

# PIECES OF EIGHT



## Research guide



### Treasures

**Task**

The list at right shows some of the valuable items carried back to Europe from Middle and South America. Choose five (5) items from the list and find their origins and uses.

**Notes**

Begin by looking for information in reference books, and in encyclopedias, about coins, money, pirates, Spain and Portugal, South America, the Caribbean, precious stones (gems, jewels), minerals, spices and dyes. (Other possible research headings may become obvious as you read.)

There may be other reference sources you can try (posters, broadsheets, pamphlets, slides, filmstrips, etc.). If you are using a library for your research, remember to look up all possible headings in the card catalogue.

**My choices are** (tick 5 boxes)

- |                                     |                         |                            |           |
|-------------------------------------|-------------------------|----------------------------|-----------|
| <input type="checkbox"/>            | Pieces of Eight         | <input type="checkbox"/>   | Dobloons  |
| <input checked="" type="checkbox"/> | Gold ( <i>example</i> ) | <input type="checkbox"/>   | Gold dust |
| <input type="checkbox"/>            | Silver                  | <input type="checkbox"/>   | Emeralds  |
| <input type="checkbox"/>            | Sapphires               | <input type="checkbox"/>   | Rubies    |
| <input type="checkbox"/>            | Pearls                  | <input type="checkbox"/>   | Topaz     |
| <input type="checkbox"/>            | Turquoise               | <input type="checkbox"/>   | Jade      |
| <input type="checkbox"/>            | Obsidian                | <input type="checkbox"/>   | Indigo    |
| <input type="checkbox"/>            | Ginger                  | <input type="checkbox"/>   | Cochineal |
| * <input type="checkbox"/>          |                         | * <input type="checkbox"/> |           |

\* own choices

| Item | Origin  | Uses  |
|------|---|---|
| Gold | <i>Precious yellow metal mined from below ground or washed from rivers and streams.</i> | <i>Used by the Aztecs, Incas and Mayas for items of ceremonial and personal jewellery. Taken by the Spanish and fashioned into gold bars and coins.</i> |



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### People

**Task**

Choose the name of a famous pirate, buccaneer or privateer from the list at right and find out details about his lifespan, career, ships and fate.

**Notes**

Begin by looking for information in reference books, and in encyclopedias, about pirates, explorers, sea trade, navies, the West Indies and the history of England. (Other possible research headings may become obvious as you read.)

There may be other reference sources you can try (posters, broadsheets, pamphlets, slides, filmstrips, etc.). If you are using a library for your research, remember to look up all possible headings in the card catalogue.

**My choice is** (tick 1 box)

- |  |  |
|--|--|
| <input type="checkbox"/> Bartholomew Roberts                       | <input type="checkbox"/> Blackbeard      |
| <input type="checkbox"/> Sir Henry Morgan                          | <input type="checkbox"/> Jack Rackam     |
| <input checked="" type="checkbox"/> Henry Every ( <i>example</i> ) | <input type="checkbox"/> Captain Kidd    |
| <input type="checkbox"/> Sir Walter Raleigh                        | <input type="checkbox"/> William Dampier |
| <input type="checkbox"/> Sir Francis Drake                         | * <input type="checkbox"/>               |

\* own choice

*Privateers were different from pirates and buccaneers in that they had Royal approval to hunt enemy shipping.*

**Name:**

**Name:** *Henry Every*

**Lifespan:**

**Lifespan:** *1653 - about 1700*

**Career:**

*Career: Details about his early life at sea are uncertain although he probably served for a time in the Royal Navy. Every spent a number of years as a slave trader on the Spanish Main (West Indies). In 1694 he hijacked the ship Charles II, on which he had signed on as first mate, renamed her the Fancy and began his career as a pirate. Every terrorised the Eastern Seas from the coast of Africa to India and the East Indies. Towards the end of his career he returned to plunder the waters of the Spanish Main.*

**Ship/s:**

**Ship/s:** *The Fancy, the Isaac*

**Fate:**

*Fate: Henry Every died penniless in England after retiring from piracy with a small fortune. He tried to sell his great treasure of diamonds to merchants in Devon, but the merchants, knowing Every was afraid of being found by the law, took the diamonds and refused to pay. He spent his final days as a beggar, although his exploits had made him the most famous pirate captain of his day.*



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## Research guide



### Ships

**Task**

Choose a type of sailing ship from the list at right and note down details about the country/ies that used it, its place in history, crew, size, weapons and role.

**Notes**

Begin by looking for information in reference books, and in encyclopedias, about ships and boats, pirates, navies, explorers, sea trade and the histories of Spain, France and England. (Other possible research headings may become obvious as you read.)

There may be other reference sources you can try (posters, broadsheets, pamphlets, slides, filmstrips, etc.). If you are using a library for your research, remember to look up all possible headings in the card catalogue.

**My choice is** (tick 1 box)

- |  |  |
|--|--|
| <input type="checkbox"/> East Indiaman | <input type="checkbox"/> Frigate                           |
| <input type="checkbox"/> Caravel       | <input checked="" type="checkbox"/> Cog ( <i>example</i> ) |
| <input type="checkbox"/> Man-o'-war    | <input type="checkbox"/> Clipper                           |
| <input type="checkbox"/> Galleon       | <input type="checkbox"/> Carrack                           |
| <input type="checkbox"/> Windjammer    | <input type="checkbox"/> Sloop                             |
| <input type="checkbox"/> Brigantine    | <input type="checkbox"/> Schooner                          |
| * <input type="checkbox"/>             | * <input type="checkbox"/>                                 |

\* own choice

**Country:** *Northern European Countries*

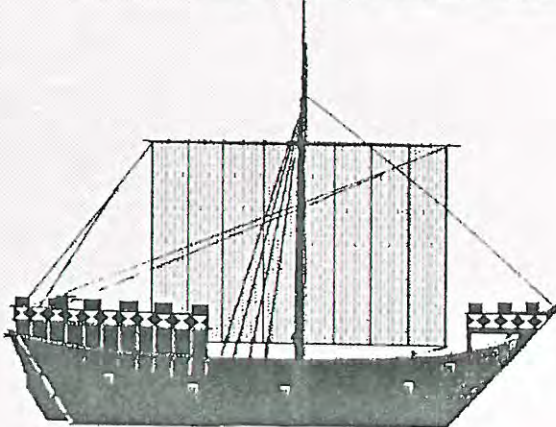
**Time:** *Around 1400 A.D.*

**Crew:** *About 10*

**Size:** *23 m long, 7 m wide, 130 tonnes*

**Weapons:** *No fixed weapons. Hand-held weapons of the crew only.*

**Role:** *Versatile craft that carried passengers and goods around Northern Europe for almost two centuries.*



Cog

**Country:**

**Time:**

**Crew:**

**Size:**

**Weapons:**

**Role:**





Research guide



Empires

**Task**

Choose one of the Middle and South American Indian Empires from the list at right and find out details about its location, timespan, type of government, religion, language, buildings and art.

My choice is (tick 1 box)

Aztec     Maya     Inca

**Notes**

Begin by looking for information in reference books, and in encyclopedias, about Aztecs, Incas, Mayans, Central and South America, Mexico, Peru and the history of Spain.  
(Other possible research headings may become obvious as you read.)

There may be other reference sources you can try (posters, broadsheets, pamphlets, slides, filmstrips, etc.). If you are using a library for your research, remember to look up all possible headings in the card catalogue.

Name:

Religion:

Location:

Language:

Timespan:

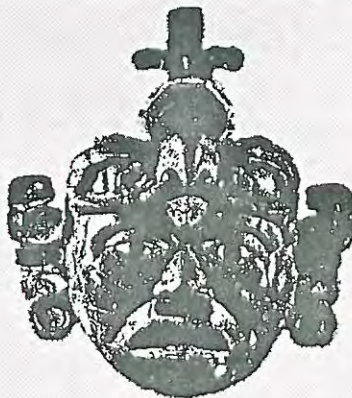
Buildings:

Government:

Art:



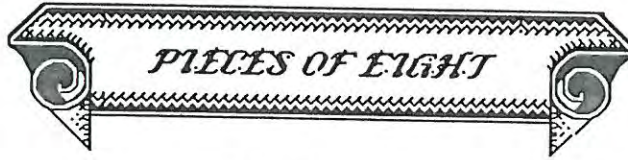
AZTEC Sun God "Tonatiuh"



MAYAN funeral mask of jade

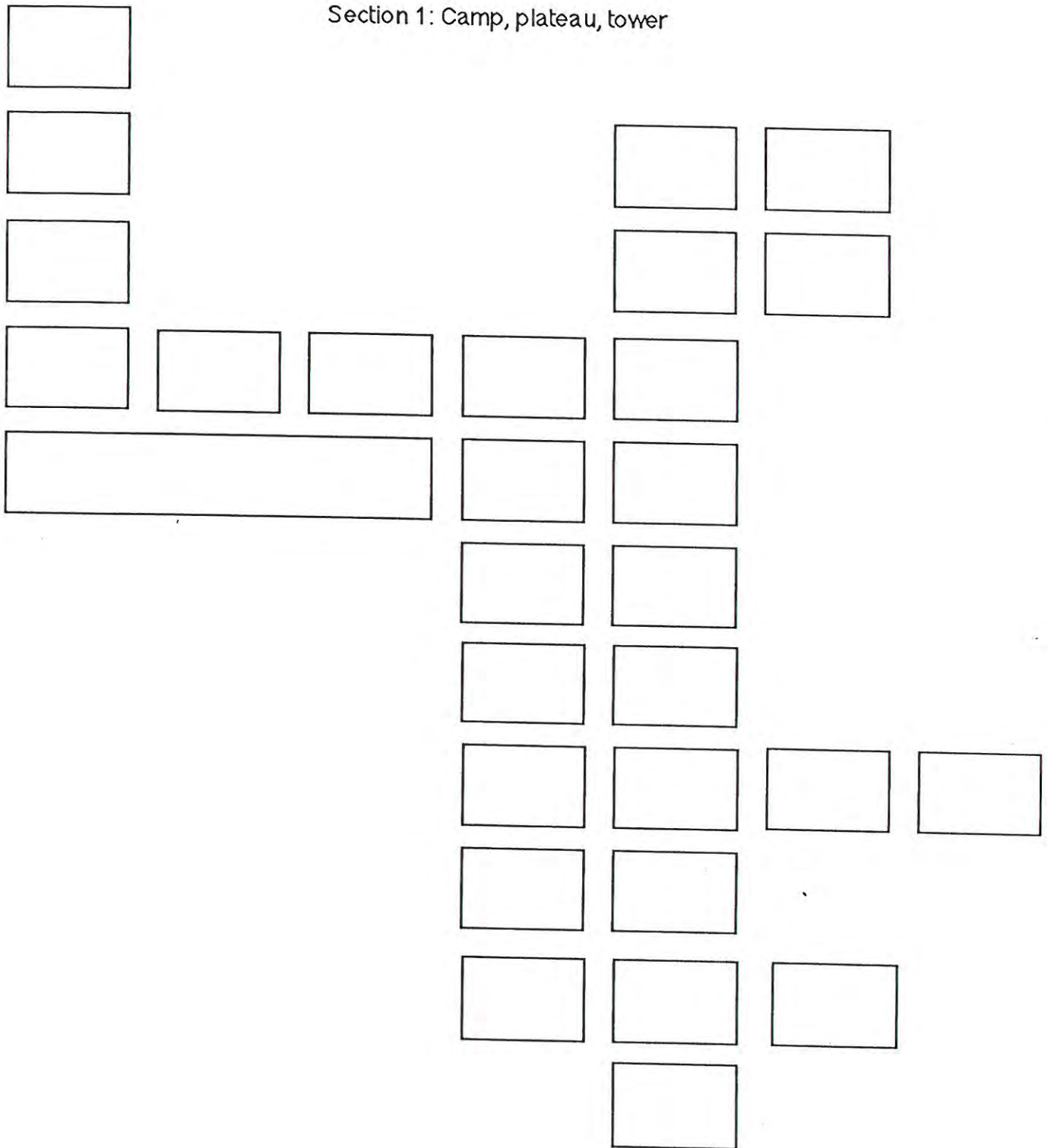


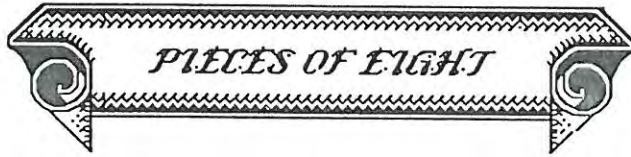
INCAN silver llama



Room plan

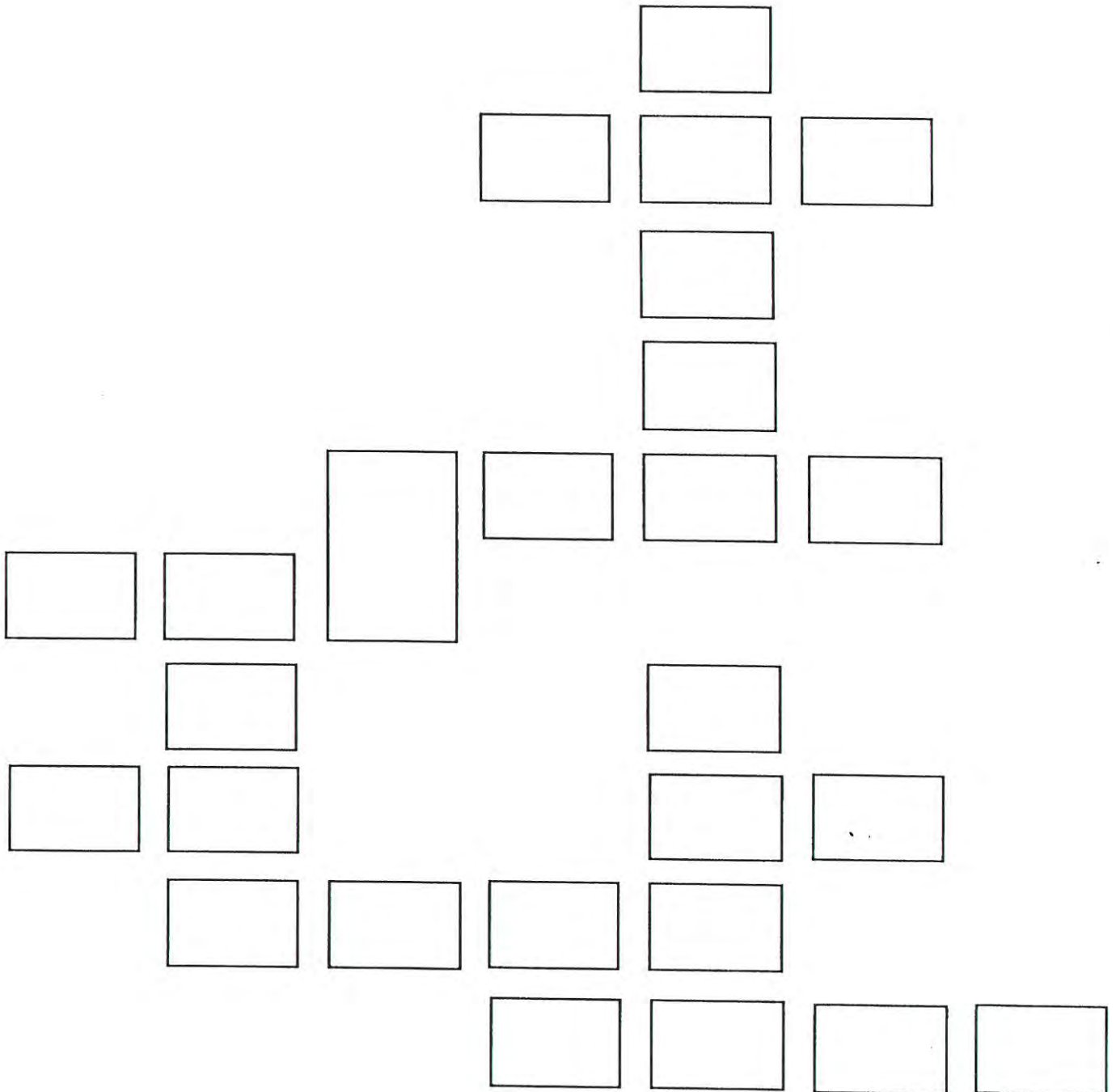
Section 1: Camp, plateau, tower

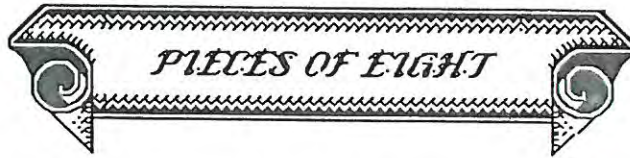




Room plan

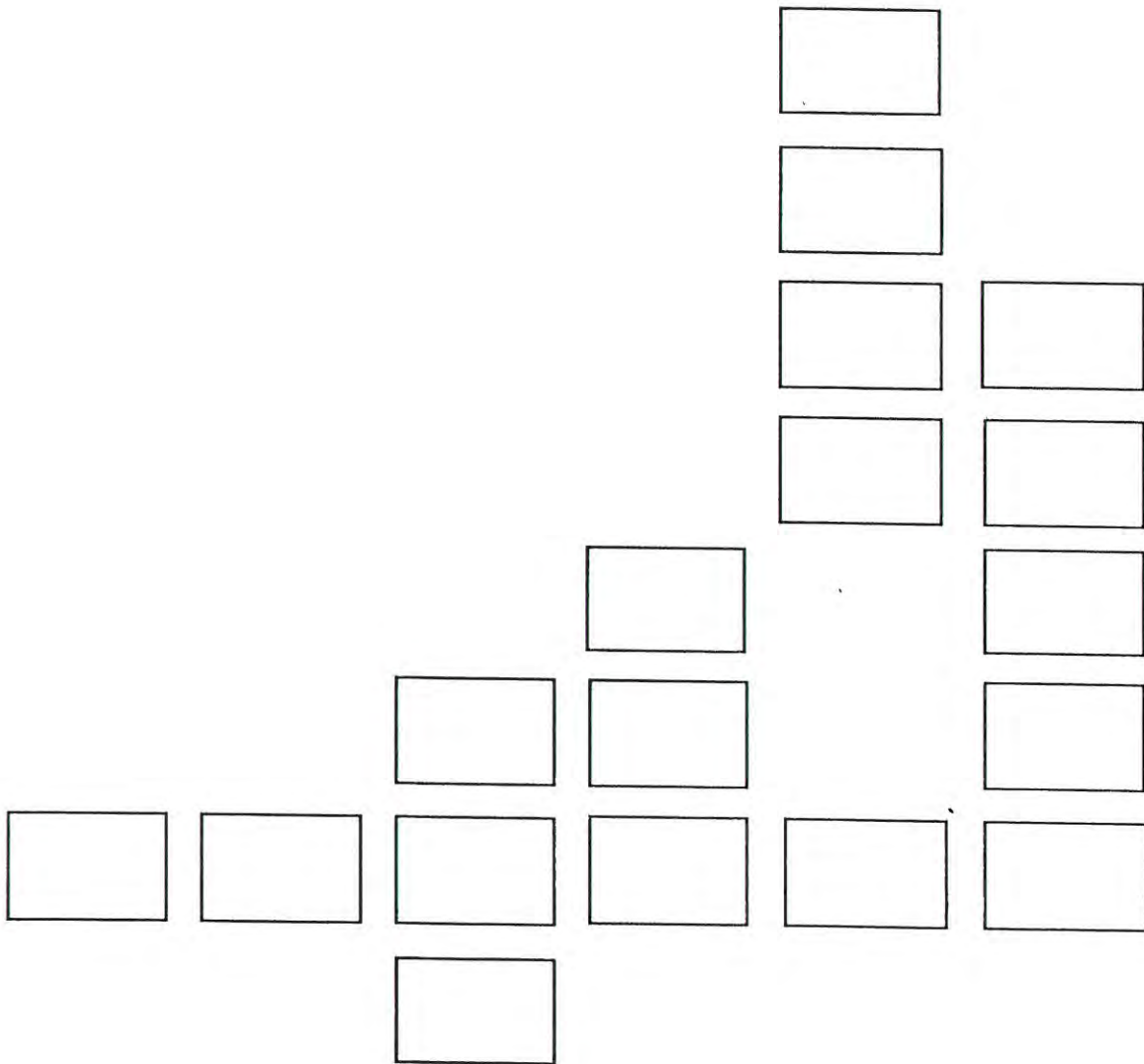
Section 2: Mountains, caves, swamp, bridge





Room plan

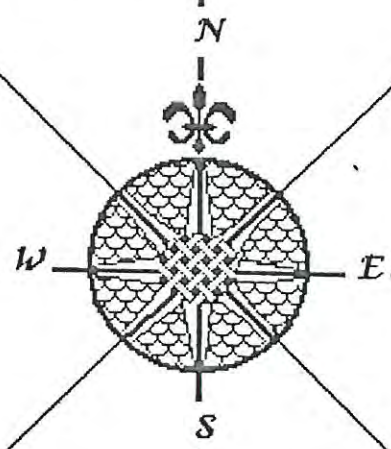
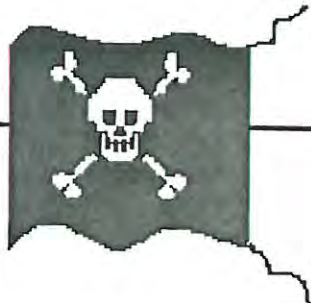
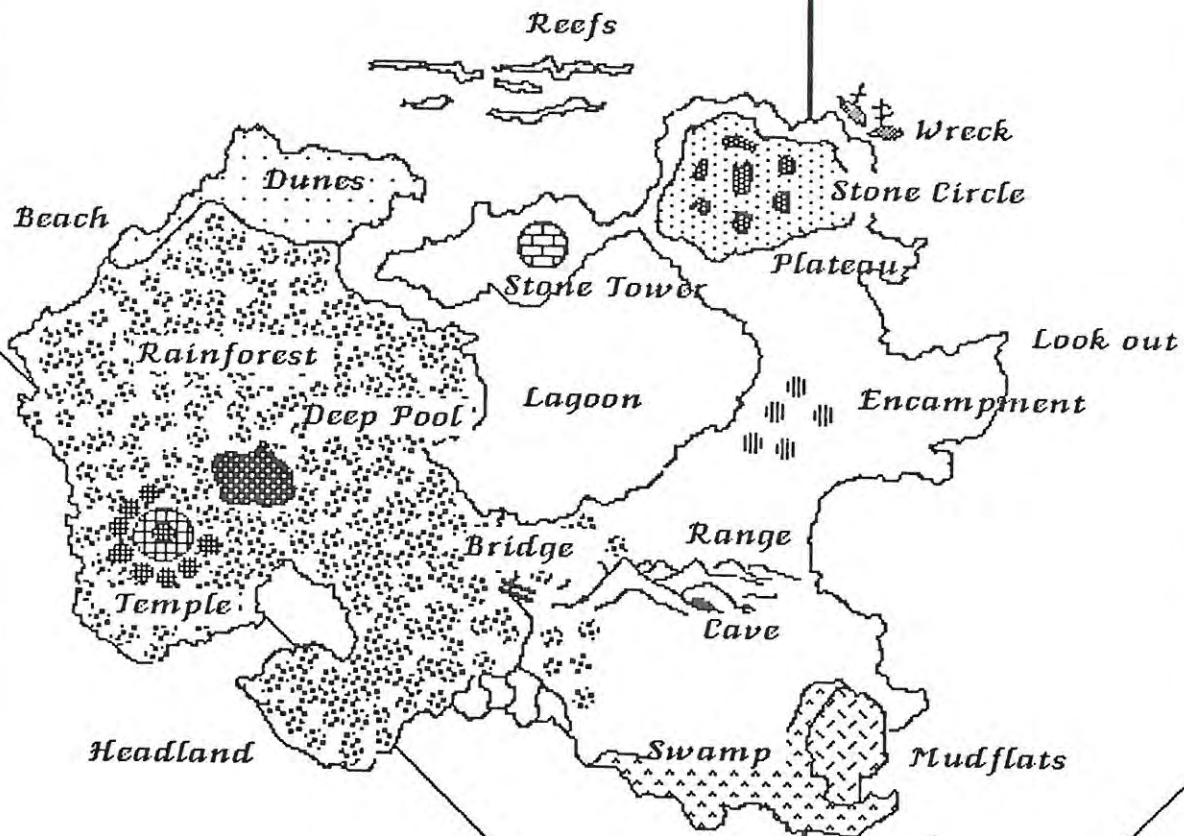
Section 3: Forest, beach, temple, pool







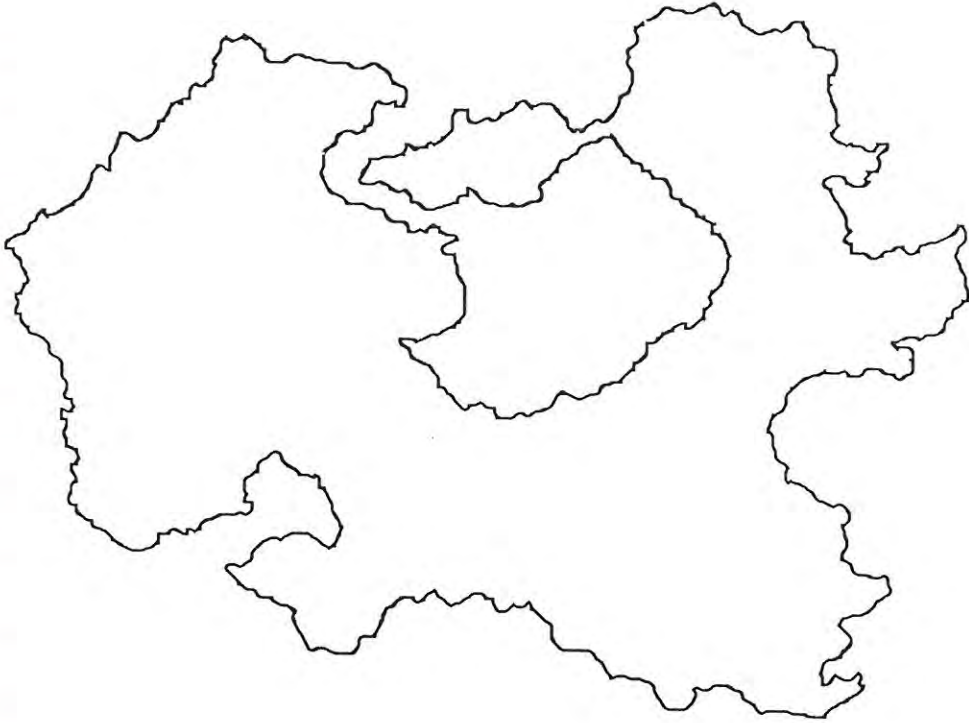
# PIECES OF EIGHT

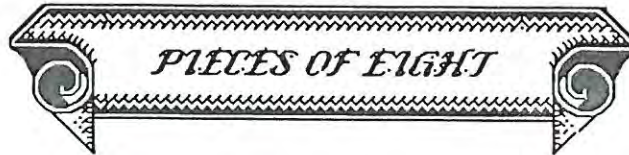






*PIECES OF EIGHT*





## Vocabulary

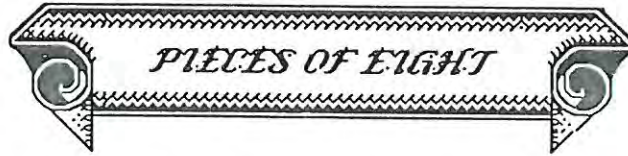
**Note:** The words below are recognised by the program. The use of any other words in simple sentence commands will cause one of the standard responses to be generated.

Verbs are **highlighted**.

Special commands are in *italics*.

|           |           |          |          |
|-----------|-----------|----------|----------|
| ACROSS    | EMERALD   | MAP      | SING     |
| ALTAR     | ENTER     | NORTH    | SKELETON |
| AND       | EXAMINE   | NOTE     | SLOWLY   |
| BLUE      | FIGURINE  | ON       | SONG     |
| BONES     | FIT       | OPEN     | SOUTH    |
| BOTTLE    | FLINT     | PEBBLES  | STEPS    |
| BOULDER   | GO        | POOL     | STONE    |
| BREAK     | GRASP     | POT      | SWIM     |
| BRIDGE    | GREEN     | PULL     | TABLET   |
| BROOCH    | HAMMER    | PUT      | TAKE     |
| BURN      | HAND      | QUICKLY  | THE      |
| CAREFULLY | HATCH     | QUIT     | TIE      |
| CAVE      | HELP      | READ     | TO       |
| CHEST     | HOLE      | RED      | TOWER    |
| CLIFF     | IDOL      | REMOVE   | TREASURE |
| CLIMB     | INTO      | RING     | TREE     |
| CLOSE     | INVENTORY | RIVER    | UP       |
| CROSS     | KEY       | ROCK     | USING    |
| CUT       | KEYHOLE   | ROPE     | VINES    |
| CUTLASS   | KIOSK     | RUBY     | WALK     |
| DESCEND   | KNOCK     | RUN      | WALL     |
| DIAMOND   | LAGOON    | SALT     | WATER    |
| DIVE      | LEECHES   | SAPPHIRE | WEST     |
| DOOR      | LEVER     | SAVE     | WHITE    |
| DOWN      | LIGHT     | SCROLL   | WITH     |
| DROP      | LOAD      | SEARCH   | WOOD     |
| EAST      | LOOK      | SHIP     |          |





## Special commands

### 1. Movement commands

Movement commands may be entered in one of the following ways :

|                 |   |
|-----------------|---|
| To travel north | <b>GO NORTH</b><br><b>NORTH</b><br><b>N</b> |
|-----------------|---|

### 2. Important commands

|                            |   |
|----------------------------|---|
| <b>SAVE</b>                | Allows players to save their current story position on the program disk or on an initialised blank disk. Versions can be given unique file names or numbered. |
| <b>LOAD</b>                | This is the reverse of the <b>SAVE</b> command. It allows players to nominate which saved game to load.   |
| <b>LOOK</b>                | Provides a full description of the current location.  |
| <b>INVENTORY</b>           | Provides a list of what the players are carrying. Only seven (7) items may be carried at any one time.  |
| <b>TAKE</b>                | Places objects in the players' possession.  |
| <b>DROP</b>                | Drops objects in the players' possession.   |
| <b>EXAMINE/<br/>SEARCH</b> | Gives detailed description of an object.  |
| <b>HELP</b>                | Gives small clues and hints in difficult situations.  |
| <b>MAP</b>                 | Generates map of the island showing players' current position.  |
| <b>QUIT</b>                | Allows players to exit the program.   |

### 3. Parser

Communication within the story takes the form of a simple sentence parser. Examples of this type of response would be: **OPEN THE DOOR CAREFULLY, TAKE THE STONE HAMMER, PUT THE KEY INTO THE HOLE.**

When an object has been collected and is in the players' possession it can be examined in detail by using either the command **SEARCH** or the command **EXAMINE**. For example,

- \* **TAKE THE RUBY KEY.**
- \* **YOU TAKE IT.**
- \* **EXAMINE THE RUBY KEY.**
- \* **IT IS A BEAUTIFUL JEWEL MADE OF RUBY IN THE SHAPE OF A KEY.  
IT IS RED IN COLOUR.**