ce bois n'est pas disponible, l'option de construction ne fonctionnera pas.)* Lorsque vous choisissez la commande de construction, vous obtenez la liste des bâtiments possibles. Après en avoir choisi un, vous devez cliquez à l'endroit où vous voulez cette nouvelle construction. Au bout d'un moment, un homme chargé d'un rondin apparaîtra, ira à l'endroit désigné, et après avoir creusé les fondations, utilisera le bois pour construire un bâtiment rudimentaire.

Entrepôt

Les entrepôts servent à stocker les marchandises. Si vous n'avez pas d'entrepôt, vous ne pouvez rien stocker. Plus vous avez d'entrepôts et plus vous pouvez stocker de marchandises. Votre production sera perdue si vous n'avez pas d'endroit pour l'entreposer.

Usine

Lorsque vous avez récolté des produits, et que vous les avez stockés dans un entrepôt, il est possible de les transférer dans une usine pour les transformer en produits finis.

Ferme

Les fermes sont essentielles pour la survie à long terme de la colonie. Si on les laisse tranquille et qu'elles ne sont pas attaquées, elles commenceront lentement à produire des fermiers qui cultiveront la terre environnante.

Fort

La construction d'un fort devrait être l'une des premières tâches des colons. Une fois le fort terminé, il produira des soldats. Ceux-ci protègent la colonie contre les attaques indigènes ou ennemies. Ils peuvent recevoir l'ordre d'attaquer une force voisine, ou simplement de patrouiller dans le but de dissuader quiconque aurait de mauvaises intentions.

Eglise

La construction d'une église remontera le moral des habitants de la colonie. Le mystère de l'église rendra souvent les indigènes perplexes et les dissuadera d'attaquer la colonie.

Mines

Les mines ne sont pas construites selon la procédure normale. Chaque fois qu'un colon trouve un filon d'or ou d'un autre minerai précieux, une mine est créée. La mine produira petit à petit du minerai ainsi qu'un homme pour transporter la production au port.

ENTRETIEN DES PORTS

Une colonie doit rester active pour ne pas disparaître. Chaque colonie doit donc se développer constamment (et notamment améliorer son bâtiment portuaire). Il y a huit niveaux de construction pour chaque bâtiment, d'une cabane en bois à un palais en pierre. L'objectif du colon est d'améliorer ses bâtiments jusqu'à ce qu'ils atteignent le top niveau. Pour cela, vous devez construire de plus en plus de bâtiments dans le port. Cependant, chaque bâtiment entraîne des frais d'entretien, il faut donc trouver un juste équilibre. C'est un avantage d'avoir un port de haut niveau sur le plan de la défense. En effet si un port de niveau un est attaqué et que l'ennemi remporte la victoire, le port lui reviendra. Par contre, un port de niveau supérieur ne peut perdre qu'un niveau par attaque, ce qui vous donne du temps soit pour envoyer chercher des renforts, soit pour restructurer votre défense.

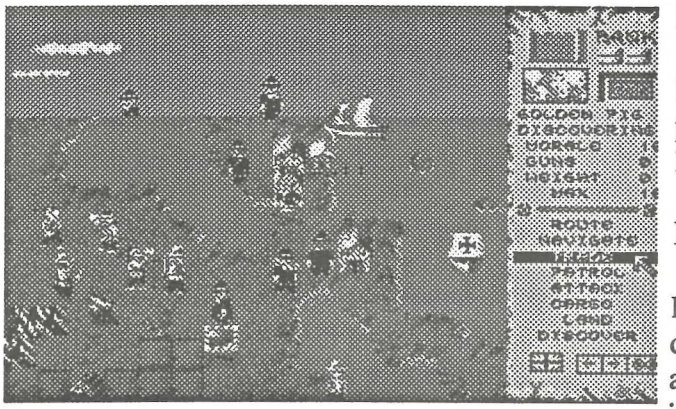
Ports en déclin

Si vous négligez une colonie, ou si vous construisez à un endroit où il n'y a pas suffisamment de ressources naturelles, vos colonies risquent de disparaître. Si cela se produit, le bâtiment portuaire tombera dans la mer, ainsi que tous les navires en relation avec ce port. Un message apparaîtra pour vous annoncer que la colonie est perdue.

Si une colonie est dépeuplée, le travail ne se fait pas et la colonie risque de se faire attaquer par des indigènes ou autres ennemis. Il est important de produire autant d'hommes que possible sur une base régulière, car l'espérance de vie des explorateurs du 15ème siècle n'était pas bien longue. Beaucoup seront tués par les indigènes ou mourront simplement de fatique, et vous les verrez tournoyer de confusion tout en s'enfonçant dans le sol.

Vous pouvez renforcer un port qui manque de colons. Trouvez un navire d'exploration *(acheté en Europe, pas construit dans le Nouveau Monde)* et dirigez-le vers un port existant. Lorsqu'il arrivera, il débarquera la moitié de ses passagers dans ce port. S'il reçoit ensuite l'ordre de partir explorer pour fonder une nouvelle colonie, il le fera avec l'autre moitié de ses colons.

Vous pouvez perdre des bâtiments. Cela arrive de temps en temps et est dû à des actes du ciel inévitables, comme les incendies. D'autre part, l'ordinateur enlèvera parfois des bâtiments s'il les juge superflus - c.-à-d. s'ils sont trop proches les uns des autres. Cela affectera les églises, les forts et les fermes.



PERSONNES

Il y a essentiellement trois types de personnes dans le monde de Discovery: les Indigènes, les Soldats et les Colons.

INDIGÈNES

En Amérique tout au moins, la terre était déjà occupée lorsque les colons blancs arrivèrent. Il est possible que les indigènes réagissent à la présence des colons de la même façon que cela s'est véritablement passé dans l'histoire. Certains s'éloigneront de la colonie, d'autres essaieront de l'attaquer, d'autres enfin continueront à vivre à proximité, si possible en harmonie avec les colons. Lorsque les indigènes attaquent une colonie, il est facile de repérer la danse guerrière traditionnelle - mais il est plus difficile de se défendre. La construction d'églises peut les déconcerter pendant quelque temps; ils restent en effet devant l'édifice, l'air perplexe.

SOLDATS

Les soldats sont produits par vous et par les autres nations exploratrices à partir des forts. Ils peuvent faire deux choses: attaquer et défendre. Lorsqu'ils sont chargés de la défense, ils prennent des positions défensives fixes, qui apparaissent sous la forme d'emplacements de canons. Bien qu'ils soient immobiles, ils sont très puissants et seront évités par les attaquants. L'attaque est décrite dans la partie Combat, ci-après.

COLONS

Ces courageux aventuriers sont le pilier de la population du nouveau monde. Chaque personnage représente une unité d'hommes. Sur le tableau de l'écran principal, l'icône colon se trouve au-dessous de l'icône port et fonctionne de la même façon. Remarque: les colons sont très occupés et n'obéiront pas toujours instantanément à vos ordres. Les instructions que vous pouvez donner à vos hommes sont les suivantes:

Défricher

Cette option donne l'ordre au colon sélectionné de défricher soit une section de la forêt pour produire du bois et donc pouvoir construire, soit une partie de la jungle pour avoir du terrain pour la culture ou les pâturages.

Attendre

Cette commande permet au colon d'attendre jusqu'à ce qu'il reçoive d'autres ordres. Normalement, si un colon ne fait rien, son moral commence à diminuer et il risque finalement de mourir. Pour empêcher cela, donnez-lui l'ordre d'attendre. Cela ralentira le déclin du moral jusqu'à ce que vous lui trouviez une occupation.

Drainer

Cela donne l'ordre au colon de drainer les marécages se trouvant à proximité. Les marécages sont dangereux pour les colons car ils y tombent facilement et se noient. Les indigènes connaissent les passages secrets et peuvent donc traverser les marécages en toute sécurité; il en est de même pour les soldats, qui ont reçu un entraînement intensif.

Explorer

Une autre façon d'explorer l'inconnu est d'envoyer des colons à l'aventure à partir des ports. Le colon partira dans la direction que vous indiquerez et l'étendue du territoire connu augmentera.

Pont

Il faut du temps pour traverser les rivières, c'est pourquoi il est parfois utile de construire un pont si vous avez l'intention d'utiliser régulièrement le même itinéraire. L'exploration peut alors aller plus vite, ainsi que le transport de bois et d'autres marchandises.

MARCHANDISES

Vous pouvez trouver ou exploiter une certaine quantité de matières premières à proximité de la colonie. La présence de matières premières dépend en grande partie de l'emplacement de la colonie et de l'environnement: climat, sol, etc.

Seules les marchandises destinées au commerce sont indiquées sur la carte. On suppose que les colons subviennent d'abord à leurs besoins. Les produits sont stockés dans un entrepôt dès qu'ils sont prêts pour la vente. S'ils ne sont pas stockés, soit ils seront volés, soit ils pourriront au soleil. Pour éviter cela, il faut construire suffisamment d'entrepôts pour stocker les marchandises produites, de manière à ce qu'un navire marchand ait le temps d'aller jusqu'à un port et de revenir. Les marchandises sont transférées automatiquement aux entrepôts tant qu'il y a de la place.

La valeur des marchandises peut souvent être augmentée si vous construisez des usines pour transformer les matières premières en produits finis. Par exemple, le prix de la bière est généralement plus élevé que celui du houblon.

Types de matières premières	Produits finis
Or	
Argent	
Minerai de fer	Fer
Maïs	Farine
Moutons	Laine
Porc	Viande
Houblon	Bière

Commerce

Pour permettre à vos colonies de s'agrandir ou même simplement de survivre, il est important de générer des revenus. La meilleure chose à faire est de vendre à l'extérieur les marchandises produites dans vos ports.

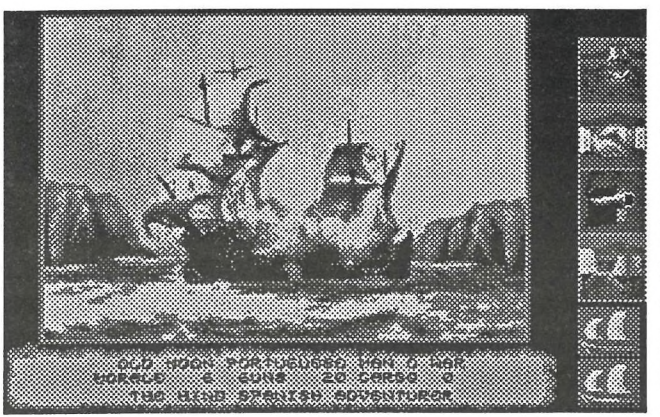
Si vous accédez à l'écran commerce (Banque, Prix), vous verrez les prix les plus intéressants pouvant être obtenus pour chaque marchandise. Guidez alors vos navires vers le port voulu pour augmenter vos revenus. Il arrive souvent que les ports les plus éloignés offrent les meilleurs prix, mais cet avantage est réduit par la durée du voyage.

Vous pouvez également choisir l'option 'vendre localement' sur l'écran commerce. Cette

commande est utile lorsque vous avez besoin d'argent rapidement et que vous n'avez pas de navire pour transporter les marchandises au loin. Les prix ne seront naturellement pas aussi intéressants que dans d'autres ports mais vous toucherez l'argent instantanément. Voici la liste des principaux ports de commerce du vieux monde, qui apparaît sur l'écran commerce:

Tunis	Lisbonne	Gênes	Londres	Cadix
Macao	Istamboul	Copenhague	Cacheo	Muscat
Calicut				

COMBAT



Batailles navales

Les batailles navales jouent un rôle important dans Discovery. Le résultat des batailles affectera certainement votre performance globale. Lorsque deux navires entrent en contact, l'écran combat apparaît. Cet écran affiche les deux navires, les données concernant votre vaisseau, et les icônes de commandes. Lorsque les navires sont endommagés, ils commencent progressivement à couler. Votre navire est celui du dessus.

Vous devez vous battre jusqu'au bout, jusqu'à ce que le vainqueur soit déclaré. L'écran affiche alors le nom du navire victorieux. Vous avez tout un choix d'actions possibles en situation de combat. Lorsque vous en sélectionnez une, vous verrez s'afficher la conséquence de l'action choisie. Recommencez jusqu'à ce que l'issue de la bataille soit déterminée. Le résultat du combat est basé sur différents facteurs: le nombre de canons à bord, le nombre d'hommes transportés, la vitesse et le type de navire.

La meilleure chose à faire après une bataille est souvent de mettre votre navire au port pour le faire réparer. En situation de combat, vos décisions devraient toujours tenir compte du niveau d'endommagement de votre navire et de celui de l'ennemi. Les options disponibles sont les suivantes:

Fuir

Si votre navire est rapide et n'est pas surchargé de marchandises, vous avez parfois intérêt à privilégier la discrétion. Il est stupide de perdre un navire de valeur uniquement pour conserver votre honneur intact. Remarque: Lorsque votre cale regorge de marchandises, le navire ne peut pas avancer aussi vite et cette approche risque de ne pas marcher.

Négocier

Si le navire avec lequel vous êtes en conflit est fortement armé, vous pouvez essayer de le convaincre de ne pas attaquer. Cela a généralement lieu lorsqu'un navire marchand bien chargé rencontre un navire de guerre. Pour persuader l'adversaire de ne pas attaquer, il faut souvent lui céder la totalité des marchandises.

Ouvrir le feu

Cette tactique est principalement adaptée aux navires équipés de nombreux canons. Ils peuvent en effet se tenir à l'écart du navire ennemi et le bombarder jusqu'à ce que l'adversaire se soumette.

Prendre à l'abordage

Cet ordre est principalement efficace lorsque votre navire transporte de nombreux hommes qui peuvent prendre à l'abordage le navire ennemi. Vous pourrez alors faire un bon profit en vendant les marchandises récupérées. Vous pourrez également réparer le navire ennemi et l'utiliser sous vos propres couleurs, épargnant ainsi des sommes d'argent considérables. Cette tactique n'est généralement utilisée que par les navires de guerre contre les navires marchands bien qu'elle puisse de temps en temps être efficace entres les autres types de vaisseaux.

Batailles terrestres

Celles-ci ont lieu dans un certain nombre de circonstances. Normalement, le combat aura lieu soit entre deux colonies, soit entre une colonie et les indigènes d'une région. Les colons se défendront (mal) s'ils sont attaqués. Autrement, ils ne participent pas aux guerres - ce sont les soldats qui se battent pour les colonies.

Votre port peut être attaqué par des indigènes ou des ennemis. Si c'est le cas, vous aurez besoin de soldats, et vite. Vous pouvez donner l'ordre à chaque soldat d'attaquer une cible. Il suffit pour cela de sélectionner un soldat en utilisant l'icône colon sur le tableau de droite, et de lui donner l'ordre d'attaquer. Vous devez ensuite cliquer sur la cible.

La meilleure façon d'éviter les ennuis est de construire un fort dès votre arrivée et de donner l'ordre à certains soldats d'assurer la défense, ce qui créera des emplacements de canons *(cf partie Soldats, précédemment).*

Vous pouvez également attaquer un bâtiment. Si vous voulez détruire une colonie entière, attaquez le bâtiment portuaire. Si vous voulez seulement limiter l'expansion d'une colonie ennemie, détruisez des bâtiments isolés. Dans les deux cas, attendez-vous à une réaction violente.

ECRANS MULTI MÉDIAS

A mesure que le temps passe, le monde change et des événements surviennent. De temps en temps, un écran apparaît avec texte et graphismes pour vous infomer d'un événement historique qui s'est produit cette année-là. Cela devrait vous donner une idée de la vie de l'époque.

Si vous ne voulez pas que ces écrans apparaissent, cliquez sur l'icône options disquette *(cf partie correspondante ci-après)* et sélectionnez 'info - non' à côté de la vitesse de jeu.

ASTUCES ET CONSEILS

Commencez par acheter un navire rapide, par exemple un navire d'exploration, et donnez lui l'ordre de découvrir. Vous pouvez choisir d'en envoyer 2, ou même 3.

Cependant, il est important de ne pas entreprendre trop de choses à la fois. Il peut être tentant d'acheter une flotte importante et d'envoyer tous vos navires en mer à la fois, mais attention: vous ne réussirez probablement pas à vous occuper correctement de tous. Lorsqu'un problème survient quelque part, la vie ne s'arrête pas pour autant ailleurs.

C'est encore plus vrai pour les colonies, notamment lorsqu'elles sont nouvelles et donc vulnérables. Il leur faut beaucoup d'attention et vous devrez leur consacrer beaucoup de temps, même si vous n'en avez que 2 ou 3.

Lorsque vous commencez à produire, anticipez et arrangez-vous pour avoir des navires marchands à votre disposition pour transporter les marchandises. Sinon, vous serez obligé de les vendre localement, à bas prix.

Lorsque vous établissez une nouvelle colonie, la priorité est souvent de construire un fort, notamment s'il y a de nombreux indigènes ou des colonies rivales dans les environs. Vous pourrez toujours démolir le fort ultérieurement si la région devient plus sûre.

Les entrepôts font également partie de vos priorités. Essayez d'en avoir toujours un d'avance. Vous pouvez les détruire, mais si vous n'avez pas de place ailleurs, les produits que vous avez cultivés avec soin seront perdus. A partir du moment où vous

avez de la place pour entreposer, investissez dans la construction d'une ferme. Les usines sont un bon investissement dans une colonie déjà bien établie, mais elles ne serviront pas à grand chose dans une toute nouvelle colonie qui ne produit pas grand chose.

Il est utile d'envoyer des hommes drainer des marécages dans les premiers temps d'une colonie. Sinon, vous risquez de perdre des hommes et des marchandises dans les marécages non drainés, ce qui pourrait s'avérer très coûteux. Après la bousculade initiale de l'installation, il y a quatre stratégies de base.

Vous pouvez tout miser sur la découverte, et utiliser de nombreux navires rapides pour aller explorer autant de terres que possible. Cette méthode peut être rapidement fructueuse mais vos colonies risquent de ne pas prospérer si vous avez peu de temps et d'argent à leur consacrer.

Une autre tactique consiste à consolider vos territoires en essayant de former un empire commercial dont le but est de dominer le marché mondial. Pour cela, il faudra beaucoup de qualités de jugement et de précision.

Vous pouvez choisir d'être agressif et d'attaquer les autres colonies. Cette méthode est très dangereuse, surtout si la colonie attaquée possède un fort et donc des soldats. Si vous choisissez cette approche, sélectionnez vos victimes avec beaucoup de soin. Lorsque vous donnez l'assaut, attaquez toujours le bâtiment portuaire, car sa destruction mettra fin à toute résistance. Enfin, ne soyez pas surpris si vous vous retrouvez en situation de guerre.

Il existe une autre technique apparentée à cette dernière: devenez pirate et attaquez-vous aux autres navires. Il n'est pas très facile de réussir avec cette méthode et elle pourrait bien se retourner contre vous.

Surtout, souvenez-vous de l'objectif que vous vous êtes fixé au début du jeu. Si vous avez choisi de trouver l'Eldorado, par exemple, vous devrez investir beaucoup de ressources dans l'exploration.

OPTIONS DISQUETTE

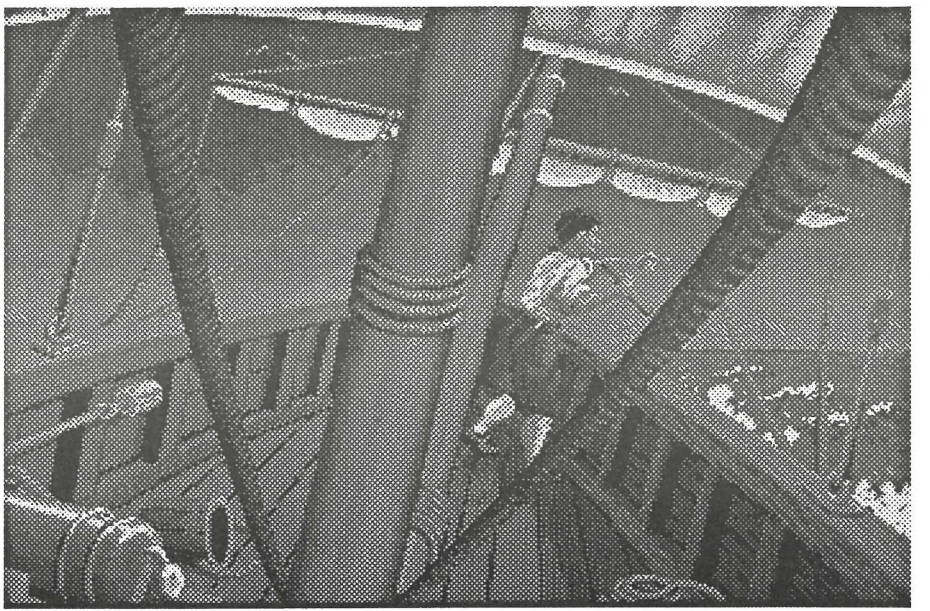
En cliquant sur le drapeau de votre pays, affiché sur le tableau d'informations de l'écran principal, vous accéderez à différentes options de jeu.

La flèche pointant sur l'année 1490 sert à recommencer le jeu.

La flèche pointant sur une disquette sert à sauvegarder un jeu, ce qui vous permet de le reprendre plus tard.

La flèche partant d'une disquette sert à charger un jeu précédemment sauvegardé.

La vitesse de jeu (l'indicateur coulissant) varie entre rapide, normale et lente. Vous pouvez également désactiver l'option multi médias si vous le souhaitez.



Wir möchten Ihnen für den Kauf dieses Spiels danken. Es wurde mit dem Gedanken entworfen und programmiert, Ihnen viel Vergnügen zu bereiten - wir hoffen daher, daß es Ihnen gefällt und viele Stunden der Unterhaltung bringt.

Bei Impressions spezialisieren wir uns darauf, Strategiespiele höchster Qualität zu produzieren und herauszubringen - angefangen von Handelsspielen, über Kriegs- und Rollenspiele bis hin zu Sportmanager-Simulationen. Wir sind sehr daran interessiert, Ihre Ansichten zu unseren Produkten zu erfahren, damit wir diese weiter verbessern können. Bitte senden Sie die beigefügte Registrierkarte ausgefüllt an uns zurück - wir schätzen Ihre Meinung sehr.

Discovery - In the Steps of Columbus
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EINLEITUNG

'Discovery - In the Steps of Columbus' ist ein umfassendes Spiel der Erforschung und Eroberung, das Sie in die Zeit am Ende des 15. Jahrhunderts zurückversetzt. Reisen jeglicher Art waren zu jenen Zeiten ein aufregendes, gefährliches und unberechenbares Abenteuer, das in dieser Simulation bis ins Feinste wiedergegeben wird.

Ihr erstes und wichtigstes Ziel besteht in der Erforschung - dazu gehört, Schiffe über unbekannte Meere zu schicken und fremde Länder zu entdecken. Dann müssen Sie diese Länder besiedeln und Ihre neuen Vorposten errichten und erhalten, bis Sie ein gedeihendes und mächtiges Netz an Territorien geschaffen haben. Wie Sie diesen Wachstum finanzieren, bleibt ganz Ihnen überlassen. Handeln, kultivieren oder stehlen - Sie haben die Wahl.

WAS ZU TUN IST

Spielen Sie das Spiel zum ersten Mal, wählen Sie 'Welt 1', um Ihre Erforschung zu beginnen *(siehe Spieloptionen)*. Als erstes benötigen Sie einige Schiffe, vorzugsweise Klipper. 2 oder 3 sind dabei ein guter Anfang. Wählen Sie jedes Schiff zur Befehlserteilung und senden Sie alle aus (natürlich nicht alle in dieselbe Richtung), um die Welt zu erforschen. Üben Sie mit Hilfe des Fernglases neben dem Schiffs-Icon, die einzelnen Schiffe ausfindig zu machen.

Nach einer Weile sollten einige Ihrer kühnen Forscher 'Land in Sicht' ausrufen. Sie können ihnen dann dabei zusehen, wie sie alle aufgeregt von Bord gehen und damit beginnen, sich ein neues Zuhause aufzubauen. Dabei entsteht zuerst immer das Hafengebäude.

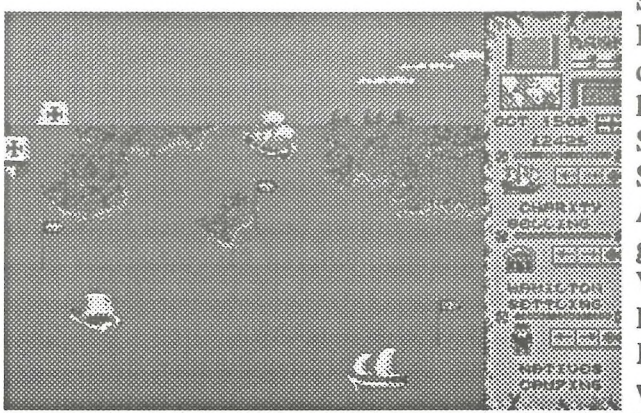
Auch wenn Sie Ihren Leuten keine Anweisungen geben, beginnen sie sofort damit, das Gelände zu räumen und somit Bauholz zu schaffen.
Sie können sich über dessen Menge mit Hilfe der Option 'Hafen/Ladung' informieren. Zum Bau eines Gebäudes benötigen Sie 3 Holzeinheiten. Sobald Ihnen Holz zur Verfügung steht, sollten Sie es auch nutzen. Sollten Sie Eingeborene oder einen Konkurrenzhafen in der Nähe entdecken, dann errichten Sie ein Fort. Anderenfalls lohnt es sich, Geld in Warenlager und später auch in Bauernhöfe zu investieren. Falls viele Ihrer Männer fortwährend im Sumpf einsinken, dann schicken Sie mit dem Befehl 'Graben' jemanden zu Hilfe, der das betroffene Gebiet trockenlegt. Die Siedler beginnen automatisch damit, geräumtes Land zu bebauen und Sie werden beobachten können, wie sich um Ihren Hafen herum die Landwirtschaft entwickelt. Lagern Sie die Erzeugnisse in Ihren Warenlagern.

Sie müssen diese Güter nun verkaufen. Dafür benötigen Sie ein Schiff - diesmal ein Handelsschiff. Leiten Sie daher den Bau eines Handelsschiffes in Ihrem Hafen ein. Wurde das Handelsschiff erst einmal fertiggestellt und mit Gütern beladen, geben Sie Anweisungen an Ihre Männer, Handel zu betreiben. Und später, wenn Sie über eine größere Menge an Gütern zum Handeln verfügen, bauen Sie Fabriken, um Fertigprodukte herzustellen. Sie sind nun auf dem Weg zur ökonomischen Vorherrschaft in der Welt.

Ziele

Das allgemeine Ziel des Spiels besteht darin, neues Land zu entdecken und zu besiedeln sowie die anderen Forscher-Nationen in Bezug auf Geld und Macht zu übertreffen. Dabei können Sie die einzelnen Schwerpunkte jedoch selbst bestimmen. Zu Beginn des Spiels haben Sie die Wahl zwischen vier Zielen.

Bei der Option 'Frei' wird das Spiel solange fortgesetzt, bis alle außer ein Konkurrent aufgrund von Geldmangel dazu gezwungen wurden, sich aus dem Erforschungswettrennen zurückzuziehen. In der ``El Dorado''-Option bildet die sagenhafte Stadt des Goldes das Ziel. **Im 'Land'-Konkurrenzkampf** siegt diejenige Macht, die nach 50 Jahren den größten Landbesitz hat, und **beim Spieltyp 'Geld'** bildet der Profit das entscheidende Kriterium.



Steuerung

Das Display, das am häufigsten auf dem Bildschirm erscheint, zeigt einen kleinen Abschnitt der Welt und eine Schriftrolle mit mehreren Icons. Das Spiel wird durch einfaches Zeigen und Anklicken betrieben. Zwei grundlegende Modi stehen zur Verfügung: 'Wählen' und 'Scrollen'. **Im Wahlmodus** erscheint der Mauszeiger als Pfeil. Im allgemeinen werden bestimmte Handlungen durch Ziehen des Pfeils auf ein Icon und Klicken des linken Mausknopfes ausgeführt. **Der Scroll-Modus** wird dazu benutzt, über die Weltkarte zu scrollen. Hierbei ist der Mauszeiger durch eine Lupe ersetzt. Versuchen Sie, diese Lupe über den Rand des Bildschirms hinauszuziehen, dann scrollt die Karte soweit wie möglich in diese Richtung. Auf dem Hauptdisplay wird Ihr Heimatgebiet gezeigt, von dem aus europäische Schiffe ihre Segel setzen. Anfangs können Sie den Hauptbildschirm nur über ein begrenztes Gebiet scrollen. Am Ende jedes Monats ist es Ihnen möglich, Einblick in alle Gebiete der Erde zu nehmen, die Ihre Schiffe erforscht haben. Die großen, mit Flaggen

markierten Pfeile, die auf dem Bildschirm erscheinen, repräsentieren die Startpositionen der Schiffe konkurrierender Nationen. Das Klicken des rechten Mausknopfes bricht normalerweise den momentan gewählteModusoder die Funktion ab - Sie können auf diese Weise z.B. zwischen 'Scrollen' und 'Wählen' hin- und herschalten oder zum Hauptbildschirm zurückkehren.

LADEN: AMIGA UND ST

Legen Sie die Spieldiskette in das Laufwerk und schalten Sie das Gerät ein. Atari ST-Benutzer sollten nun das 'Discover.PRG'-Icon zweimal anklicken. Das Spiel wird nun laden.

Spieloptionen

Sobald das Spiel lädt, werden Ihnen ein paar Fragen bezüglich des Spielbetriebs gestellt. Dazu erscheint jeweils eine Liste mit Optionen. Klicken Sie einfach auf die gewünschte Option. Sie werden gefragt:

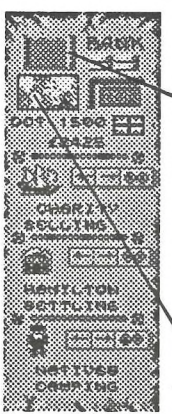
- Mit welcher Sprache Sie das Spiel betreiben möchten.
- Das Land, das Sie spielen möchten. **'Kolonial'** repräsentiert dabei diejenigen, die nicht auf der Liste aufgeführt sind, darunter Seefahrer aus ganz Europa, die ihre Seereise begannen, um Amerika zu erforschen. Daher segeln die Kolonialschiffe unter dem Sternenbanner.
- Wie die nicht entdeckte Welt beschaffen sein soll. Wenn Sie möchten, können Sie den amerikanischen Kontinent unseres Planeten erforschen, doch haben wir, wie Sie bald herausfinden werden, auch einige erfundene Welten hinzugefügt, um das Geheimnis einer echten Erforschung wiederzugeben.
- Die Schwierigkeitsstufe. Diese Option wirkt sich auf die anfängliche Wirtschaftslage einschließlich Startkapital aus.

Ziele des Spiels. *Siehe Abschnitt `'Ziele'*

SPIELSTART

Es gibt mehrere Aspekte, die Sie während des Spiels im Auge behalten sollten:

Die allgemeine Weltlage: was entdeckt wurde und von wem.
Ihre Finanzlage.
Ihre Flotte.
Ihre Häfen.
Was die Siedler in und um diesen Häfen treiben.
Die Güter, die Ihre Siedler herstellen.
Ihre Konkurrenten!



DIE WELTLAGE

Übersicht der Aktivitäten

Durch Wahl des Scroll-Icons oben links auf dem Hauptpanel können Sie einen Bericht über die momentanen Ereignisse abrufen. Alle wichtigen Ereignisse vom Sinken eines Schiffes bis zur Erweiterung von Häfen werden dort festgehalten. Während sich die Schriftrolle dreht, verschwinden alte Berichte aus Ihrem Sichtfeld. Mit Hilfe der Hoch- und Runterpfeile können Sie Einblick in die letzen 50 Berichte erhalten.

Karten

Unter dem Schriftrollen-Icon befindet sich eine Karte. Sie erhalten anhand dieser ein Display der Geographie der neuen Welt. Indem Sie auf die kleinen Karten auf der rechten

Seite klicken, können Sie zwischen den folgenden Displays hin- und herschalten: Bevölkerungsdichte, ein altes Weltbild und politische Kontrolle. Zu Beginn des Spiels weisen die drei Karten jedoch nur einen grauen Nebel auf, der darauf hinweist, daß die Welt jenseits der europäischen Region (die 'Neue Welt!') noch unerforscht ist.

Der Nebel lichtet sich dort, wo Ihre Schiffe oder Siedler Gebiete erforscht haben. Auch wenn Sie auf Land stoßen, werden Sie anfangs nicht wissen, ob Sie an der Küste eines gewaltigen Kontinents oder einer kleinen Insel gelandet sind. Haben andere Nationen Entdeckungen gemacht, dann werden Sie früher oder später auch davon hören. Um jedoch wahrheitsgetreu wiederzugeben, wie langsam die Kommunikation im 15. Jahrhundert vonstatten ging, vergehen dabei immer zwei Jahre.

Physikalische Geographie

Die erste Karte wird Ihnen, sobald sich der Nebel gelichtet hat, einen Einblick in die Beschaffenheit des Terrains, das Sie entdeckt haben, bieten. Dabei erhalten Sie eine authentische, topographische Karte in unterschiedlichen Farben, die die verschiedenen Höhenbereiche anzeigt. Es ist hierbei wichtig, Kolonien dort zu errichten, wo diese sich ohne Schwierigkeiten ausbreiten können und wo sich genügend Wälder in der Nähe befinden, die das nötige Bauholz für die ersten Hütten bereitstellen.

Bevölkerung

Während Sie sich nach einem passenden Gebiet umsehen, in dem sich Ihre Leute ansiedeln können, ist es sehr wichtig, daß Sie dabei andere Siedlungen in Betracht ziehen. Dieser Aspekt zusammen mit den anderen Karten sollte Ihnen einen Hinweis darauf geben, wo sich das beste Land befindet.

Alte Karte

Dies ist die einzige Karte, die Ihnen zu Beginn des Spiels zur Verfügung gestellt wird. Sie können daran erkennen, wie sich die Menschen das Land jenseits des Horizonts vorstellten. Es gibt jedoch nur einen groben Anhaltspunkt - nehmen Sie sich also in acht - wenn Schiffe sich auf hoher See verirren, kann die Moral unter Ihren Männern sehr schnell sinken, wodurch es dann zur Meuterei kommen kann und Ihre Männer sich vielleicht der Piraterie zuwenden.

Die politische Szene

Im Erforschungswettrennen ist es sehr nützlich, eine Karte zur Verfügung zu haben, die die genaue Ausdehnung der bekannten Welt darstellt und anzeigt, welche Gebiete von welchem Land entdeckt wurden. Falls einer Ihrer Konkurrenten Ihnen dabei zu weit voraus ist, mögen Sie es vielleicht für ratsam halten, entweder seine Kolonien oder seine Schiffe anzugreifen.

Konkurrenten

Um einen Einblick in Ihren Erfolg im Vergleich zu dem Ihres Konkurrenten zu erhalten, klicken Sie einfach auf das *Inn*-Icon. Jede Figur repräsentiert dabei einen von fünf 'aktiven' Konkurrenten. Die Münzen im Vordergrund stehen jeweils für 100 Goldstücke, wobei ein ganzer Haufen aus 10 Münzen besteht.

Rufen Sie einen Agentenbericht über eine bestimmte Nation ab, indem Sie auf die entsprechende Figur klicken. Sie erfahren auf diese Weise, welcher Nationalität Ihr Konkurrent angehört, die Anzahl der Schiffe und Häfen, die sein Land besitzt, und dessen Verkäufe des letzten Jahres.

FINANZEN

Die Bank

Diese Option führt alle Finanzdaten auf, die Sie zur Erhaltung Ihres Reiches benötigen. Finanzielle Sicherheit ist bei diesem Spiel von größter Wichtigkeit. Sie sollten also darauf achten, daß Ihre Einnahmen immer über Ihren Ausgaben liegen oder Sie wenigstens über genügend Geldmittel verfügen, um bei einem Defizit Gegenmaßnahmen ergreifen zu können. Die Vergrößerung Ihrer Flotte oder Ausbreitung Ihrer Siedlungen sind ohne das entsprechende Kapital nicht möglich. Sie verlieren das Spiel, wenn Ihnen das Geld ausgeht und Sie Rechnungen zu bezahlen haben.

Darlehen

Kapital erhalten Sie nur durch schlaues Handeln oder mit Hilfe eines Darlehens der Bank. Seien Sie jedoch vorsichtig mit der Aufnahme eines Darlehens. Denn auch wenn Ihre Zinsrate momentan vielversprechend aussieht, kann ein Konjunkturabschwung diese Zinsrate sehr schnell zum Schlechten wenden, wobei Sie dann vielleicht im Gefängnis Ihres Schuldners landen und Unehre über sich gebracht haben. Die Zinsen müssen Sie monatlich bezahlen. Sie werden automatisch von Ihrem Konto abgezogen.

Konten

Die zwei Münzhaufen oben links geben Ihnen einen Hinweis darauf, wie erfolgreich Ihr Handel und Ihr allgemeines Geschäft über die vergangenen Jahre war. Zuerst werden die Profit- und die Verlustdaten des vorangegangenen Jahres aufgeführt - Verkäufe gegen Einkäufe, Unkosten und Zinsen. Weiterhin erhalten Sie einen Einblick in den Gesamtbetrag Ihres Profits oder Verlustes, seit Sie mit dem Spiel im Jahre 1490 begonnen haben.

Ausgaben

Dieses Icon hat die Form eines Pfeils und zeigt vom Münzhaufen weg. Es führt die Schiffe Ihrer Flotte und deren Unterhaltungskosten auf. Weiterhin listet es alle Gebäude auf, die Sie in Ihren Häfen gebaut haben und deren Unterhaltungskosten.

Preise

Das Schiffs- & Güter-Icon führt die momentanen Marktpreise der Rohmaterialien und Fertigprodukte in der ganzen Welt auf. Auf diesem Display wird jedes Wirtschaftszentrum durch einen weißen Kreis gekennzeichnet. Klicken Sie einen davon an, um die entsprechenden Preise abzurufen. Außerdem erhalten Sie einen Einblick in den Preis, den jedes Produkt vor Ort einbringen würde. Rufen Sie diese Preise mit Hilfe des Kreises links auf dem Bildschirm ab. *Für weitere Einzelheiten über den Gebrauch dieser Einrichtung siehe Abschnitt 'Handel'.*

Werft

Diese Option wird vom Bankbildschirm aus abgerufen. Das Icon zeigt ein Schiff im Bau und einen Arbeiter mit einer Axt. Es führt eine Liste mit einer Auswahl an Schiffen verschiedener Größen und Fähigkeiten auf, die Sie kaufen können. Einzelheiten über den Schiffstyp, auf den der Pfeil momentan zeigt, erscheinen unten auf dem Bildschirm. Um eines dieser Schiffe zu kaufen, klicken Sie es einfach an.

Schiffe

Schiffe sind in diesem Spiel verständlicherweise von größter Wichtigkeit. Neues Land entdecken Sie nur, indem Sie Schiffe aussenden, und natürlich benötigen Sie diese zum Transportieren von Handelsgütern.

	Kosten	Unterhaltungs-kosten	Kanonen	Tonnage	Geschwin-digkeit
Klipper	40	1	2	8	4
	60	2	4	12	3
Handelsschiff	30	1	1	20	2
	50	2	2	40	2
	80	2	4	60	1
	100	3	6	80	1
Kriegsschiff	150	3	10	15	4
	200	4	15	20	3

Wenn Sie ein Schiff kaufen, erhält es automatisch einen passenden Namen.

Wie Sie Ihre Flotte im Auge behalten

Sie können jederzeit überprüfen, welche Manöver ein bestimmtes Schiff gerade ausführt. Auf der Schriftrolle des Hauptbildschirms ist ein Schiff abgebildet. Darunter befindet sich der Name Ihres momentan gewählten Schiffes und darunter das Manöver, das dieses momentan ausführt. Durch Klicken auf dieses Schiff erhalten Sie weitere Einzelheiten darüber und können nun neue Befehle erteilen.

Sie können ein neues Schiff zur Inspektion wählen oder auf folgende Weise Befehle erteilen. Durch Klicken auf die zwei Pfeile neben dem Schiffs-Icon können Sie nacheinander durch alle Schiffe Ihrer Flotte gehen. Klicken Sie dagegen direkt auf ein bestimmtes Schiff auf hoher See oder in einem Hafen, dann rufen Sie auf diese Weise dessen Daten ab. Mit Hilfe des Fernglas-Icons *(neben den Pfeilen)* begeben Sie sich zum momentan gewählten Schiff. Wenn Sie eine größere Flotte besitzen, können Sie sich auf diese Weise schnell in der entdeckten Welt umherbewegen und Ihre Schiffe ohne Schwierigkeiten ausfindig machen.

SCHIFFSBEFEHLE

Das Schiffs-Icon bietet Ihnen eine Auswahl zwischen sieben Befehlen, die Sie Ihrem momentan gewählten Schiff erteilen können.

Entdecken

Wenn Sie Schiffe auf Entdeckungsreisen ausgeschickt haben, müssen Sie eine Fahrtrichtung angeben. Die Schiffe folgen daraufhin diesem Kurs solange, bis ein noch nicht entdecktes Land angemessener Größe gesichtet wurde. In diesem Fall erscheint eine Meldung auf dem Bildschirm, ein Hafen wird automatisch gegründet und die neue Ansiedlung beginnt sich auszubreiten.

Ladung

Dieses Icon zeigt an, was das entsprechende Schiff mit sich führt. Dabei kann es sich um Rohmaterialien, Fertigprodukte, Holz oder sogar Menschen handeln.

Handel

Diese Option wird dazu benutzt, eine reguläre Handelsroute für ein bestimmtes Schiff zu erstellen. Sie rufen mit Hilfe dieses Icons die Handelskarte ab *(siehe 'Die Bank', 'Preise')*. Klicken Sie auf eine Stadt, erhalten Sie Einzelheiten darüber unten auf dem Bildschirm. Haben Sie ein passendes Ziel für Ihr Schiff gefunden, klicken Sie den rechten Mausknopf an, um den Handelsbildschirm abzubrechen. Die Stadt, die Sie zuletzt gewählt haben, wurde somit zum Ziel des entsprechenden Schiffes bestimmt.

Ihr Schiff wird automatisch beladen *(ist es jedoch auf hoher See, dann kehrt es natürlich erst zum Heimathafen zurück)* und segelt auf das gewählte Ziel zu. Es nimmt dabei immer eine Fracht auf, die im Zielhafen einen hohen Preis einbringt.

Da die Güter in den Hauptabsatzgebieten der alten Welt verkauft werden und nicht in anderen neuen Ansiedlungen, segelt das Schiff in Richtung Europa. Sie können diesem Schiff soweit folgen, bis es den Pfeil/die Flagge erreicht hat, der/die die europäische Startposition Ihrer Schiffe anzeigt. Es wird dann seine Reise aus Ihrem Blickfeld fortsetzen.

Nach einer Weile wird das Schiff sein Reiseziel erreicht haben und zurückkehren. Es wiederholt diese Seeroute solange und führt dabei die sinnvollsten Waren mit sich, bis Sie andere Befehle erteilen. Für weitere Einzelheiten siehe Abschnitt *'Handel'*.

Ankerplatz

Haben Sie diese Option angeklickt, dann müssen Sie daraufhin den Hafen oder den Ort anklicken, an dem Ihr Schiff einlaufen soll. Ankert Ihr Schiff in einem Ihrer Häfen, so wird es automatisch überholt. Dabei werden Schäden repariert, im Kampf zerstörte Kanonen ersetzt und die Moral der Mannschaft wiederhergestellt..

Patrouille

Wenn mehrere Handelsschiffe eine bestimmte Seeroute befahren, besteht die Gefahr der Piraterie. Jetzt ist es also vielleicht an der Zeit, Ihre Schiffe durch ein Kriegsschiff zu beschützen, das Ihre Seeroute patrouilliert. Nach Wahl dieser Option müssen Sie das Hauptdisplay an bis zu vier Punkten anklicken. Drücken Sie den rechten Mausknopf, um den Bildschirm abzubrechen. Das momentan gewählte Schiff wird auf unbestimmte Zeit diese Punkte umsegeln.

Route

Indem Sie Markierungen an bestimmten Punkten setzen, können Sie eine genaue Seeroute für Ihre Schiffe bestimmen. Sie gehen dabei auf dieselbe Weise vor, wie zuvor unter *'Patrouille'*. Sie mögen dabei eine Route wählen, um Piraten aus dem Weg zu gehen, oder einfach nur, um verschiedene Häfen anzulaufen. Im Gegensatz zu den Kriegsschiffen, ist die Reise für ein anderes Schiff dann zu Ende, wenn es seine gegebene Route vollendet hat.

Angriff

Gehen Ihnen langsam die Gelder aus, dann möchten Sie vielleicht einige Schiffe angreifen, um Ihre Finanzen aufzufrischen. Wählen Sie diese Option, klicken Sie dann das entsprechende Ziel an und lehnen Sie sich einfach zurück, um zu beobachten, wie Ihr Schiff sein Ziel ansteuert! Seeschlachten werden im Abschnitt *'Kampf'* behandelt.

FEINDLICHE SCHIFFE

Die hohe See des 15. Jahrhunderts war kein Ort für zaghafte Seelen. Auch wenn sich die Länder mit ihren Nachbarn nicht im Kriegszustand befanden, gab es immer zahlreiche Piraten, die nach schwerbeladenen Handelsschiffen Ausschau hielten. Und da diese Handelsschiffe normalerweise nur leicht bewaffnet waren, hatten sie kaum eine Chance, sich gegen die Piraten zu wehren. In 'Discovery' wird der Forscher denselben Problemen gegenübergestellt und muß sich nun entscheiden, ob er das Risiko eingehen möchte, alle seine Güter auf einer langen Seereise zu verlieren oder nicht. Es ist daher ratsam, ein schwerer bewaffnetes Schiff zu wählen und es nur leicht zu beladen, um ein von Piraten heimgesuchtes Gebiet zu durchqueren. Doch kann das auf die Dauer sehr teuer werden.

Auf der anderen Seite haben Sie vielleicht selbst einen boshaften Zug und möchten auf die schnelle Art und Weise Reichtum erlangen, indem Sie andere Handelsschiffe oder benachbarte Ansiedlungen angreifen. Doch sollten Sie Ihre Gegner dabei nicht zu sehr herausfordern oder Sie haben sehr schnell einen Krieg am Hals.

MORAL

Sie müssen eine gute Stimmung unter der Schiffsmannschaft *(und den Siedlern)* erhalten oder Sie werden sehr bald Problemen gegenübergestellt. Sinkt die Moral auf Null, dann wird Ihre Mannschaft meutern, die Kontrolle über das Schiff an sich reißen, die Piratenflagge hissen und jegliche Schiffe in der Nähe angreifen. Sie können dies vermeiden, indem Sie das entsprechende Schiff im Heimathafen solange ankern lassen, bis die Moral soweit angestiegen ist, daß Sie das Schiff wieder aussenden können.

HÄFEN

Wurde Land entdeckt, wird automatisch ein Hafen angelegt und Siedler an Land gesetzt. Die Siedler werden erst einmal im Hafengebäude untergebracht, aus dem sie nach und nach auftauchen, und zwar immer dann, wenn sie benötigt werden. Ab und zu werden neue Siedler geboren, die der Gesamtzahl an Siedlern hinzugefügt werden. Die Siedler, die momentan darauf warten, einer Arbeit zugeteilt zu werden, sind unter der Überschrift *'Männer'* in den Statistiken aufgeführt, die auf der Schriftrolle des Hauptbildschirms erscheinen, wenn der Hafen zur Inspektion gewählt wurde *(siehe unten)*.

Die Siedler werden sofort damit beginnen, Ihr neues Zuhause aufzubauen. Dabei vergeht eine Weile, in der sie sich erst einmal einleben und sich dann in der unmittelbaren Umgebung ausbreiten. Daraufhin folgt die Räumung des Landes. Dies dient zwei Zwecken. Erstens schaffen Sie dadurch Holz, das Sie zum Bau von Gebäuden benötigen. Zweitens wird geräumtes Land für den Anbau sofort umgegraben, sodaß bald Feldfrüchte in den neuen Feldern um den Hafen herum gedeihen sollten.

ÜBERPRÜFUNG IHRER HÄFEN

Um herauszufinden, welche Gebäude es in den einzelnen Häfen gibt, klicken Sie einfach auf das Hafengebäude. Dabei werden alle Gebäude durch Flaggen ersetzt, die anzeigen, welchem Land diese Ansiedlung gehört. Klicken Sie auf ein bestimmtes Gebäude, dann erscheint es vorübergehend als Flagge. Unter dem Schiffsabschnitt auf der Schriftrolle des Hauptbildschirms erscheint das Hafen-Icon. Die Befehle und Inspektionen funktionieren dabei wie in diesem Abschnitt *(siehe oben)*. Dabei unterscheiden sich die Befehle, die Sie einem Hafen erteilen, jedoch von den Schiffsbefehlen.

Ladung

Hier erfahren Sie, welche Güter die entsprechende Ansiedlung produziert hat. Dabei können Sie jedoch nur über die Güter verfügen, wenn Sie zuvor Warenlager gebaut haben und die Güter nicht gestohlen wurden. Wenn eine Fabrik gebaut und aus Rohmaterialien Fertigprodukte hergestellt wurden, erhalten Sie eine Liste verschiedener Güterarten. Ein Warenlager kann bis zu 32 Gütereinheiten lagern. Da Sie oft einen höheren Preis für Fertigprodukte als für Rohmaterialien erhalten, lohnt es sich daher, Fabriken zu bauen.

Ansiedeln

Mit dieser Option können Sie die Richtung bestimmen, in der die Siedler sich von einem bestimmten Hafen ausbreiten sollen. Indem Sie eine zuvor unbekannte Gegend wählen, können Sie sowohl die Erforschung als auch die Entwicklung beschleunigen.

Mann stellen

Mit dieser Option rufen Sie einen Ihrer Leute aus dem Hafengebäude zur Arbeit. Befinden sich jedoch keine Siedler im Hafengebäude, geschieht nichts. Diese Option wird normalerweise dazu benutzt, um einem Ihrer Leute eine bestimmte Arbeit aufzutragen, die keiner Ihrer Männer außerhalb des Gebäudes ausführen kann.

Bauen

Sie können verschiedene Arten von Gebäuden bauen. Jede davon bringt andere Vorteile für die Kolonie. Daher ist es nützlich, eine gute Mischung aller Gebäudetypen zu haben. Die Vorteile werden separat im Abschnitt *'Gebäude'* behandelt.

Zerstören

Mit dieser Option können Sie ein beliebiges Gebäude, ob eine Kirche oder einen Hafen, entfernen. Für diese Gebäude brauchen Sie dann natürlich keine Unterhaltungskosten mehr zu zahlen. Falls Ihnen die Geldmittel ausgehen und die Ressourcen besser anderweitig zu benutzen sind, dann kann es manchmal notwendig sein, eine ganze Ansiedlung an einen anderen Ort zu verlegen.

Werft

Bei dieser Option kann ein Schiffstyp gewählt und in diesem Hafen ein Schiff gebaut werden. Jedes Schiff benotigt drei Holzeinheiten. Nach Vollendung des Schiffbaus können Sie das Schiff beladen und die Segel hissen.

Güter verkaufen

Mit dieser Opion können Sie Güter vor Ort am Hafen verkaufen. Vor Ort sind die Preise normalerweise sehr niedrig, doch fließt dabei das Geld sofort ein.

Gebäude

Zum Bau eines Gebäudes benötigen Sie 3 Holzeinheiten. (Ist kein Holz verfügbar, hat diese Option keine Wirkung.) Wählen Sie den Hafenbefehl *'Bauen'*, erhalten Sie eine Liste der Gebäude, die Sie bauen können. Haben Sie erst einmal Ihre Wahl getroffen, dann müssen Sie die Stelle anklicken, auf der der Bau beginnen soll.

Nach einer Weile wird ein Mann mit einem Stück Holz erscheinen, zur entsprechenden Baustelle gehen und nachdem das Fundament des Gebäudes fertiggestellt wurde, das Holz zum Bau eines primitiven Gebäudes verwenden.

Warenlager

Diese ermöglichen Ihnen, Erzeugnisse zu lagern. *Haben Sie jedoch keinen Platz in Ihren Warenlagern, dann können die Güter nicht gelagert werden.* Je mehr Warenlager Sie bauen, um so größer ist dann natürlich auch der Ihnen zur Verfügung stehende Lagerplatz. Erzeugnisse, die nicht gelagert werden können, sind verloren.

Fabrik

Nachdem Sie Bodenerzeugnisse angebaut, geerntet und dann in Ihren Warenlagern gelagert haben, ist es möglich, diese an die Fabriken zu verteilen, um Fertigprodukte herzustellen.

Bauernhöfe

Diese sind lebenswichtig für das Überleben der Kolonie. Gelingt es Ihnen, die Bauernhöfe vor gegnerischen Angriffen zu beschützen, dann werden aus ihnen bald Bauern hervorgehen, die das nahegelegene Land bebauen.

Fort

Wenn Sie eine Kolonie aufbauen, sollte die Errichtung eines Forts die Priorität erhalten. Nach Beendigung des Baus gehen aus diesem Fort Soldaten hervor, die die Kolonie vor Eingeborenen und feindlichen Mächten schützen. Sie können Ihnen Befehle erteilen, eine benachbarte Ansiedlung anzugreifen oder ihnen einfach nur auftragen, die Umgebung als Abschreckungsmittel für alle Eindringlinge zu patrouillieren.

Kirche

Der Bau einer Kirche hebt die Moral unter Ihren Siedlern. Oft verwirrt das Rätsel um die Kirche die Eingeborenen und hält sie auf diese Weise davon ab, die Kolonie anzugreifen.

Bergwerke

Diese werden nicht auf die normale Art und Weise gebaut. Jedesmal, wenn ein Siedler auf eine Goldader oder andere wertvolle Ablagerungen stößt, entsteht automatisch ein Bergwerk. Dieses produziert nach und nach Eisenerz, worauf dann später ein Mann erscheint, der es zum Hafen trägt.

HAFENENTWICKLUNG

Eine Ansiedlung muß immer *'aktiv'* bleiben, da sie sonst früher oder später untergeht. Sie müssen Ihre Ansiedlungen daher fortwährend verbessern - besonders das Hafengebäude. Dabei gehen die Gebäude durch acht Bauphasen, angefangen von einer Holzhütte bis hin zur Villa aus Stein. Die Hauptaufgabe der Siedler besteht darin, die Gebäude der Ansiedlung forwährend zu verbessern, bis Sie die achte Bauphase errreicht haben.

Sie sollten dabei in diesem Hafen mehr und mehr Gebäude bauen. Da die Instandhaltung dieser Gebäude natürlich Geld kostet, müssen Sie ein gutes Gleichgewicht erhalten. Der Vorteil eines Hafens mit verbesserten Gebäuden (d.h. mit hoher Bauphase) besteht darin, daß Sie Ihre Ansiedlung auf diese Weise vor feindlichen Angriffen schützen. Wurde ein Hafen mit der Bauphase 1 angegriffen, dann fällt dieser in die Hände des Gegners. Wird dagegen ein Hafen mit einer hohen Bauphase angegriffen, dann verliert dieser pro Angriff nur eine 'Bauphase' und Ihnen bleibt genügend Zeit, um entweder Hilfe herbeizurufen oder Ihre Verteidigung zu verstärken.

Hafenuntergang

Falls Sie eine Ansiedlung vernachlässigen oder diese sich an einer Stelle befindet, die nicht über genügend Naturschätze verfügt, dann kann es sehr schnell passieren, daß diese Ansiedlung langsam zerfällt und sich früher oder später ganz auflöst. In diesem Fall geht das Hafengebäude und alle zu diesem Hafen gehörenden Schiffe im Meer unter. Daraufhin erscheint eine Meldung auf dem Bildschirm, die Sie darüber informiert, welche Ansiedlung sich aufgelöst hat.

Im Fall, daß eine Ansiedlung nicht genügend Einwohner hat, bleibt die Arbeit liegen, wodurch dieser Hafen ein leicht angreifbares Ziel für Eingeborene und andere Mächte bietet. Daher sollten Sie so viele Siedler wie möglich aus Europa einschiffen, da die Lebenserwartung für Forscher im 15. Jahrhundert sehr niedrig war. Viele von ihnen werden von Eingeborenen getötet oder torkeln vorerst verwirrt umher, um dann plötzlich aus schierer Erschöpfung zusammenzubrechen und dann zu sterben.

Sie können einen Hafen verstärken, indem Sie einen Klipper in Europa kaufen *(nicht in der neuen Welt gebaut)* und den entsprechenden Hafen direkt ansegeln. Nach Ankunft des Schiffs gehen die Hälfte der Siedler dort von Bord und die andere segelt weiter, um nach einem passenden Ort zu suchen, an dem sie selbst eine Ansiedlung gründen können. Manchmal können Sie ein Gebäude durch ein Feuer oder andere Naturkatastrophen verlieren, auf die Sie keinen Einfluß haben. Der Computer entfernt Gebäude auch, wenn diese zu dicht beieinander gebaut wurden. Davon sind Kirchen, Forts und Bauernhöfe betroffen.

MENSCHEN

Es gibt drei verschiedene Gruppen von Menschen in der Welt von 'Discovery': Eingeborene, Soldaten und Siedler.

EINGEBORENE

Zumindest in Amerika bewohnten die Eingeborenen das Land lange vor dem Eintreffen der weißen Siedler. Diese Eingeborenen können auf die Anwesenheit der Siedler ebenso reagieren, wie es die wirklichen Eingeborenen im Verlauf der Geschichte getan haben.

Einige werden sich aus dem Gebiet zurückziehen, andere werden versuchen, die Siedlung anzugreifen, und wieder andere werden hoffentlich in überwiegender Harmonie mit den Siedlern in der Nähe wohnen bleiben. Ein Angriff auf Ihre Siedler ist leicht an dem traditionellen Kriegstanz mit seinem Waffengeklirr zu erkennen - aber die Verteidigung ist schwer. Der Bau von Kirchen kann die Eingeborenen eine Zeitlang verwirren, und sie werden mit verwundertem Gesichtsausdruck davorstehen.

SOLDATEN

Soldaten werden von Ihnen und den anderen Entdeckerländern aus den Forts geholt. Sie können zwei Dinge tun: angreifen und verteidigen. Wenn sie sich verteidigen, bauen sie feste Positionen auf, die als Kanone erscheinen. Diese Geschützstellungen sind zwar unbeweglich, aber sehr kampfstark, und werden daher von Angreifern unbedingt gemieden. *Das Angreifen*

wird weiter unten im Abschnitt 'Kampf' beschrieben.

SIEDLER

Diese mutigen Abenteurer sind die Hauptstütze Ihrer Bevölkerung in der neuen Welt. Jede Figur steht für eine Einheit Männer. Der Siedlerbereich befindet sich auf dem Hauptbildschirm unter dem der Häfen und funktioniert auf gleiche Weise. Beachten Sie, daß die schwer beschäftigten Siedler Ihre Befehle nicht immer sofort ausführen. Sie können Ihren Leuten folgende Befehle geben:

Räumen

Weist den gewählten Siedler an, entweder ein Waldstück abzuholzen, um Holz für den Bau von Gebäuden zu gewinnen, oder ein Stück Dschungel für die Kultivierung oder die Nutzung als Weideland zu roden.

Warten

Weist den Siedler an, in diesem Gebiet zu bleiben, bis er andere Befehle erhält. Wenn ein Siedler in einem Gebiet nichts zu tun hat, sinkt normalerweise seine Moral, und schließlich stirbt er vielleicht sogar. Um dies zu verhindern, verlangsamen Sie das Absinken der Moral durch den Warte-Befehl, bis Sie eine Beschäftigung für ihn gefunden haben.

Graben

Weist den Siedler an, alle Sumpfgebiete in der Nähe trockenzulegen. Der Sumpf ist gefährlich, weil die Siedler leicht hineinfallen und versinken. Die Eingeborenen dagegen kennen die verborgenen Wege und können daher den Sumpf sicher durchqueren, ebenso wie die Soldaten dank ihrer sorgfältigen Ausbildung.

Entdecken

Das Ausschicken von Einzelpersonen von Ihren Häfen aus ist eine weitere Methode, um den Schleier des Unbekannten zu lüften. Der Siedler geht in die Richtung, die Sie ihm angeben, und erforscht weitere Gebiete in der Umgebung für Sie.

Brücke

Es dauert ziemlich lange, einen Fluß zu überqueren. Es kann daher eine gute Idee sein, auf oft benutzten Routen Brücken zu bauen. Damit kann die Erforschung schneller vorangetrieben und der Transport von Holz und anderen Gütern beschleunigt werden.

GÜTER

In der Nähe der Siedlung können verschiedene Rohmaterialien gefunden oder angebaut werden. Welche im einzelnen zur Verfügung stehen, hängt weitgehend von der Lage und den Bedingungen der Kolonie ab: Klima, Bodenbeschaffenheit usw. spielen alle eine Rolle. Auf der Karte werden nur Güter angezeigt, mit denen Sie handeln können. Von den Siedlern wird erwartet, daß sie zuerst ihren eigenen Bedarf decken.

Die Produkte müssen in einem Warenlager untergebracht werden, sobald sie zum Verkauf stehen. Werden sie nicht richtig gelagert, verderben sie entweder in der heißen Sonne oder werden gestohlen. Das verhindern Sie, indem Sie genügend Warenlager bauen, um die Güter so lange zu lagern, wie ein Handelsschiff für die Hin- und Rückreise zu einem bestimmten Handelshafen benötigt. Die Güter werden automatisch in die Warenlager befördert, solange dort genügend Stauraum vorhanden ist. Der Wert der Waren kann oft dadurch erhöht werden, daß Sie Fabriken bauen und die Rohstoffe zu anderen Produkten weiterverarbeiten.

Die Preise sind dann meistens höher. So bringt z.B. Bier mehr ein als Hopfen.

Arten von Rohstoffen	Endprodukte
Gold	
Silber	
Eisenerz	Eisen
Mais	Maismehl
Schafe	Wolle
Schweine	Fleisch
Hopfen	Bier

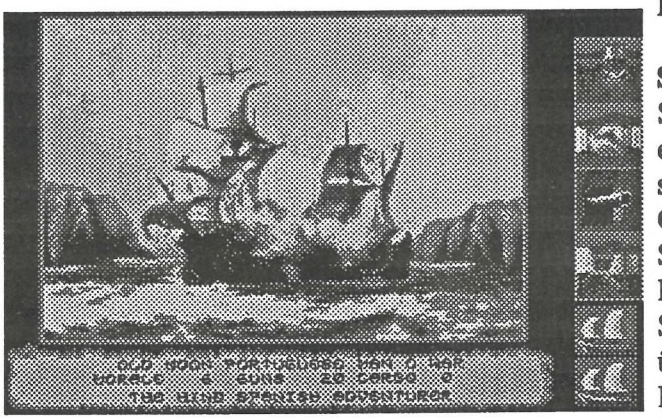
Um Ihre Siedlungen auszudehnen oder auch nur am Leben zu erhalten, ist es wichtig, daß sie Einkünfte erzielen. Dies erfolgt am besten durch den Weiterverkauf der in Ihren Häfen erzeugten Güter.

Auf dem Handelsbildschirm *('Bank, Preise')* können Sie sehen, in welchem Teil der Welt Sie für jede Ware den besten Preis erhalten. Sie können dann Ihre Einkünfte erhöhen, indem Sie zu dem entsprechenden Hafen segeln. Im allgemeinen zahlen die am weitesten entfernten Häfen die höchsten Preise für eine Ware. Dieser Vorteil muß aber gegenüber der Reisezeit abgewogen werden, damit sich das Geschäft lohnt.

Vielleicht wählen Sie auch lieber die Option 'Vor Ort verkaufen' auf dem Handelsbildschirm. Diese Wahl bietet sich immer dann an, wenn Sie schnell Geld brauchen und kein Schiff für den Warentransport über weite Strecken haben. Die Preise sind natürlich nicht so gut wie in anderen Häfen, aber die Einkünfte können schnell und leicht erzielt werden.

Dies sind die Haupthandelshäfen der alten Welt, die auf dem Handelsbildschirm erscheinen:

Tunis	Lissabon	Genu	London
Cadiz	Macao	Istanbul	Kopenhagen
Kacheo	Muskat	Kalikut	



KAMPF

Seeschlachten

Seeschlachten spielen in 'Discovery' eine große Rolle - ihr Ausgang wirkt sich mit Sicherheit auf Ihr Gesamtergebnis aus. Sobald sich zwei Schiffe begegnen, wird der Kampfbildschirm gezeigt. Darauf sehen Sie zwei Schiffsabbildungen, Daten über Ihr eigenes Schiff und Befehls-Icons. Die Schiffe zeigen durch langsames Absinken an, daß sie beschädigt sind. Ihr Schiff ist das obere.

Sie müssen den Kampf so lange weiterführen, bis sich ein Gewinner ergibt. Dabei haben Sie verschiedene Möglichkeiten, auf die Situation zu reagieren. Wenn Sie eine davon ausgewählt haben, erscheint danach deren Ergebnis. Diesen Vorgang wiederholen Sie so lange, bis der

Kampf entschieden ist. Der Ausgang hängt von verschiedenen Faktoren ab, wie z.B. der Anzahl von Kanonen und Männern an Bord sowie von Schnelligkeit und Typ des Schiffes. Der Name des siegreichen Schiffes erscheint schließlich auf dem Bildschirm.

Wenn Sie eine Seeschlacht verlieren, sinkt Ihr Schiff. Gewinnen Sie, so gibt es zwei mögliche Ergebnisse. Haben Sie dem feindlichen Schiff ausreichenden Schaden zugefügt, wird es versenkt; haben Sie es jedoch besiegt, ohne es völlig zu zerstören, steht es nun unter Ihrer Kontrolle. Diese übernehmen Sie, indem Sie das Schiff entern. Beachten Sie dabei, daß auch beim Entern ein gewisser Schaden entsteht, sodaß das Schiff schließlich doch zerstört werden kann.

Die beste Maßnahme nach einem überstandenen Kampf besteht oft darin, Ihr Schiff in einen Hafen zu bringen, um die Schäden zu beseitigen. Ihre Entscheidungen während des Kampfes sollten Sie vom Zustand der beiden Schiffe abhängig machen. Ihnen stehen folgende Optionen zur Verfügung:

Entkommen

Wenn Sie ein schnelles Schiff ohne Ladung haben, ist Vorsicht vielleicht besser als Wagemut. Es lohnt sich nicht, ein teures Schiff zu verlieren, um den eigenen Stolz zu wahren. Bedenken Sie, daß ein Laderaum voller Waren Ihre Fahrt verlangsamt, wodurch das Vorhaben weniger erfolgversprechend wird.

Ist das Schiff, mit dem Sie im Kampf liegen, schwer bewaffnet, können Sie versuchen, es zum Rückzug zu bewegen. Diese Möglichkeit bietet sich meistens dann an, wenn ein vollbeladenes Handelsschiff auf ein Kriegsschiff trifft. Die 'Überredung' geschieht dann in

Form einer Übergabe der gesamten Ladung.

Feuer eröffnen

Diese Taktik bietet sich selbstverständlich für Schiffe an, die mit vielen Kanonen bestückt sind und sich in einiger Entfernung vom Gegner halten können, während sie ihn beschießen und dadurch zur Aufgabe zwingen.

Entern

Dieser Befehl sollte eingesetzt werden, wenn Sie viele Männer an Bord haben, die sich zum gegnerischen Schiff hinüberschwingen und es einnehmen können. Dies bedeutet, daß die gesamte Ladung übernommen und später mit hohem Gewinn weiterverkauft werden kann. Außerdem können Sie das andere Schiff möglicherweise reparieren und unter Ihrer eigenen Flagge segeln lassen, wodurch Sie eine Menge Geld sparen. Normalerweise wird diese Taktik nur von Kriegsschiffen gegen Handelsschiffe eingesetzt, sie kann aber gelegentlich auch zwischen anderen Schiffstypen erfolgreich sein.

Landschlachten

Sie können unter ganz verschiedenen Umständen stattfinden. Im Prinzip erfolgen Sie jedoch nur zwischen zwei Siedlungen oder einer Siedlung und den Eingeborenen aus der Umgebung. Siedler verteidigen sich (sehr schlecht) gegen Angriffe. Ansonsten nehmen die Siedler an den Kämpfen nicht teil - die Soldaten kämpfen für sie.

Ihre Häfen können von Eingeborenen oder Konkurrenten angegriffen werden. In dem Fall brauchen Sie Soldaten, und zwar möglichst schnell. Jedem von ihnen kann ein Angriffsziel zugewiesen werden. Wählen Sie dazu mit dem Siedler-Icon auf der Schriftrolle einen Soldaten und befehlen Sie ihm, anzugreifen. Danach klicken Sie das Ziel an.

Schwierigkeiten vermeiden Sie am besten, indem Sie gleich nach Ihrer Ankunft ein Fort bauen und dort Soldaten mit der Verteidigung beauftragen. Diese errichten daraufhin Geschützstellungen *(siehe 'Soldaten')*.

Sie können auch ein Gebäude als Angriffsziel angeben. Wollen Sie eine ganze Siedlung zerstören, greifen Sie das Hafengebäude an. Wenn Sie nur die Ausdehnung einer gegnerischen Kolonie verhindern wollen, können Sie deren vorgeschobene Bauten vernichten. In beiden Fällen müssen Sie mit wütendem Widerstand rechnen.

MULTIMEDIA-BILDSCHIRME

Während die Zeit im Spiel vergeht, verändert sich die Welt, und neue Ereignisse treten ein. Von Zeit zu Zeit erscheint ein Bildschirm mit Text und Grafiken, der Ihnen über historische Ereignisse berichtet, die in dem Jahr, das Sie gerade erreicht haben, stattfanden. Mit Hilfe dieser Berichte können Sie einen Eindruck davon gewinnen, wie das Leben zu dieser Zeit aussah.

Wenn Sie diese Bildschirme nicht sehen möchten, klicken Sie das Icon für die Diskettenoptionen an *(dazu mehr im nächsten Abschnitt)* und wählen Sie 'Info - nein', das Sie neben der Spielgeschwindigkeit finden.

HINWEISE UND TIPS

Kaufen Sie zu Beginn des Spiels ein schnelles Schiff, zum Beispiel einen Klipper, und schicken Sie es auf Entdeckungsfahrt. Vielleicht möchten Sie sogar 2 oder 3 Schiffe aussenden.

Es ist jedoch wichtig, daß Sie sich nicht zuviel zumuten. Es ist eine große Versuchung, gleich eine ganze Flotte lossegeln zu lassen, aber wahrscheinlich können Sie später nicht so viele Schiffe auf einmal unter Kontrolle halten. Wenn an einem Ort ein Problem auftritt, bleiben die Ereignisse in anderen Ländern deswegen nicht stehen.

Dies gilt insbesondere für Siedlungen, vor allem wenn sie noch neu und ungeschützt sind. Sie erfordern eine Menge Fürsorge, und schon 2 oder 3 beanspruchen viel Zeit.

Planen Sie voraus, wenn Sie mit der Herstellung von Gütern beginnen, und achten Sie darauf, daß Sie genügend Schiffe für den Transport besitzen, damit Sie nicht vor Ort zu niedrigen Preisen verkaufen müssen.

Wenn Sie eine neue Kolonie aufbauen, sollte die Errichtung eines Forts Priorität erhalten, besonders wenn es viele Eingeborene oder rivalisierende Kolonien in der Nähe gibt. Denken Sie daran, daß es jederzeit wieder abgerissen werden kann, wenn die Gegend sicherer geworden ist.

Auch Warenlager sollten bevorzugt gebaut werden. Versuchen Sie, immer eines in Reserve

zu haben. Sie können leicht wieder abgerissen werden, aber wenn Sie keinen Lagerplatz haben, verderben Ihre sorgfältig angepflanzten Produkte. Sobald Ihnen Lagerplatz zur Verfügung steht, ist ein Bauernhof mit Sicherheit eine gute Investition.

In der späteren Entwicklung lohnt sich auch der Bau von Fabriken. Am Anfang, wenn die neuen Vorposten noch wenig produzieren, hat ihr Bau hingegen wenig Sinn.

Außerdem ist es in der Entwicklungsphase nützlich, Männer zum Trockenlegen der Sümpfe auszuschicken. In sumpfigem Marschland können viele Männer und Waren verlorengehen, und mit ihnen Ihr Profit.

Bei den anfänglichen Bemühungen um den Aufbau einer neuen Kolonie können Sie vier verschiedene Strategien verfolgen:

Sie können sich ganz auf die Entdeckung konzentrieren und mit vielen schnellen Schiffen lossegeln, um soviel Land wie möglich zu erforschen. Diese Bemühungen können zwar schnell belohnt werden, Ihre Kolonien entwickeln sich jedoch kaum weiter, wenn Sie ihnen nur wenig Zeit und Geld widmen.

Eine andere Möglichkeit besteht darin, Ihre Gebiete möglichst zu einem Handelsimperium auszubauen, um den Weltmarkt zu beherrschen. Dazu brauchen Sie Geschick und eine gute Urteilsfähigkeit.

Sie können auch aggressiv vorgehen und andere Siedlungen angreifen. Dies ist allerdings gefährlich, besonders wenn Ihr Angriffsziel von Soldaten aus einem Fort verteidigt wird.

entscheiden. Greifen Sie außerdem immer das Hafengebäude selbst an, da durch seine Zerstörung der Widerstand gebrochen wird. Sie dürfen sich allerdings nicht wundern, wenn Sie plötzlich mit einem anderen Land im Krieg liegen.

Eine ähnliche Taktik ist die Piraterie, bei der Sie andere Schiffe angreifen. Auch bei dieser Methode ist der Weg zum Erfolg hart und Sie müssen damit rechnen, daß sich die Gewalt bald gegen Sie selbst richten wird.

Behalten Sie vor allem immer das Ziel im Auge, das Sie sich am Anfang des Spiels gesetzt haben. Besteht es z.B. darin, Eldorado zu finden, müssen Sie die meisten Ihrer Reserven in Entdeckungsfahrten stecken.

DISKETTENOPTIONEN

Durch Anklicken Ihrer Nationalflagge in der Schriftrolle auf dem Hauptbildschirm erhalten Sie Zugang zu einer Reihe von Spieloptionen.

Mit dem Pfeil, der auf das Jahr 1490 weist, können Sie das Spiel neu starten.

Mit dem Pfeil, der auf eine Diskette zeigt, können Sie ein Spiel sichern, wobei die augenblickliche Position festgehalten wird, von der aus Sie dann später das Spiel fortsetzen können.

'Spiel laden' (Pfeil von der Diskette weg) lädt ein vorher gesichertes Spiel.

'Spielgeschwindigkeit' (die Gleitanzeige) verändert das Tempo der Spielhandlung zwischen schnell, normal und langsam. Damit haben Sie außerdem die Möglichkeit, die Multimedia-Option auszuschalten.

DISCOVERY - SULLE ORME DI COLOMBO

Grazie per aver acquistato questo prodotto. Lo abbiamo disegnato e programmato per il tuo godimento e ci auguriamo che ti piaccia e che ti dia tante ore di divertimento.

Qui alla Impressions, ci siamo specializzati nella produzione e distribuzione di quanto c'è di meglio in strategia - dai videogiochi commerciali a quelli di guerra, da quelli drammatizzati alle simulazioni di gestione di sport. Siamo, inoltre, sempre interessati a sentire commenti sui nostri prodotti, per assisterci nell'apportare ulteriori miglioramenti. Compila la scheda di registrazione allegata e rispediscila a noi - la tua opinione è preziosa.

DISCOVERY - Sulle orme di Colombo
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INTRODUZION

Discovery - Sulle orme di Colombo è un grossissimo gioco di esplorazione e conquista ambientato alla fine del XV secolo. In questa epoca, i viaggi di qualunque tipo erano emozionanti, pericolosi e imprevedibili, cose tutte magnificamente ricreate in questa simulazione.

Prima di tutto, il tuo scopo è quello di esplorare - inviare navi su mari ignoti alla scoperta di nuove terre. Poi devi insediarti in queste terre e curare i nascenti avamposti fino a che non ottieni una rete di territori prosperi e potenti. Il modo di finanziamento di questa crescita è affare tuo. Commercia, coltiva o ruba - a te la scelta.

Quello che devi fare

Quando giochi per la prima volta, scegli il Mondo 1 da esplorare (vedi Opzioni di Gioco più avanti). In partenza, ti occorrono delle navi, preferibilmente di avventurieri. 2 o 3 sono un numero adeguato per iniziare. Seleziona ogni nave per dargli ordini, e inviale (non certo tutte nella stessa direzione) a scoprire ciò che possono. Fai pratica nel rintracciarle usando i binocoli accanto all'icona della nave.

Dopo un po', alcuni dei tuoi intrepidi esploratori dovrebbero far sentire il grido di 'Terra, terra'. Potrai, quindi, osservarli mentre sbarcano dalla nave e iniziano a costruirsi una nuova patria. La prima cosa che creano è la costruzione di un porto .

Anche se tu non li comandi, essi inizieranno a disboscare la zona, creando quindi il legname. Potrai vedere quanto ce n'è utilizzando i comandi Porto e Cargo. Per costruire qualcosa, ti occorrono 3 unità di legname. Non appena ne disponi, usale. Se nelle vicinanze vedi degli indigeni o un porto rivale, costruisci un forte. Altrimenti, i magazzini sono un investimento utile, seguiti subito dalle fattorie. Se troppi uomini continuano ad affondare nelle paludi, manda qualcuno a bonificare la zona difficoltosa. I coloni iniziano automaticamente a coltivare la zona disboscata e potrai vedere i prodotti che appaiono attorno al porto. Raccoglili e mettili nei magazzini.

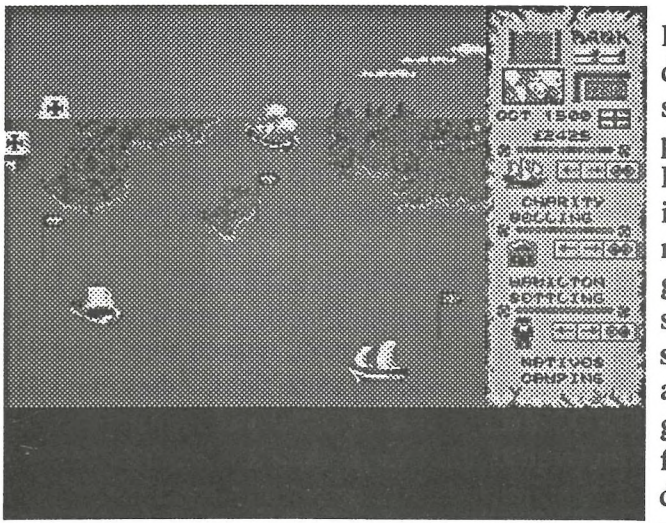
Adesso dovrai vendere queste merci. Per questo ti occorre una nave - stavolta una nave mercantile. Impostane la costruzione nel porto. Quando è pronta e c'è un carico da trasportare, dagli l'ordine di commerciare. Più tardi, quando avrai parecchio da commerciare, costruisci fabbriche per creare prodotti finiti. Adesso sei sulla strada del dominio economico del mondo!

Obiettivi

Lo scopo generale del gioco è quello di scoprire e colonizzare nuove terre e di superare le altre nazioni concorrenti in termini di denaro e potenza. Tuttavia, puoi anche modellare tu stesso l'enfasi specifica. All'inizio del gioco, puoi scegliere tra quattro obiettivi.

Un gioco a **Ruota Libera** continua fino a che tutti i concorrenti, eccetto uno, sono stati costretti a ritirarsi dalle esplorazioni per mancanza di fondi. Nell'opzione **Eldorado**, lo scopo è quello di scoprire la favolosa città d'oro. Nella **Corsa alla Terra**, vince la potenza che dopo 50 anni possiede la maggioranza delle terre del nuovo mondo, mentre nella **Corsa ai Soldi** il criterio risiede nel profitto.

Introduzione interfaccia



La videata che si presenta il più delle volte è quella di una piccola sezione del mondo e di una pergamena che reca diverse icone. Il gioco adotta una semplice interfaccia di punta e clic. Le modalità di base in cui può agire il gioco sono due: selezione e scorrimento. **Nella modalità di selezione**, il puntatore del mouse appare come una freccia. In genere, muovendolo su un'icona e facendo clic col pulsante sinistro del mouse, si esegue una particolare azione. **La modalità di scorrimento** si usa per spostare la corrente visuale in giro per il mondo. Qui il puntatore del mouse appare come una lente di ingrandimento. Se provi a spostare la lente oltre il bordo della mappa, lo schermo scorre in quella direzione fino a dove puoi arrivare. La videata principale inizia illustrando il tuo territorio di partenza - cioè la zona da cui salpano le navi europee. Inizialmente, puoi scorrere la videata principale solo su una zona molto limitata. Alla fine di ogni mese, però, potrai spostarti in qualunque parte del mondo che sia stato esplorato dalle tue navi.
Le grosse frecce segnate con bandierine che appaiono sulla videata principale, rappresentano i punti di partenza delle navi delle nazioni in gara. In genere un clic col

pulsante destro del mouse, pone fine alla modalità o funzione corrente - per esempio, scambia tra scorrimento e selezione, oppure ti riporta da molte videate alla videata principale.

CARICAMENTO: AMIGA E ST

Inserisci il dischetto di gioco nell'unità disco e accendi il computer. Gli utenti con Atari ST devono qui fare un doppio clic sull'icona 'Discover.PRG'. Il gioco viene quindi caricato.

Opzioni di gioco

Non appena il gioco si è caricato, ti verranno poste delle domande su come preferisci eseguire. In ognuno dei casi, apparirà una lista di scelte; per selezionare, fai clic su una di queste. Ti verrà chiesto:
Quale lingua deve usare il gioco.
Cioè, il paese che vuoi eseguire. **Coloniale**, rappresenta tutti quelli non elencati, poiché la gente salpava da tutta l'Europa per andare ad esplorare l'America. Per questo motivo, Coloniale batterà la bandiera a Stelle e Strisce.
Come dovrebbe apparire nel gioco la geografia del mondo inesplorato.
Puoi esplorare le vere Americhe della terra se vuoi, ma per ricreare il mistero di una vera esplorazione, sono stati aggiunti diversi mondi immaginari che puoi scoprire da te.
Il livello di difficoltà. Questo influenza le condizioni economiche iniziali, compresi i tuoi fondi avviamento.

Scopi del Gioco - *vedi alla sezione Obiettivi qui sopra.*

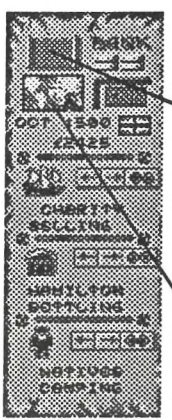
AVVIO

Nel corso del gioco vi sono diverse cose di cui devi tener conto:

Lo stato del mondo: cosa è stato scoperto e da chi.
Quanto stai bene finanziariamente.
La tua flotta.
I tuoi porti nel nuovo mondo.
Cosa stanno facendo i coloni nei porti e nelle vicinanze.
Le merci prodotte dai tuoi coloni.
I concorrenti!

LO STATO DEL MONDO

Rassegna delle attività



Selezionando l'icona Pergamena in alto a sinistra del pannello principale, fai apparire una relazione sugli affari correnti. Tutti gli eventi significativi sono registrati qui, dalle navi affondate alla espansione dei porti. Però, con lo svolgersi della pergamena, i dati vecchi scompaiono alla vista. E' comunque possibile vedere le ultime 50 relazioni facendo clic sulle frecce Su e Giù.

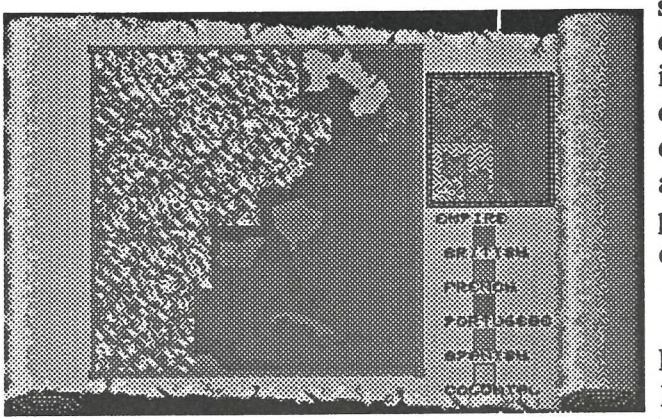
Mappe

Sotto l'icona pergamena si trova la mappa. Questa fa apparire una videata della geografia del nuovo mondo. Facendo clic sulle piccole mappe alla destra, puoi passare da questa alle informazioni sulla densità della popolazione, sull'antico modo di vedere il mondo e sul controllo politico. Tuttavia, in avvio di gioco l'unica cosa riportata da tre delle mappe è solo nebbia grigia, ad indicare che il mondo al di là

delle regioni europee (il 'Nuovo Mondo') è del tutto ignoto. La nebbia si dirada dove sono penetrate le tue navi o sono arrivati i coloni, ma anche quando sbarchi non saprai in un primo momento se sei arrivato all'estremità di una grande massa terrestre o solo di un'isoletta. Quando altre nazioni fanno delle scoperte, alla fine verrai a saperlo anche tu, con un ritardo imposto di due anni che riflette la velocità delle comunicazioni nel XV secolo.

Geografia Fisica

Dopo che la nebbia si è diradata, la prima mappa ti dà un'idea del tipo di territorio che hai scoperto. Si tratta di una autentica mappa topografica con colori diversi che segnalano le diverse altezze delle elevazioni terrestri. E' molto importante che le colonia siano costruite dove possano facilmente espandersi e dove vi sia abbondanza di foreste per procurarsi il legname necessario a costruire le prime capanne.



Popolazione

Mentre cerchi un posto dove insediare la tua gente, può essere importante vedere dove tutti gli altri hanno stabilito il proprio campo. Unitamente alle altre mappe, questo dovrebbe darti un'idea sull'ubicazione delle terre migliori o più importanti.

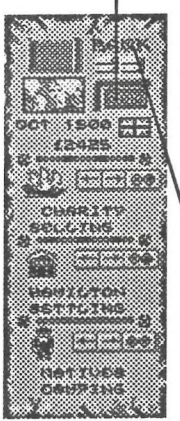
Carta Antica

Questa è l'unica mappa totalmente disponibile dall'inizio. Questa riflette le credenze della gente sull'aspetto delle terre oltre l'orizzonte. Si tratta solo di una guida approssimativa, per cui stai attento - se le navi perdono la rotta, gli equipaggi possono perdere il morale, ammutinarsi e diventare pirati.

La Scena Politica

Nella corsa alle scoperte, è utile avere una mappa che indichi l'estensione precisa del mondo conosciuto e di ciò che è stato scoperto dai vari paesi. Se uno di questi avanza un po' troppo, potresti ritenere saggio attaccare le sue colonie o le sue navi.

Concorrenti



Facendo clic sull'icona Locanda, puoi vedere il tuo tasso di successo relativo confrontato con quello dei tuoi avversari. Ogni figura nella scena rappresenta uno dei 5 concorrenti attivi. Le monete di fronte a questi rappresentano 100 pezzi d'oro ciascuno. Una pila completa è composta da 10 monete. Facendo clic su una figura, ottieni un rapporto dalle tue spie su quella nazione. In questo trovi la nazionalità dell'avversario, il numero di navi, il bilancio di vendite dell'ultimo anno e perfino il numero di porti controllati da quel paese.

FINANZE

La Banca

Questa opzione riporta tutti i dati finanziari che ti servono a mantenere il tuo impero. In Discovery la sicurezza finanziaria è molto importante, per cui devi sempre fare in modo che le entrate superino sempre le spese, oppure da avere

denaro sufficiente per poter ripianare qualsiasi deficit. L'espansione della flotta e degli insediamenti non è possibile senza capitali e se esaurisci i fondi perdi il gioco ma ti rimangono i conti da pagare.

Prestiti

Il capitale lo puoi ottenere commerciando astutamente o accendendo un prestito con la banca. Ma stai attento con i prestiti. Anche se i tassi di interesse al momento sembrano allettanti, una caduta dell'economia potrebbe modificare i tassi e potresti trovarti nei guai e finire in prigione per debiti. Gli interessi si pagano mensilmente e sono dedotti automaticamente dal tuo conto.

Contabilità

La parte superiore sinistra delle 4 icone della banca (le due pile di monete) ti permette di vedere quanto sono stati efficienti il tuo commercio e gli affari in genere nel corso degli anni. Per prima cosa, sono indicati i dati dei profitti e delle perdite dell'ultimo anno - vendite e acquisti, spese fisse ed interessi. Inoltre, presenta il totale costante dei profitti o delle perdite fin dall'inizio del gioco nell'anno 1490.

Spese

Questa icona appare come una freccia che parte da una pila di monete. In questa, vengono elencate le navi della tua flotta e il loro costo di manutenzione. Inoltre, vengono presentati gli edifici esistenti in tutti i tuoi porti e il loro costo di manutenzione.

Prezzi

L'icona della nave e delle merci riporta i prezzi correnti di mercato per le materie prime e i prodotti finiti in tutto il mondo. In questa videata, ciascuno dei maggiori centri commerciali è rappresentato da un cerchio bianco. Fai clic su uno di questi per farne apparire i prezzi in vigore. Tra questi, vi sono anche i prezzi che ogni merce frutterrebbe se fosse venduta localmente. A questo accedi mediante il cerchio all'estremità sinistra dello schermo. Per maggiori particolari su come usare questa funzione, vedi alla sezione Commercio più avanti.

Cantiere Navale

Questo lo scegli da dentro la banca. L'icona fa apparire una nave in costruzione e un operaio con un'ascia e fa apparire una selezione di navi di varie dimensioni e capacità che possono essere acquistate. I dettagli della classe del vascello su cui si trova il puntatore, appaiono in basso sullo schermo. Facendo clic su un tipo di nave, ne concludi l'acquisto.

Navi

Non sorprende che esse sono vitali per il gioco. Le nuove terre si scoprono inviando navi, e con queste si trasportano le merci per il commercio. Tu hai a disposizione 8 navi, suddivise in 3 classi. Ogni nave è catalogata secondo il suo prezzo d'acquisto, i suoi costi di manutenzione annuali, la sua potenza di fuoco, il suo tonnellaggio trasportabile e la velocità.

	Costo	Manutenzione	Cannoni	Tonnellaggio	Velocità
Avventuriera	40	1	2	8	4
	60	2	4	12	3
Mercantile	30	1	1	20	2
	50	2	2	40	2
	80	2	4	60	1
	100	3	6	80	1
Nave da Guerra	150	3	10	15	4
	200	4	15	20	3

Quando acquisti una nave, gli viene assegnato un nome adatto.

Seguire la flotta

E' possibile vedere in ogni momento cosa sta facendo una data nave. Sulla pergamena principale vi è un'immagine di una nave. Sotto, c'è il nome del natante attualmente selezionato, e sotto a questo vi è l'azione che il vascello sta attualmente eseguendo. Facendo clic su questa nave, ottieni altri particolari su di essa e sei anche in grado di dare nuovi ordini. Puoi selezionare in due modi una nuova nave da ispezionare o comandare. Facendo clic sulle due frecce accanto all'icona della nave, passi in rassegna

la flotta una nave alla volta. Facendo clic direttamente su una nave in mare aperto o in porto, la selezioni e ne fai apparire i particolari. Usando l'icona binocoli (accanto alle frecce), ti focalizzi sul vascello attualmente selezionato. Questo è un modo rapido per spostarti sul mondo già scoperto e per localizzare le tue navi, se disponi di una flotta consistente.

ORDINI

L'icona nave ti fornisce una scelta di sette azioni che puoi impostare per la tua nave attualmente selezionata.

Scopri

Quando le navi vengono inviate in missione di scoperta, devi specificare la direzione in cui devono viaggiare. Quindi, esse continueranno ad andare fino a che non viene avvistata una massa di terra di ragionevoli dimensioni ancora inesplorata. Verrà quindi fondato automaticamente un porto e inizierà a crescere un insediamento.

Cargo

Questa icona illustra cosa sta portando il natante. Può trattarsi di materie prime, di prodotti finiti, di legname o anche di persone.

Commercio

Questa serve per impostare una rotta commerciale regolare per la nave e fa apparire la mappa commerciale (vedi Banca, Prezzi più sopra). Facendo clic su una città, ne appaiono i particolari in fondo allo schermo. Quando trovi una destinazione adatta alla

tua nave, fai clic col pulsante destro per uscire dalla videata commercio. La città che avevi scelto per ultima, diventa la destinazione della nave. La tua nave si carica automaticamente di merci (se si trova in alto mare, si dirigerà prima verso il suo porto di base) e salpa per la destinazione prescelta, portando il carico più costoso al porto segnalato.

Le merci vengono vendute nei maggiori mercati del vecchio mondo e non in altri nuovi insediamenti, per cui la nave farà rotta per l'Europa. Qui sarai in grado di seguirla fino al punto di partenza europeo delle tue navi indicato dalla freccia/bandierina. Poi essa continuerà il viaggio fuori dalla tua visuale. Dopo un certo periodo, la nave avrà completato il viaggio e fa quindi ritorno. Essa ripeterà questa rotta, scegliendo i prodotti più adatti da portare in ogni viaggio, fino a quando non gli dai un ordine diverso. Per maggiori informazioni, vedi alla sezione commercio più avanti.

Ancoraggio

Quando fai clic su questa opzione, devi fare ancora clic sul porto o posto in cui vuoi far fermare la nave. Se getti l'ancora in uno dei tuoi porti, vengono automaticamente eseguite delle riparazioni, nel corso delle quali vengono riparati i danni, vengono sostituiti i cannoni persi in battaglia e viene ristabilito il morale dell'equipaggio.

Pattuglia

Se vi sono molti mercantili che solcano una data rotta, vi saranno sicuramente dei pirati. Questo può essere il momento di proteggere le tue navi con una nave da guerra su una rotta di pattugliamento prestabilita. Avendo selezionato questa opzione, dovrai, quindi, fare clic sulla videata principale fino a 4 volte e uscirne con un clic col pulsante destro. La nave corrente salperà indefinitivamente lungo questi punti.

Rotta

Mettendo dei segnali in determinati punti nello stesso modo in cui imposti la pattuglia, è possibile dirigere molto precisamente la rotta della tua nave. Questo può servire ad evitare le zone dei pirati o anche solo per fermarsi in vari porti lungo la costa. A differenza della nave pattuglia, una nave si fermerà quando ha completato la sua rotta.

Attacco

Quando i fondi sono scarsi, potresti razziare qualche nave per poter generare delle entrate. Seleziona questa opzione, fai clic sul bersaglio desiderato e poi rimani a guardare mentre la tua nave parte all'attacco! Le battaglie navali sono descritte nella sezione Combattimento più avanti.

VASCELLI OSTILI

I mari aperti del XV secolo non erano posti per i deboli di cuore. Anche quando le nazioni non erano in guerra con i vicini, vi erano sempre dei pirati in agguato di navi mercantili stracariche. Questi mercantili erano di solito scarsamente armati che non erano in grado di opporre molta resistenza alla comparsa di pirati tagliagole. In Discovery, gli esploratori affrontano gli stessi problemi e devono decidere se rischiare o meno le merci in lunghi viaggi. Potrebbe essere sensato, quando vi sono in giro dei pirati, caricare meno merci a bordo di navi armate più pesantemente e correre il rischio, ma alla lunga questo diventa costoso. Alternativamente, potresti avere una vena malvagia in te e magari ti piacerebbe ammassare rapidamente una fortuna attaccando i mercantili delle potenze confinanti. Ma stai attento a non provocarle troppo altrimenti potresti ritrovarti in una guerra totale.

MORALE

Lo spirito degli equipaggi *(e dei coloni)* deve essere tenuto alto o saranno guai. Se il morale di una nave cala fino a 0, l'equipaggio si ammutinerà impadronendosi della nave e alzando la bandiera pirata. Poi si metterà ad attaccare qualunque altra nave che capita a tiro. Si può evitare questo ancorando il vascello nel suo porto base fino a che il morale non risale a sufficienza da mandarla fuori di nuovo.

PORTI

Quando viene scoperta una terra, si stabilisce automaticamente un porto e la gente viene sbarcata. I coloni vengono spostati negli edifici del porto, da cui emergono lentamente mano a mano che servono. Ogni tanto, vengono aggiunti al totale i nuovi nati. Il numero attualmente in attesa di essere inviato appare come valore 'uomini' tra i dati che compaiono sulla pergamena della videata principale quando selezioni il porto da ispezionare *(vedi qui di seguito).*

I coloni iniziano immediatamente a stabilire il proprio insediamento passando un po' di tempo ad 'insediarsi', sparpagliandosi appena nella zona circostanza. Poi iniziano a disboscare. Questo ha 2 scopi. Il primo è quello di produrre legname, che ti occorre per costruire edifici. Il secondo è che la terra disboscata viene automaticamente devoluta alla agricoltura, in modo che i rifornimenti alimentari iniziano subito ad apparire nei campi attorno al porto.

ESAMINARE I PORTI

Puoi scoprire con esattezza quello che è associato a ciascun porto facendo clic sugli edifici portuali. Tutti gli immobili verranno sostituiti da bandierine che rappresentano l'appartenenza del porto. Se fai clic su un singolo edificio, questo apparirà brevemente come una bandierina. L'icona porto appare sotto la sezione della nave nella pergamena sulla videata principale. Gli ordini e le ispezioni funzionano esattamente come per quella sezione *(vedi sopra)*. Però, gli ordini che dai ad un porto sono diversi da quelli dati ad una nave.

Cargo

Questa indica quali merci sono state prodotte nell'insediamento. Le merci appariranno solo se sono stati costruiti i magazzini - e che questi non siano stati saccheggiati da razziatori. Un magazzino può contenere fino a 32 unità di carico. Se una fabbrica è stata utilizzata per trasformare materie prime in prodotti finiti, verranno illustrati diversi tipi di merci. Spesso, si ottengono prezzi migliori per i prodotti finiti che non per le materie prime, per cui vale la pena di investire nelle fabbriche.

Insedia

Questa opzione ti lascia stabilire la direzione verso cui vuoi che vadano i coloni. Scegliendo una zona precedentemente sconosciuta, puoi accelerare sia lo sviluppo sia l'esplorazione.

Invia uomo

Questa invia un uomo dall'edificio portuale verso l'esterno, pronto a iniziare a lavorare. Se nell'edificio non vi sono coloni, non succede niente. In genere, questa si usa quando ti occorre qualcuno per una specifica missione e non c'è nessuno che puoi distaccare.

Costruisci

Vi sono diversi tipi di edifici che puoi costruire. Ognuno apporta vantaggi diversi all'insediamento, per cui è utile disporre di un buon assortimento di ciascun tipo. I vantaggi sono spiegati a parte sotto *Edifici.*

Demolisci

Questa può essere usata per rimuovere qualunque oggetto, da una chiesa ad un porto. Naturalmente, in questo casoll mantenimento di un edificio non verrà più pagato. Se i fondi sono scarsi e le risorse potrebbero essere utilizzate meglio altrove, può essere necessario alle volte scalzare l'intero insediamento e portarsi altrove.

Cantiere Navale

Quando scegli questa opzione, puoi selezionare un tipo di nave e costruire un vascello in quel porto. Per ciascuna nave, servano 3 unita di legname. Quando questa è pronta, la puoi caricare di merci e salpare per iniziare a commerciare.

Vendi Merci

Con questa vendi il carico localmente dal porto. I prezzi locali tendono ad essere piuttosto bassi, ma in compenso i contanti fluiscono subito.

Edificio

Per creare un edificio, occorrono 3 unità di legname. *(Se il legname non è disponibile, l'opzione di costruire verrà ignorata.)* Quando scegli il comando di costruzione del porto, ti viene data una lista di possibili edifici. Dopo averne scelto uno, devi fare clic sul luogo della nuova costruzione. Dopo un po', apparirà un uomo con un tronco che si reca sul terreno designato e che, dopo aver scavato le fondamenta, userà il tronco per costruire un edificio rudimentale.

Magazzino

Questi ti permettono di conservare i prodotti raccolti, Se non disponi di spazio in magazzino, le merci non possono essere conservate, per cui aumentando il numero di magazzini, ovviamente aumenta anche la quantità di merci da immagazzinare. Le merci prodotte quando non vi è spazio disponibile per immagazzinarle, vengono perdute.

Fabbrica

Dopo aver cresciuto o raccolto i prodotti e immagazzinati, è possibile trasferirli ad una fabbrica dove possono essere trasformati in prodotti finiti.

Fattoria

Queste sono vitali alla sopravvivenza a lungo termine della colonia. Se vengono lasciate in pace e non sono attaccate, esse col tempo produrranno agricoltori che lavoreranno la terra circostante.

Forte

La costruzione di un forte deve essere uno dei primi impegni dei coloni. Una volta terminato, il forte produce soldati. Questi proteggono la colonia dagli indigeni o da potenze ostili e possono essere inviati ad attaccare forze dei vicini o anche semplicemente mandati di pattuglia, costituendo un deterrente visibile per chiunque abbia cattive intenzioni.

Chiesa

Costruire una chiesa eleva lo spirito degli abitanti del luogo e il loro tasso di morale si alza. Il mistero della chiesa spesso confonde gli indigeni e gli impedisce di attaccare la colonia.

Miniere

Queste non vengono costruite nel solito modo. Ogni volta che un colono trova un filone d'oro o altri giacimenti preziosi, viene creata una miniera. Col tempo, questa produce del minerale e anche un uomo per portarlo al porto.

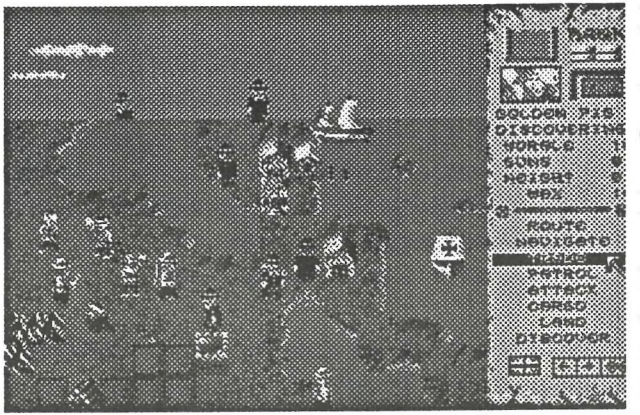
CURA DEI PORTI

Se non vuole scomparire, un insediamento deve essere sempre attivo per cui ognuno di essi deve migliorarsi costantemente - specialmente nelle costruzioni portuali - nel corso della propria esistenza. Vi sono otto livelli di costruzioni, da una capanna di legno ad una villa in pietra. Lo scopo del colono è quello di continuare a migliorare gli edifici fino a che non hanno raggiunto tutti il livello massimo. Questo lo puoi ottenere costruendo sempre più edifici associati con quel porto. Ma ognuno costa da mantenere,

per cui occorre un certo equilibrio. Il vantaggio di avere un porto di alto livello risiede nella difesa - se un porto di livello uno viene attaccato con successo, esso verrà conquistato dalle forze attaccanti. Se viene attaccato un porto di un livello superiore, questo può perdere solo un livello ad ogni attacco, dando tempo, quindi, di inviare rinforzi o di ristrutturare le difese.

Porti In Declino

Se trascuri un insediamento o costruisci dove non vi sono sufficienti risorse naturali, vedrai che gli insediamenti declinano fino ad estinguersi. Se questo si verifica, gli edifici del porto sprofondano in mare, come pure ogni nave associata a quel porto. Apparirà, quindi, un messaggio che ti comunica quale insediamento è andato perduto. Se un insediamento esaurisce gli abitanti, nessun lavoro verrà eseguito e sarà aperto agli attacchi degli indigeni e di altre potenze. E' utile produrre quanti più uomini puoi su base regolare, dato che la durata della vita degli esploratori nel XV secolo non era poi tanto lunga. Molti verranno uccisi dagli indigeni o moriranno di sfinitezza, aggirandosi confusi fino a cadere a terra. Tu puoi rinforzare un porto che ha pochi coloni. Prendi una nave avventuriera (acquistata in Europa e non costruita nel nuovo mondo) e mandala in un porto già esistente. Quando questa arriva, sbarcherà metà dei coloni in quel porto. Se poi gli viene ordinato di esplorare e fondare un nuovo insediamento, eseguirà l'ordine con l'altra metà dei suoi uomini. Anche i singoli edifici possono andare perduti. Questo succede ogni tanto come risultato di avvenimenti inevitabili, come gli incendi. Il computer toglierà anche gli edifici che ritiene superflui, vale a dire troppo ravvicinati. Le Chiese, i Forti e le Fattorie ne sono soggette.



PERSONE

Vi sono tre tipi base di persone nel mondo di Discovery - Indigeni, Soldati e Coloni.

INDIGENI

In America, per lo meno, gli indigeni occupavano la terra da molto prima che arrivassero i coloni bianchi. Questi indigeni possono reagire alla presenza di coloni allo stesso modo in cui storicamente hanno reagito i veri indigeni. Alcuni abbandoneranno la zona, altri cercheranno di attaccare l'insediamento e altri ancora vivranno nelle vicinanze, sperando in qualche tipo di convivenza pacifica con i coloni. Quando attaccano i coloni, è facile scorgere la tradizionale danza di guerra e l'agitarsi delle braccia - ma è molto più difficile difendersi. La costruzione di chiese li può confondere per un po', mentre rimangono a guardare incuriositi.

SOLDATI

I soldati li produci tu e le altre nazioni esploratrici dai forti. Essi possono fare due cose - attaccare e difendere. Quando difendono, creano posizioni difensive fisse che appaiono come cannoni. Anche immobili, queste postazioni sono molto potenti e verranno evitate accuratamente dagli attaccanti. *L'attacco è descritto nella sezione Combattimento più avanti.*

COLONI

Questi coraggiosi avventurieri sono il nerbo della tua popolazione nel nuovo mondo. Ogni figura rappresenta una unità di uomini. La sezione coloni sulla pergamena della videata principale si trova sotto quella dei porti e funziona allo stesso modo. Nota che i coloni indaffarati impiegheranno un po' di tempo prima di obbedire i tuoi ordini. Le istruzioni che puoi impartire alla gente sono le seguenti:

Disboscare

Ordina al colono selezionato di disboscare una sezione della foresta per produrre legname, e quindi edifici, oppure una parte della giungla per creare terreno coltivabile o da pascolo.

Attendere

Fa rimanere il colono in zona fino a nuovo ordine. Di solito, se un colono non fa niente in una zona, il suo morale inizia a calare e alla fine può anche morire. Per evitare questo, l'attesa rallenta il declino del morale fino a che non gli trovi qualcosa da fare.

Avare

Ordina al colono di riempire le paludi circostanti. Queste paludi sono pericolose per i coloni che vi cadono facilmente annegando. Gli indigeni conoscono i sentieri segreti e così sono in grado di attraversarle con sicurezza, come pure possono fare i soldati grazie al loro addestramento.

Esplorare

Inviare individui dal tuo porto è un altro modo di diradare la 'nebbia' dell'ignoto. Il colono si avvia nella direzione da te indicata, facendoti conoscere altre zone circostanti.

Ponte

L'attraversamento dei fiumi richiede del tempo, per cui, se usi regolarmente quella strada, può essere una buona idea costruire un ponte. L'esplorazione potrà, così, procedere più speditamente, come pure il trasporto di legname ed altre merci.

MERCI

Vicino all'insediamento si possono trovare o coltivare diverse materie prime. Quali siano disponibili dipende in gran parte dalla ubicazione e dall'ambiente della colonia: il clima, le condizioni del suolo, ecc, giocano tutte la loro parte. Sulla mappa compaiono solo le merci disponibili al commercio. Si suppone che i coloni provvedano per prima cosa ai propri bisogni. esti prodotti devono essere conservati in un magazzino non appena sono pronti per essere venduti. Se non vengono immagazzinati, verranno rubati o si guasteranno sotto il sole cocente. Il modo di ovviare a questo è di costruire tanti magazzini sufficienti a conservare le merci prodotte per il periodo impiegato da una nave mercantile a tornare al porto di partenza. Le merci vengono trasferite automaticamente nei magazzini fintanto che vi è sufficiente spazio. alore delle merci può essere spesso aumentato costruendo fabbriche per trasformare le materie prime in altri prodotti. I prezzi a esempio, risultano spesso più alti per la birra che non per il luppolo.

Tipi di materie prime	Prodotti finiti
Oro	
Argento	
Minerale di Ferro	Ferro
Granturco	Farina
Pecore	Lana
Maiali	Carne
Luppolo	Birra

COMMERCIARE

Per poter continuare ad espandere l'insediamento o anche solo per sopravvivere, è importante generare reddito. Il modo migliore per ottenere questo è di commerciare altrove le merci create nel tuo porto. Accedendo alla videata del commercio *(Banca, Prezzi)*, puoi vedere dove si possono ottenere nel mondo i prezzi migliori per ogni particolare prodotto. Poi, inviando le tue navi in quei porti, è possibile aumentare il reddito. E' abbastanza comune che i porti più lontani pratichino i prezzi migliori per le merci, ma questo deve poi essere messo a confronto col tempo impiegato per arrivarci. Puoi anche scegliere l'opzione 'vendi localmente' sulla videata di commercio; questo risulta spesso il modo migliore quando ti servono soldi alla svelta e non disponi di navi per trasportare le merci a grandi distanze. I prezzi, ovviamente, non saranno altrettanto buoni come in altri porti, ma il reddito arriva subito e facilmente.

Questi sono i maggiori porti commerciali del vecchio mondo che appaiono sulla videata di commercio:

Tunisi	Lisbona	Genova	Londra
Cadice	Macao	Istanbul	Copenhagen
Cacheo	Muscat	Calcutta	

COMBATTIMENTO

Battaglie Navali

Le battaglie navali sono una parte importante di Discovery - il risultato delle quali influisce di sicuro sul tuo risultato generale. Quando due navi vengono in contatto, appare la videata di battaglia. Questa videata illustra due sagome di nave, i dati della tua barca e le icone di comando. Le navi reagiscono ai danni affondando gradualmente. La tua nave è quella in alto.

Tu devi giocarti la battaglia da solo fino a che non emerge un vincitore e appare il nome della nave vittoriosa. A te vengono date una serie di risposte possibili alla situazione.

Scegline una ed apparirà il risultato. Ripeti questa procedura fino a che la battaglia non sia risolta. I risultati si basano sul numero dei cannoni a bordo, sul numero degli uomini e sulla velocità e tipo della nave. Quando perdi una battaglia navale, la tua nave affonda. Quando vinci, sono possibili due risultati. Se il vascello nemico è sufficientemente danneggiato, anch'esso affonderà. Ma se viene sconfitto senza essere completamente distrutto, finisce sotto il tuo controllo. Il modo per ottenere questo è mediante un azione di arrembaggio. Nota che anche l'arrembaggio provoca dei danni, per cui la nave può essere comunque distrutta.

La cosa migliore da fare dopo una battaglia, è spesso di mandare la tua nave in porto per le riparazioni. Le tue decisioni in combattimento dovranno tenere conto dell'attuale livello di danni sostenuti sia da te sia dal nemico. Le opzioni che hai a disposizione sono le seguenti:

Evasione

Se sei su una nave veloce e non molto carica di merci, può darsi che la discrezione sia la virtù migliore. Non serve a niente perdere una nave costosa solo per mantenere l'orgoglio. Nota, però, che una stiva stracolma di carico ti rallenta e rende meno probabile questo approccio. Se la barca con cui entri in conflitto è pesantemente armata, puoi cercare di convincerla a ritirarsi. Questo di solito si ottiene quando un mercantile a pieno carico incontra una nave da guerra e la 'persuasione' prende la forma di tutte le merci trasportate.

Aprire il Fuoco

Questa tattica è ovviamente la migliore per quelle navi con un grosso armamento di cannoni, poiché possono affrontare il nemico e costringerlo a cannonate.

Arrembaggio

Questo ordine si utilizza al meglio quando la tua nave porta molti uomini che possono balzare a bordo di una nave nemica e catturarla. Questo significa che puoi impadronirti del carico e venderlo più tardi, realizzando un buon profitto. Può anche significare che la nave può essere riparata e usata sotto la tua bandiera risparmiandoti così, un sacco di soldi. Di solito questa tattica viene usata da navi da guerra contro navi mercantili, anche se occasionalmente può essere efficace con altri tipi di vascelli.

Battaglie Terrestri

Vi sono diverse circostanze in cui queste si possono verificare. In essenza però, la lotta si svolge tra due insediamenti, oppure tra un insediamento e gli indigeni della zona. I coloni si difendono (male) se sono attaccati, altrimenti non prendono parte alla guerra - solo i soldati combattono per conto degli insediamenti . Gli indigeni o i concorrenti possono attaccare il tuo porto. Se questo si verifica, ti occorrono soldati e alla svelta. Ognuno di essi può essere predisposto per attaccare un bersaglio. Basta selezionare un soldato, usando l'icona coloni sulla pergamena, e poi ordinargli di attaccare. Poi devi fare clic su un bersaglio. Il modo migliore per evitare guai, è quello di costruire un forte non appena sbarchi, e porre a difesa alcuni dei soldati che andranno a creare delle postazioni di cannoni *(vedi a Soldati, più sopra)*. Puoi anche indirizzare un attacco su un edificio. Se vuoi distruggere un intero insediamento, attacca l'edificio del porto. Se vuoi solo limitare l'espansione dell'avversario, puoi distruggergli gli edifici periferici. In

entrambi i casi, aspettati una risposta violenta.

VIDEATE MULTIMEDIALI

Col trascorrere del tempo, il mondo cambia e si verificano nuovi eventi. Di quando in quando, appare una videata di testo e grafica che ti comunica gli eventi storici avvenuti nell'anno a cui sei arrivato. Questo dovrebbe aiutarti a farti un'idea di come fosse la vita in quell'epoca. Se non vuoi far apparire queste videate, fai clic sulla icona delle opzioni disco *(vedi a quella sezione, più avanti)* e seleziona 'info - no', che appare accanto alla velocità di gioco.

SUGGERIMENTI E CONSIGLI

Inizia acquistando una nave veloce, come una avventuriera e, mandala a scoprire. Puoi anche mandarne 2 o perfino 3.

Però, è importante non occuparti troppo. Può essere allettante acquistare un grossa flotta ed inviarla tutta insieme, ma potresti ritrovarti impossibilitato a curarti attentamente di tutte. Quando sorgono problemi da una parte, le cose altrove non si fermano.

Questo è ancora più vero per gli insediamenti, specie quando sono nuovi e vulnerabili. Questi richiedono molta attenzione e anche 2 o 3 prendono molto tempo.
Una volta che cominci a produrre merci, guarda avanti e accertati di disporre di mercantili per trasportarle, o sarai obbligato a vendere ai bassi prezzi locali.

Quando stabilisci una nuova colonia, il forte è spesso la cosa più importante, soprattutto quando vi sono molti indigeni o colonie rivali intorno. Ricorda che se la regione diventa più sicura, puoi sempre demolirlo più tardi.

Sono importanti anche i magazzini. Cerca di averne sempre uno di riserva. Questi possono essere distrutti, e se non hai spazio altrove, i tuoi prodotti accuratamente coltivati verranno sprecati. Quando hai spazio per conservare, una fattoria è decisamente un buon investimento.

Le fabbriche sono un buon investimento alla fine, ma forse non sono molto vantaggiose in un piccolo avamposto che produce poco.

Un'altra utile azione iniziale è quella di mandare uomini a bonificare le paludi. Si possono perdere persone e merci in una palude non bonificata, il che può risultare molto costoso.

Mentre ti precipiti a stabilirti, vi sono 4 strategie che puoi adottare.

Puoi puntare tutto sulla scoperta e salpare molte navi veloci nel tentativo di esplorare tutta le terra possibile. Questo può portare guadagni rapidi, ma le tue colonie non prosperano se non hai tempo o denaro da dedicargli.

Alternativamente, puoi cercare di consolidare i tuoi territori in un impero commerciale e dominare i mercati mondiali. Questo richiede abilità e discernimento esatto.

Puoi essere aggressivo e attaccare altri insediamenti. Questo è molto pericoloso, specie se l'obiettivo è dotato di soldati dal forte. Se vai per questo approccio, scegliti le vittime con cura. Inoltre, attacca sempre l'edificio stesso del porto durante l'assalto, poiché la sua distruzione significa la fine della resistenza. Infine, non meravigliarti se ti ritrovi molto presto in guerra.

Un approccio collegato è quello di darti alla pirateria e di attaccare altre navi. Anche questo è un modo difficile per avere successo, anche tu puoi essere presto oggetto di violenza.

Soprattutto - tieni a mente gli scopi che ti eri prefisso all'inizio di ogni gioco. Se erano quelli di trovare l'Eldorado, ad esempio, dovrai investire un sacco di risorse nell'esplorazione.

OPZIONI DISCO

Facendo clic sulla bandiera della tua nazione, che appare sulla pergamena della videata principale, accedi ad una serie di opzioni di gioco.

La freccia che punta sull'anno 1490, fa ripartire il gioco.

La freccia che punta ad un disco, e il salva gioco che registra la posizione attuale, ti permette di tornare più tardi e continuare.

Carica Gioco (freccia da disco) carica un gioco precedentemente salvato.

Velocità di Gioco (l'indicatore a scorrere) varia la velocità dell'azione tra veloce, normale e lenta. Inoltre, ti permette di disattivare l'opzione multimediale, se lo desideri.