
Merchants of the Spice Islands

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An Entry in the 2013 Windhammer Prize for
Short Gamebook Fiction

Introduction

The kingdoms of Europe have always coveted spices coming from the East. The fragrant aroma and flavour of the spices turn normally bland European food into delicacies pleasing beyond any senses imaginable. However, the land trade route from Europe and the East crosses a massive desert landmass dominated by many mercantile kingdoms. The most powerful of them all is the Turkish Empire and it controls the spice trade and sells the spices at exorbitant prices. Such is the value and rarity of spices in Europe that a few barrels of cloves from the East would make any man rich enough to be called a lord.

However, all this changed when the sea route to the East was discovered by the Portuguese. By avoiding Turkey, the sea provided a faster and safer passageway for merchants to obtain the much coveted spices directly from the source, the Spice Islands in South East Asia. This drives many European merchants to take their trade to the sea, funding construction of new ocean faring ships to bring spices back from the East and selling them at a lower but still lucrative price in their homelands. To secure the trade route, many European kingdoms have established ports in South East Asia although often not to the natives' liking.

You are a young European merchant starting out in a furthest European established port in the East. You have just bought a merchant ship and you are eager to venture into spice trading along the Eastern Sea Route. Adventure and fortune awaits you!

Combat Rules

The Eastern Seas are filled with dangers at every corner. Pirates, natives, rival foreign powers, even your ship's crew may be out to claim your life. More often than not, you have to fight them.

Forming a Party

You are a merchant, so you will not be rushing into combat with a one man army. You will fight in a party of 4 people (this includes yourself) which you bring from your ship.

You will always be included in a party. You may bring any specialists you have (will be explained later) as part of your party. There is an unlimited number of normal crew for you to include into your party. A normal crew has a Gun Skill of 2 and a Fighting Skill of 1

Ground Combat

Your crew members are sailors, not warriors, thus their fighting skill will be the same or worse compared to your opponent. But fear not, you have an important advantage: Muskets!

How to resolve a combat:

Step 1: Fire Your Guns!

Before the combat, you will be told how many turns you can fire your muskets before the enemy reaches you. For each turn, each of your crew (including you) can fire one shot.

Each one of your crew has a Gun Skill (normally 2), roll for each one of your crew (and yourself) to see if their guns hit their target. **You need to roll below or equal to your Gun Skill on a six sided dice to score a hit.** Each hit kills one enemy.

e.g. A group of 6 Native Villagers are charging at you, you are allowed to fire at them for 1 turn. You have a crew of 4 men (including yourself), one of them is a marine. Your normal crew and you have a Gun Skill of 2, you need to roll 2 or below to score a hit. Your marine has a Gun Skill of 4, you need to roll 4 or below to score a hit. You rolled your dice and got:

You: 1

Crew: 3, 4

Marine: 4

You and the marine each scored a hit while the other crew misses. So now there are 4 Native Villagers coming into close combat.

If all opponents are dead, combat ends and you win.

Step 2: Close Combat

Total up your crew's Fighting Skill, then total up your opponent's Fighting Skill. **Take your total Fighting Skill, subtract your opponent's total Fighting Skill. Add 3 to the number, the sum is number you need to roll equal or below on a 6 sided dice to score one hit.** If you roll above that number, your opponent scores one hit against you.

e.g. Back to the 4 Native Villagers, I am in close combat with them now. My normal crew and I have a Fighting skill of 1 while my marine has a Fighting skill of 3. The Native Villagers all have a Fighting Skill of 1.

My total Fighting Skill: $1+1+1+3=6$

Opponent total Fighting Skill: $1+1+1+1=4$

Roll to hit: $3+(6-4)=5$

That means, I need to roll 5 and below to score a hit. If I roll 6, I receive a hit.

So I rolled a 3, one of the villagers is dead. So 3 Native villagers means their total fighting Skill is now 3. There is no need to continue on because I will always score a hit from this point on. Combat ends, assuming the Native Villagers have all fled.

Step 3: Allocating Wounds

If you receive a hit, you can allocate it to any one on your crew or even yourself. Remember to adjust your total Fighting skill if a member of your crew dies.

Your crew will always be discouraged and demoralised each time they see a dead crew when you return to the ship. At the end of the battle, minus 1 Crew Morale for each crew dead.

Members of the opponent group will always have the same stats so there is no need to allocate wounds for them.

If there is a possibility that your opponent can score a hit against you repeat Step 2 until it is impossible for you or your opponent to score a hit or all opponents are dead. **If it is impossible for your opponent to score a hit, combat ends and you win. If it is impossible for you to score a hit, you must retreat.**

Step 4: Retreating

At any turn before you make an attack, you may choose to retreat to your ship. **If you can fire your guns the next turn, you may Retreat without taking any hits. Otherwise, you suffer 1 hit before you can retreat. (Suffering a hit this way will also cause you to lose Crew Morale.)**

Naval Battle

Naval battle is always resolved with an exchange of cannon fire from both ships until one of them sinks. Some Eastern ships have no cannons; they cannot fire back but will attempt to board your ship.

Step 1: You Fire First

You need to roll below or equal to your ship's Gun Skill on a six sided dice to score a hit.

If your opponent's ship health is 0, combat ends and you win. Otherwise proceed to Step 2.

Step 2: Your Opponent Fires

Roll for your opponent. If you roll below or equal to your opponent ship's Gun Skill on a six sided dice, you receive a hit. Each hit subtracts 1 point from your ship's hull points.

If your ship health is 0, combat ends and you lose the game. Otherwise repeat Step 1.

Merchant ships are slow and bulky. Unless stated otherwise, you cannot retreat from a naval battle. **You do not suffer any penalties retreating from a naval battle.**

Characteristics

Your character, your ship and its crew are defined by these characteristics

Character:

Fighting Skill: This is your ability to fight in close combat. Your character starts with a Fighting Skill of 1.

Gun Skill: This is your ability to fire a gun accurately. Your character starts with a Gun Skill of 2.

Health: This is how much you can handle wounds. Each wound your character received reduces Health by 1. If your character's health is 0 you lose and the game ends with your tragic death. Your character starts with a Health of 1.

Ship:

Gun Skill: This is your ship's ability to fire cannons accurately. Your ship starts with a Gun Skill of 2.

Ship Health: This is how much your ship can handle hits. Each hit, your ship received reduces Ship Health by 1. If your Ship Health is 0 or less you lose and the game ends with the sinking of your ship. Your ship starts with a Ship Health of 5.

Crew Morale: This is how much the crew thinks you can captain the ship well. Events such as bad omens, poor decisions, and death of a crew member can reduce your crew morale. If your ships' Crew Morale is 0 or less, you lose and the game ends with your crew mutinied against you. You start with a Crew Morale of 5

Cargo Space: This is how much cargo your ship can hold. All cargos take up one space of your ship's cargo capacity. You cannot take more than what your Cargo Space permits unless you discard some cargo to make space. You start with a Cargo Space of 15.

Specialists: These are like your typical crew but they have special abilities. They act in all aspects like a regular crew. They can be taken as your crew on land. They have only one wound and can die. They too will cause your ship to lose Crew Morale should they die. Specialists are often hire-able in ports and give you benefits. Specialists that are available for hire are:

- **Marine:** Sailors trained in the Army to shoot and melee with their muskets. They have a Gun Skill of 4 and Fighting Skill of 3. Bring them as your party for added firepower. You may hire more than one in your crew.
- **Surgeon:** Trained to heal the sick and the wounded. You may prevent 1 Crew Morale loss per ground combat if you have a surgeon on the ship. Your crew may only have one Surgeon.
- **Carpenter:** Sailor trained to repair the ship and increases survivability of the ship. Your crew may only have one Carpenter.
- **Quartermaster:** Sailor trained to manage your trading goods on board the ship. While he is part of your crew, he may inspect goods or give you trade information to prevent being swindled in any trade deal. Your crew may only have one Quartermaster.
- **Cannonmaster:** Sailor trained in firing cannons. Increase your ship's Gun Skill by 1 if a Cannonmaster is part of your crew. Your crew may only have one Cannonmaster.
- **Linguist:** Sailor trained to speak Eastern languages of South East Asia. They help with your interaction when dealing with South East Asians. Your crew may only have one Linguist.

(Note: The book will mention when you can use this. The Linguist also works if the Linguist is not in a party but on-board your ship.)

Once you hire them, they will be part of your crew until they die. You start with no Specialists.

Others:

Money: This is the most important stat you have. You are a merchant and money is everything in this game. How well you won is determined by how much money you have earned. The currency used in this game is Silver Coins. You start with 1000 Silver.

Codewords: If you have done something that will alter the storyline, you will be asked to record a Codeword. You might reach a passage that asks if you have a particular Codeword. If you do, follow the instructions and go to the paragraph mentioned.

Choose a Nationality

Britain: A European kingdom where its homeland is an island. The British depend greatly on the sea for food, travel, and trade making them a natural mercantile power. As such the British are sea-faring people who are renowned for building great ships. The British traders like to use diplomacy and politics to secure their trading interests in the East.

If you choose Britain as your Nationality, you start with 1 Linguist and your Cargo Space increases by 2.

Netherlands: A European republic bordered by many other European kingdoms. The people of Netherlands (also known as Dutch) have learnt to secure their trading dominance via a well-financially backed navy and armed forces. As such, the Dutch traders use military might to their advantage and are renowned for their aggressive trading policy. This emphasis on force does not sit well with many kingdoms in the East.

If you choose Netherlands as your Nationality, you start with 1 Marine as your Specialist. Your Ship Health is increased by 2. Your Ship's Gun Skill is increased by 1.

Portugal: A European kingdom on the edge of the Europe continent. The Portuguese were the first to discover the Eastern Sea Route. Initially dominating the East-Europe trade, their power has slowly waned. Their trade supremacy usurped by the more dynamic European powers. However, being the first European power to venture into the Eastern Sea Route, they have accumulated much wealth.

If you choose Portugal as your Nationality, you start with 50 Silver more.

Character Sheet

Character

<i>Fighting Skill:</i>	<i>Gun Skill:</i>	<i>Health:</i>
<i>Nationality:</i>	<i>Money:</i>	

Party Members 1 (You) 2 3 4

Gun Skill:

Fighting Skill:

Ship

<i>Gun Skill:</i>	<i>Ship Health:</i>	<i>Crew Morale:</i>
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<i>Cargo</i>	<i>Price Purchased</i>	<i>Specialist</i>	<i>Quantity</i>
1.			
2.			
3.			
4.			
5.			
6.			
7.		<i>Codewords</i>	
8.			
9.			
10.			
11.			
12.			
13.			
14.			
15.			
16. (Nationality is Britain)			
17. (Nationality is Britain)			

Sydney, New South Wales, Australia, July 1790...

You step out of the pub "The Iron Ale" feeling a gust of cold wind blowing towards the north. After ten years of service in the European front, and another one year in South East Asia, your experience from an able seaman rising to the rank of an officer within the navy has taught you much about sailing. The south-western wind is starting to blow, perfect wind to sail northwards into the Spice Islands and then north-west back to your home country. You have earned just enough from the navy for you to purchase a mediocre merchant vessel, from an old Captain wanting to retire in New South Wales. Why would retiring in a god-forsaken land away from civilization appeal the old Captain was a question you never asked.

You go to the docks to see your newly acquired ship. A middle aged man with a short white beard walks towards you from a boat. "Ahoy there laddie!" he greets you. You greet back telling him your name. "Ah! You be the new Captain ol' Captain Slynt was talkin bout! Well, here it is, your ship Captain!" explains the middle aged man as he points the ship behind you. It is an old merchant brig with a length of 40 meters with five cannons on each side of the ship. It won't carry much compared to a regular merchant ship but enough to make the trip profitable. It is a smaller ship unlike the ships you are used to in the navy but looks sturdy enough to do the job. "The ol' Captain also told me you be a fine sailor, but a greenhorn when it comes to trading of the sorts. Worry not, I was the ol' Captain's first mate, as I'll be yours to learn from being a merchant on these here Spice Islands and guide you through the dangers of the journey from the Spice Islands to Europe" said the first mate then pauses and then continues "and I expect to be handsomely paid."

"Well since we're here, might as well get prepared. Gettin good spices cheap will not be easy in the Spice Islands, and it's a long journey back home for all of us," said the first mate. "To begin with, here a rough list of profitable goods and the selling price in Europe"

Cargo	Selling Price
Nutmeg	600 Silver
Mace	700 Silver
Clove	500 Silver
Pepper	1700 Silver
Coffee	2400 Silver
Silk	5000 Silver
Tea	2500 Silver

If your nationality is Britain or Netherlands, go to 75

If your nationality is Portugal, go to 95

1

The island of Bali is untouched by Europeans. The lack of any valuable trading commodities deters any European ventures into the island. It's a lush green mountainous island dotted with small grey pagoda like structures made out of stone.

You dock at one of the ports nearby and proceeded to the market place. You found nothing valuable to trade there. Then a noble wearing gold embroidered coat and sarong accompanied by four men armed with spears approaches you. "Westerners, welcome to Bali. What brings you here?" the noble asks in European tongue and in a suspicious tone.

If you wish to tell him you are looking for valuable art pieces, go to 80

If you wish to tell him you are looking for slaves, go to 98

2

You manage to put down the pirate captain. The pirates upon seeing their captain slain by you immediately retreats back into the perahus or dive into the sea to swim away.

You have taken control of the dhow, and you order your men to set it to flames. While your men prepare to burn the dhow, you found the pirate captain's beautiful gold kris among the mess and decide to keep it as a trophy.

Record the Codeword: LORDSHIP

Go to 37

3

Your Carpenter directs your men to quickly chop off all the branches and carve out the bark from the timber. With your Carpenter's tools helping your crew to work the wood, In just six hours after landing on this coast the mast looks good enough to be utilised. Your men tie the mast to the boat and so they can use the boats to tow the mast back to the ship.

The natives are still lurking in the jungle. You estimate about thirty of them hiding. You predict they would not be foolish enough to attack a group of thirty men armed with muskets. Thus, you order your men to leave the island ignoring the natives.

Go to 42

4

The fight was bloody and ended with plenty of dead bodies lying on the coast. However, you manage to fend the natives off. The rest of the natives who are still alive melt back into the jungle fleeing in terror.

With no other threats left in the coast. You tie the mast to the boats and slowly tow the mast back to the ship uneventfully.

Go to 42

5

The tiger with lightning quick reflexes leaps from one ledge to another across a small ravine towards you. Your men try to reload their guns, but the tiger is too close, there is not enough time.

Once it is close enough, the tiger pounces onto the first mate mauling his arm. He is not dead but will not be able to participate in the fight. You have to fight the tiger.

You have no chance to fire at the tiger; you are now in close combat with it.

Tiger

Fighting Skill	Amount
7	1

If you win, go to 76

If you wish to flee, you can either choose to run back to the ship (go to 10) or climb a tree and wait until it gets bored and leave you and your men (go to 28).

6

Your ship has arrived close to the middle part of the Java Island. You sail close to the island's shores in the shallow waters. Your crew are happy to see the lush greenery which covers the island. It's a fresh view after days of sailing in the open sea.

"This island is famous for its coffee, them beans have been brought over by the Dutch and their cultivation efforts in this island have been successful. Most the beans come from Dutch owned plantations, and they are pricey with the tax and all," explains your first mate.

Then he points towards a valley between two small hills covered in lush jungle. "In that valley is a plantation hidden away from the Dutch East India Company and away from Batavia. Them not payin taxes and competing the Company's monopoly of coffee in Java does not go well in their books," your first mate continues. "The jungle is dangerous to those not familiar to it, perfect for the island natives who run it to avoid Dutch interference. The ol' Captain and I know the way, but we have had a number of close calls in that jungle, but 30 Silvers saved for each cargo makes up for it."

If you wish to go into the jungle, pick a party of 4 men, go to 30.

If you wish to continue sailing to Batavia, go to 26.

7

You and a few of your men drop your muskets before you walk closer into the jungle holding both hands in the air to show them you mean no harm. Then, a group of three native men reveal themselves to you. The natives are wearing only a simple cloth wrapped around their legs and sandals. However, one middle aged native is also wearing a cloth head gear. You guess that the middle aged native must be their leader. They too drop their weapons and move closer to you.

"Salam Westerners," the middle aged native greets you in European tongue. Then he proceeds to give you a piece of cloth. On the cloth you notice European words forming the sentence 'Do Not Trust Me. I

Will Steal And I Will Harm You.’ While you try to figure out what it means, the first mate whispers to you. “He doesn’t look like he speaks much of our language. It’s clear they asked other Europeans to write this greeting message. This either be a warning from them, or a sick joke from Europeans who hates natives.”

If you wish to bribe him to leave you alone, go to 48

If you wish to turn back towards the shore, go to 3 if you have a Carpenter in your crew, otherwise go to 52

8

The row of shophouses is situated about five minutes’ walk away from the market hall. The Batavia people refer to this area as “Chinatown”. The streets are filled with Chinamen strolling or conducting trade in the many Chinamen owned shop house business.

You enter into one of the shops that sells trading goods imported from China. The shopkeeper gives you a warm welcome and shows you his supply of buckets of Tea plucked from the highlands of South China and bolts of Silk weaved from the many weavers in East China.

The shop keeper then proceeds to state his price and ask how much will you purchase

You may purchase any of the items for the corresponding price below:

Cargo	Quantity Available	Price
Tea	10	150 Silver
Silk	5	300 Silver

If you wish to try and haggle the price down (you may only do this if you have not bought anything from this shop), go to 23

Once you are done, the owner orders his workers to load the cargo on your ship, turn to 27

9

You arrive in the northern village. The mood in the village looks tense as the villagers quickly hide in their huts when they saw your arrival. Your party and the noble’s man stayed on the outskirts of the village. A man which you believe to be a village elder escorted by three men comes to greet you. You thought they were armed with spears but on closer inspection, they are actually muskets. The noble’s man appears surprised that the villagers have muskets.

Then, he proceeds to yell something in native tongue to the village elder, which you presume to be him demanding a tribute.

Roll a dice. Add 2 to the roll if you are a Dutch. Minus 1 to the roll if you have a Linguist.

If your roll total is 3 or below, they give you the tribute in a form of a wooden box and you carry it back to the noble. Go to 73

If your roll total is 4 or above, go to 59

10

You and your men sprint away from the tiger but the tiger continues to pursue you. The first mate despite his injuries manages to keep up with you. Perhaps it is fear that has added wings to his boots.

After ten minutes of running you turned your head back to see that the tiger slows down and has given up the pursuit. You try to ask your men to slow down in hopes that you get them to re-enter the jungle, but panic has gripped your man and they flee oblivious to anything that is going on behind them.

Sadly you have no choice but to abandon the venture and return to your ship and continue sail to Batavia.

Go to 26

11

Your men left the coast into the boats one by one. Staying true to the saying 'Captain is the last to leave' you stay with a small group of men at the coast to give the impression to the natives that you are not leaving yet.

Finally, all of your men are aboard the boats except for you and your group. Quickly you and your men make a final sprint towards the boats. The natives seeing that you are leaving quickly charge out of the jungle but to no avail. By the time they reach the coast, your boats are too far away for them to reach.

Go to 42

12

You manoeuvre your ship close enough so you can fire your canons at the dhow without fear of hitting the trading ship. The dhow is half your ship's size, destroying it will be relatively easy. However, if you cannot destroy it in time, some of the pirates in perahus will attempt to board your ship. The dhow is fully engaged with the trading vessel and will not fire back.

Indian Dhow**Gun Skill**

-

Hull Points

3

You have 5 turns to fire your cannons. If you fail to do so the pirates in perahus board your ship one by one and massacre your crew ending your game.

At anytime before your 5th turn, you may choose to leave the battle and continue sailing to Europe. **If you choose to flee**, do the following:

If your Nationality is Britain or Netherlands, roll a dice. If you roll 1-3 go to 90. If you roll 4-6 go to 66

If your Nationality is Portugal, go to 90

If you win this battle, all the other pirates retreat into their perahus and row away after seeing their leader's ship sink. Go to 37

13

"This is the French Navy. Trading ship, there is nowhere to run. Our frigate cannot be out run. Surrender now or we will destroy you!" you hear someone shouting from the ship with a speaking trumpet.

"Captain, we must escape the frigate. There have been tales of French navy sinking any merchant ship they encounter. If we let them capture us it will be the end for us! We be dead if we surrender to these Jacques!" your first mate exclaims.

You order your men to turn the ship around and sail into the ocean. However, the frigate is a fast ship. You may be able to out-sail it but your ship's cargo is slowing your speed. The frigate's cannons mounted at its forecandle are slowly ripping your ship's hull apart.

The frigate will shoot your ship for 12 turns before you escape them. Roll a dice each turn. If it is 3 and below, nothing happens. If it is 4 and above, the cannon shots from the frigate pierce your hull, you lose 1 Ship Health.

At any turn, you may choose to lighten your ship by dumping any amount of Cargo into the ocean. If you have only 9 to 6 Cargos, the frigate will only shoot you for 10 turns total. If you have only 5 to 2 Cargos, the frigate will only shoot you for 8 turns total. If you have 1 or no Cargo at all, the frigate will only shoot you for 6 turns.

If the current turn exceeds the total turns the French frigate will shoot you, you automatically survive the encounter.

If you survive the encounter, go to 96

14

"Well, that is most unfortunate then. My instructions are to confiscate all cargos that are contravention to the charter," says the frigate's captain. He then looks at you and your men and continues. "My ship's cargo hold currently does not have enough space to store your contraband; it is a pity to have them thrown into the sea. Perhaps my dear captain we can reach a compromise?"

Decide how much you want the price the captain before rolling a die. For each 100 silver you spend you may decrease the dice roll by 1. You may not get back the money even if you failed the roll.

Roll a dice.

If your roll total is 0 or below, the captain and his men to go back to the frigate and sail away, leaving you to your business. Go to 90

If your roll total is 1 or above, go to 16

15

The Javanese men look at the Silver in their hands, nodded to each other and turn back into the street from which they came from.

"Thank you! Thank you Sir!" the slave jubilantly cries out before kissing your shoes. Then he stands up and runs away into the dark centre of the town. Since you are leaving Batavia tomorrow, you

wonder if you would see this native ever again.

The audience seems stunned by what has happened. You decide it is best you retire to your ship.

Go to 17

16

"Men, search this ship thoroughly. Carry all crates containing Eastern tea, spices, coffee and the like back to our ship," the frigate's captain commands his men. More men from the frigate board your ship and carry away crates and crates of goods into their ship. You want to resist but seeing as the frigate is manned with a squad of marines, you wisely chose not to.

After they are done, they leave to the frigate and sail away. Luckily, your first mate had anticipated this and hid two cargos before you sail from Batavia. When you go to check the hidden cargos you are relieved to see them escape the Company's inspection.

Remove all Cargos from your ship except for two Cargos of your choice. Minus 1 to your Crew Morale. Go to 90

17

The dawn breaks and you prepare the ship to sail off Batavia. However, you notice that there is a few of your men missing from your ship. Concerned, you ask the first mate the whereabouts of the missing crew.

"Captain, they be out in this tavern call 'Nieuwe Hemel', probably up to no good. But they are responsible lads and can take care of themselves. They'll be back as ordered, you'll see," the first mate assures you.

After waiting for a few minutes or so, you see your missing men walking towards your ship. Their pace is slow and they look as if they have been drinking the whole night.

"What is the hold-up you useless drunkard lot?" the first mate spits at them. The one sober enough to answer him replied. "We caused a lil ruckus back there in 'Nieuwe Hemel'. Keeper's none too happy, paid him enough for the damages in the end tho." The first mate laughs loudly. "That's what you get for havin no discipline. Back to the deck! Don't think your hangover will give yous an excuse to slack off!" he then goaded them.

They moaned but obediently climb aboard the ship as you prepare to sail of Batavia.

If you have the Codeword: JUNGLE, go to 49

Otherwise, go to 86

18

You quietly signal your men to hold their muskets. They obey your orders but they do not ease their aim, and keep their trembling fingers on the trigger just in case.

The tiger continues on along the bushes slowly. Then, it stops in its tracks and lift its head. Its nostrils flare as if it detected an unfamiliar scent.

Roll a dice

If it is 3 and below, go to 74

If it is 4 and above, go to 38

19

When you are ready to sail off, the first mate proposes the next destination to you. "Captain, the next port to dock is the Dutch port of Batavia. There be many Chinamen traders selling goods from China. Tea and Silk is where the money is if we can afford to get some," he explains, and then he points to a small island on a map not far away from Batavia. "That be the island of Bali, it's an island run by various native kings or 'rajas' as they call them. Slaves from Bali are valuable in Batavia. We can trade them off at a very high price. Art pieces coming from this island are of some value to the sciency bookworm types back in our country's Academy. They don't take up cargo space and can gain us a little profit. Pity the rajas are not fond of Europeans. We could go there to try our luck in Bali before sailing off to Batavia."

If you wish to sail to the Dutch port of Batavia and have the Codeword BARGAIN, go to 25. If you do not have the Codeword, go to 6.

If you wish to sail to the island of Bali, go to 1

20

The tiger flinches back at the sound of your muskets and immediate scurries off away from you. Your men breathe a sigh of relief as they ease their muskets. The first mate however though that perhaps you have lost a chance to acquire its fur. Tigers are unheard of in Europe before any Europeans came to the East. Surely the fur of such a mythical beast will be worth lots in Europe.

You rebuff such a notion reminding him that no one here is trained to hunt tigers and hunting one now will get the whole party killed.

Continue to 65

21

"This be some tropical disease they've been stricken! The fever, the yellow, I have heard of this illness and you can die from it," your first mate whispers to you, careful not to cause panic among the crew members.

That however is to no avail. Some of your crew members also heard of this illness and also know that it is fatal. A mood of paranoia slowly grips your crew day by day as they ponder if this illness can spread further to inflict the entire crew. Some of your crew began whispering amongst themselves that you are not doing enough to curtail the problem. Perhaps the sick crew should be quarantined or perhaps they should be cast out of the ship the crew secretly discussed amongst themselves and your first mate keeps a keen ear on their chatters.

"Me thinks casting the sick men into the sea will ease the crew's worry and minimize any possible

spread of this sickness. However, that means we need to hire men in the next port to replace em' and that costs money otherwise there be not enough hands to man the cannons," explained your first mate.

If you wish to cast the sick crew members away from the ship by sending them away on a boat in the middle of the ocean, deduct 40 silver or deduct 1 from your ship's Gun Skill, then go to 85

If you wish to quarantine the sick crew members by sending them away in a boat tied onto the ship until they recover, go to 34

If you wish to let them recover in the comforts of the ship's cabin, go to 45

22

You reach the vast ocean that separates Europe and the East. Just half a day after sailing away from Aceh, your first mate alarms you of a ship sailing towards you. You inspect the incoming ship through your telescope. The ship is a frigate two times the size of your ship. On top of its mast you see a French flag. The ship is sailing full mast towards you.

If you have the Codeword ASSIST, go to 99

Otherwise, go to 13

23

The shop keeper looks a bit disappointed, but goes behind his counter to get an abacus. He asks you to state your price after which he counter offers another price.

Roll a dice, minus 2 to the roll if you have a Quartermaster in your crew, minus 1 to the roll if you have a Linguist in your crew, plus 1 to the roll if you have the Codeword: REVENGE

If your roll total is 6 and above, go to 63

If your roll total is 5 to 2, go to 36

If your roll total is 1 or below, go to 70

24

The trading post is a small wooden shophouse built on the main street where most Europeans reside. Inside is a middle aged man with a blond beard. He enthusiastically shows you his trading goods.

You may purchase any of the items for the corresponding price below:

Cargo	Quantity Available	Price
Mace	2	5 Silver
Nutmeg	3	5 Silver
Clove	5	5 Silver
Pepper	2	40 Silver

If you wish to empty your Cargo Space for any purchase, the market nearby is willing to buy at 10 Silver per Cargo. (You may not sell any cargo purchased from this trading post.)

If you purchased anything from here record what you have purchased and record the Codeword: BARGAIN

Once you are done you head back to the market. Go to 41

25

One of your crew members come up to you informing you of some foul smells with the Cargos obtained from the Dutch trading post. You go to the cargo hold and asked your crew to open the crates to inspect. Once your crew manages to open the crates, foul smells immediately hit your nostrils like a knife. The bottom portion of the cargos has rotted away and the rot has contaminated the top portion as well.

“Curse that Dutch cheat! I trusted him! Now these cargos are useless and are a dead weight to the ship. We best remove the load least its rot spreads its plague to our men,” the first mate advises you.

Remove all Cargos obtained from the trading post and -1 to your Crew Morale, go to 6.

26

You arrive in the Batavia settlement in the western side of the Java Island. Batavia was a port set up long ago by the Dutch East India Company 200 years ago and is one of the earliest European ports to be established in South East Asia to secure the Eastern Sea Route. Ever since, the port has developed into a settlement where many Europeans and peoples of the East migrate to intermingle and trade. It now can boast to be the largest European settlement in South East Asia.

The settlement is situated in a flatland near the coast. There is an old fort on the central coast of the settlement next to a main canal leading into the settlement’s centre. This highly populous settlement has an inner city surrounded by a city wall, and outer city buildings which sprawls miles and miles into the lush jungle.

When you dock your ship in the web of wooden gangways at the docks of Batavia, a man comes to your ship to collect a docking fee (If your nationality is Britain or Portugal, you must pay 10 Silver. If you do not have sufficient Silver to pay, you may give him one cargo to pay the fee.)

In the large wooden market hall, there are plenty of merchants displaying their goods to sell. You may purchase or sell off any of the items for the corresponding price below:

Cargo	Quantity Available	Price
Mace	20	15 Silver
Nutmeg	20	15 Silver
Clove	20	15 Silver
Pepper	20	60 Silver
Coffee	20	80 Silver
Slaves (can only be sold)	-	150 Silver

The following Specialists are available for hire to your ship for the corresponding price below:

Specialist	Available for Hire	Hire Price
Marine	4	80 Silver
Linguist	1	100 Silver
Quartermaster	1	80 Silver
Cannonmaster	1	90 Silver
Surgeon	1	100 Silver
Carpenter	1	100 Silver

“The Chinese shophouses are just up this street, we can go there and see if there be tea or silk available for buying,” the first mate proposes. “But be careful, those Chinamen are cunning merchants. They’ll be trying ta swindle as much money from you as they can.”

If you wish to go to the Chinese shophouses, go to 8

If you wish to continue and sail off from Batavia, go to 27

27

Once you are done with your trading, and loaded up your goods onto the ship, it is already dusk. You order your men to rest and prepare to set sail the next morning. The market and shops have all closed down to end the business day. However just as everyone is preparing to leave, you see a few native local men setting a stall with a large white linen cloth in one of the empty lots near the market. Accompanying them is a group of men carrying exotic music instruments of various flutes, gongs, and drums. From what you can tell, there seems to be a theatre of native theatre or some sort.

The sky is still lit by whatever sunlight there is left. Some of your men stay on board the ship, and some of your men decide to go into Batavia for whatever reason.

If you wish to visit the tavern near the port, go to 46

If you wish to visit the local street theatre, go to 77

If you wish to stay on board the ship and wait until morning, go to 17

28

Your party immediately rushes to the closest tree large enough to hold your party that you can find. The first mate’s left arm is slightly injured but he still manages to climb the tree. Your men try to reload their guns but keeping balance on the branches and reloading proves to be a difficult task.

You wait for the tiger to get bored and wander off, but the tiger seems to be a patient one. It circles around the tree trunk you are on, and then patiently waits below the branches. After 4 hours of waiting, it got bored and wanders off.

Your men then get down from the tree feeling shaken by this mishap.

Minus 1 to your Crew Morale in addition to any Crew Morale loss from injury, go to 65

29

All your men ready their guns and cutlasses while you slowly manoeuvre your ship next to the trading ship. Once it is close enough, your men charge into the trading ship engaging all of its invading pirates. You prepare your party and board the dhow. (Pick a party of 4 men.) You charge to the bridge and see the pirate captain with a gold embroidered cloth headgear holding a golden kris commanding the dhow's crew. Your party aims their rifles at the captain and his party. The captain notices you coming and orders men that he could muster to charge towards you.

You have one turn to fire before they reach you for close combat.

Pirate Captain and Five Crew members

Weapon Skill	Amount
2	6

You may choose to flee, but if you do so your men will also flee and the rescue attempt will be abandoned as you continue sailing to Europe. **If you choose to flee**, do the following:

If your Nationality is Britain or Netherlands, roll a dice. If you roll 1-3 go to 90. If you roll 4-6 go to 66

If your Nationality is Portugal, go to 90

If you win go to 2

30

You anchor your ship in the shallow waters. "We will just be headin to the plantation and talk to its owner. Once you strike a deal, he will order his men to deliver the goods to the ship. The natives are veterans of this here jungle, so the journey out of the jungle is safe. It be our journey into the jungle that is dangerous," your first mate advises you. He, you, and your party embark on the boat and your men slowly row the boat to the shore. (The first mate does not count into your party). Your men seem unnerved when they look into the jungle they are about to venture into. The older crew remembers the numerous mishaps that had happen in that jungle. The younger ones are afraid for they have never been into a jungle. The first mate assures you that he had come there with the old Captain on numerous occasions, and most of them are uneventful. Most of them.

Roll a dice

If it is 4 and below, go to 64

If it is 5 and above, go to 65

31

You exerted all your strength but you just can't overcome the scarred faced sailor's strength. Then in one smooth motion, he slams your arm into the table. He growls triumphantly as his mates cheers him. You pay the 50 Silver you wagered to him (Deduct them from your Character Sheet).

After you are done, you leave the tavern and return to the ship. Go to 17

32

You try to convince them that the slave is not worth the trouble. The men laugh at the ridiculous notion. "If we do not catch the slave, how do we answer to our master? Perhaps if you compensate us with something we might consider."

If you wish to bribe them, pay 10 Silver. Roll a dice. Minus 1 to the roll for every 10 Silver you wish to give them. (You can only do that before making the test. You may not get back the money even if you failed the roll.)

If your roll total is 3 or below, go to 15

If your roll total is 4 or above, go to 91

If you choose not to bribe, go to 91

33

"Captain, the Acehnese although unfriendly, they be always looking for weapons and ships to continue their fight against European powers. Capturing a navy frigate will interest them. Perhaps we best ask for their help. Tis' a gamble but a better chance than facing a navy frigate alone," your first mate proposes. You considered the risk and decided that your first mate is right. At least the Acehnese will not kill your men on sight.

You dare not dock at the port but instead you anchor your ship and use your boats to row you and your men to shore. The port is busy with people selling and buying goods from traders docking at this port. However, all of the traders are Easterners, that means you and your men stand out among the crowd. The people look at you outsiders with either fascination, disgust, or fear. Then a group of twenty men armed with spears and muskets approaches you and your man. Their captain steps forward to greet you. "Salam Westerners, your ship is a trader vessel but you do not bring goods, why are you here?" the captain asks you in perfect European tongue. You proceed to explain your predicament and ask for Aceh's assistance. After thinking, he orders his men to surround you. "We will escort you to the Laksamana, he will decide," the captain responds.

If you have the Codeword LORDSHIP, go to 97

Otherwise, go to 47

34

By stranding them on a boat, the sick crew member's illness worsens rapidly as the cramped space, cold winds, and the rocking waves stresses their already frail bodies. In three days, all the sick crew members sent onto the boat have died.

However, quarantining them did not ease the crew's paranoia. Actually seeing their fellow crew mates succumb to the illness made them more fearful. They now suspect they have already gotten the illness, or perhaps the one tasked with giving the sick crew members food himself has been infected. Although no one ended up sick, this fear grips your crew's morale tightly.

Minus 1 to your crew morale, then deduct 40 Silver or deduct 1 to your ship's Gun Skill, then go to 86.

35

The storm lasted for an entire week with small bouts of calm weather which only lasted two hours in between. Your ship which is tied to the docks oscillates slightly as the waves slowly rock your ship. Your men however quickly find that being stuck in a military-cum-industrial port with only alcohol paid with their own wages for entertainment bores them greatly.

The men grow disgruntled, days being stuck here wasting their pay could have been used to sail back to West Terra. After the storm has settled, you order your men to set sail out of Bencoolen.

Unless you spend 40 Silver to pay for your men's drinking, minus 2 Crew Morale. Go to 43

36

No matter how much you insist the price should cheaper, the shop keeper is firm in maintaining his original price. Just when you are about to give up however, the shop keeper slightly relents and agrees to sell you at a slightly discounted price.

You may purchase any of the items for the corresponding price below:

Cargo	Quantity Available	Price
Tea	10	130 Silver
Silk	5	260 Silver

Once you are done, the owner orders his workers to load the cargo on your ship, go to 27

37

The captain of the trading ship goes over to your ship to express his gratitude. "Thank you for ridding these cursed pirates. I am Captain Clement of the English merchant ship 'Journey'." You inquire the captain about the heavy damages on his ship. "Ah, that. We were attacked by a French fifth-rate navy frigate before arriving here. Lucky 'Journey' was built fast and just managed to out-sail the frigate but we have taken some damage in the process. You should be careful, you are heading towards the direction where we encountered the frigate and it raids all non-French trading ships," the Captain responds before returning to his ship.

You grow troubled with the news, your ship will never outgun a navy frigate and with the load of cargo you are holding, neither can you out-sail it. Your ship will be easy picking for the French frigate should you be unfortunate to be intercepted by it.

Record the Codeword INTERCEPT

If your Nationality is Britain or Dutch, roll a dice. If you roll 1-3 go to 90. If you roll 4-6 go to 66

If your Nationality is Portugal, go to 90

38

The tiger then turns its head towards your direction. The eyes wide open as if it is wondering in amazement at something it has never seen before. However looking at foreign creatures pointing

things towards the tiger makes it feel threatened.

The tiger then leaps on one ledge to another across a small ravine towards you. You quickly ordered your men to fire. The first mate is not armed with a gun.

You can fire one turn before it pounces onto your first mate mauling his arm. The first mate is not dead but will not be able to participate in the fight. The tiger is a tough beast, any one shot you manage to hit the tiger will not kill it but only lower its Weapon Skill by 1 but it may not go lower than 1.

Tiger	Amount
Fighting Skill	
7	1

If you win, go to 76

If you wish to flee, you can either choose to run back to the ship (go to 10) or climb a tree and wait until it gets bored and leave you and your men (go to 28).

39

You try to convince the Laksamana that you are not helping any forces to subdue Aceh. The Laksamana spends a few moments to consider before nodding his head. "I believe you Westerner and I will help you. But you must lure the frigate closer to Aceh's shores only then my ships can fight in full effectiveness. My men will stay ready at this port for one week, once the frigate comes close to shore, a small fleet of my ships will attempt to capture the frigate leaving you free to sail away," he proposes.

Satisfied with the agreement, you leave the port and continue your journey.

Record the Codeword ASSIST

Go to 22

40

The water in the strait is calm and peaceful. Sailing the straits is uneventful, but you and your men are always on alert for any surprise pirate attack. After a few days sailing in this strait you hear cannons firing in the direction you are heading far into the distance. You look into your telescope and see two vessels trading cannon fire. One is a European Fifth -Rate trading ship and the other an Indian dhow armed with a few low calibre cannons. Surrounding the trading ship are small perahu boats and all the ships and boats are within boarding distance of one and another.

"Captain, the European ship is being boarded by the pirates! The trading ship is damaged and its crew out-numbered, they are doomed, best we escape lest we share its fate!" suggests the first mate.

Upon closer inspection of the damages on the trading vessels, you noted that the damages could have only been done by high-calibre cannons. Something big attacked the trading vessel before this pirate attack. It might be useful to know what attacked the trading vessel but the only way to know is to rescue the trading ship.

If you wish to attack the dhow by firing cannons at it from your ship, go to 12

If you wish to board the trading vessel and help repel the pirates, go to 29

If you do not wish the rescue the trading ship and continue sailing to West Terra, do the following:

If your Nationality is Britain or Netherlands, roll a dice. If you roll 1-3 go to 90. If you roll 4-6 go to 66

If your Nationality is Portugal, go to 90

41

The market place is full of stalls selling all sorts of goods. After scanning the stalls you find a few stall selling goods that can be sold in Europe. You may purchase or sell off any of the items for the corresponding price below:

Cargo	Quantity Available	Price
Mace	20	10 Silver
Nutmeg	20	10 Silver
Clove	20	10 Silver
Pepper	20	60 Silver

(You may not sell any cargo purchased from the Dutch trading post.)

The following Specialists are available for hire to your ship for the corresponding price below:

Specialist	Available for Hire	Hire Price
Marine	2	70 Silver
Linguist	1	90 Silver
Quartermaster	1	70 Silver
Cannonmaster	1	70 Silver

If you have a Quartermaster and the Codeword: BARGAIN, go to 93

Otherwise go to 19

42

“Thank you sir, we owe you and your men a debt of gratitude,” proclaims Captain Dekkar. He is aboard your ship’s bridge as his man attempts to load the mast floating on the sea on board their ship. “Now, for the information I promised,” continues Captain Dekkar as he unfurls a map for you to see. “On the tip of Sumatra here there is a French ship attacking any non-French trading vessels from Europe. The ship is a navy fifth-rate frigate, we managed to avoid it by getting hints on its whereabouts before we reached here. Its location now is unknown, but likely it is still in the same area raiding trading vessels.” Captain Dekkar then bid you farewell and returns to his ship and sails away.

You grow troubled with the news, your ship will never outgun a navy frigate and with the load of cargo you are holding, neither can you out-sail it. Your ship will be easy picking for the French frigate should you be unfortunate to be intercepted by it.

Record the Codeword INTERCEPT

If your Nationality is Britain or Dutch, roll a dice. If you roll 1-3 go to 90. If you roll 4-6 go to 66

If your Nationality is Portugal, go to 90

43

While sailing not far from the nearest coast, you spot on your spyglass a brig sized ship adrift in the sea. The ship is European in design but there are no flags to tell you which nation the ship is from. The ship is badly damaged with all of the ship's mast missing. There are only a few gun ports on this ship suggesting that it might be a merchant ship or a passenger transport ship. The ship is flying signal flags calling for help.

If you wish to sail closer to answer its call for help, go to 82

If you wish to ignore the ship and continue sailing to Europe, do the following:

If your Nationality is Britain or Netherlands, roll a dice. If you roll 1-3 go to 90. If you roll 4-6 go to 66

If your Nationality is Portugal, go to 90

44

Suddenly the people in the tavern gets excited as you sit down in the scarred face sailor's table and accepts his challenge by pulling back your right arm sleeve and resting your right elbow on the table. The scarred face sailor is pleased as he lets out a small grin and lock arms with you.

Roll a dice. If your crew morale is 3 and above, your crew stands up and cheer for you as you best the scarred face sailor (minus 1 to your roll).

If your roll total is 3 and below, go to 88

If your roll total is 4 and above, go to 31

45

Your crew is disgruntled that you have put all their lives at risk. However, within two days only two of your sick crew members manage to recover. The other one dies from the fever. You proceed to carry out a funeral on the ship's deck and quickly dispose of the corpse of the crew member who succumbed to the illness least it spreads more diseases. The mood was grim as your crew gives out a prayer before dumping the corpse into the sea.

No one else in your crew have gotten sick but the paranoia still grips them.

Minus 1 to your crew morale, go to 86

46

You go to the closest tavern you can find which. The tavern is called 'Nieuwe Hemel'. You enter and you see the tavern filled with Europeans. Most of them are sailors such as your crew who are in one corner, and some of them are merchants or soldiers who have settled in Batavia.

One table in particular you see two sailors arm wrestling. Then the sailor with a scarred face beat the other sailor. The scarred sailor then cheers along with two of his mates as his opponent pays him a bag of coins. He then looks around for new opponents and his eyes rests on you. "You there! Pansy man!

Hows bout a arm wrestling ta prove your manliness behind ye fancy ole capt'n coat?" he barks at you then he and his mates chuckles at you. "No? Ta scared of me muscles? Me wagers fifty Silver that a can beat ye. Lose, pay me fifty. Win, ya gets fifty. Ya game? Pansy man?" he continues to challenge you.

Clearly he underestimated you. The navy has honed your strength and you estimate yourself equal to the sailor's strength.

If you wish to accept his challenge, go to 44

If you decline or you do not have the money, he laughs at your cowardice before returning to his mates. You have your drink and return to the ship. Go to 17

47

You reach a modest mansion made out of wood. The captain motions the mansion guards to allow you to pass. "You need to surrender your weapons, we will return them," the captain informs you as they confiscate your weapons.

In the mansion's main hall made of simple wood and decorated with Middle Eastern arts from Arab and India, you wait while the guards oversee your every move. After a few hours, you see a man dress in elaborate clothes decorated with gold and jewels and his retinue of servants come to greet you. "I am Laksamana Zulkarnain, the captain has told me what you want," he announces to you and your men. "You are right, I am interested in capturing a frigate. A French ship to add. But how can I be sure this is not an attempt to misdirect my navy? You may be working for forces trying to subdue Aceh? Am I right European?"

Make a dice roll. Minus 1 to the roll for every 50 Silver you wish to give him. (You can only do that before making the test. You may not get back the money even if you failed the roll) Minus 1 to the roll if you have a Linguist. Add 2 to the roll if your nationality is Netherlands.

If your roll total is 3 or below, go to 39

If your roll total is 4 or above, the Laksamana refuses to hear you explain further and ask you to leave. You have no choice but to continue sailing to Europe. Go to 22

48

You start to suggest the middle aged native that he takes some silver as a gift for his native people. You hope that the silver will show them that you are friendly and there is no cause for alarm so they will go back into the jungle.

The middle aged native rubs his chin to consider this proposal. "Twenty Silver," he beckons you. Then he extends his arm with an open palm.

If you have 20 Silver and wish to pay him, go to 78

If you do not want to pay him, you leave them and return to the shore, go to 3 if you have a Carpenter in your crew, otherwise go to 52

49

One day just after you left Batavia, you notice three of your men are feverish, lethargic, and pale. Seeing that they are unfit for work, you dismiss them to the cabin hoping some rest will ease the malady. However, days past and the illness does not wane. The three sick men now look yellowish and one of them started to have uncontrollable shivers.

If you have a surgeon in your crew, go to 87

Otherwise, go to 21

50

You arrive at the port of Coupang and dock at the one of the wooden gangways. You register your ship with the port master. If your nationality is Britain or Portugal, you must pay 10 Silver Coins.

The Copang is a port founded by the Dutch East India Company to secure the Eastern Sea Route. This port has proper navy garrison with a fort that instils order and keeps pirates away. The security of this port attracts many Spice Island's natives to bring their spice here to trade. The port's marketplace is a simple road with plenty of stalls with goods to sell. You may purchase or sell off any of the items for the corresponding price below:

Cargo	Quantity Available	Price
Mace	20	10 Silver
Nutmeg	20	10 Silver
Clove	20	10 Silver
Pepper	20	50 Silver

The following Specialists are available for hire to your ship for the corresponding price below:

Specialist	Available for Hire	Hire Price
Marine	2	60 Silver
Linguist	1	90 Silver
Quartermaster	1	60 Silver
Cannonmaster	1	70 Silver

When you are done, go to 19

51

The flicker of light comes closer. A closer inspection with your telescope shows a perahu with one of the man taking a torch and another man rowing. The darkness makes it hard to tell what is in the perahu. Judging by the sound of oars splashing into the sea, it sounds like there are more than one perahus rowing towards your ship.

"Mister! Mister! Your cloves!" shouts the man holding the torch. The first mate chuckles, "Didn't even bother to get their story straight. This sticks to peat! They are trying to attack out ship!" he exclaims. "These scums will not reach us soon, we could just sail away safely, but we don't know where the other perahus are coming from."

If you wish to sail away, go to 53

If you wish to fire your cannons at the perahu, go to 60

52

Your men toil away at the timber trying to hack off the branches and bark. Without proper tools except axes and other simple tools, the work is a tedious process. The mast only looks ready for use after twelve hours of hard labour with the axes. However, you kept a close eye on the natives throughout.

In those twelve hours the group of natives lurking in the jungle has increased in size to an approximate of fifty natives. Most of them are armed with spears, kris, or cudgels. The mast is ready and tied to the boats ready to be towed to the ship. You must now decide how your twenty men will leave to the boats.

If you wish to order your men to leave together in a group, go to 62

If you wish to order your men to leave one by one and the rest stay at the coast, go to 11

53

You anchor up your ship and released your sails. The wind is favourable as it slowly pushes your ship away from the island. Seeing you sail away alerts the men in the perahu and they start shouting in a tongue you can't understand. Lights start to flicker to life at the portside of your ship and you see two perahus with ten men each armed with spears rowing towards you blocking your escape path. Looking back to the shore, you see another five perahus rowing towards you.

"This ill fortune be cursed! We must try to sail past the two perahus and escape before the others reach us! If they should board the ship then we are all doomed!" shouts the first mate as your men prepare to load the cannons.

You have 4 turns to fire your cannons before they board your ship. The perahus have no weapons to fire back at you.

Two Perahus (Treat them as one enemy.)

Gun Skill	Ship Health
-	2

If you win this battle, you manage to escape. Lose 1 Crew Morale. You may choose to sail to the Dutch port Coupang (go to 50) or the port Dili (go to 57)

If the battle has not ended at the end of turn 4, your ship is overwhelmed by hundreds of natives. They are fierce warriors and your sailors do not stand a chance. The game ends with you being killed.

54

Despite your efforts, one of your crew members died from the disease. You proceed to carry out a funeral on the ship's deck and quickly dispose of the corpse lest it spreads more diseases. The mood was grim as your crew gives out a prayer before dumping the corpse into the sea.

Minus 1 to your crew morale.

Go to 86

55

The men all toil as they try to pull the sails up to prevent them from getting damaged in this storm. The deck which is rocking violently made it hard for the men to carry on their work. The waves smash the sides of the ship and waves high enough to splash over the deck pushes some of your men down into the deck's floor.

The wooden planks in the ship's hull starts to slowly cave into the pressure from the waves. One by one, a small portion of the planks come loose and leak water into the hull. Quickly, some your men rush to the leaks. Two of them began to pump water out of the hull as the others try to patch the leaks.

When the storm calms down, you did a damage assessment of the ship. Some of the wood and ropes on the mast has been wrecked and some pieces of plank from the hull have either come loose or cracked. However, your ship is still able to sail.

If you have a Carpenter in your crew, he will attempt to repair some of the damages on your ship. Minus 1 to your Ship Health.

Otherwise, Minus 2 to your Ship Health.

Go to 43

56

The sky grows darker, as hours and hours passes by with no signs of any perahu rowing towards your ship. Your men all gather at the starboard and gaze into the coast and openly wondering what has happened to the perahus.

"Captain," the first mate comes to the bridge looking concerned. "This is dead awfully suspicious, them natives could be either be busy loading spices or loading men to attack us. The sky is getting dark, much easier for them to go behind our eyes if they want to take our ship."

Suddenly from the coast, you see a flicker of light slowly coming towards you. It looks like its emitting from a perahu, but you are not sure what its intentions are.

Roll a dice. Plus 2 to the roll if your nationality is Netherlands. Minus 1 to the roll if you have a Linguist.

If your roll total is 4 or below, go to 72

If your roll total is 5 or above, go to 51

57

The port of Dili looks poorly defended and but it is large enough to attract merchants here to trade. You dock your ship.

The port of Dili is a Portugal established port. However, since Portugal's power was superseded by other European Kingdoms, the port has slowly lost its importance in the Spice Islands. It is now the remaining sphere of Portuguese influence, eclipsed by the Dutch East India Company. Dili currently runs as a free port.

"There is a Dutch trading post around here that the ol' captain frequents. The Vochtian gives the lowest price for spices around these islands. Best we be going there for a visit," your first mate explains.

If you wish to visit the Dutch trading post first before going to the market place, go to 24

If you wish to go to the market place, go to 41

58

While dealing with your demands, he was prepared for imminent violence. You fire a shot at the trader, but he immediately ducks behind the counter. The shot alerts the Dili-locals outside who charges into the shop. They were only 3 meters away from you. You have no chance to fire your guns.

The trader seeing you engaged in close combat grabs his pistol and knife and charges into the fight.

Dili Thugs and Dutch Trader

Fighting Skill	Amount
2	3

If you choose to flee, remove all Cargos obtained from the trading post, remove the Codeword BARGAIN, and -1 to your Crew Morale in addition to Crew Morale damages suffered from dead crew members and from fleeing, go to 19

If you win, go to 67

59

One of the village elder's men aims his musket and shoots at the noble's man. The man's shooting stance is poor, he is clearly untrained. The noble's man tries to dodge the bullet, but it hits him in the shoulders. The hit was not fatal. Must have been a lucky shot.

The villagers will not charge you. You get to keep shooting until the last one dies. After you fired your shots, they will shoot back. Roll one dice for every villager still alive and each one that rolls equal or below their gun skill, one of your party member dies. (The noble's man will not participate in this battle.)

Three villagers with rifles

Gun Skill	Amount
1	3

If you win, the elder surrenders and gives you the tribute in a form of a wooden box and you carry it back. Go to 73

If you flee, you run back to your ship and sail to Batavia. If you have the Codeword BARGAIN, go to 25. Otherwise, go to 6

60

“Fire!” shouts the first mate, and the darkness becomes lighted up with the ignited gunpowder from your cannons. The volley of fire caught the perahu by surprise and the perahu was blasted to splinters.

Then you see more lights flicker to life, and you find your ship surrounded by five perahus, all of them with men armed with spears. “We cannot let them board the ship! Blast them all to Davy Jones or it be our souls at his locker!” shouts the first mate as your men continue to fire at them.

You have 4 turns to fire your cannons before they board your ship. The perahus have no weapons to fire back at you.

Seeing one of their own being blasted off has dampened their courage. Each turn if you manage to cause them to lose 1 Ship Health, roll for their willpower. If it is above their willpower, they flee back into the coast and the battle ends and you win.

Five Perahus (Treat them as one enemy)

Gun Skill	Ship Health	Willpower
-	5	3

If you win this battle, you manage to fend them off. Lose 1 Crew Morale. You may choose to sail to the Dutch port Coupang (go to 50) or the port Dili (go to 57)

If the battle has not ended at the end of turn 4, your ship is overwhelmed by hundreds of natives. They are fierce warriors and your sailors do not stand a chance. The game ends with you being killed.

61

You can see Aceh’s shores in the horizon. The frigate still will not give up its chase. After an hour of sailing, you see five brigs appeared from a small island behind you and the brigs proceeded to surround the frigate. The brigs unfurl flags with Arabian scribbling on their mast. “It’s the Laksamana’s fleet. They have arrived as promised,” exclaims your first mate with a sigh of relief.

The brigs then cut off the frigate’s escape route and then slowly close in on the frigate. The frigate tries to repel them with their cannons but to no avail, they are sailing in fast and there is just too many of them. One by one the brigs board the frigate and a bloody battle ensures on its deck.

You leave the Aceh to their prize and quickly sail away back towards Europe. Your men cheer to you their captain for leading them out of certain death. “Now there be no stopping us smooth sailing to Europe,” the first mate gleefully announces to your crew.

Go to 100

62

When all your men have packed up their rifles and tools, they all head towards the boats. Suddenly, you hear a shout in the jungle followed by a roar from the crowd of natives ready for a fight. Your crew leaving suddenly has made it clear to the natives that their prey is leaving and they must attack now or lose the chance. Having thirty men to board the boats at the same time takes longer especially with the mast slowing your boats.

A large group of fifty men screams and charges towards your crew. A small group of fifteen men focuses towards you and your party.

You have three turns to fire before they reach you for close combat.

Fifteen natives

Weapon Skill	Amount
2	15

If you wish to flee and leave the coast quicker by leaving the mast behind, go to 81

If you win, go to 4

63

The shop keeper stops flicking his abacus and glares at you. Something you have done or said has displeased him. Perhaps it was your reluctance to increase your offer or the price you offered was so low that it insults him.

“Haiya! So troublesome! Don’t want don’t buy la!” he replies to you rudely before turning and heading back to his counter ignoring anything else you have to say.

You may not buy anything from this shop. Go to, 27

64

In the jungle, your crew follows the first mate that is in the front clearing a path with his parang. After one hour of trekking into the wild tropical growths, the first mate suddenly signals for everyone to halt. You scan around the jungle to see what is stopping you. Then you see an orange animal with stripes moving around the bushes in the undergrowth just 15 meters away. Fear chokes your throat; you have seen this animal before in your old days patrolling the navy forts in South East Asia. This is a Tiger and their ferocity and strength is well known to all who lived long enough in the East. This animal is extremely dangerous and is an immediate threat to you and your party and the tiger is very close.

Your party members all saw the tiger and aimed their muskets at the beast. They are whispering among themselves if they should open fire. The beast has yet to look in your direction.

If you wish to order your men to open fire, go to 83

If you wish to signal your men to hold fire, go to 18

65

You arrive at the plantation your first mate mentioned. Plantation itself is in the path of a river flowing from one of the two hills forming this valley. The place is looks primitive with no fencing around the plantation and the plantation house is made out of simple wood planks. However, the plantation is full of coffee shrubs dotted with the red coffee pods and next to the plantation house are tens of local native workers putting tables of coffee bean on tray made with dried leaves to dry in the sun. You take it as a good sign, hopefully that means the coffee beans here will be fresh.

A man comes to greet you and the first mate. The first mate introduces him as the plantation owner. He is a Eurasian with a Dutch father, and a native Javanese mother. He sets his plantation away from the control of the Dutch East India Company to detest the control and snobbery of the Dutch governing officers. "They lack the buccaneering spirit my pa have, and I inherit it," explains the owner. "My pa teaches me the ways of the trade, and my ma teaches me the jungle."

You find his self-imposed exile hardly surprising, being neither European nor Easterner Eurasians are often outcasts in South East Asia.

You may purchase any of the items for the corresponding price below:

Cargo	Quantity Available	Price
Coffee	3	40 Silver

If you wish to empty your cargo, the plantation owner is willing to pay 10 silver for any 1 cargo.

After you are done, he orders his workers to carry the cargo to your ship, the worker's experience with the jungle allows them to trek the jungle while avoiding any danger. You load the goods and prepare to sail off to Batavia.

Once you are done record the Codeword JUNGLE, go to 26

66

After one day of sailing, you notice in the horizon a frigate sized European ship slowly sailing towards your ship. You look into your telescope to see if the ship may be hostile towards you. The ship seems to be armed with fifteen cannons on each side, which tells you that the ship is a navy war ship. However you breathe a sigh of relief when you noted that the frigate flies your nation's flag. Perhaps they are just patrolling the waters for pirates.

However, the frigate continues to sails closer to you. "In the name of our country, stop your ship immediately. We will come aboard your ship for routine inspection," a man from the frigate beckons you with a speaking trumpet.

You take a closer examination at the frigate's flag and notice that the ship also flies the East India Company's flag.

A man dressed a navy captain uniform boards your ship along with a small group of six marines armed with rifles. "This ship is a trading vessel with Eastern goods bound for Europe. Am I correct Captain?" the frigate captain asks you snobbishly. The question is rhetorical, you nod in agreement. "In that case, in accordance to the charter granted by the government to The Honourable East India

Company, all trading vessels selling goods from the East bound for the home must obtain a license from the Company," the captain continues.

Then he walks forward towards you and extends his arm with an open palm. "May I see your license then Captain?" he asks you

If you have the Codeword MONOPOLY, the captain satisfied with your license returns to the frigate and sails away. You may continue sailing to West Terra, go to 90

Otherwise, go to 14

67

The commotion in the trading post alarms the by-passers and one of them rushes to the town centre. Fearing retribution from the Portuguese colonial administration, you quickly searched the trading post and found your money and a few more silver. Of all the goods in the trading shop, a quick search reveals that a few barrels of cloves in the shop are still fresh and sellable.

Record the Codeword: REVENGE. Remove all Cargos obtained from the trading post, add back the money you spent in the trading post with an addition of 20 Silver, and remove the Codeword BARGAIN. If you wish you may take 1 Cargo of Cloves to your ship. Go to 19

68

After a few hours sailing out of the port, light drizzle taps onto the wood on your deck as your ship braces forward into increasingly choppy waters. A few hours after, the sky completely darkens. A gust of wind blows into your ship causing rips in the sails. "A storm is coming, all hands on deck!" the first mate screams the command out.

Roll a dice,

If you rolled 1-3, go to 84

If you rolled 4-6, go to 55

69

Before you set sail for back to Europe, your first mate suggest that you make a stop in Bencoolen to resupply. "The port of Bencoolen in Sumatra is a British port set up to process trading goods before sending them off to England. They made Bencoolen a free port in hopes it'll channel money away from the Dutch in these waters," explains your first mate.

When you arrive in port of Bencoolen, you see a fort facing the coast and around it a few work houses where you see native workers toiling sorting out and drying tea leaves. You dock your ship and explore the port and found nothing of interest in the markets. However, since this is a military and industrial port, there are plenty of specialists for hire.

"Men stationed to work here are dying to get to escape Bencoolen. They say there's not enough European women to keep em. In any case they be cheaper to hire," explains your first mate.

The following Specialists are available for hire to your ship for the corresponding price below:

Specialist	Available for Hire	Hire Price
Marine	4	50 Silver
Linguist	1	80 Silver
Cannonmaster	1	70 Silver
Surgeon	1	80 Silver
Carpenter	1	80 Silver

While you are carrying on with your business in Bencoolen, you see the sky is darkening and the wind is beginning to pick up speed rustling the trees around you. From your training in the navy, you know that very likely a storm is coming. It will be safe to stay in the port while the storm clears out in case it turns out to be a big storm, but you are not sure when the storm will end and the wait might cost you.

If you wish to wait out the storm, go to 35

If you wish to sail out and brace the storm, go to 68

70

Your silver tongue manages to charm the shop keeper while you bargain. A little complement here and a little humour there, you made the whole bargaining look like as if you were two old friends meeting after a long separation.

The shop keeper takes an instant liking to you and agrees to sell you his goods at his best price.

You may purchase any of the items for the corresponding price below:

Cargo	Quantity Available	Price
Tea	10	100 Silver
Silk	5	200 Silver

Once you are done, the owner orders his workers to load the cargo on your ship, go to 27

71

The journey to the Spice Islands was uneventful. You see many islands dot the sea horizon each island covered with lush jungle. The first mate points to the largest island just in front "Go to the largest one there Captain, the supply of spice is steadier. Just sail on to shallow sea near the coast and anchor. No need to land," he continues.

Once you anchor near a coast with a village, you see small perahu boats slowly rowing from the island's coast towards you. A closer inspection tells you that the perahus are carrying buckets of spices and they do not appear armed. "Mister! I have Spice, very nice! You want trade?" one of the perahu's rower shouts at you. Your men ready their muskets, just in case of any trouble. Your first mate assures you the perahus safe.

The perahus stops beside your ship as you attempt to bargain with them. You may purchase any of the items for the corresponding price below:

Cargo	Quantity Available	Price
Clove	7	5 Silver
Nutmeg	3	5 Silver

As your men lifts the buckets of dried spices from the perahu onto your deck, one of the perahu rower shouts at you. "More spice inside, Mace and Nutmeg very nice. You wait, I come back."

If you wish to continue to anchor and wait, go to 56

If you wish to leave and sail to the Dutch port Coupang, go to 50

If you wish to leave and sail to the port Dili, go to 57

72

The flicker of light comes closer. A closer inspection with your telescope shows that there are three perahu. The flicker of light comes from a man carrying a torch with another man rowing the perahu. In all the perahu is a few baskets full of spices.

"Mister, your mace and nutmeg!" shouts the man holding the torch. The first mate looks more relaxed hearing the shout. "It be foolish for a them to attack us when they are carring buckets of valuable spices in their boats," says the first mate. The perahu row besides your ship and the men in the perahu offer their spices for sale. You may purchase any of the items for the corresponding price below:

Cargo	Quantity Available	Price
Mace	4	5 Silver
Nutmeg	2	5 Silver

Once you are done, the perahu sail back to the village.

If you wish to sail to the Dutch port Coupang, go to 50

If you wish to sail to the port Dili, go to 57

73

You arrive back to the port and gave the tribute to the noble. He asks his men to open the wooden box. Inside is a stone statue of a human-like elephant.

"Fine workmanship this carving, but not as fine as the one we have. As I promised a statue of our gods, you can take this one," says the noble. You feel confused and ask why the trouble to get this statue if he is only going to give it away so easily. "It's not about the tribute, it is about keeping Raja Rai in his place, a Raja under the Raja of Rajas," the noble replies.

"This is a god we pray to when we want obstacles in our life removed. Hopefully this statue will

remove the obstacles in your journey,” the noble muses you with this thought.

Record the Codeword GANESH.

Now to sail off to Batavia. If you have the Codeword BARGAIN, go to 25. Otherwise, go to 6

74

The tiger then proceeds to lower its head and continue along the bushes, slowly wandering away from your party. Your men breathe a sigh of relief as they ease their rifle. The first mate however though that perhaps you have lost a chance to acquire its fur. Tigers are unheard of in Europe before any Europeans came to the East. Surely the fur of such a mythical beast will be worth lots in Europe.

You rebuff such a notion reminding him that no one here is trained to hunt tigers and hunting one now will get the whole party killed.

Continue to 65

75

“Before you sail, you needs to know this. Our government has granted sole rights to trade in the East to The East India Company thus trading in the Eastern Sea Route is controlled by that Company from our home country. To trade Eastern goods back home, one needs a license from the Company to do so. Otherwise, if you be captured by the Company’s ships, there be a hefty price to pay,” your first mate explains. “Of course, the ol’ Captain never got a licence but he knows who and how much ta bride.”

You may apply for a Company Trading Licence here in Sydney, but it will cost you 250 Silver. If you choose to do so, deduct 250 Silver and record the Codeword: MONOPOLY.

Go to 95

76

The tiger lies dead in front of you, your men breathe a sigh of relief having survive and overcome this beast. The first mate seems particularly jubilant about managing to kill this tiger. Tigers are unheard of in Europe before any Europeans came to the east. Surely the fur of such a mythical beast will be worth lots in Europe. The first mate proposes to take this animal’s fur.

However, none of your party members know how to skin an animal and the tiger is too heavy to be carried off. Sadly, you have to leave the tiger’s corpse while you press on to the plantation much to the dismay of the first mate.

Go to 65

77

As the night falls, lamps are lit up on the streets of Batavia. Slowly, a crowd of natives especially those with children gather around the small theatre stall. Then a light is shone behind the white linen cloth, and you see shadows of paper puppets as the puppeteer behind the stall move them and sing out what the puppets would say accompanied by music from a small three man band. You do not understand what the story of the puppet show is. They sing in a local language you are not familiar

with, but the audience laughed and booed as the play goes on.

A man goes to collect fees from the audience while they are watching the show. When he reaches you, he looks at your face and then moves away from you. That is when you realise you are the only European around the street theatre and you draw occasional stares from the audience.

Suddenly, a man screams in an unfamiliar language while he runs on the street where the theatre is playing. The native man runs towards you and kneels down in front of you. "Please sir, save me! They want to kill me!" begs the man in European tongue as he tries to catch his breath.

Then two Javanese native men armed with wooden clubs and carrying a lantern appears from that same street and they too are running towards you. They stop in front of you looking at that native man. "That slave is a property of The Dutch East India Company. Give him to us at once," beckons one of the Javanese men in a European tongue.

You ask why he is being chased, they explain that he stole money from a Company factory and attempted to escape.

The native man pleads to you while crying. "Please master! They trick me to come here, beat me and make me hungry! Please help!"

If you wish to convince the Europeans to let this slave go, go to 32

If you wish to catch the slave and return him to the Javanese men, go to 92

If you wish to do nothing, go to 91

78

You hand him a bag containing 20 Silver coins. He gleefully accepts the money, thanked you and turn back into the jungle. You return back to the coast hoping that that was enough to deal with the native threat.

However, as the hour passed, you see more and more natives hiding in the jungle watching and waiting. The middle aged native has turned back on his words.

If you have a Carpenter in your crew, go to 3

Otherwise, go to 52

79

When you reach the trading post, you see that the previously friendly middle aged man has now turned to give a serious glare, as if he already knew what you were coming for. You tell him that you have noticed his cheat, and you demand compensation.

You notice that there are two Dili-locals looking into the shop from outside. Their stance suggests they are ready for conflict. You wonder if they are the trader's thugs.

Roll a dice. Minus 1 to your roll for every Marine you have in your party.

If your roll total is 3 or below, the trader relents and agrees to pay you back the exact amount you gave him. Remove all Cargos obtained from the trading post, add back the money you spent in the trading

post, and remove the Codeword BARGAIN. Go to 13

If your roll total is 4 or above, the trader rebuffs your claims and demands that you to leave. If you wish to attack the trader, go to 58. Otherwise remove all Cargos obtained from the trading post, remove the Codeword BARGAIN, and minus1 to your Crew Morale, go to 19

80

“Ah, I know of a few Europeans coming here to get Bali art. The ones they ask for they ask for the most is the statues of our gods,” the noble replies. “However, these statues are sacred and hard to sculpt. We do not give them easily. But perhaps if you were to help me, I think I can give you one.”

“The village in the north swears fealty to our rival Raja Rai. As per the marriage agreement between Raja Rai’s daughter and our king Raja Agung, they promised all villages under Raja Rai will pay tribute to Raja Agung. However, until now this village have yet to pay their dues. Help me go collect it, one of my men will follow you. Surely the sight of Europeans with your guns is enough to frighten even their toughest warriors.”

If you wish to go to the village in the north, select a party of 4 men. Go to 9

If you wish to instead ask about the slaves, go to 98

If you wish to leave and sail to Batavia, and have the Codeword BARGAIN, go to 25. If you do not have the Codeword, go to 6

81

You find that the charging natives are a threat too much for your man to handle. You order you men to retreat back to the boats immediately. Towing the mast with your boats will only slow the boats and risk getting your men chopped down before reaching a safe distance away from coast, so you ordered your man to abandon the mast.

Once the natives reached the shore, the water slows their movement making it easier for your men to gun down. The natives then abandon their pursuit and retreat back into the jungle.

Without a mast, you have no choice but to abandon your quest to help the stranded ship and continue sailing back to Europe.

If your Nationality is Britain or Netherlands, roll a dice. If you roll 1-3 go to 90. If you roll 4-6 go to 66

If your Nationality is Portugal, go to 90

82

You sail closer to the damaged ship until you are within shouting distance it. “Hail there, I am Captain Dekker and this is the Dutch merchant ship ‘Weldaad’, our masts were damaged in the storm, thus we are stranded here unable to sail,” announces a man with a speaking-trumpet standing at his ship’s forecastle.

Your ship is not big enough to pull a brig to the nearest port. The only way you can help is to help build a simple mast enough for them to sail slowly. Going to the coast to find a tree and build one is dangerous however.

As you and your crew discuss if it is worth it to help. Captain Dekker senses your hesitance and continues with his speaking-trumpet. "There is a great danger ahead if you are planning to return to Europe. Help us and we will tell you what the danger is and that will save your lives."

If you wish to help the damaged ship build a mast, go to 94

If you wish to not help and continue sailing towards Europe, do the following:

If your Nationality is Britain or Dutch, roll a dice. If you roll 1-3 go to 90. If you roll 4-6 go to 66

If your Nationality is Portugal, go to 90

83

You yell out your order to open fire at the tiger. Despite a volley of lead fired at the tiger, the tiger does not look like it has been hit. It could be the fear that is making your men's aim lousy, or it could be that the tiger is hidden among the bushes making it hard to hit.

The tiger looks to the direction of the gun fire, but is the gunfire shot enough to scare the tiger?

Roll a dice

If it is 3 and below, go to 20

If it is 4 and above, go to 5

84

The men all toil as they try to pull the sails up to prevent them from getting damaged in this storm. The deck which is rocking violently made it hard for the men to carry on their work. The waves smash the sides of the ship and waves high enough to splash over the deck pushes some of your men down into the deck's floor.

Suddenly, a large piece of wood from the top of your mast breaks loose and falls into the deck. It hits one of your men in the head killing him instantly.

When the storm calms down, you did a damage assessment of the ship. Some of the wood and ropes on the mast has been wrecked and some pieces of plank from the hull has either come loose or cracked. However, your ship is still able to sail. Although having one men killed in the storm has damaged the men's morale.

If you have a Carpenter in your crew, he will attempt to repair some of the damages on your ship. Minus 1 to your Ship Health and minus 1 to your Crew Morale.

Otherwise, Minus 2 to your Ship Health and minus 1 to your Crew Morale.

Go to 43

85

Sending the sick crew members away to their doomed fate seemed a tad cruel to some of your crew members. But they understand that it is a necessary sacrifice and respect you for having the courage to do what is needed for survival.

As they slowly watch their fellow crew mates disappear into the horizon, they wondered if they might one day have the ill fortune to share the same fate as the sick crew members.

Go to 86

86

Before you can reach into the sea which will lead to straight towards Europe, there is one final island to sail past, the island of Sumatra.

“Sailing the western side of Sumatra is dangerous. Storm clouds be gathering around this time of the year and we are likely to encounter one. We could wait out the storm if we be unlucky, but the wait might be costly,” explains your first mate as he unrolls a map on your table in the captain’s cabin. Then he points to the opposite side of the island. “The eastern side of the island is the Malacca Strait. Its waters are shielded from storms and are always a preferred route for ships.” The first mate then pauses to give a serious stare. “However, I heard recent increases of merchant ships sailing this strait area has encouraged the natives to take up piracy,” your first mate sternly warns you.

If you wish to sail along the western side of Sumatra, go to 69

If you wish to sail along the eastern side of Sumatra into the Malacca Strait, go to 40

87

The surgeon examines your sick crew member while they were resting in the cabin. After a few minutes, he comes back to give you his report. “Captain, some of the crew members that went into the jungle had gotten malaria. There’s no doubt about it, the signs are clear.”

You heard of this disease before. You remember your naval superiors once talk of such a disease, but you have not seen anyone who gotten malaria. In the navy, you were taught to be more cautious of scurvy. Although you don’t remember much, you know that malaria can be fatal.

“After knowing you had ventured into the jungle, I had prepared some tonic water just in case of malaria and have enough to give to every sick crew members. I have administered the treatment, but it’s the heaven’s will if they should recover,” the surgeon continues

Roll a dice.

If you rolled 5 and below, the treatment works! Your sick crew members have fully recovered from the malaria and are ready to work the ship. Go to 86

If you rolled 6, go to 54

88

You slammed the scarred faced sailor's arm into the table. He growls lightly in defeat and your crew cheers you for your victory. Reluctantly, he hands over bag of 50 Silver coins to you (Add them to your Character Sheet).

After you are done, you leave the tavern and return to the ship. Go to 17

89

You order your men to fire into the jungle. The loud gunshot from the rifles pierced the calm ambiance of the jungle. However, the shot had an opposite effect, the natives start screaming something in an unfamiliar tongue. Then you see three arrows shot from the jungle dashing towards where your crew is working on the mast. Your men attempt to dodge the shot, but one of the men who was working on the mast was pierced straight through the chest by one of the arrows killing him outright. He collapses into the sand like a fallen timber. (Minus 1 to your Crew Morale.)

Then, the natives start charging out of the woods towards you wielding cudgels and kris. Ten of them are charging towards you and your party.

You have three turns to fire before they reach you for close combat.

Ten natives

Weapon Skill	Amount
2	10

If you wish to flee and leave the unfinished mast, go to 81

If you win, go to 4

90

You reach the last port in the Eastern Sea Route before embarking into the great ocean after which you will reach Europe. The port is owned by the Aceh Sultanate. They are extremely sceptical towards Europeans and have spent the last two hundred years resisting European powers spreading their influence in the Sultanate.

The Acehnese primarily exports pepper to India and other Arabian traders. However, most Europeans traders stay away from this port. You decide it is best you also stay away and continue to Europe.

If you have the Codeword INTERCEPT, go to 33

Otherwise, go to 22

91

The native slave sensing that you are unable to help him quickly gets up and dashes away while the Javanese men are being distracted by you. In reaction, the Javanese men run to pursue him while they spit curses at you.

The audience seems stunned by what has happened. You decide it is best you retire to your ship. Go to 17

92

Quickly, you grapple the slave while he is kneeling before you. The slave tries to break free but he is frail and weak. The two Javanese men come over to assist you by tying the slave's hands and dragging him back into the street which they came from. Each time he tries to resist, they beat him on his back with their wooden clubs.

One of them says thanks to you and throws you a bag of coins containing 10 Silver coins (add them to your Character Sheet) before disappearing into the street. You do not know what punishment is in store for the slave but he probably deserved it.

The audience seems stunned by what has happened. You decide it is best you retire to your ship.

Go to 17

93

When you arrive back to your ship, you see your crew crowding around a few barrels in your ship's main deck. Among them is the quartermaster and he stops inspecting the goods in the barrels when he sees your arrival.

"Sir, the goods you got from the Dutch trading post is foul!" the quartermaster yells to you. "The top portion seems fresh but the bottom parts had their juices dried out. These cargos are not even worth a copper!"

"Slimy two-faced Dutch scum, I would have never expected this from him! Captain, let us go back and show em' what happens to lying cheats!" the first mate spits out.

If you wish to go back to the Dutch trading post, select a party of 4 men, go to 79

If you wish to count your losses and sail off, remove all Cargos obtained from the trading post, remove the Codeword BARGAIN, and minus 1 to your Crew Morale, go to 19

94

You sail towards the closest shore and found a place with plenty of trees to work into a mast. A small group of your twenty crew accompanies you as they row toward the coast with two boats from your ship.

Upon reaching the coast, they quickly set about looking a straight tree long and thick enough to be a mast. Then they chop the tree down, and move it to the beach to smoothen the trunk while you and another three of your men guard the area. (Pick a party of 4 men) However, you caught a glimpse of a few natives hiding in the jungle, watching your crew and doing nothing. The natives look unarmed. However as time passes, more and more natives, some armed with cudgels and bows come to join them hiding in the jungle. Your men are now fully aware that they are being watched by roughly twenty natives, but you are unsure what their motives are.

If you wish to talk with the natives, go to 7

If you wish to ask your men to fire at them in hopes that they will be scared off, go to 89

If you wish to do nothing and continue guarding the area, go to 3 if you have a Carpenter in your crew, otherwise go to 52

95

Sydney is a port for resupplying ships and for the British navy to transfer the convicts to the island. It has very little goods which are valuable to trade back in Europe.

“The Spice Island is where you be getting the spice cheap. However, them island’s natives can sometimes for no at all reason attack our ship. The ports are safer, but the spice is expensive. A Dutch port will charge docking fee to non-Dutch ships,” your first mate explains.

The following Specialists are available for hire to your ship for the corresponding price below:

Specialist	Available for Hire	Hire Price
Marine	2	60 Silver
Linguist	1	100 Silver
Quartermaster	1	50 Silver
Cannonmaster	1	70 Silver

If you wish to sail to the Spice Islands, go to 71

If you wish to sail to the Dutch port Coupang, go to 50

If you wish to sail to the port Dili, go to 57

96

After a full day of chase, night covers the sky. The frigate decided that it could not catch up and turn around and gave up the pursuit. Your men cheer to you their captain for leading them out of certain death. “Now there be no stopping us smooth sailing to Europe,” the first mate gleefully announces to your crew.

Go to 100

97

You reach a modest mansion made out of wood. The captain motions the mansion guards to allow you to pass. “You need to surrender your weapons, we will return them,” the captain informs you. However, when the guards took the golden kris you obtained from the pirate leader, the guards looked surprised and start to mutter to one another in an Eastern tongue. Then, one of them took the golden kris and rushed towards mansion. Within minutes, the guard comes back and whispered to the captain. “The Laksamana will see you now,” the captain said as he escorts you into the mansion.

In the mansion’s main hall made of simple wood and decorated with Middle Eastern arts from Arab and India. You see a man dress in elaborate clothes decorated with gold and jewels and his retinue of servants come to greet you. In this hand is the golden kris. “This kris, belongs to Tuan Mustafa the pirate lord. He and his township went rogue from the Aceh Sultanate. Westerner, tell me what

happened," beckons the man in a European tongue. You proceed to tell your encounter with the pirate lord and your predicament.

"I am Laksamana Zulkarnain. In return for hunting down the pirate lord, I will help you. But you must lure the frigate closer to Aceh's shores for my ships to fight in full effectiveness. My men will stay ready at this port for one week, once the frigate comes close to shore, a small fleet of my ships will attempt to capture the frigate leaving you free to sail away," he proposes.

Satisfied with the agreement, you leave the port and continue your journey.

Record the Codeword ASSIST

Go to 22

98

"I have many slaves for sale if you so wish to purchase, but they are very expensive," replies the noble. "Buying them will still be profitable as Batavia commonly buys them at 150 per Cargo.

Before you reply, the first mate comes up to you looking concerned. "Captain, the ol' Captain was a firm believer of slavery abolitions, and rights of men and the such. Many in the crew share that belief. Some of the men were saying that taking slaves be a terrible sin and are scared that if we take slaves in our cargo, the ship may be hexed," explains your first mate.

You may purchase any of the items for the corresponding price below:

Cargo	Quantity Available	Price
Slaves	2	50 Silver

If you wish to empty your cargo, the market is willing to pay 10 silver for any 1 cargo. If you purchased slaves, minus 2 to your Crew Morale regardless of how many cargo of slaves you purchased.

If did not purchase slaves and wish to ask about valuable art pieces, go to 80

If you are done, you sail off to Batavia. If you have the Codeword BARGAIN, go to 25. Otherwise, go to 6

99

"Turn the ship around!" the first mate commands the crew. Without hesitation, you quickly man the helm and turn your ship to port. The sharp turning pushes some of your men off their feet, but they quickly regain their ground and unfurl all your ship's sails. "The wind favour us Captain, we should be reaching Aceh's shores fast." Just as the first mate finishes his sentence, cannon shots are heard followed by wood bursting into splinters on the bridge. You turn your back and find to your surprise the frigate slowly gaining on you and a portion of its cannons mounted at the forecastle are firing at your ship.

"These Jacques bastaders be damned!" your first mate curses. "The ship's a speedy devil, lucky we are not facing the full blast of its broadside. We must out-run the frigate until we reach Aceh's shores, better in one piece!"

The frigate will shoot your ship for 7 turns before you reach Aceh. Roll a dice each turn. If it is 3 and below, nothing happens. If it is 4 and above, the cannon shots from the frigate pierce your hull, you lose 1 Ship Health.

At any turn, you may choose to lighten your ship by dumping any amount of Cargo into the ocean. If you have only 9 to 6 Cargos, the frigate will only shoot you for 5 turns total. If you have only 5 to 2 Cargos, the frigate will only shoot you for 4 turns total. If you have 1 or no Cargo at all, the frigate will only shoot you for 3 turns.

If the current turn exceeds the total turns the French frigate will shoot you, you automatically survive the encounter.

If you survive the encounter, go to 61

100

You reach your home nation's capital city. Your men rush to gather at the star port to gaze upon the city's busy port. It has been months since they left Europe for the East. When you docked your ship, you pay your men the wage you promised them. They take the money and disperse into the city. "Worry not Captain, these men will always gather at the same inn. When you wish to have another voyage, they'll be at the inn itching for another adventure," your first mate assures you.

You unload your cargo and sell them to the dock master who will be collecting all tradable goods from the East. He agrees to buy your cargo at the following price:

Cargo	Selling Price (per Cargo)
Nutmeg	600 Silver
Mace	700 Silver
Clove	500 Silver
Pepper	1700 Silver
Coffee	2400 Silver
Silk	5000 Silver
Tea	2500 Silver

(If you have the Codeword GANESH, add 300 Silver to your total)

What happens afterward depends on how much you have earned after selling all your cargo. Total up the Silver you have after selling everything and proceed to the corresponding passage:

0-1,000 Silver: The venture was a failure, trading is definitely not for you. You sell your ship to cover the losses. Now you need to seek employment just to keep yourself from starving.

1,001-5,000 Silver: The venture was a marginal success, perhaps now with better experience, the next venture will be a better success.

5,001-20,000 Silver: The venture was a successful. You have enough to perhaps buy a slightly better ship, with a bigger crew. Maybe the next venture will yield a bigger profit.

10,001-20,000 Silver: The venture was a great success. Not only have you made a large profit. You have attracted some merchants who will be willing to invest in your next voyage.

20,000 Silver and above: Word of your trading prowess in the East has spread among the ranks of the gentry. There are now many East India Company stockholders or Lords who are willing to invest in your next venture. With so much capital in your hands, there is now no limit to what you can achieve as a great merchant.

THE END