

Piracy (1982) – Anschuetz/Weisgerber/Anschuetz

Game Play

In the game of Piracy, the player navigated a ship using a map. The goal was to collect treasure before your immediate or overall damage was too great, you were rammed by a ship, or you used too much fuel.

Recollections

Piracy was a simple game that was written in Atari Graphics 0 text mode. There were no special graphics techniques used to develop the game. This game had been missing for almost 30 years, because the A/W/A Team did not back the game up to a PC using an SIO2PC cable in the early 1990's. The game was retrieved from an original 5 ¼" floppy disk in 2017 and finally saw the light of day again. This game was an inspiration for the much superior Piracy II that was written by the A/W/A Team several years later.