

THE SEVEN CITIES OF GOLD QUICK START REFERENCE CARD — ATARI

Your manual is inside the front cover of the album.

1. MAKE A MAP DISK – Seven Cities continually reads from and writes to a map disk as you play. To make a map disk, you need a blank disk and your program disk.

a) Historical Map – boot side 2 of your program disk and follow the prompts as they appear. Side 2 contains the map of the historical Americas as well as the copy-disk program, so use it as the disk you want to copy from, and use your blank disk as the one to copy to.

b) Random Continents – boot side 1 of your program disk and follow the prompts for creating a map disk containing a brand new New World. The process usually takes about 10 minutes but can very occasionally take as long as 16 minutes.

Note: Atari XL owners must hold down the option key while booting. You may release it when the Electronic Arts logo appears on your screen.



2. CHOOSE YOUR LEVEL - To start a new adventure, boot your program disk and follow the instructions as they appear. Your challenge is to find and explore the New World. The more experience you claim for yourself, the more difficult will be your task. Time will pass faster, its ravages will be more severe and native settlements will be more populous and more challenging to find and deal with.

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.

OTHER KEYSTROKES

C - toggles the color between two choices.

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

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

WARNING

SYSTEM RESET reboots the program.

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