

# Cutthroats v5.0 Patch

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## **Introduction**

Thank you for purchasing Cutthroats. We hope you enjoy the game.

This readme provides additional gameplay and technical support information. Further information about the game, including Frequently Asked Questions and Hints and Tips, can be found at the Hothouse website. Please visit - <http://www.hothouse.org>

## **Patch v5.0 Update**

*You have now installed the Patch v5.0 update.*

*Patch v5.0 fixes include:*

- Prize Court: Purchased goods are no longer taxed.
- Letters of Marque are retracted when you attack or threaten ships of the issuing nation.
- Dutch and Danish flags are now correct ;)
- An additional bug causing loss of control of ship is fixed.
- Letters giving you Freeman status are now displayed in the logbook.
- The aggressiveness of civilians in land battles has been reduced.
- Escorts to Europe are no longer included.
- Men no longer enter one building and leave from another.
- Treasure is now added correctly to the hoard when leaving a beach via Crows Nest Screen.
- Prisoners follow their captor more closely in Land Battles.

*Manual Errata: Please note that selection of groups in Land Battles is via SHIFT F1-F12 not CONTROL F1-F12 as stated in the manual.*

*The keys to Accelerate and Decelerate time are F7 and F8.*

*Ships can only fire at buildings when under direct control (when 'Follow' mode is activated). When the target building is in the firing arc, press SPACE to fire.*

*The patch will automatically install to the first drive to which you installed Cutthroats.*

## **System Requirements:**

### **MINIMUM SYSTEM REQUIREMENTS**

- Pentium 166
- 32Mb RAM
- Windows™ 95/98
- 8x CD-ROM drive
- 2 Mb SVGA Graphics Card
- Soundblaster 16 or compatible
- DirectX™ 6.1 (Included on CD)

### **RECOMMENDED SYSTEM REQUIREMENTS**

- Pentium 233
- 32Mb RAM
- Windows™ 95/98
- 24x CD-ROM drive
- 2 Mb SVGA Graphics Card
- Soundblaster 16 or compatible
- DirectX™ 6.1 (Included on CD)

## **Setup and Installation**

To best prepare your system to run the game, please follow this procedure:

1. Run SCANDISK (Programs/Accessories) on your hard drive
2. Run DEFRAG (Programs/Accessories) on your hard drive
3. Run a quality virus scanner on your hard drive
4. Make sure that you have at least 750MB free on the hard drive that will contain the game files.

To install Cutthroats to your hard drive:

1. Place the Cutthroats CD in your CD-ROM drive.
2. After a few seconds, the Autorun Menu will come on screen. Select the **Install** option. If this menu does not appear, click the Start button, select Run and type **D:\SETUP.EXE** (where D is the letter of your CD-ROM drive), and then click OK.
3. The program will detect whether you have certified DirectX 6.1 drivers which allow Cutthroats to run properly under all configurations. Your current drivers may be updated as necessary.
4. The Cutthroats installation routine will then install the game files to your hard drive. At the end of the installation, you may be prompted to Restart your computer.
5. Click the **Play** button on the Autorun Menu or select **Cutthroats** shortcut in the Programs/Hothouse Creations/Cutthroats folder in the Start Menu to begin the game.

## **Copy Protection**

To deter piracy, Cutthroats has been copy protected against mass duplication. From this procedure, there is a possibility (less than 1% of users) that during gameplay, the CD ROM may not be able to read the CD. The cause of this "usually" relates to a CD ROM drive that is below specification, an older model, or is miscalibrated from heavy use.

If you should experience a problem reading this CD, please try this option. Open your CONTROL PANEL, then select SYSTEM, then choose PERFORMANCE, and then click on the FILE SYSTEM button. Then choose CD-ROM, and change the Supplemental Cache Size for the CD drive to 470k (the half way mark between small and large).

## **Keyboard Controls**

### ***Escape***

Opens the main menu in the logbook. You can then use the 'End Game' option to leave the game.

### ***F1***

Opens the options page in the logbook.

### ***F2***

Opens the save page in the logbook.

**F3**

Opens the load page in the logbook.

**F4**

Opens the 'End Game' page in the logbook

**F5/F6**

Music volume up/down.

**Shift F5/F6**

Sound FX volume up/down

**P**

Pauses / Resumes the game.

**F**

Toggles 'follow' mode on/off, in Battle View only. When you have ships or men selected, pressing the 'F' key will centre the view on that selected object and follow it. If follow mode is off, by moving the mouse pointer over an object and pressing the 'F' key, you can centre the view on that object and follow it.

**+ / - (keypad)**

Zoom battle screen radar window in / out.

**Insert Key**

Toggles level of ship information on right hand side panel. (Battle ONLY.)

**Cursor Keys**

Scroll view in Battle View. (Follow mode MUST be deactivated.)

If follow mode is active and the object you are following is one of your ships then the Left & Right cursor keys steer the followed ship left and right.

**Pg Up / Pg Down**

Raise / Lower the sails on your fleet (CrowsNest View) or selected ships (Battle View).

**Enter / Return / Space**

When following a ship in Battle this will instruct that ship to fire at whatever enemy ships are currently in it's firing arcs. In Battle View, when not following a ship this will make all currently selected ships fire at the enemy ship closest to them.

*In Crows Nest View, pressing one of these keys will take you to Battle View.*

**Features not listed in the Manual**

The following Information about the game is not included or is incorrectly described in the manual:

**Missions**

Missions are given by Governors and you will be asked to take or collect an object or to transport, capture or kill a person. If you are trying to kill or capture a person, you will have to go to battle view in the town where the person can be found. The person you are looking for will be marked with a blue circle and when the cursor is placed over the character, the tooltip will reveal his or her name. You should take such people back to your ship as prisoners, or kill them if required.

You will complete or fail your mission automatically the next time you return to the Governor who gave you the mission. Please note that you will only be given one mission at a time. If you cannot or do not

wish to complete your given mission, return to the Governor and admit defeat. You can still get other missions at a later date.

### **Controlling Cannons**

You can order your cannons to fire at a particular area rather than an individual by right-clicking on the ground in the desired area. This may be useful if you wish to damage a number of enemy units at once.

If you select men, and then right-click on a cannon with no men attached to it, they will attach themselves to it.

### **Local Ships**

Ships from a port with no allegiance to one of the European nations are called Local ships. These ships fly no national flag. Therefore, if you fly no national flag, you will be assumed to be a Local ship. European guard ships may become more wary of you, and will therefore have a slightly increased chance of recognising you.

### **Resuming your Career**

You will be given the option to Resume your Career after Dividing the Plunder or after a Trial in which you have not been found not guilty.

If you Divide the Plunder, all your ships and their contents are sold and the money is divided between your men. If you then opt to Resume you Career, you will be given a new ship, and supplies based on the Fame points which you have accumulated. You will be given 500 pesos. The number of crew returning for duty will depend on the size of the share you gave out when dividing the plunder.

If you are captured at sea, taken back to port and put on trial and then found not guilty, you will not resume your career with your ship(s) and contents, as they are lost. However, if you are arrested on land and found not guilty, you will have your fleet returned to you.

### **Letters of Marque and Prize Court**

On returning to a port of the nation which issued your Letter of Marque, you will automatically be taken to the Prize Court. Here, the value of anything you have stolen recently will be assessed, the booty converted to cash, and the Prize Court will take its 20%. You will get the 80% in cash. However, you have the option to buy back the booty (which may include ships), by paying the equivalent price in cash.

### **Gifts from the Governor**

If the Governor is friendly to you or pleased with you, he might give you one of the following gifts;

**Free Pardon:** You have an amnesty should you get arrested by ports of the Governor's nationality.

**Letter of Introduction:** A letter of introduction makes a particular port, a particular governor, or a particular nationality more friendly towards you.

**Title:** Such rewards automatically gain you a positive reaction when dealing with that country's ports and ships, as well as carrying a small cash and fame bonus with them.

**Sell Arms:** The military base sells you some army surplus at knock-down rates.

**Lend Men:** The military base lends you a squad of troops and their equipment to aid you on your adventures.

**Treasure Map:** A pirate chief may give you a map showing the location of buried treasure. This map may or may not be genuine - it is supplied "as is".

**Trade Agreement:** The town leader gives you a document allowing him to purchase goods at a discount from that town.

**Freeman:** You are made a freeman of the town, making the town more friendly to you.

**Residence:** You are given a house of your very own in the pirate stronghold. This increases your standing there and you can leave treasure there with no chance of being robbed.

## Troubleshooting

### Sound Issues

It is important that you install the latest drivers. If you hear sound that contains static or popping, it probably is one of two reasons. First, your soundcard volume is too high. You need to reduce the WAVE and MIDI volume settings to half. The other reason is a DMA conflict with the card and another device. Click on START MENU>SETTINGS>CONTROL PANEL>SYSTEM then access Device Manager. Click on each hardware tree (+) and make sure no "!" marks or red Xs appear. If they do, you will need to change the settings of the device.

Cutthroats requires that you have a sound card, which fully supports DirectX 6.1. If you are getting loud static popping, or get no sound effects at all, you will need to update your sound card drivers to drivers that are compatible with DirectX 6.1. Please note that some sound card manufacturers do not have DirectX 6.1 compatible drivers yet. Until there is a driver available, you can try reducing the Wave volume in Volume Control. Double-click on the small speaker on the Windows task tray to open Volume Control. If you hear no sound or no music, make sure ALL volume sliders are placed at 75% full volume.

### CD ROM Issues

Some users have non-recognized Win95 32bit drivers or the CD is not properly installed. This results in an aborted installation or not being able to see all the CD's data contents when accessed.

The best action to take is a reinstallation of the CD ROM driver. Get it from the manufacturer. If you cannot, use a generic CD driver from Adaptec (go to their website).

If you have a computer system with more than 1 CD-ROM drive, or a CD changer - Cutthroats runs most efficiently when the CD is in the first CD-ROM drive. The game will run in any of the CD drives, but you may experience some slowdown. Depending on your hardware configuration, the game will sometimes try to stream data from the primary CD drive. In order to get the best performance, we recommend using the first occurring CD-ROM drive (or slot if a multi-changer) with Cutthroats.

### Uninstalling Cutthroats

You should use the Cutthroats Uninstall program, which can be found in the Start Menu/Programs/Hothouse Creations/Cutthroats Directory. This makes sure that all Windows associated fields are removed.

You can also use the ADD/REMOVE Control Panel Applet to remove the game.

## Technical Support

Please read the following section **before** calling technical support:

Because of the millions of different hardware and software combinations possible with today's Personal Computers, you may still have to refer to your computer manufacturer or software publisher to properly configure their product to run our game.

## Contacting Tech Support

If you have questions about the game, our Technical Support Department is here to help. Our web site contains up-to-date information on the most common difficulties with our products; this information is the same as that used by our support agents. If you are unable to find the information you need on our web site, please feel free to contact us via e-mail, fax, telephone or letter.

If you need to talk to someone immediately, call us at (415) 547-1244. We are available to take your calls Monday through Friday between 9:00 a.m. to 5:00 p.m., Pacific Standard Time. If possible, be at your computer when you call. The support representative will need specific information about your computer and may need you to access or change some of the files while you are on the telephone. If it is impossible for you to be at your computer, be sure to have the following information:

- A listing of your computer's hardware and the settings from Device Manager, including what sound and video card your system has. (Contact your computer manufacturer if you aren't sure.)
- What version of Windows™ you are using.
- What version of DirectX™ is currently loaded on your computer?
- How the game is currently configured.

Note: Our Technical Support agents do not have access to game hints, tips, strategies or codes. Please direct all game play inquire to the 900 hint line listed below.

### How to reach us:

World Wide Web: <http://www.eidosinteractive.com/help.html>

Product Warranty Inquires: [cs@eidos.com](mailto:cs@eidos.com)

FTP: <ftp://ftp.eidosinteractive.com/pub/pc>

Internet e-mail: [techsupp@eidos.com](mailto:techsupp@eidos.com)

Fax: (415) 547-1201 or (415) 537-0095

Mail: Eidos Interactive Customer Support  
651 Brannan Street, 4<sup>th</sup> floor  
San Francisco, CA 94107

Hint Line: Eidos Interactive 24 hour automated hint line number is (900) 773-4367. The charge is \$.95 per minute. You must be 18 years or older; or have you parents permission to call.