A VOYAGE TO THE NEW WORLD · 1495

Terra Incognita



Sail west. Chart the unknown.

Outfit your caravels in Lisboa, cross the ocean sea, meet the peoples of a land no chart has shown — and bring gold and maps home to the King.



Your Caravel
by wind and stars



The Captain
from Escudeiro to Vice-Rei



Golden Cities
rumoured, far inland

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THE MANUAL

Terra Incognita

An exploration and trade game for the Apple IIgs.

It is the year 1495. The navigators of Portugal have rounded Africa; to the west there is only the ocean sea, and the old charts write over it *terra incognita* — the unknown land.

You are a young captain in the King's service. He gives you a caravel and a purse and one order: *sail west*. Beyond the ocean lies a continent no chart has shown, a different one in every game. Chart it, meet its peoples, trade with them or fight them, found trading posts, look for the golden cities of the rumours, and bring gold and maps home to Lisboa. Voyage after voyage you may rise from a mere squire to Vice-Rei — before the age of discovery ends in 1550.

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Getting started

What you need

- An **Apple IIgs with 8 MB** of memory and a 3.5" drive. An accelerator (a ZipGS or the like) makes the map smooth; on a stock IIgs it plays, but in steps.
- Or an emulator such as **MAME** (on the Mac it comes with Ample), set up as an Apple IIgs with 8 MB.
- A mouse if you like, or a joystick. The keyboard alone is enough.

Starting

Boot the disk. After about half a minute the title appears; click the mouse or press a key to begin a new game. If you have a saved game, C carries on from it, and Esc quits.

A new game draws one of the eight worlds on the disk at random. You start in Lisboa on the 1st of March 1495 with 1,500 cruzados of your own.



The title

Saving

The game saves itself every time your fleet comes home, on the game's disk (so the disk must not be write-protected). It takes a few seconds; the page says so while it does.

The controls

On the map

Arrows, W A S D	sail the fleet, or walk the captain ashore
Q E Z C, keypad	the slanting ways (the keypad: all eight)
Joystick	the same
Return, Space	what the message line offers: go ashore, board the ships, sail home
M	the world map: all you have charted
I	the expedition: men, food, goods, gold, days at sea, charts, rank, fortune
H or ?	how to play
Esc	back to the title (the game as last saved)

With the mouse

- **Hold the button** and the fleet (or the captain) heads for the pointer.
- **Click the ship,** the captain, or the message line at the top to do what Return does.
- Click the **top line's left half** for the world map, its right half for the expedition.
- On the pages, **click the choices;** elsewhere a click goes on.

The HUD

The top line shows the date, your men, the **days** your food will last, trade goods, gold and caravels. Below it: the wind — an arrow and the way it blows *to* — and a line of messages, or the land you stand on and whose it is.

Lisboa: fitting out

Before every voyage you stand in the yards of Lisboa. The King adds a grant to your purse — 400 cruzados, and 200 more for every rank you rise. Then you buy:

What	Price	A caravel holds
Caravel	500	(sold again for 250; up to 5)
Men	8 each	40 men
Food	12 a hundred rations	4,000 rations
Trade goods	5 each	60 goods

Up and down pick a line, left and right (or – and +) sell and buy. With the mouse, click the left half of a line to sell, the right half to buy. Return sets sail, R retires.

You need at least a caravel, ten men, and food for thirty days. Every man eats one ration a day: thirty men and 1,600 rations last 53 days.



The yards

> *Men are paid off and the stores sold at half price when you come home, so buy for this voyage, not the next.*

At sea

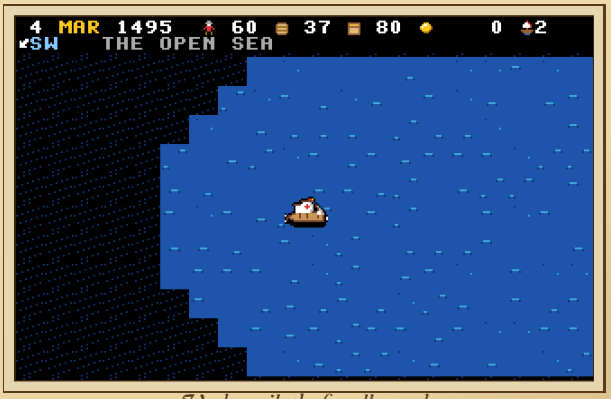
The fleet sets out from the eastern edge of the map. Everything else is black: the unknown. What your lookouts see — five leagues all round at sea — is charted for good and stays on your maps for the whole game. The first land you see brings a gull's cry and *LAND IN SIGHT!*

The wind

A caravel runs fast with the wind behind it and crawls into it:

Running before the wind	full speed
With the wind on a quarter	nearly full
Across the wind	three quarters
Close to the wind	under half
Into the wind	a fifth

The wind shifts as the days pass, but it keeps returning to the one of its latitude: in the north the **westerlies** blow toward the east, in the south the **trade winds** blow toward the west. Go south to cross the ocean, north to come home — as the real navigators learned to do.



Under sail, the fog all round

Rivers are deep enough for your caravels: you may sail far inland up them.

The perils of the sea

Every pixel the fleet sails costs time — three hours a league — and every day each man eats a ration.

Hunger

With the food gone, one man in eight starves each day. Watch the days of food on the HUD, and buy food from the peoples ashore when it runs low.

Scurvy

After seventy days at sea without setting foot on land, scurvy begins to take your men. Going ashore anywhere, even for a moment, sets the count back to nothing.

Storms

About one day in forty at sea brings a storm. It spoils a quarter of the food and washes men overboard; a fleet of more than one caravel may lose a ship, with its share of the men and stores.



A storm

The way home

Sail off the eastern edge of the map and press Return: the voyage home to Lisboa takes twenty days of food.

If the last of your men die, the expedition is lost — and so are its ships. A fishing boat brings you home.

Ashore

Sail into a coast and the message line says *LAND HO! RETURN: GO ASHORE*. The captain and his men wade ashore; the ships anchor. Walk back to them and press Return (or click the ships) to sail on.



Land ho!

Ashore the land sets the pace and the time it takes:

Land	Hours a league
Grassland, plains, villages	4
Desert, tundra	6
Forest, pine woods	7
Hills, fording a river	8
Snow	9
Jungle, swamp	10
Mountains	16
High peaks	impassable

From hills you see further, from mountains furthest of all; in the jungle hardly at all.

The peoples

Six peoples live in every new world, each with a name, a temper and a look of its own — round thatched huts, tents of hides, houses of sun-dried brick. About seventy-five villages lie scattered over the land, most of them near water.





Walk onto a village to visit it. Its page tells you how its people take you:

They shake their spears at you.	hostile
They watch you warily.	wary — they may refuse to trade
They greet you calmly.	calm
They greet you as friends.	friends
They welcome you with a feast!	the best of friends

What you do in one village is not forgotten: its whole people hear of it, and the others a little. A people that grows truly hostile attacks you at its villages, and its warriors ambush you on their land — about one day in five.

Trade, gifts and feitorias

T	**Trade for gold.** Five trade goods for as much gold as the village can spare — more the better they like you; a golden city pays six times as much. A village's gold runs out.
F	**Trade for food.** Five goods for about a hundred rations, more from friends.
G	**Give gifts.** Three goods; the village likes you much better, its people a little.
A	**Attack.** See *War*.
P	**Found a feitoria.**
L	**Leave.**



A fair trade

Feitorias

A *feitoria* is a trading post. Among friends you may found one: five men and ten trade goods stay behind, and the village's tile on your map shows the flag. Every time you come home each feitoria sends 120 cruzados — as long as its village stays friendly to you. The golden cities will not have one.

War

Attack a village, or be attacked, and the men fight it out. Steel, armour and powder count: each of your men is worth two warriors, and in a golden city the warriors fight harder still. The odds decide, and both sides bleed.



Battle

- **Won,** the village's gold and food are yours and it burns. Only ruins remain.
- **Lost,** a third of your men fall and the rest are driven back.
- Either way the attack is remembered: the village hates you, its people turn against you, the others grow wary.

> *A people you have wronged will ambush you on its land for a long time to come. Gold won by the sword is quick; friends and feitorias pay for years.*

The golden cities

Four or five golden cities lie in every world, always far inland — in the hills, the mountains, or the jungle — and never near the sea. Their temples shine with gold; their warriors number in the hundreds.



A golden city

Finding one is fame in itself: the King's court is amazed by the tale. Trading with a golden city pays six times what a village does, and they have gold enough for many voyages. Taking one by force needs a great army, and costs many lives.



A world as the King's cartographers might draw it: the villages in red, the golden cities in gold

Home: the Royal Audience

Back in Lisboa the King receives you:

- He takes his **fifth** of the gold you bring; the rest is yours.
- The royal **cartographers** pay a cruzado for every four new leagues you charted.
- Your **feitorias** send their gold.
- What is left in the holds is **sold** at half price, and the men are paid off.



The Royal Audience

Fleets sail in the spring: your next voyage begins on the 1st of March of the next year. The game is saved before you go to the yards.

Ranks, the end and the score

Your deeds bring fame at court: a point for every 20 cruzados of gold you bring home, one for every 16 leagues charted, 20 for every feitoria and 60 for every golden city found. Fame raises your rank — and the King's grant with it:

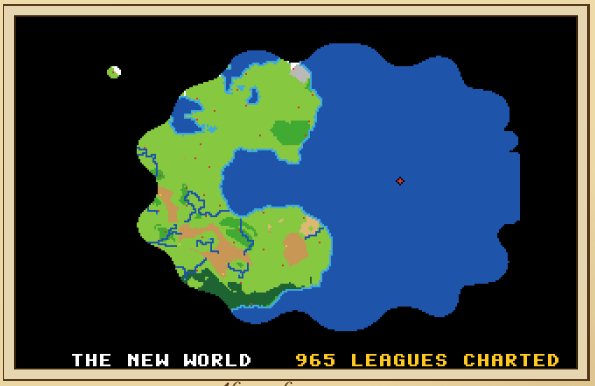
Rank	Fame
Escudeiro (squire)	0
Cavaleiro (knight)	40
Fidalgo (nobleman)	120
Capitão (captain)	250
Capitão-Mor (captain-major)	450
Almirante (admiral)	750
Governador (governor)	1,150
Vice-Rei (viceroy)	1,700

The end

Your career ends in 1550, when you retire (R in the yards), or when you can no longer afford a caravel and its men. The final reckoning lists your voyages, charts, feitorias and golden cities, and your **score: your fortune plus ten times your fame**.

A captain's counsel

- **Take the southern route out.** The trade winds carry you west; the westerlies bring you home in the north.
- **Land often.** A step ashore keeps scurvy away.
- **Carry goods.** They buy gold, food and friendship. Forty goods on a first voyage are well spent.
- **Make friends early.** A gift or two turns a wary village calm, and calm villages trade.
- **Found feitorias** among friendly peoples: they pay every voyage for the rest of the game.
- **Chart.** Every new league is paid for at home and counts toward fame — sail along unknown coasts, climb the hills to look.
- **Follow the rivers**: by ship they are the quickest way inland, and villages like their banks.
- **The golden cities** are worth the march. Bring goods to trade — or a very large army.
- **Watch the food line**: the days it shows assume the men you have now.



After a few voyages

About the game

Terra Incognita is written in 65816 assembly for the Apple IIgs, with Merlin 32. Its continents are grown from noise by the game's tools; its title and its seven scenes are paintings brought down to the IIgs's Super Hi-Res, sixteen colours a line; its tiles and sprites are drawn by program; its six tunes and eleven sound effects are synthesized and played by the Ensoniq chip. Nothing is sampled.

It is a game in the spirit of the classic exploration games of the 1980s. Its worlds, peoples, words, pictures, music and sounds are its own; the history it borrows from belongs to everyone.





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