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Overview

You are Captain Nevarro of the Pirate Ship Odyssey, searching the rich waters of the Andorian Sea for ancient sunken treasure. Battle dangerous sea creatures and fierce pirates who will attempt to send your ship to a watery grave. Strengthen your vessel by finding ammunition dumps on nearby islands. Avoid the force of the swirling whirlpools and drifting icebergs, and beware the haunted ghost ship, which is rumored to have caused many crewmen to leap to their deaths in sheer terror. If you think you can collect all ten ancient treasures while outwitting the dangers of the deep, then man your vessel and sail on in search of Pirate's Plunder.

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Game Controls

You begin your quest for the treasures on a random tile in your ship, the Odyssey.

Click the [left mouse button](#) on any adjacent tile to move your ship there, including diagonal spaces.

Under each tile you will find a trap, treasure, useful item, enemy, or nothing but open seas. Items are used as soon as you find them, so watch the message box for instructions.

When you uncover an enemy character, you will immediately enter battle, with the enemy always getting the first attack. While in combat, click the [left mouse button](#) on one of your weapons on the right side of the screen to use it against the enemy. The battle will only end when either you or the enemy are defeated. You have an unlimited number of swords, but all other weapons can only be used when you have collected them from the islands. You begin the game with one of each weapon, and you can only use weapons while in combat with an enemy.

Go to the islands to receive a stash of weapons to help you fight the enemies you will encounter. There your ship will be repaired from some of the damage you may have taken.

Your ship begins with 100 hit points. Every time you fight an enemy and take damage, this number will fall. Find all ten treasures before your ship reaches 0 hit points and you win the game! When you run out of hit points, the Odyssey will be sunk, and your game will be over.

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Goals

Your main objective is to find all ten ancient treasures lost to the dark sea. Other objectives are:

Visit the islands when in need of weapons and repair for your damaged vessel.

Find items to help you on your quest.

Avoid the traps in the water that can damage your ship.

Avoid being sunk by enemies.

When in battle, carefully decide which weapons to use against each enemy.

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Treasures

The ancient and prized treasures that you will find on your journey are the same every game and will appear in your inventory at the bottom of the screen as you find them:



Emerald of Hope



The Golden Sword of Yr



King Flynn's Royal Sceptre



The Sacred Onyx Cross



The Lost Pearl of Jehva



Queen Latha's Crown



Ruby Ring of Power



The Silver Chalice of Aunge



Murphy's Chest of Gold



Queen Latha's Necklace

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Items

Discover items to help you repair your damaged ship or find hidden treasures. All items activate as soon as they are found, so are one use only.



Sextant- This item will highlight all enemy and trap locations within a distance of two tiles (a 5 X 5 area). All undiscovered hazards in the area will flash red for a few seconds.



Tar- This item will repair a variable amount of damage to your ship sustained during battle or an encounter with natural dangers.



Spyglass- This item will show you what is under a 3 X 3 area of your choice of adjacent tiles. When the cursor changes from an anchor to crosshairs, click the [left mouse button](#) on the center of the area you wish to view. The area will flash for a few seconds, letting you see what is behind the tiles.



Map- This item gives you the location of the nearest treasure. The tile which hides the nearest treasure will flash green for a few seconds.

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Islands

Find abandoned weaponry on the scattered islands of the Andorian Sea. But don't waste it since each island holds only one stash and one chance to repair your ship before heading back into the murky water.



At the start of the game, all of the islands will have ammo boxes on them. When you take your ship to one of these islands, you will receive one of each weapon, and you will gain extra hit points as your ship is repaired.



After you visit an island once, you will get no further benefit from visiting that island again in the future.

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Weapons

Wield ancient and powerful weapons against your enemies. Discover your enemy's weakness and show no mercy when battling these mighty foes. The Odyssey crew always carries swords, but better weapons can be found on islands. Each weapon below works best against a particular enemy. To use a weapon during combat, click the [left mouse button](#) on that weapon.



Swords- This weapon isn't very strong, but it's always available.



Cannons- These will hurl speeding balls of lead into your enemies.



Giant Axe- Cleave your enemies in two with this mighty blade.



Flaming Arrows- Use these to shoot deadly fire at your attackers.



Harpoon- Spear your enemies with this deadly hook.



Ice Daggers- Cool off your attacker's fire with these freezing daggers.

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Traps

The natural dangers of the sea are ever present. Though few, they can be very dangerous. Avoid them if you can, but if you can't, fare thee well.



Iceberg- will cut into your hull, immediately reducing your ship's hit points by 30-50%.



Whirlpool- will drag your ship down, stealing a treasure you have acquired and depositing it somewhere randomly in the sea, behind a tile your ship has never visited before.

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Enemies

Fight fierce enemies who will try to stop you from completing your quest for the treasures. Some are more powerful than others, but all will make your travels difficult. The enemies you will encounter are as follows:



Giant Squid- This monster will rear up and try to squeeze the life out of your ship.



Seaweed Monster- This strange denizen of the deep will attack your ship, looking for tasty crew members to feed its hungry mouth.



Phoenix- Often thought of merely as a mythical bird that rises from the ashes, this fiery creature will toast your ship with its very real heat.



Ghost Ship- Sailing the deadly waters are the ghostly remains of other ships which have perished in the sea. They haunt these waters, looking for revenge.



Pirate Ship- You are not alone in your quest for wealth. Pirate ships will attack your vessel, looking to steal what you have rightfully found.

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Battling Enemies

Battle your enemies by choosing a weapon from your arsenal. Watch as they fall beneath your blades and cannons, but beware the sharp sting of their attacks.

When an enemy is revealed under a tile, a battle is engaged. The message box will describe the battle as it occurs. Choose a weapon to use against the attacking enemy by clicking the [left mouse button](#) on the weapon you want to use, and it will damage the enemy. The trick is to figure out which weapons do the most damage to which enemies. The message box will tell you how much damage you did, and the enemy's hit points will be reduced. Hit points remaining for your ship and for the enemy are displayed on the lower right of the screen, so you will know how the battle is progressing. Every battle is fought to the death, so you cannot sail onward until you defeat the enemy.

Enemies will only be found in unexplored territory. Once you defeat an enemy, you can sail through the site of the battle safely. Islands are always safe spots -- you will never be attacked on an island.

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Message Box

Follow directions from the message box that prompt you to take action. The message box will display information about what you find as you sail the seas, including the amount of damage taken during a battle.

To change the speed of the messages in the message box, select the **Options** menu and pick your speed.

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Winning the Game

Find all ten treasures before the Odyssey reaches zero hit points and you win! If you are defeated in battle, the Odyssey will be sunk, and your game will be over. As you collect the treasures, you will see them appear in your inventory at the bottom of the screen.

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Strategy / Helpful Hints

1. Don't go to all the islands right away even though you may need weapons, because your ship is repaired on islands, and if you have 100 hit points already (the maximum), you are wasting the valuable repair.
2. Pirate's Plunder is also a memory game. When items flash the nearest hazards or show you what is underneath them, you must try to remember which squares to avoid. One idea is to carve out the area you examined by sailing around it, leaving the hazards standing out alone. That way, you will remember not to go back to that area.
3. Scan nearby areas instead of distant ones when you get the spyglass as it is generally easier to remember where everything is. You may forget what was behind each tile if you have to sail a great distance to reach the area you examined. You can also use the islands as landmarks to help you remember.
4. Explore each section thoroughly instead of drifting haphazardly. This will help reduce confusion when you identify hazards using the sextant and must remember which areas to avoid.
5. If you use the spyglass on an area which contains both a map and a treasure, grab the treasure first, so you can then use the map to locate a different treasure. The map always reveals the location of the nearest treasure, and you will waste it if you use it to highlight a treasure you've already located.

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How To Register

Registered users will receive the addicting 4-game Fortune Pack Collection:

- * **Fortune Raiders:** You are Arizona Smith, famous archaeologist and spelunker, seeking out lost treasures from an ancient civilization. Can you retrieve all the treasures before your opponent without being blown up?
- * **Pirate's Plunder:** You are Captain Nevarro in command of the Odyssey, searching the rich waters of the Andorian Sea for sunken treasure. Collect all ten treasures while using weapons and special items to outwit the dangers of the deep.
- * **Desert Curse:** The medieval village of Harkspur is under a terrible curse. Can you return the stolen treasures to their altars and end their eternal darkness?
- * **Cash Quest:** A game of skill, luck, and wealth. Play cards wisely to outsmart your opponent as you compete for cash and prizes.

Registered users will also receive:

- * **Advance Notification of New Releases**
- * **Product Technical Support**
- * **Our Sincerest Gratitude for Supporting the Shareware Method**

There are 2 ways to register:

1. Register by Mail

To register by mail, simply print out the registration form and mail it with your payment. The registration price is only \$14.95.

[Go to the Registration Form](#)

2. Register on CompuServe

If you have access to CompuServe, **GO SWREG** to enter the shareware registration database, and register **product id 11254**. CompuServe will bill your account directly and notify us to ship a disk out to you right away. The registration price is only \$14.95.

We recommend registration by CompuServe for users outside the United States, since it is easier and faster than obtaining a check drawn on U.S. funds.

Most orders are shipped within 24 hours. We encourage you to register so that we may continue to bring you even better games in the future. **Thank you for supporting the shareware method!**

See Also

[Registration Form](#)

Dexterity Software Registration Form

Print out this topic and fill it out (Select File then Print Topic from the help menu).

Name (Please Print) _____

Address _____

City _____ St./Prov. _____ ZIP/Code _____

Country (if not USA) _____ Phone _____

*** Mark all games you wish to order ***
(All prices are in US Dollars)

- Fortune Pack, 3.5" Disk Version (\$14.95)
4 Fun-Filled Games: Includes Fortune Raiders,
Pirates Plunder, Desert Curse, and Cash Quest.
- BrainWave, 3.5" Disk Version (\$19.95)
Addicting SVGA shoot-em-up featuring nine scenarios
of brain-invader blasting action. (256-color)
- JumpStar, 3.5" Disk Version (\$24.95)
Exciting SVGA side-scrolling shoot-em-up with seven
intense levels and six different weapons. (256-color)
- *** Order all 3 titles and save \$10.00! *** (\$49.85)
BrainWave, JumpStar, and Fortune Pack

*** FREE SHIPPING for all orders over \$30.00 ***

SUBTOTAL: \$ _____

Add \$2.00 Shipping if SUBTOTAL is less than \$30.00: \$ _____

CA State residents MUST add sales tax: \$ _____

AMOUNT ENCLOSED: \$ _____

Note: Payment must be in US dollars and drawn against a US bank.
Make checks payable to "Dexterity Software".

Payment: Cash (US Dollars only)
 Check
 Money Order

Mail to: Dexterity Software
P.O. Box 571961
Tarzana, CA 91357-1961

Most orders shipped within 24 hours. Thank you for your order!

Computer: [] P6 / 686
[] Pentium / 586
[] 486
[] 386
[] Other: _____

Speed of CPU: _____ Mhz (i.e. 33Mhz, 50Mhz, 66Mhz, etc.)

Sound Card: [] Sound Blaster / Sound Blaster Pro
[] Sound Blaster 16
[] Sound Blaster AWE-32
[] Ad Lib
[] Ad Lib Gold
[] Gravis Ultrasound
[] Pro Audio Spectrum
[] Pro Audio Spectrum 16
[] Ensoniq Soundscape
[] Microsoft Sound System
[] Other: _____

Where did you obtain the shareware version of the game?

[] Dexterity Software's Web site: <http://www.dexterity.com>
[] Other Web site -- Name: _____
[] Internet FTP site -- Name: _____
[] BBS -- Name: _____
[] America Online
[] CompuServe: Forum Name: _____
[] Retail (store, flea market, computer swap meet)
[] From a friend, from work, or from a relative
[] Shareware catalog -- Name: _____
[] CD-ROM disk -- Name: _____
[] Other: _____

Comments / Suggestions: _____

Thank You!

(PP10)

Distribution Policy

You are encouraged to freely copy the shareware version of Pirate's Plunder, as long as you keep the original files together in an unmodified format. Please read the file LICENSE.DOC in the game directory to understand your rights.

Shareware Vendors and CD-ROM Distributors: Please read the file VENDOR.DOC in the game directory for distribution requirements.

It is a violation of copyright law to redistribute the registered version of Fortune Pack.

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Game Menu Commands

Game | New

Begin a new game of Pirate's Plunder.

Game | Exit

Quit playing Pirate's Plunder.

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Options Menu Commands

Options | Music

Toggles the MIDI music on or off. When this option is checked, MIDI music will play at the beginning and end of the game and during all enemy battles. A sound card and the proper MIDI driver must be installed in order to hear MIDI music.

Options | Sound Effects

Toggles the digitized sound effects on or off. When this option is checked, sound effects will play throughout the game in response to certain events. A sound card and the proper sound driver must be installed in order to hear digitized sound effects.

Options | Message Speed Fast

For a fast paced game, select this option to minimize the time allowed for reading the messages in the message box. You may wish to check this option when you become familiar with all of the messages and no longer need to read them.

Options | Message Speed Medium

For an average speed game, select this option to have a moderate amount of time to read the messages in the message box.

Options | Message Speed Slow

For a slow paced game, select this option to maximize the time allowed to read the messages in the message box. You may wish to check this option when you are learning to play the game and want extra time to read all of the messages.

Options | Peek at End of Game

If you are curious about what lies behind the hidden tiles at the end of the game, check this option to reveal the locations of every remaining treasure, item, enemy, or trap.

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