

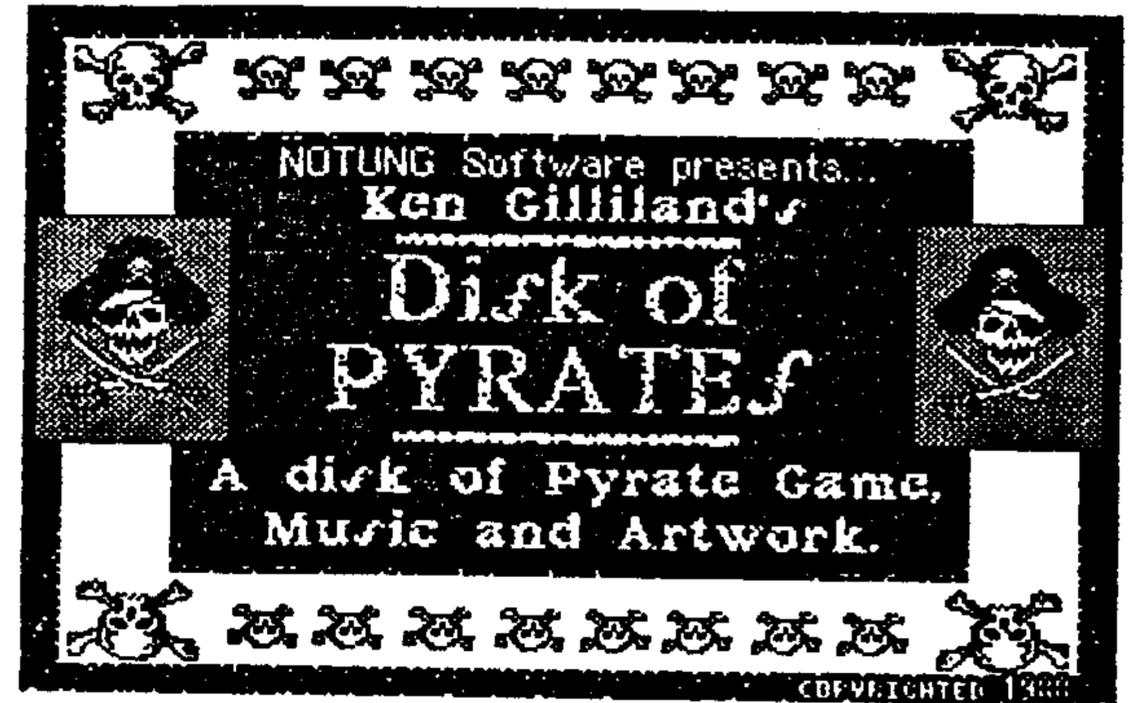
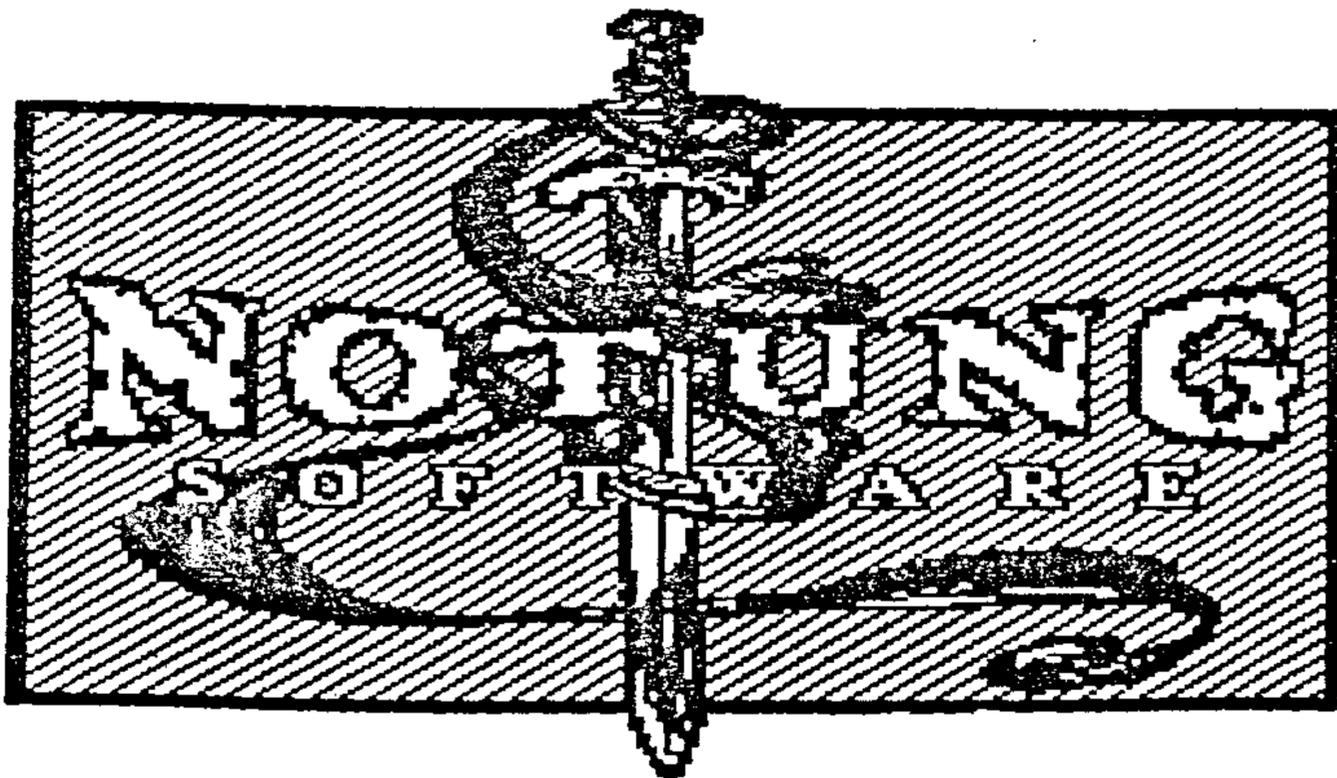
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Please, do not pirate this software.



## NOTUNG SOFTWARE

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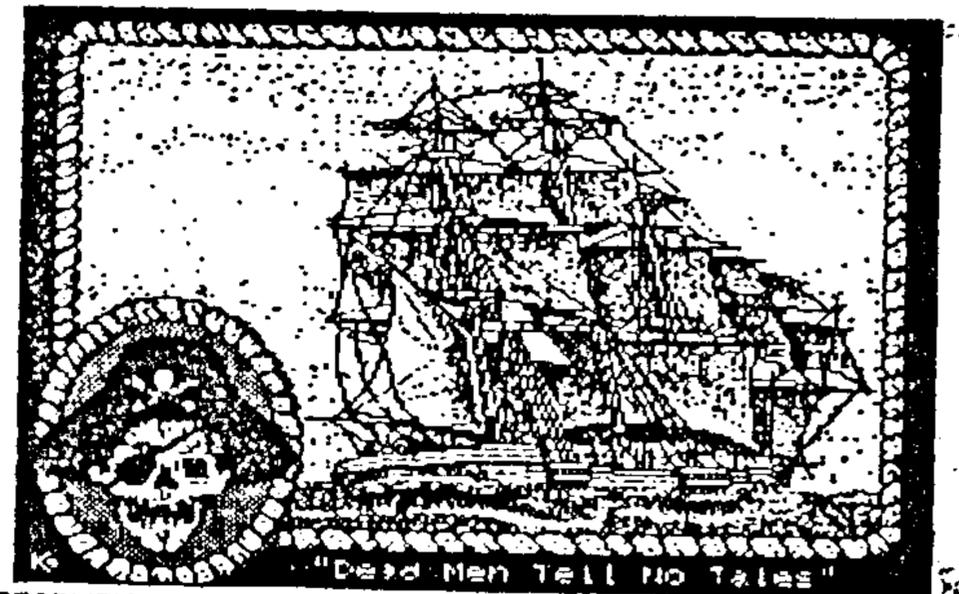
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# DISK of PYRATES

NOTUNG SOFTWARE is pleased to present Ken Gilliland's "DISK of PYRATES". A two "flippie" diskette set filled with Art, Games, Music and Information. Each side of the diskette are broken down into categories. The "GAMES, MUSIC & PICTURES" side includes 9 TI-ARTIST Picture files as well as an Extended Basic Menu driven set of programs (including a Game, a Pirate Music Sing-a-long, a TI-ARTIST Picture display show and a program that converts TI-ARTIST Instances into runnable programs). The "INSTANCES & FONTS" includes numerous TI-ARTIST Instance files of Pirates, Ships, Flags, Borders, etc. and 2 TI-ARTIST Fonts. The third side, "INSTANCES & HISTORIES" contains yet more Instance Files plus an Extended Basic Menu driven program that covers the lives of nine famous Pirate Captains, plus a General History of Pirates, Rhymes, Poems and even their Articles of Piracy (Laws). The final side, "ANIMATION & INSTANCES", has more Instances plus two



MURDER!\_P

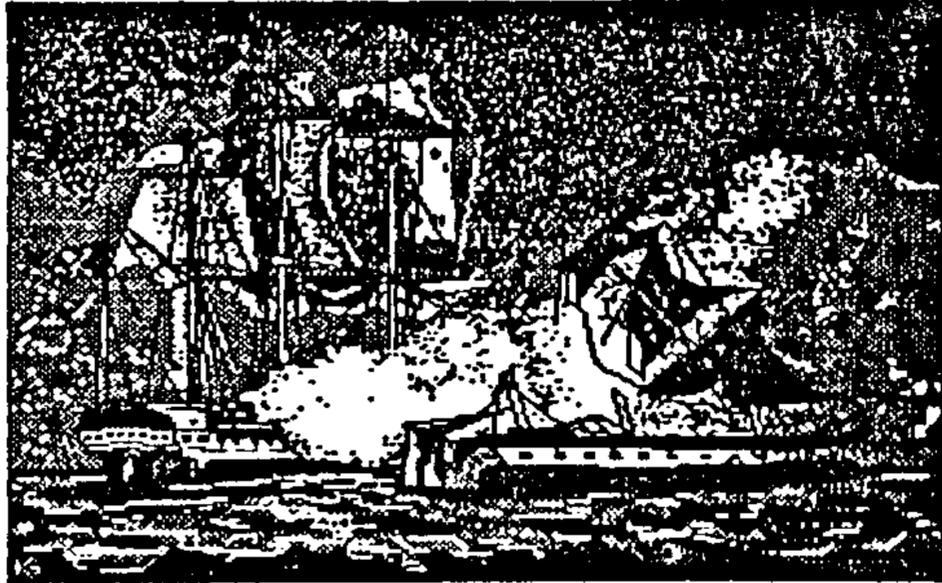


DEADMEN\_P

animated text files on, of course, Pyrates. As it is quite evident, this four-sided set has a broad range of uses.

**WHY "PYRATES" AND NOT "PIRATES"...**Simply because the author choses to use the archaic old English spelling rather than the accepted one of today.

**LOADING THE PROGRAMS...**Each side of "Disk of Pyrates" contains a file entitled "LOAD". This will allow you to automatically load the program without having to type any filenames by using the Extended Basic Cartridge. The only filenames you need be concerned with are 2 types of files in this set. The first being files accessed by TI-ARTIST. Each of these files will end in the suffix I (for Instances), F (for Fonts), or P (for Pictures). The other type of file can be only found on the "INSTANCES &



BATTLE\_P

"HISTORIES" side of the disk. These are DIS/VAR 80 files (without the underline TI-ARTIST suffix on the filename). These can loaded by using TI-WRITER or one of it's clones.

**IDIOSYNCRASIES CONCERNING THIS SET...**The term "ABANDON SHIP" used throughout the set means "To end the program and return to the Extended Basic title screen." A "N"o answer to "Play Again?" will return you to the main program. The word "PIRATES" will always be spelled as "PYRATES" in this set.

**THE "GAMES, MUSIC & PICTURES" DISKETTE SIDE...**Insert the "GAMES, MUSIC & HISTORIES" disk side into Drive #1, then using the EXTENDED BASIC Cartridge, boot the "LOAD" program. After several title screens you will be confronted with a Menu entitled

"BILL OF FARE" (see PICTURE below). Press the key corresponding to the desired selection.

**A. PYRATE ADVENTURE GAME...**The game, "Return to Treasure Island", is based upon the old 99er magazine game, "Treasure Island", written by G.J.Smith. The game has been greatly enhanced with new graphics and music, faster responses, improved game level controls and a high score file.

To Play, first read the on screen instructions to refresh yourself with the proper key presses. After reading the instructions, select your desired level, Captain being the hardest, Swabbe being the easiest. You will then sail to Treasure Island and be deposited on the beach with your shovel. The object of the Game is to gather as much buried treasure as possible, then return to



BILL of FARE

- A. Pyrate Adventure Game
- B. Pyrate Music Sing-a-long
- C. Pyrate Picture Show
- D. Convert Instance
- E. Abandon Ship!

MENU\_P

**The FLAGS of the CAPTAINS**

 CAPT. EDWARD ENGLAND	 CAPT. JEAN-DAVID NAU (L'OLONNINS)	 CAPT. CALICO JACK RACKHAM
 CAPT. EMANUEL NYANE	<p>WHEN THE SKULL AND CROSSBONES FLEN FROM THE MAINTOPMAST OF A PYRATE SHIP, IT WAS AN INDICATION TO INTENDED VICTIMS THAT THEY WILLING TO GIVE QUARTER. IF THEY WERE OPPOSED IT WAS REPLACED WITH THE BLOODY RED FLAG WHICH MEANT NO MERCY.</p>	 BARTHOLOMEW ROBERTS (BLACK BART)
 CAPT. STEDE BONNET		 CAPT. CHRISTOPHER HODDY
		 CAPT. THOMAS YEN

FLAGS\_P



PLEASE!\_P

the ship and sail to safety. There are some catches though. Captain Flint regularly patrols this island and will try to capture you. You can try to bargain with him and maybe he'll leave you alone for a while. But there's always a chance he'll have nothing to do with bargaining and just want you to walk the plank! There's also snakes on the island and they like to snuggle up against things like treasure chests and your ankles. Avoid them when possible, or you'll end up buried just like the treasure is! There's no time limit to the game, meaning you can play as long as you like, but remember... there may be a time when Flint just won't bargain. It's better to be a little poorer than rich and dead...

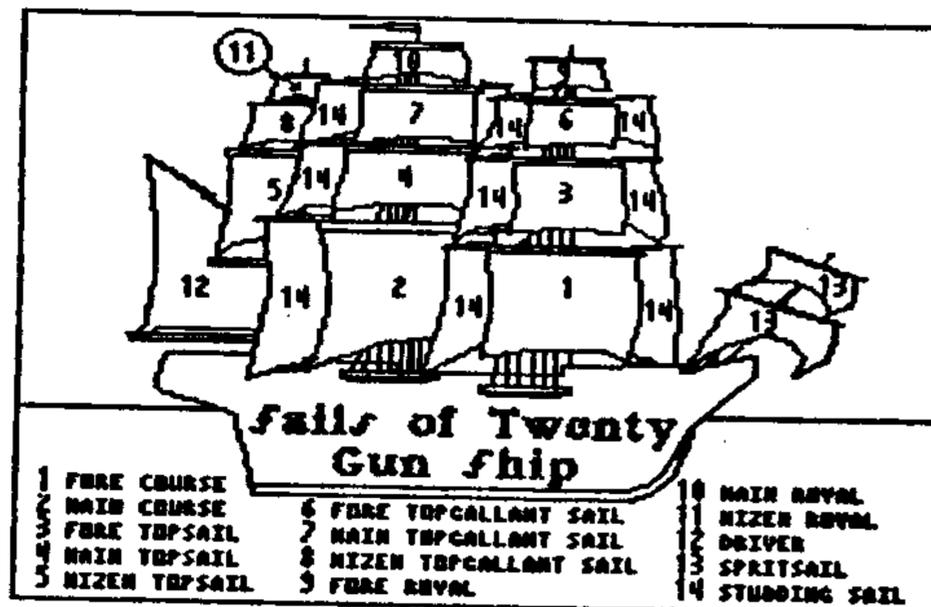
Now there are several key presses available to you on Treasure Island. The "E", "S", "D" and "X" (arrow) keys moves your man.

**'Damnation seize my soul if I give you quarters'**

--Captain Edward Teach

Each key press is considered a pace. The "W" key will give you your current wealth status. Press any key to resume the game afterwards. The "R" key will reveal a clue about the whereabouts of the buried treasure by flashing on the screen something like "NW 30 paces". Using the on screen compass, the buried treasure could be anywhere 30 paces in a North-Westerly direction. It's even possible it could be 30 paces just North or just West. The "B" key will allow you to bargain with Flint if he starts to come too close to you. You can bargain with any of the three treasure items you have. If Flint agrees to the Bargain, he'll say "Done!" and stop chasing you for a while. If he doesn't agree, he'll call you a nasty name and continue his pursuit.

To end the game, simply return to the ship and you'll sail away. Your score will then be tabulated and measured against the



RIGGING\_P



FULLSHTS\_P

All-Time High Scores. If you beat a high score you will be prompted to enter your name. After doing this, remove the write protect tab from the diskette and press enter to record your score. After doing this, place the write protect tab back on the disk.

B. PYRATE MUSIC SING-A-LONG...After loading the program you will be prompted to set the speed and loudness of the music. The defaults are recommended. Then, depending on whether or not you have a speech synthesizer, Mr. Jolly Roger will say something to you. You will then hear the music and see the words to "YO HO (A PIRATE'S LIFE FOR ME)". Words and music written by Xavier Atencio and George Burns. After the song is complete, the main program will again be loaded.

C. PICTURE PICTURE SHOW...This feature will allow you to load and view the 9 TI-ARTIST picture files on this diskette side. Foreground, background and time delays between each picture can be altered to preference.

D. CONVERT INSTANCE...Using this option, you can convert any TI-ARTIST Instance file into a runnable Extended Basic Program. Press any key to start from the title screen. Next you will be prompted for the Instance filename you wish to convert. The default is "DSK2.P\*CREW01\_I" (with can be found on the "INSTANCES & HISTORIES" diskette side). Enter this or any other Instance file you wish.

PYRATE2A\_F

ABCDEFGHIJKLMNO

PQRSTUVWXYZ.,!#

abcdefghijklmnopqr

tuvwxyz 1234567890

PYRATE2B\_F

# \$ % & \* ( ) ? ' " : ; -

PYRATE3\_F

ABCDEFGHIJKLMN OPQRSTUVWXYZab  
cdefghijklmnopqr stuvwxyz12345678

90!@#%&\*()+'-~|\_?`/~-||L|..

P\*BANRO1\_I P\*BANRO2\_I P\*BANRO3\_I



P\*BANRO4\_I P\*BANRO5\_I



P\*BANRO6\_I P\*BANRO7\_I P\*BANRO8\_I



Next you will be told how big the Instance is (Rows x Columns) and asked where you want to position it on the screen. Default is a Row 1, Column 1. There are also prompts for which character you wish to start defining with, default is 143. It will define from character backwards, only defining unique character definitions, until the Instance is complete or character 33 is defined. The program will not define any characters below 33 or above 143. The next prompt asks you if you want to save the Characters 64 to 95 which is the Uppercase Alphabet. If you chose to reserve these characters, the program will skip over them and start defining characters below Character 64. The final prompt allows you to set the line number of the program, so you may merge it into an existing program with no modifications. The sequence between line numbers is 1.

After these parameters have been set, the program will draw the Instance on to the screen, write an Extended Basic Program and present you with a Menu. From the Menu, you may dump the program to a printer or to a DIS/VAR 80 disk file. You will then be returned to the Menu. You may also create a Merge File, which in turn, will become a runnable Extended Basic program. Once the Merge option is selected, you will be prompted to enter a filename for the merge file you wish to create. After a filename is entered, your instance image program will scroll across the screen, line by line. When finished, the program you tell you to type in "MERGE DSK ." and your filename. Do so. It is not necessary to type in "NEW" before doing this. The memory has been cleared using some assembly language routines. After merging the file, save it out using a filename of your choice. The

P\*BANR09\_I



P\*BRDR01\_I



SKULL1\_I



P\*BANR10\_I



P\*BRDR02\_I



SKULL2\_I



P\*BANR11\_I



P\*BRDR03\_I



SKULL3\_I



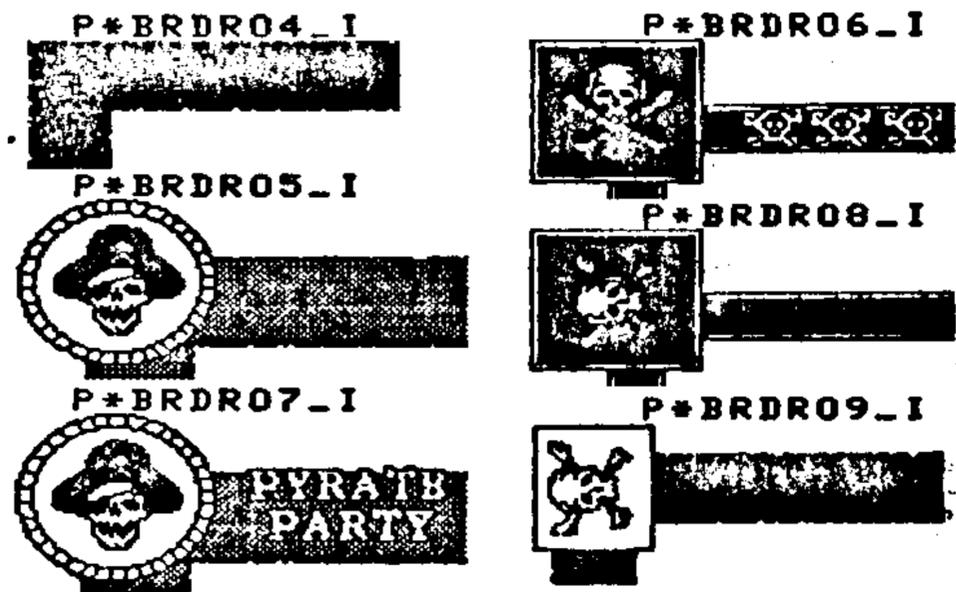
P\*BANR12\_I



program containing your Instance image is now ready to run.

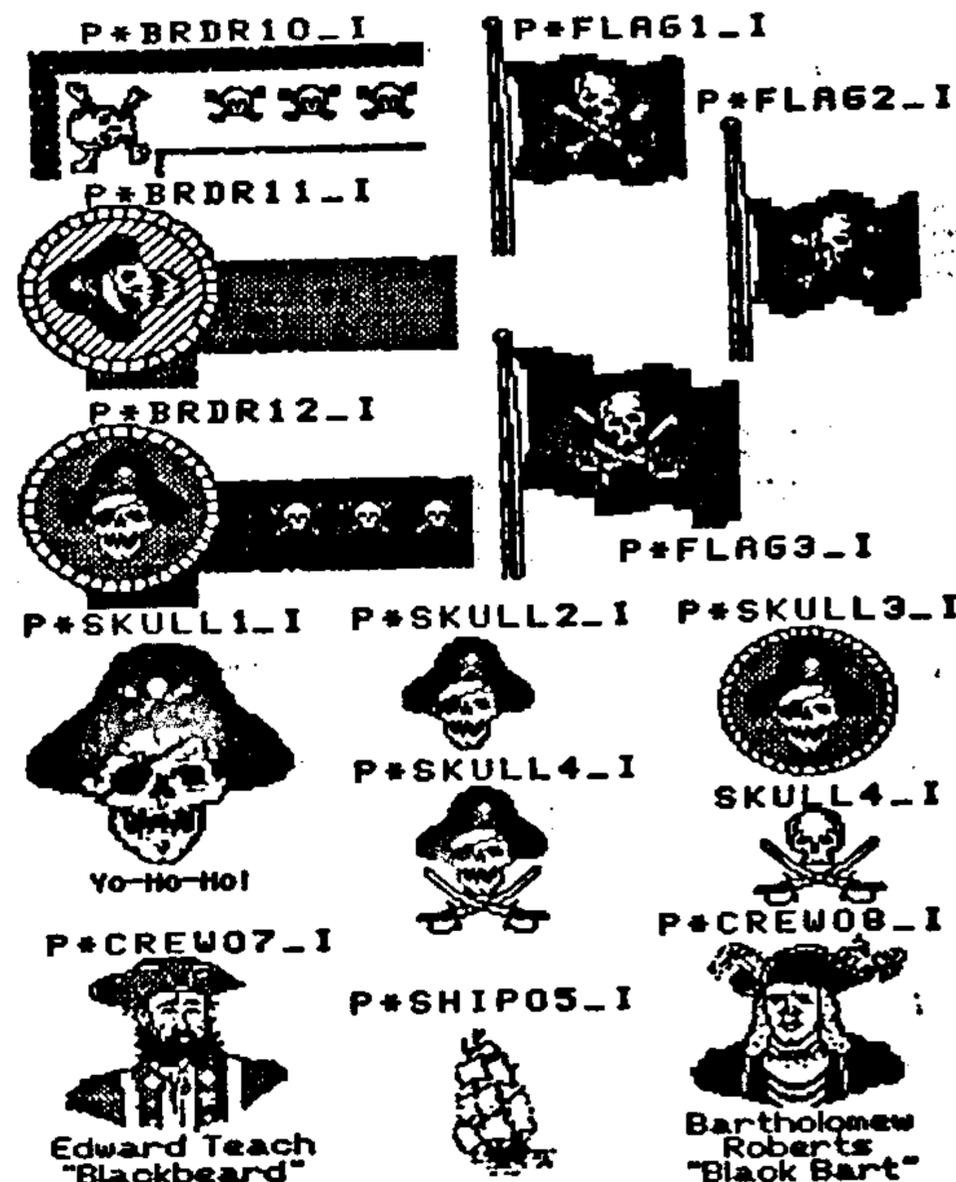
E. ABANDON SHIP...Allows you to leave the program and venture into some of the other wonderful software available for the TI-99/4a.

THE "INSTANCES & FONTS" DISKETTE SIDE...There is an Extended Basic "LOAD" file on this disk, but don't get too excited. It merely tells you that you put in the wrong disk and try to another. This diskette consists of TI-ARTIST Instance and Font files. TI-ARTIST is the most recommended program for use with these files. It will allow the viewing, editing and printing of any of the TI-ARTIST



("I", "P" and "F" suffix) files in this set. In addition, McCann Software's "TPA TOOLBOX" will allow the viewing and printing of any of the files. Asgard's "FONTWRITER" and Rodger Merritt's "PRINT IT" will allow the printings of these files. "GRAPHX" and "JOYPAINT PAL" will allow the viewing, editing and printing of any of the 9 Picture files. "MAX-RLE" will also the viewing and printing of a Picture file. Merritt's "PICTURE IT" and the Instance Converter (mentioned above) will display and convert any Instance into a runnable program.

THE "INSTANCES & HISTORIES" DISKETTE SIDE...First off, there's a few more Instances on this disk too (see above for loading information). To access the Histories portion of the disk, select



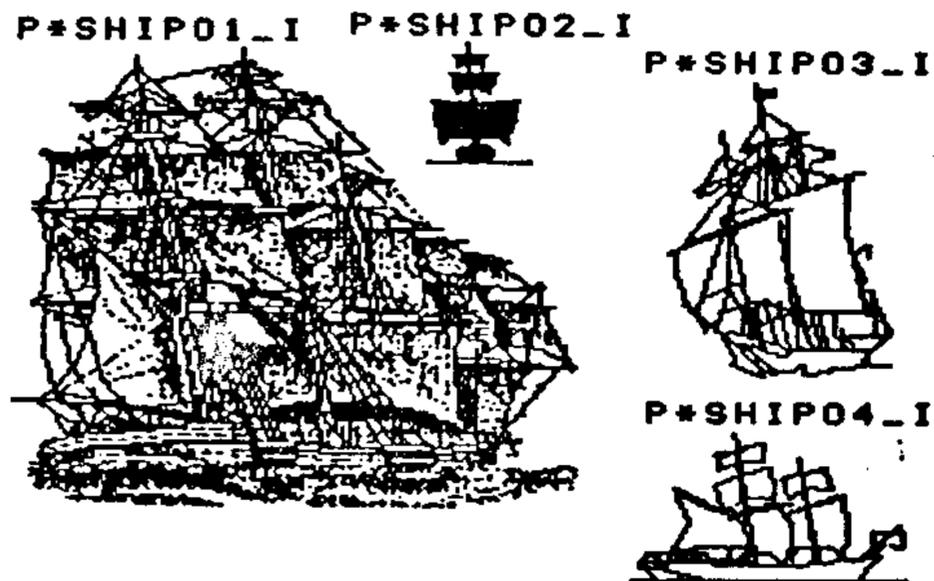
Extended Basic and boot the "LOAD" program. You will first be prompted with color and type face choices. The default choices are recommended for the best viewing. If the color and type face choices are acceptable then enter "Y" on the prompt to continue to the main menu. This menu gives you a selection of Famous Pirate Captains, Poetry, laws and more to chose from. Enter your desired choice and the file will load. Once loaded, the following key presses may help: "X" to scroll down, "E" to scroll up, "S" to double space the lines, or press twice to return to single space, "C" to alter your screen color choices and "Q" to return to the Main Menu.

These text files may be dumped to a Printer using TI-WRITER or one of it's clones. The information may be reprinted provided full credit to it's author is given and the fact stated that is it

copyrighted.

THE "ANIMATION & INSTANCES" DISKETTE SIDE...To load the animated drawings on this diskette, load extended basic and the "LOAD" program will boot. From the menu there are two choices for features. Press the desired key corresponding to your choice and the feature will load. In order to exit the animated feature, after it is running, press the FCTN and = (QUIT) keys at the same time.

Please note that a MYARC Geneve 9640 or a MYARC Disk Controller Card will not properly load the animated features. Only the TI and CORCOMP Disk Controller Cards will work.



To load the Instances on this diskette side, consult the directions above.

BIBLIOGRAPHY (and I thought I had written my last one when I graduated from college)... Here are my sources I used to create "DISK OF PYRATES":

Botting, Douglas: Time-Life Book's "The Pirates" (New Jersey, 1978)  
Defoe, Daniel: A General History of the Robberies and Murders of the Most Notorious Pyrates (London, 1724)  
Exquemelin, A.O.: Buccaneers of America (Amsterdam, 1679)  
Gosse, Phillip: The History of Piracy (London, 1930)

Pringle, Patrick: Jolly Roger (New York, 1953)  
Rankin, Hugh: The Golden Age of Piracy (New York, 1969)

Also Disneyland's "Pirates of the Caribbean" and KBGB Enterprises's "Most Infamous Pyrate Party" were true inspirations to this project.

SOFTWARE USED...I used the following Software to create "DISK of PYRATES" and it's documentation:

TI-ARTIST, Asgard's ARTIST ENLARGER, Great Lakes Software's JOYPAINT PAL, McCann Software's PRINTER APPRENTICE and TPA TOOLBOX, GRAPHX and FUNNELWRITER 4.1 (...and I might add, there's no digital artwork in this set, it's all been hand drawn.

