

1869

Screen/Sequence Guide & FAQs (v1.1) by Twmas Morgan – July 2006.

Contents

Introduction	1
Author's Notes	1
Legal Stuff	1
Initial Screens	2
Start-up Sequence	3
Main & Subsidiary Screens .	4 to 9
Initial Trading Conditions ...	7
FAQs	8 to 12

Introduction

I downloaded this game from Abandonia and found it quite interesting. The main problem was the lack of a manual. The system is generally straightforward but there are exceptions. In order to help newcomers to the game I have compiled this document (and a separate guide to initial trading conditions). The step-by-step format was done so that I could check it easily. There are a few screen shots. Any additions and/or corrections would be appreciated.

Author's Notes

- 1) I have read through the forum entries and found that I have answered many of the queries therein.
- 2) The Forum has a number of suggestions for profitable trade routes.
- 3) I have been unable to capture DOS screens so the only screen shots included are from the Abandonia site or the Forum.
- 4) I would be pleased to receive any additional information (or screen shots) so that I can update this guide.
- 5) This document (and its accompanying buying & selling tables) were produced using Open Office which is a FREE alternative to MS Office).

Legal stuff

- 1) I have written this (and the spreadsheet) from my experience of playing the game "1869".
- 2) Feel free to use it as you wish but acknowledging the authorship would be nice.
- 3) I hope "Bobbin" doesn't mind me using his screen shot – *please let me know if you do?*

PART ONE – Initial Screens

(1) Title screen – shows a ship graphic plus “1869 (c) 1992 Max Design”
Press <Enter> to move on.

(2) Security screen – instructs “Please enter the name of illustrated ship on page X”
Don't worry about this – type in anything then press <Enter>.

(3) First choice – asks the question “Load an old game “Y” or press the space bar.
<Y> takes you to the Statue screen (4)
<Space bar> continues with the set up sequence (5)



(4) Statue screen – this shows a peculiar statue which is supposed to be underwater. The centre is plain black until you have saved something. When you have the saved game's name will be in dark blue (and hard to see).

The “steps” show the following options:

Load - Restart - Continue

Save - *type a title into the empty “step” below the dark square then click on <Save> step*

Historical On / Off - *a toggle for the events of the era e.g. The Crimean War.*

Thanks to “Bobbin” for this screen shot.

Start-up sequence:

(5) Players - asks "How many players 1 – 4?"

Type 1,2,3 or 4 then <Enter>

This sets the number of iterations for screens 6 to 12 plus if number > 1 the ship auction sequence.

(6) Names - instructs "Enter the name of player X"

Type in a short name then <Enter>

(7) Gender - asks "M – Male or F – Female"

<F> or <M> then <Enter>

(8) Company - instructs "Enter the company name of the player X"

Keep it short then press <Enter>

(9) Starting Port - asks "In which port would you like to start?"

Make your selection (1 to 5) then <Enter>

(10) Confirmation - sets out your choices and allows you to accept or **start again at (5)**.

It asks "Is the above correct? Y or N"

Type in <Y> or <N> then <Enter>

(11) Time Span - asks "How long do you want to play?" Options A to E give varying numbers of 'game' years all with an initial stake of 7.000,00 \$. Option F gives you 12.000,00 \$ to start with.

Make your choice and then <Enter>

(12) Gala Mann screen - *completely useless quotation.*

<Enter> to move on.

Multiple players only

(13) Ship auction - this sequence shows the players names at the bottom of the screen. If you wish to bid then click on the appropriate name. When all bids are finished the ship will be sold to the highest bidder. Once everyone has a ship the game will move on.

Don't press <Enter> whilst this bidding is going on or you will be ejected from the sequence.

PART TWO - Main Screen



(14) Layout: the world map is in an old-fashioned ornate frame. Initially the map is centred on either Europe or the USA (*depending on the home port of player one*). Ports are shown as houses or huts in various colours. The player's home port has a crimson flag flying. A ship is in the sea to the left.

Subsidiary areas:

Top Centre – Company name

Top Right – Date - *Click to advance*

Bottom Left – Current Money

Bottom Centre – changes the centring of the map - *Click on the area you wish to see.*

Bottom Right – four options:

“dollar?”

Loan sequence (15)

“anchor”

Record Times - *pretty useless screens*

“money bag”

Accounts sequence (16)

“book”

Statue screen (4)

Un-visited Ports - unless at war (or sometimes in unrest) clicking on a port will overlay the following information:

Name - Who it belongs to - Major trade good - Political state

Visited Ports - **Left click** takes you to the Trader Screen (17)

Right click overlays the following four icons:

“chess pawn”

overlays general information as for unvisited ports

“beer mug”

takes you to the Inn sequence (18)

“anchor”

takes you to the Shipbuilders sequence (19)

“chest”

takes you to the Warehouse sequence (20)

Ship graphic

Left click - if you have any ships this will overlay a red banner across the screen showing their status - location (in port, on the sea heading towards, time en route).

Right click – takes you to the first ship screen (21)

(15) Loan Sequence – shows a fat banker by an open safe. Options are:

- (i) get a loan
- (ii) extend your credit (*this may be refused and a nice sequence will show you landing on your derriere outside the building*).

(16) Accounts Sequence – shows a new screen with a pale yellow centre, pale green buttons at top and bottom and cherub trumpeters in the bottom corners.

Top buttons: Development - to screen (27)
Company Worth – to screen (28)
In Graphics – to screen (29)

Main screen: the basic accounts laid out as follows:

Turnover	X	\$
Purchase of Goods	X	\$

Sub-total	X	\$
Goods, Stock	X	\$

Proceeds of Sales	X	\$
Repairs Expenses	X	\$
Staff Expenses	X	\$
Various Returns	X	\$

Profit	X	\$

Although I studied accounts in Wales and Holland I am not familiar with the above style of presentation. I can only presume that this follows the US convention (can anyone help?).

Bottom buttons: Costs – to screen (31)
Store – to screen (32)
Exit



(17) Trader Screen - shows a man behind a counter (headgear alters slightly) with a blackboard to his left. This board shows what goods he has for sale and what he will buy (both with prices).

At the bottom of the screen you have the options to buy, sell or exit.
Simply click on the appropriate choice.



(18) Inn Screen - a picture of the exterior of an Inn.

You have the options to hire a crew, open a new branch, obtain information or exit.

(19) Shipbuilders Screen - a picture of a drawing office.

You can:

- Repair your ship – takes you to the dry dock screen (22)
- Purchase a used vessel - takes you to a ship display sequence (23)
- Order a new vessel – takes you to another ship display sequence (24)
- Pay for your ship(s)
- Sell your ship(s)
- Exit

(20) Warehouse Screen - shows a picture of the warehouse (how grand it is depends upon your wealth. It can be anything from a wooden shack to a sizeable modern company building

Options here are:

- store or load goods
- move money to or from the warehouse and / or ship(s)
- close the branch
- exit



(21) First Ship Screen - from top downwards:

Top Centre – ship's name

Underneath – current location

Ship graphic – **Note: this is the same graphic regardless of ship type**

Underneath - Available Loading Space: X tons

Load: (type and weight of goods – may be a mixed cargo)

Underneath and to the left – Bags of Gold graphic – X amount (presumably in \$)

3 button at the bottom – Left to Right:

Condition – takes you to Ship Condition Screen (25)

Crew – takes you to Crew Screen (26)

Exit

(22) Ship (Dry Dock) Screen - shows a graphic of a dock (dry dock?) and asks the question - "Which job would you like done?" The options are:

- (i) Remove the barnacle growth
- (ii) Seal and paint the hull
- (iii) Repair the rigging or engine
- (iv) Give the ship a major overhaul
- (v) Exit

(23) Used Ship Display Screen - this shows a graphic for the ship type on offer.
The options at the bottom of the screen are:

- (i) Type: (*e.g. Schooner*)
- (ii) Crew: *X* persons
- (iii) Capacity: *X* tons
- (iv) Hull: (*Wood or Iron*)
- (v) Price: \$ *X*
- (vi) Age: *X* year(s)

(24) New Ship Display Screen - very similar to (23) above

(25) Ship Condition Screen - the bottom half of the screen (below the ship graphic) changes to show (top down):

Total capacity: <i>X</i> tons	Minimum crew: <i>X</i> persons
Build by:	Type:

Taken on	<i>X</i> %	water
Tackle	<i>X</i> %	damaged
Hull	<i>X</i> %	overgrown with barnacles

Three buttons at the bottom are:

- Condition – returns you to the previous screen
- Crew – to crew screen (26)
- Exit – to main map

(26) Ship's Crew Condition Screen - this overlays a wide box below the ship graphic.

Left: Crew: X persons v: ??? e: ??? (*I have no idea what these letters signify*).

Centre: Picture that shows the mental state of the crew (e.g. happy, sad, rebellious) plus 2 others – empty (no crew) – kitbag (crew boarding)

Right: Captains Order: button changes from Easy to Medium to Hard
Slider from Negative (left) to Positive (right)
Pay: \$ X
Button: changes from “X” to “Bonus”

(27) Development Screen – the main screen is replaced by a XY graph

(28) Company Worth Screen – another graph showing horizontal bars

(29) In Graphics Screen – shown in figures ???

(30) Active Screen – this provides a list of companies ranked from most profitable to least.

(31) Costs Screen - initially the same as the accounts screen (16). Maybe this changes as the game goes on!

(32) Store Screen – this shows the amount of money and goods in stock.

Next page – table showing initial trading conditions.

1869	Trading Conditions			
	Country	Empire	Major Export	Political State
Accra	Nigeria	British	Rare Wood	Unrest
Aden	Arabia	British	Coffee	Stable
Amsterdam	Netherlands		Textiles	Stable
Arica	Chile		Saltpetre	Stable
Barcelona	Spain		Wine	Stable
Bombay	India	British		Stable
Callao	Peru		Fruit	Unrest
Cape Town	Cape Colony	British	Coal	Stable
Cayenne	Guyana	French	Rare Wood	Stable
Colombo	Ceylon	British	India Rubber	Stable
Hamburg	Hanover		Arms	Stable
Havana	Cuba		Sugar	Stable
Lagos	Gold Coast	British	Coal	Unrest
Le Havre	France		Wine	Stable
Lisbon	Portugal		Wine	Stable
Liverpool	England		Textiles	Stable
London	England		Tools	Stable
Los Angeles	USA		Textiles	Stable
Luanda	Angola	Portuguese	Rare Wood	Unrest
Macao	China	Br port	Silk	Revolts
Mandao	Celebes	Dutch	Saltpetre	Stable
Melbourne	Australia	British	Textiles	Stable
Mozambique		Portuguese	Ivory	Unrest
New Orleans	USA		Textiles	Stable
New York	USA		Machines	Stable
Odessa		Russian	Coal	War
Perth	Australia	British	Coal	Stable
Port Said	Egypt		Cotton	Stable
Puerto Bello	Panama		Coffee	Unrest
Rangoon	Burma	British	Rare Wood	Stable
Rio de Janiero	Brasil		Coal	Stable
San Francisco	USA		Tools	Stable
Savannah	USA			Stable
Shanghai	China	Br port	Coal	Revolts
Sidney	Australia	British	Wool	Stable
Singapore	Malaysia	British	Coffee	Stable
Tanga	East Africa	German		Revolts
Trieste	Max Group Colony	Austrian	Textiles	Stable
Tunis	Tunisia	Turkish vassal	Fruit	Unrest

PART THREE – FAQs

Q1) When I want to sell a ship I'm told that I have to dismiss my crew first. How do I do this?

A1) *Go to First Ship Screen (21) and press the Crew button at the bottom centre. Move the slider all the way to the left (negative end). The crew portrait will disappear. Now you can go back to the shipbuilders.*

Q2) How do I move money around?

A2) *Money can be in one or more – ships or warehouses. When a ship is in port you can transfer money via the Warehouse screen (20).*

Q3) When I transfer money all of it goes. How can I move only part of it?

A3) *This one puzzled me for a while as there seems to be no mechanism for splitting allocation. This is one work-around: if you are transferring from a ship to a warehouse then make sure your ship has a full cargo that it can sell at that port. Transfer the capital from the ship to the warehouse **then** sell the cargo. Now both have some part of the total sum.*

Q4) How do I name my ships?

A4) *My first few ships had names like “7000” or “1000” as I had made the mistake of offering a down payment at the shipbuilders before they had asked for it. Although it is not clear they are asking you for a name first.*

Q5) Can I build ships outside my 'home' port?

A5) *It may be possible to do so provided that you have opened a branch at that port and that it has suitable facilities. Some ports can repair your vessels but not build new ones e.g. Bombay.*

Q6) Do I have to sell all of my goods at the same time?

A6) *At the Trader Screen (17) when you offer goods for sale part of the dialogue will say something like “sell X amount of Y goods at Z price”. This will not necessarily be the total amount. If you click on this line the quantity you are selling will increase (up to the maximum load).*

Q7) Why can't I go direct to the target port?

A7) *This seems to be a simulation of tides, winds and times of year. Sometimes you will be able to go direct e.g. London to Cape town but at other times you will be forced to call in en route (this may be into unstable areas where you might get robbed).*

Q8) I've been robbed and my crew is on strike! What should I do?

A8) *Not an enviable position to be in. Basically you have two choices – open a branch at this port by bringing another ship to it (very risky) or cut your loses (dismiss the crew). The latter will leave an abandoned ship on your roster which will eventually decay and sink. However, I have sometimes managed to dismiss the initial crew then hire a new one to limp the vessel into a nearby friendly port (i.e one with a branch in it).*

Q9) Do traders buy and sell the same goods throughout the game?

A9) *There seems to be no consistency in this regard. For example I can transport as much tobacco from USA to Britain as I like. On another occasion as soon as I delivered one consignment of textiles to South America the item was removed from the blackboard. Next time I visited there was a new item on the buying list. This needs further investigation.*

Q10) Where do I buy and sell my goods?

A10) *I have produced two grids – buying and selling prices – showing initial settings.*

Q11) How do I get started?

A11) *Follow the start-up sequence then for each player:*

- i) buy a used ship at the shipbuilders (it takes 4 days to be delivered)*
- ii) hire a crew at the inn (8 days this time)*
- iii) advance the time by 4 days*
- iv) load a cargo*
- v) advance the clock again*
- vi) set sail for the first time*

Note: Sometimes your home port has no goods (Savannah is very prone to this). If so when you have both ship and crew sail to a nearby port to get a cargo.