



The Jolly Roger



The flags they chose ...



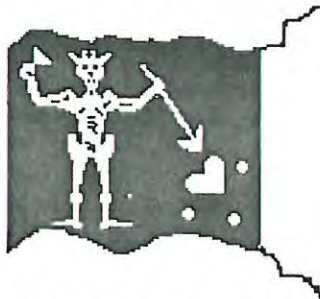
EMMANUEL WYNNE

The French Pirate Emmanuel Wynne was the first to fly the Jolly Roger in the Caribbean in about 1700. Pirate captains changed the design of the flag to suit themselves.



STEDE BONNET

Major Stede Bonnet was a most unusual pirate captain. He was a respectable retired army officer who outfitted his own ship and sailed with Blackbeard. He was caught and executed in 1718.



EDWARD TEACH (BLACKBEARD)

Blackbeard was perhaps the most bloodthirsty and infamous of all pirates. The flag above terrified shipping along the east coast of America. He was killed in battle in 1718 when the Royal Navy attacked his sloop the *Adventure*.



HENRY EVERY

Henry Every was the most famous pirate of his day. Before pirating he had served in the Royal Navy and been a slaver and a buccaneer. He was rumoured to have won a great fortune during his career.



EDWARD ENGLAND

Edward England, captain of the pirate ship *Fancy*, died penniless on the island of Madagascar after being overthrown by his crew for being merciful to a captured merchant captain.



JACK RACKAM

Calico Jack Rackam, so named because of the bright cotton clothing he wore, plundered the waters of the West Indies before his capture in 1720. He was most famous for his romance with Anne Bonny.

PIECES OF EIGHT



Scenario



The adventure begins ...



What possessed the crew to behave in such an unusual manner is beyond your comprehension. These were fearless rovers of the seven seas, willing to chance everything for gold and jewels, and able to laugh in the face of danger. They thought nothing of taking on the largest man-o'-war, or boldly entering an enemy port in search of booty or to quench their thirsts. But now they were gone - superstition had made them run from something they could not even see....

It all began seven weeks before this black day. Your ship, the *Success*, had captured a heavily laden East-Indiaman returning to Europe from the Orient. Among its crew was an aged native whose race was unknown to you. After a little persuasion he told of an island some distance to the south-east, well away from the commonly used trade routes. This had been his home, but, as he was the last of his civilisation, the island was now uninhabited. He told of an ancient culture, great treasure and terrible secrets. He also spoke of a curse, but such was the excitement of the crew that no one paid this last warning any heed.

The *Success* set a course according to the old man's instructions and in time sighted land. After anchoring to the north of the island four small boats put out for shore and landed on the eastern side of a wide, deep lagoon. A camp was set up nearby and the surrounding land briefly explored. A fine lookout point was found to the north and east of the camp and here a watch was posted to look for sails on the horizon.

That evening all was well, with high spirits much in evidence. A great many plans were discussed before most of the crew fell asleep. It was during this warm and peaceful tropical night that terror descended on the sleepers.

A terrifying shriek pierced the night air, waking instantly those huddled in the encampment. The crewman placed on watch ran howling into the little clearing around which the rough shelters had been erected. Such was his terror that he ran right through the glowing embers of the fire, knocking the cooking pot and its contents flying in a shower of sparks, before he could be halted.

He babbled about a cold white mist, dark shapes in the trees and a good many other things that could not be understood. It was enough, however, to panic the crew. All at once they remembered the warnings of the old native many weeks before. Without any orders being given, the pirates scrambled to retrieve their weapons and head for the boats.



Grabbing your cutlass, you attempted to block their way. Quickly they disarmed you and gave you one chance to save yourself. You would be given one day to discover the secrets of the island. The ship would anchor off the eastern shore awaiting your signal that the treasure had been found and that it was safe to return. If no signal was given by nightfall, the *Success* would sail leaving you marooned. You were struck from behind and knew no more....

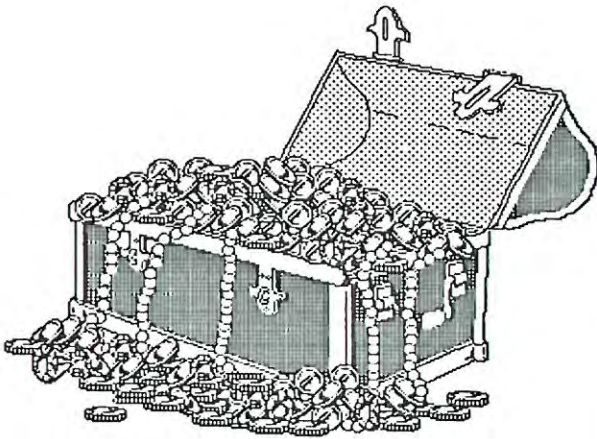
You wake to find the first rays of sunlight colouring the eastern sky. The camp is deserted, the boats are gone, your possessions have been taken. Your task is to find the treasure and recall the crew before nightfall, or stay on this island forever.



Pirate trivia



Did you know that ...



Pieces of Eight, also known as Spanish Dollars, were Spanish silver coins worth eight **reales** each. They were often cut into smaller pieces to make change.

Edward Teach, the pirate leader better known as **Blackbeard**, even terrified his own crew. He was a tall, powerful man with a huge, bushy black beard which he would plait and sometimes festoon with coloured ribbons. When going into battle he would often stick long, slow-burning matches made from hemp cord under his hat. The giant pirate was a terrifying sight, armed to the teeth with six or more loaded pistols, knives and a cutlass, and with his face wreathed in smoke.

Blackbeard was killed in 1718 off the coast of North Carolina when his ship **Adventure** was attacked by the Royal Navy.

Stories of pirates forcing their victims to **walk the plank** are not true. There are no records to suggest that this punishment was ever carried out, although it was quite common for pirates to throw overboard any person for whom they had no further use.

One of the most terrible pirate punishments was **marooning**. Unlike walking the plank, which was an invention of later writers and artists, people were marooned quite regularly. Prisoners or crew members who may have mutinied were put ashore on some small, uninhabited island far from the mainland and left to die.

The **Golden Age of Piracy** was short-lived. Most of the famous pirates of history sailed the seas in search of plunder during the period 1690-1725.

Pirates operated in all oceans but their activity was greatest around rich shipping lanes. The **Ivory, Slave and Gold Coasts of West Africa**, the island of **Madagascar**, the east coast **American Colonies** and of course the **Caribbean** were favourite hunting grounds.

Anne Bonny and **Mary Read** were the two most famous female pirates of this time. They dressed as men when in battle and sailed with the crew of **Calico Jack Rackam**, a famous pirate who was given to wearing bright coloured calico breeches and shirts.

All were captured in 1720. Rackam was hanged and Mary Read died in prison. There is no record of what happened to Anne Bonny.



The name of the famous pirate flag, the **Jolly Roger**, may have come from the French **joli rouge** (pretty red). The earliest pirates used a blood red flag as their emblem. Many forms of the Jolly Roger existed with each pirate captain adding his own design. The Jolly Roger was meant to terrify the crews of opposing ships.

Many pirates were readily recruited from the crews of captured vessels, even though the standard punishment for captured pirates was death by hanging.

Bartholomew Roberts was the last great pirate captain of this time. In 1722, Roberts' ship the **Royal Fortune** was attacked by the Royal Navy vessel H.M.S. **Swallow**. Roberts was killed in battle.

PIECES OF EIGHT



Adventure mapping

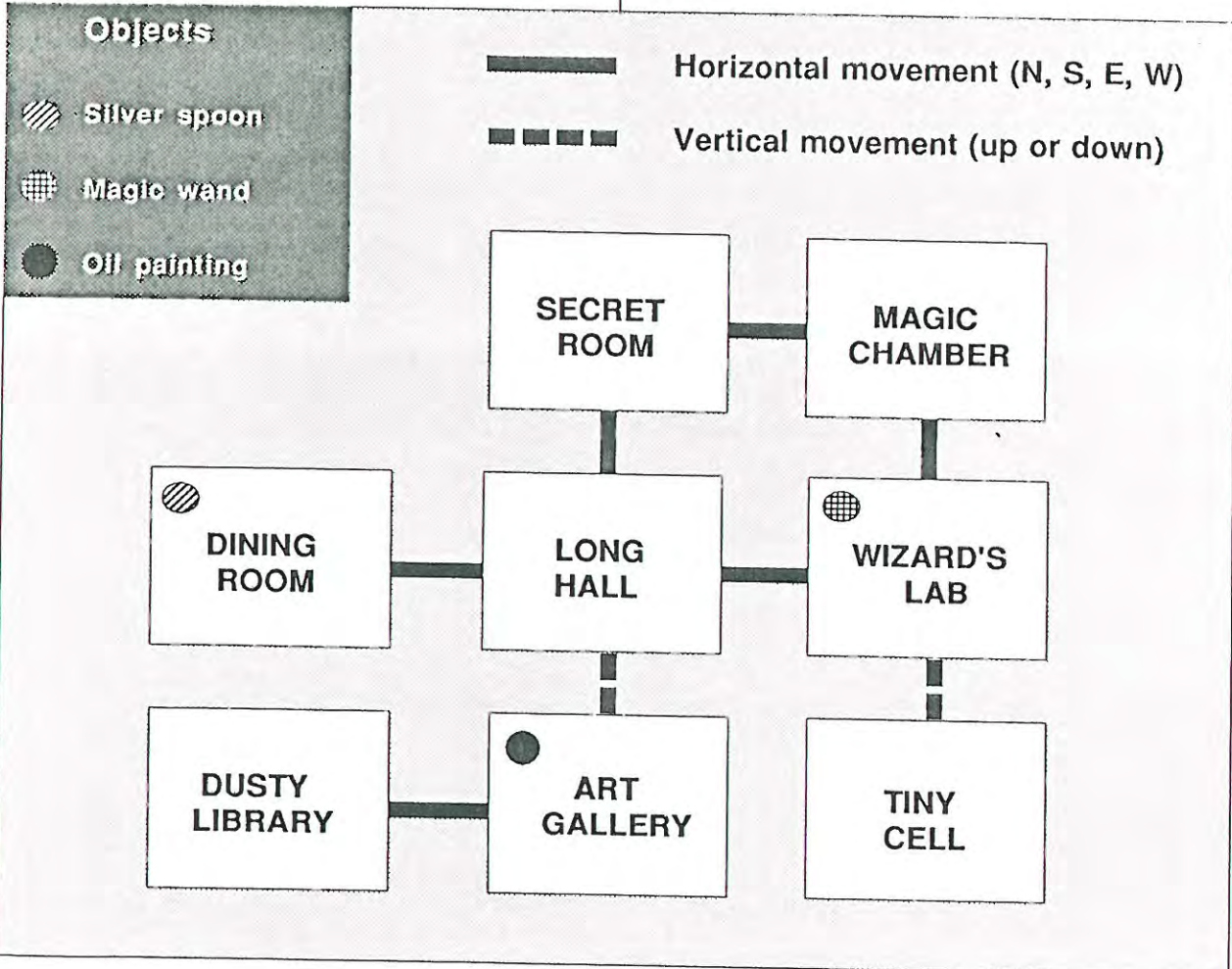
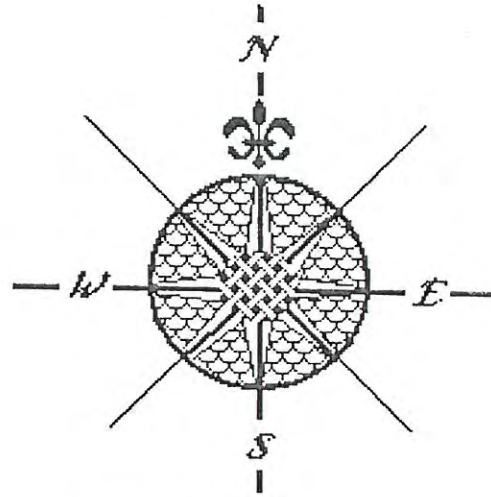


Don't get lost ...

In a computer adventure every new location you find yourself in is called a ROOM. These rooms may be caves, dungeons, beaches, treetops or even rivers. They can be connected to one another by paths, roads, tracks, cliffs, ladders or perhaps secret doorways.

To leave these rooms you usually must move north, south, east, west, up or down. The key to solving an adventure is to keep an accurate, well-drawn map. These room maps may be drawn on plain or graph paper. One such map is drawn below.

Keep track of any objects you may find and mark them on the map using symbols and a key.



PIECES OF EIGHT



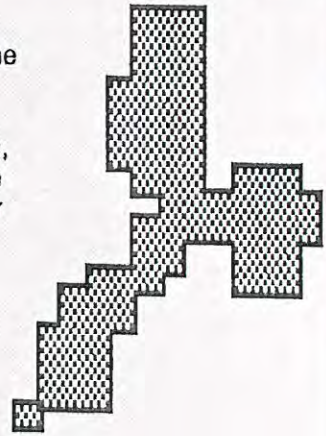
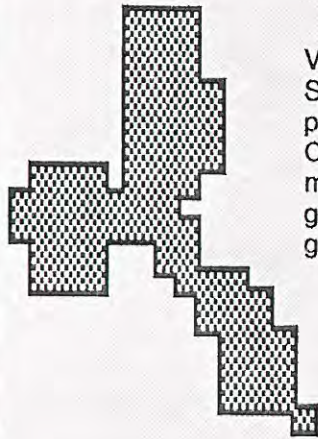
Research master



Choose an activity ...

Treasures

Vast treasures were taken from the New World by the Spanish. These treasures were then plundered by privateers, buccaneers and pirates. Consider some of the coins, jewels, precious metals, minerals and dyes that were taken from the treasure galleons. Find out how they were made, gathered or grown and how they were used.



People

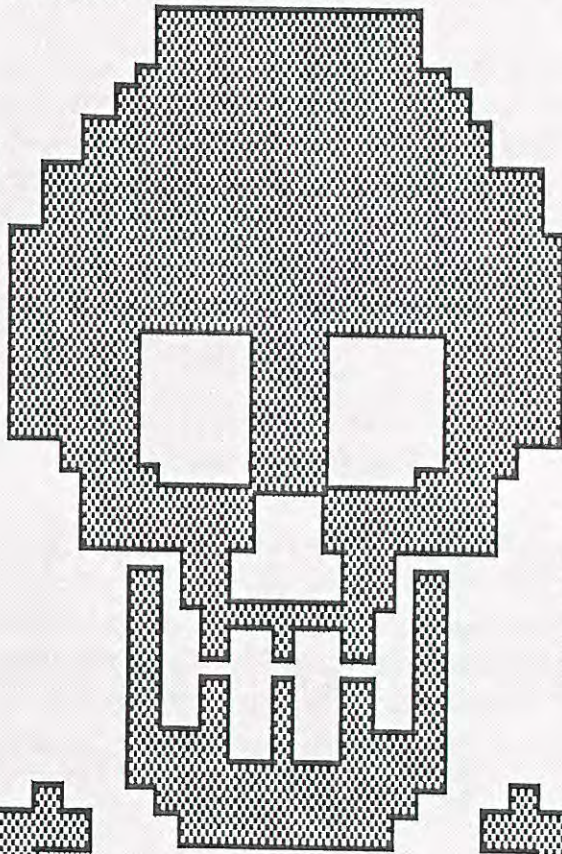
Choose a person from this list of pirates, buccaneers and privateers. Research his life and prepare a poster or illustrated paper.

- * Captain Kidd
- * Blackbeard
- * Henry Every
- * Jack Rackam
- * Bartholomew Roberts
- * Sir Henry Morgan
- * William Dampier
- * Sir Walter Raleigh
- * Sir Francis Drake

Empires

In the 1500s, Spanish explorers and soldiers such as Cortes and Pizarro located and defeated the vast Indian empires of Central and South America.

Select one of the AZTEC, MAYAN or INCAN empires; find information about its history, people, customs, religion and size. Also find out how, when and why it was conquered.



Ships

From the Middle Ages to 1900 sailing ships of many kinds carried wealth and battled one another across the world's oceans. Choose a type of ship from the following list, gather information about the countries that used it, its place in history, crew, size, weapons, role and any other interesting facts you may find. Prepare an illustrated paper or poster.

EAST INDIAMAN, FRIGATE, CARAVEL, COG, MAN-O-WAR, CLIPPER, GALLEON, CARRACK, WINDJAMMER, BRIGANTINE, SLOOP, SCHOONER

