

Arrrrgh! - The Pirate Game

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Introduction

Arrrggh - The Pirate Game is a Windows-based game that allows you to play the role of a pirate in a fantasy world populated by Humans, Elves, Dwarves, Goblins, Giants, Wizards, Druids, and Wraiths.

During the game, you will compete against one to five other players, played either by human beings sitting in the same room or by the computer itself. The computer players play by the same rules you do, with absolutely no unfair advantages.

The goal of the game is to have the highest score at the end of a fixed number of turns. Points are accumulated by conquering islands and destroying enemies. The more islands you conquer, the more gold you receive. Using your gold, you buy ships, load them with pirates and/or mines, and move outward to conquer unowned islands, or to take them from other players.

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Islands

Some of the islands have native inhabitants, and some are uninhabited.

Each island, once conquered, yields a certain amount of gold each turn, which you can use to build new ships, hire pirates, and buy deadly mines.

Some of the islands are primitive, and are only useful for generating income. Others are advanced enough to be considered Ports, which means that you can create ships, buy mines, and hire pirates on them. On the default map, there are twelve ports to start with, but you can convert an inhabited island to a port if you have enough money.

Once you take an island, you own it until another player comes along and takes it from you.

To learn about the people living on the islands, click [here](#).

Islanders & Alignments

All of the islanders in the game have prejudices for and against the different species, which influence their behavior in certain situations.

For example, on one island, the islanders may love Wizards and Druids, feel neutral about Elves, Dwarves, Wraiths, and Giants, and hate Goblins and Humans. Feelings towards the various species may change throughout the game, as players influence the islanders with propaganda spells.

The islanders' feelings cause them to either fight to defend their homeland when a player attempts to conquer the island (if they hate the player), or to welcome them with open arms (neutral or loving feelings).

Also, in the case where a second player tries to conquer an island that is already under the control of another player, the islanders may side with the defending player, the attacking player, or they may stay completely out of the conflict.

Double-clicking on an island reveals the number of islanders on it, as well as their feelings towards all eight species.

Species

Each player chooses a species to play. Each of the species has certain advantages and disadvantages, and different strategies are needed for each species to really play a successful game.

The species are as follows:

Human - The base to compare all other species with. No special traits.

Elves - Their ships are very fast, but only carry a limited number of pirates.

Dwarves - Their ships are slow, but carry many more pirates than normal.

Goblins - Goblins squeeze more money from each island they own.

Wraiths - Their ships can pass right through mines without any danger of exploding.

Giants - Strength and power give Giants the ability to kill 10% more troops than normal.

Wizards - They have the ability to magically move their ships any distance.

Druids - All islanders feel positively about Druids.

To get more detailed information about exactly what the abilities of each species are, look in the quick reference table listed [here](#).

Species Reference

Species Name	Max Pirates Per Ship	Ship Cost	Moves Per Ship	Species Notes
Human	100	10	3	None
Elves	70	11	4	None
Dwarves	150	9	2	None
Druids	90	10	3	All islanders either like or are neutral to them. Each turn there is a 30% chance of each of their ships going off course.
Wizards	90	11	3	Each turn they can move one ship without using any movement points. Unfortunately, half of these ships never make it. Also, they are prevented from using mines.
Goblins	100	11	3	Each turn, Goblins pick up 2-5% new pirates on each island they own, free. Also, they collect 35% more gold from each of their islands per turn. Unfortunately, all islanders either hate them or are neutral to them.
Wraiths	90	11	3	Wraiths can move through enemy mines without any damage.
Giants	100	10	3	Giants kill an extra 10% of the enemy during battles. Because of their size, they must spend one sack of gold per 85 pirates each turn in extra supplies.

Game Sequence

Each game of Arrrggh is split into turns. A game can be 7, 12, 20, or any number of turns long. The winner of the game is the player with the most points at the end of a game.

Each turn is (in turn) split into six distinct phases. All players go through a phase before everyone moves on to the next phase.

There are two special phases that all players participate in simultaneously.

Here are the phases, along with a brief description:

Buy & Place

This is the phase where each player buys ships, hires pirates, and buys deadly mines. Normally, the only place you can place any items you buy is on a port that you own. Since no one owns any islands at the very start of the game, a home row is set for each player. Any cell of the home row can have items placed into it. Note that this only applies to turn 1. Every turn after that, all items must be placed onto an owned port. Also, you can transfer troops between ships and/or islands (in the same cell) during this phase.

Fate

This phase, which doesn't start until turn 2, proceeds in one of two ways. Half of the time you will gain a new magic scroll that you can use later in the game. The other half of the time something bad will happen to you, like someone steals some of your gold, or there is a breakdown in communications during the movement phase of this turn. Note that some of the scrolls are phase-specific, as are some of the bad things that can happen to you. If a scroll or fate event are specific to a phase, the results of the scroll or event will wait until the next occurrence of that phase.

Movement Planning

This phase allows you to plan the path that your ships will take this turn. Each player plans their movements, and then all of the movement is rolled out simultaneously.

Each turn, at the start of Movement Planning, you will receive a number of Movement Points equal to the number of ships you own times the number of points per ship for your species. Moving a ship from one cell to another uses one Movement Point.

You are not allowed to move into a cell that has a reef in it.

You can move your ships in any order you like, and you can distribute your Movement Points in any way you wish. You are not required to use all of your Movement Points.

Like Buy & Place, you can transfer troops between ships and/or islands (in the same cell) during this phase.

Movement Rollout

This is the first of two phases that are done only once, for all of the players at the same time. All of the planned movements are done simultaneously. During this movement, if enemy ships enter the same cell, they fight to the death.

Island Conquest

This phase allows you to conquer any islands you have non-empty ships on. If there are

islanders on the island, they will either fight against you, with you, or not care about you, depending on their alignment towards your species, and, if another player already owns the island, the species of the island owner. All fights for an island are to the death.

Loot & Pillage

Finally, this phase collects all of your taxes from each island you own, and adds them to your supply of gold.

The Toolbar

The toolbar has the following functionality:



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The Main Game Area

The Main Game Area is your window onto the game.

You can zoom in or out as much as you want by choosing the Zoom options on the View Menu, or by using the Zoom options on the Tool Bar.

Another method of zooming in is to hold down the mouse on the Game Area, then drag it across the screen, which will create a rectangle. When you release the mouse button, the rectangle will be the area you zoom to. Notice how the rectangle keeps the same proportions as the Game Area itself.

Double-clicking on a ship in the Game Area displays the contents of that ship.

Double-clicking on an island in the Game Area displays information about the island.

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The Phase-Specific Area

The Top of the Area

The left side of the screen holds all of the information you need for a specific phase. The top of the area contains the phase title, the current player number, the current player species, and the current player score.

Double-click on the phase title to get information about all of the phases.

Double-click on the species name to get information about all of the species.

Double-click on the player number to get a quick summary of all of the players in this game.

The Bottom of the Area

On the bottom of the Phase Specific Area, you will notice three buttons, labelled **DONE**, **UNDO**, and **SCROLLS**.

These three buttons are usually available, depending on what has happened at this point in the game.

The **DONE** button is always used to indicate when you are done with a particular phase of the game. Additionally, it is used to unpause the game when it has been paused. Depending on the circumstances, the program may ask you if you are sure before it goes ahead.

The **UNDO** button is used to undo the last thing you've done. The exact actions depend on which phase you are playing. For example, in Buy & Place, UNDO causes the last purchase you've made to be refunded to you. In Movement Planning, it undoes the last move of the last ship you moved. The UNDO button is always grayed out when there is nothing to undo.

The **SCROLLS** button is used to give you access to your scrolls at any point of the game. Click on it to give you a list of the scrolls you currently own.

Buy & Place Screen

This screen is displayed only during the Buy & Place phase.

This help topic talks about how to perform various actions during Buy & Place. For information about the phase itself, click [here](#).

Buying Ships, Hiring Men, or Buying Mines

To buy an empty ship, click on the ship picture. To buy a fully loaded ship, right-click on the ship picture.

To hire 10 pirates, click on the pirate picture. To hire a ship's complement of pirates, right-click on the pirate picture.

To buy a mine, click on the mine picture.

Once you click on one of these pictures, your cursor will change to a bulls-eye, and the text above the pictures will change to tell you how much gold remains, how many ships, pirates and mines you have, and how many items you are about to place. You can click on one of the pictures over and over to buy multiple items at once.

Placing the Items

At the beginning of Buy & Place, all of the valid places you can place new items are selected. For turn 1, this is your home row. For all other turns, it is all of your ports. You can place new items on tiles or on an island only if the cell in which the tile or island resides in is highlighted. If you have no selected cells, you cannot place any items, and therefore, you cannot buy any either.

Place the cursor on the Main Game Area, over the cell or tile you wish to place the items in, and click. If you have placed the item in an incorrect cell, simply click on the UNDO button.

To add pirates to an island or ship you own, simply drop the pirates onto the existing tile or island. Use the same procedure for placing mines on a ship.

Once you buy, if you decide you do not wish to place the items, click on the UNDO button, or anywhere else in the general Buy & Place area. The items you purchased will be returned, and your money will be refunded.

Fate Screen

This screen is displayed only during the Fate phase.

This help topic talks about how to perform various actions during Fate.
For information about the phase itself, click [here](#).

During Fate, you will either gain a new scroll, or you will have something bad happen to you.

If you find a new scroll, you will be notified of this. Click on the SCROLLS button to see your new scroll.

If something unfortunate happens, the description will be shown in the large white box. If other things need to be shown (for example, if an island you own is spied upon), the additional information is usually shown in the Main Game Area.

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Movement Planning Screen

This screen is displayed only during the Movement Planning phase.

This help topic talks about how to perform various actions during Movement Planning. For information about the phase itself, click [here](#).

At the beginning of this phase, all of your ships will be selected. Simply click on one of your ships to select it. Once a ship is selected, the picture of a pirate and a mine in the Movement Planning Screen will have numbers associated with them, indicating how many pirates and mines are aboard the selected ship.

Once a ship is selected, all of the valid cells it can move to are highlighted. Move by left clicking in one of the highlighted cells. To plan the dropping of a mine, click with the right mouse button in a highlighted cell, or in the cell your ship is currently in. This will indicate dropping a mine without moving.

You can switch between ships at any time, simply by clicking. You can undo movement planning by using the UNDO button. You can undo moves for the selected ship at any time.

If you are playing the Wizards, or you have played a Magic Movement scroll, you can move one of your ships to any cell on the board. Simply select the ship you wish to move, and then click in the cell you want the ship to move to.

Movement Rollout Screen

This screen is displayed only during the Movement Rollout phase.

This help topic talks about how to perform various actions during Movement Rollout. For information about the phase itself, click [here](#).

Since Movement Rollout is an all players phase, the player number, species and score at the top of the screen is not shown.

A step-by-step description of this turn's movement is presented in the text box in the Movement Rollout Screen. Simply scroll up or down to view the history of this turn's movement.

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Island Conquest Screen

This screen is displayed only during the Island Conquest phase.

This help topic talks about how to perform various actions during Island Conquest. For information about the phase itself, click [here](#).

At the start of Island Conquest, all of the islands that are candidates for conquest are selected. An island is eligible if you have one or more non-empty ships on it.

To get information about an island, click on it. The Island Conquest Screen on the left will display information about the yields and population of the island. If there are islanders, their attitudes towards you (and, optionally, towards the current owner of the island) will be highlighted.

To try and take an island, choose how many pirates you wish to commit to the conquest by using the slider control, then click on Try To Take Island. There will be a battle if the island is owned by someone else, or if the islanders hate you.

Loot & Pillage Screen

This screen is displayed only during the Loot & Pillage phase.

This help topic talks about how to perform various actions during Loot & Pillage. For information about the phase itself, click [here](#).

Since Loot & Pillage is an all players phase, the player number, species and score at the top of the screen is not shown.

The graph shows each player's total gold, which is broken down into gold reserves, and gold received this turn in taxes of the owned islands. The total height of each bar in the graph indicates the amount of gold available for next turn's Buy & Place.

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Strategy

Much of the strategy you play with in **Arrrggh!** depends on your species, as well as the species of the other players. Since there are many thousands of these combinations, what we offer here are some general tips to improve your game:

Ports are absolutely crucial to success. The beginning of the game should be devoted mostly to moving through islands as fast as possible, looking for a port. Without a port, any gold you collect is relatively useless.

Since ports with enemy ships on them are not eligible for placing items during Buy & Place, it is imperative to keep your ports free of enemy ships. Do this by placing enough ships of your own to fight off any enemies that may arrive.

Mobility is important in Arrrggh. Be sure to buy lots of ships to get the Movement Points.

Since the winner of the game is the player with the most points, it pays to focus on high-value islands, like ports or islands with high yields. Sometimes the player with the most islands will actually have less points than another player. Also, since you get points for combat, it never hurts to try and take an island on the last turn, whether you have a chance of taking it or not.

Scoring is handled as follows:

100 points per sack of gold **yield** for each island you own, once per turn

100 points for each enemy ship you destroy

1 point for each enemy pirate or islander you kill

Credits/Technical Info

Credits

Arrrggh! was designed by Greg Sommerville and Ashley Backus.
All programming, graphics and sound work was done by Greg Sommerville.
Testing, tuning, and balancing by Ashley Backus.

Play testing by William Watt, Andy Pedersen, John Concini, and Paul Kopcak.
Moral Support by Mary Anne Pedersen

Technical Info

Arrrggh was written entirely in Microsoft Visual Basic 3.0 (Professional).
It's roughly 18,000 lines long, and took about a year and a half of nights
and weekends to finish.

Graphics were done using POV-Ray, a **great** freeware ray tracing program.
Check out www.povray.org for more details.

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Getting Help

Registered owners of **Arrrggh!** are eligible for technical support. Contact us at:

Lost Shaker Productions, Inc.
317 S. Division
Suite 45
Ann Arbor, MI 48104

Or by e-mail, to:

gsommer@dial.cic.net

Obviously, e-mail is much quicker.

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Selecting Players

This screen allows you to choose which species you will play, as well as the number and species of your opponants.

Clicking on a player's button (the long buttons) will take you to the Player Information Screen for that player.

Clicking on the OK button takes you to the Select A Map screen.

Clicking on the Random Species button will randomly assign species to all computer players in this game.

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Changing A Specific Player

This screen allows you to choose the species you wish to play, the name under which you will be known, and your color. Choosing a species will show you information about that species, including how many pirates you can place on a ship, the cost of a ship, and any special traits they may have.

Note that only three of the species are available in the shareware version of the program. These three are Human, Elves, and Giants. To obtain the other five species, please see the information about registering under the help menu in the game.

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Selecting A Map

The final stage in starting a game of Arrrggh! is to select a map to play. Select a map by clicking on the map name on the left, then clicking on OK. This will start the game.

The available maps are all files that end in .ARM (Arrrggh Map Files) that are in the Arrrggh game directory.

The shareware version of the game does not allow you to play any maps, other than the default map. By purchasing the Registered version of the game, you will receive twenty-four new maps, as well as a map editor program, which allows you to create your own maps.

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