

# How to Play Seven Cities of Gold Commodore 64

Seven Cities is a game of discovery. The instructions on this card will help you get started by telling you how to create a map disk and how to make one complete trip to and from the New World. You may then turn to the manual (inside the front cover of the package) if you want additional hints and information.

**1. MAKE A HISTORICAL MAP DISK** - Turn on the disk drive, turn on the computer and insert side 2 of your program disk (i.e., put the disk in upside down). Type LOAD "EA",8,1 and press **RETURN**. Side 2 contains the map you want to copy as well as the copy program itself, so when you see the message, "Insert the disk you want to copy from and press 'space'...", just press the **space bar**. When you see the message, "Insert the disk you want to copy to and press 'space'...", insert a blank disk. Continue following the prompt instructions as they appear (remembering that side 2 of the program disk is the disk you're copying from) until you see the message, "Good copy...".



ELECTRONIC ARTS

**2. LOAD THE PROGRAM** - Turn on the drive, turn on the computer and insert side 1 of the program disk. Type Load "EA",8,1 and press **RETURN** . Once the music starts, you may press **f7** at any time to load the Seven Cities program. Remove the program disk, insert your map disk and press **f7** again when the prompt tells you to. Then make sure your joystick is in port 2 and follow the on screen directions for using it to choose a level.

**3. SET SAIL** - Use the joystick to move to the left to your ship. (Hold down the button to move faster.) At sea, set course (and "automatic pilot") by pressing the button while you push the joystick in the direction you want to go. Study the screen border for information about the passage of time and your status. Note to novices: Set your course due west when leaving Europe and you will soon come to a very interesting island.

**4. LAND HO!** - Sail in close and press the button. Use the joystick to move the highlight over "Drop Stuff Off" and press the button again. Now use the joystick to transfer men, food and goods from the ships to a land expedition. (To move all of an item, hold the button down as you move the stick right or left.) When you're ready, move the stick up until "leave" appears and press the button.

**5. EXPLORING** - On land and in villages, pressing the button while moving changes your speed, pressing it while at rest produces an options menu. If you choose the view map option, your position on the map is approximately in the center.

**6. NATIVES** - Villages are marked for novices. Others must stand still and look for the blinking light that signifies a village location. Once inside, look for the chief in the village center, being careful not to bump into too many inhabitants unless you want to fight. If you get to trade, look on the bottom of the screen for information about prices and how many goods you have.

**7. RETURN HOME** - Try the court for rewards, your home for a status report, the outfitters for new men and supplies, the pub to save what you've accomplished, then set sail again.

**CREATING A RANDOM CONTINENT MAP DISK** - Start up the program as though you were going to play, then press **F3** instead of **F7** and follow the instructions as they appear on the screen. The creation process will take as long as 20 minutes.

#### **OTHER KEYSTROKES**

**D** - discovers everything, if you press it while in your home in Europe.

**F1** - returns you to the point where the program asks for a map disk.

**space bar** - pauses and resumes the game.

**IMPORTANT** - Seven Cities uses the disk drive frequently. Do not open the drive door during play.

## Limited Warranty

Electronic Arts warrants to the original purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in materials and workmanship for ninety days from the date of purchase. Defective media returned by the purchaser during that ninety day period will be replaced without charge, provided that the returned media have not been subjected to misuse, damage or excessive wear.

Following the initial ninety day warranty period, defective media will be replaced for a replacement fee of \$7.50.

Defective media should be returned to: Electronic Arts  
390 Swift Avenue  
South San Francisco, CA 94080

in protective packaging, accompanied by (1) proof of purchase, (2) a brief statement describing the defect, (3) a \$7.50 check (if beyond the initial ninety day warranty period), and (4) your return address.

### WHAT IS NOT COVERED BY THIS WARRANTY

THIS WARRANTY DOES NOT APPLY TO THE SOFTWARE PROGRAMS THEMSELVES. THE PROGRAMS ARE PROVIDED "AS IS."

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES, INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO NINETY DAYS FROM THE DATE OF PURCHASE. ELECTRONIC ARTS SHALL NOT BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES FOR BREACH OF ANY EXPRESS OR IMPLIED WARRANTY.

Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Address all correspondence to: Electronic Arts, 2755 Campus Drive, San Mateo, California 94403. Or call us at (415) 572-ARTS.

Unless identified otherwise, all programs and documentation are  
© 1983 Electronic Arts.