



QUICK REFERENCE CARD

You can quickly get started playing The Ancient Art of War at Sea by learning the simple basics outlined on this card.

QUICK START

The first time you play, read "Getting Started" at the beginning of Book I in the manual, then refer back to this card.

After you've loaded the program into your computer and "Go to War" is displayed on the sail, press **Return** to begin. Until the campaign actually begins, you can back up to a previous screen by pressing **Esc**.

GAME COMMANDS

To use a command that is shown on the screen, press the indicated key, or if there is none, type the first letter of the command. When a command is discussed in the manual the key to press will be in boldface: **Zoom** (press **Z** to Zoom).

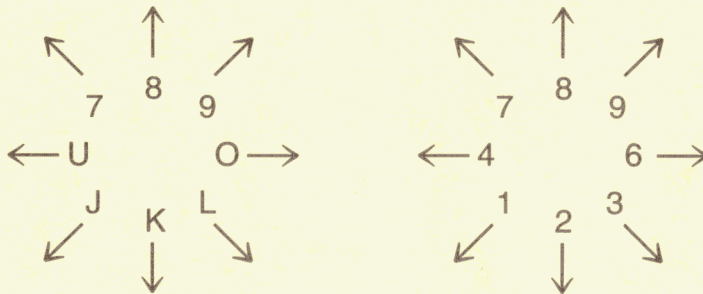
Pause can be used to freeze the game, sometimes even when it is not displayed on the command line.

The white cross-shaped pointer that appears on the screen during a campaign is called the **marker**, and can be moved using your joystick, mouse or keyboard.

Keyboard Control: Certain keys within the numeric keypad (if your computer has one), and specific number and letter keys within the main section of your keyboard may all be used to move the marker.

To move the marker using specific number and letter keys within the main section of your keyboard, simply follow the diagram outlined below:

If your computer keyboard is equipped with a numeric keypad, you may use these keys to move the marker as outlined below:



Joystick Control: Activate the joystick at Ye Olde Options Shoppe if you haven't done so already (see "Getting Started" in the manual). When using the joystick:

- Button 0 same as the Return key
- Button 1 moves between Screen and Command Line
- Button 0 selects a command

The keyboard can still be used when the joystick is activated.

Mouse Control: A mouse can be used to make selections within the game by simply moving the mouse to point the screen cursor at the desired command, option, etc. and then clicking the mouse button.

MAP FEATURES

Repair Port: Looks like a fort. Increases the condition of a ship's sails and hull.

Supply Port: Looks like a town. Provides supplies to ships.

Crown: A crown provides both supplies and repairs to ships of the same color and represents the heart of a side's homeland. When either side's crown is captured, the game ends.

Rough Water: Represented by dark water areas. Dangerous for Frigates. Safe for Ships-of-the-line, Flagships and Merchantships.

Shallow Water: Represented by light water areas. Dangerous for Ships-of-the-line and Flagships. Safe for Frigates and Merchantships.

SHIPS

Squadrons: A group of between one and three ships.

Fleet: All the squadrons of the same color form a fleet.

Flagship: This is a ship-of-the-line with an Admiral aboard. It is the most powerful ship on the high seas.

Ship-of-the-line: A mighty warship, nearly as strong as a flagship.

Frigate: A small and fast warship.

Merchantship: Brings supplies to ports.

HINTS

To receive supplies or repairs from a port or a crown, you must anchor where there is a flat shore across the entire length of the port. Check a squadron's "Info" to see if it is "in port."

The cannons can only fire out of the sides of the ship and the crew can only be on one side of the ship at a time.

HOW THE CAMPAIGN ENDS

1. When the last ship on either side is captured or sunk, or,
2. When the last flagship on either side is captured or sunk, or,
3. When one side captures the other side's crown, or,
4. When either side surrenders.

TO LEAVE THE GAME

From the Title Page: press the arrow keys until "Quit" appears on the banner, then press **Return**.

During a Campaign: If you want to continue a game later, you can save it by pressing **Ctrl-G** (be sure to have a blank disk or data disk handy). If you don't want to continue later, press **S** to Surrender.