

# Port Royale



Gold, Power and Pirates



STRATEGY ASCARON LINE

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## 1 Preface

*Diary Entry, 5th June 1572*

*"God only knows how I ended up in this forsaken place. In part I have the Dutch to thank, whose vessels swamped our markets with their cargo, 'til my father's shipping company barely earned a penny from its voyages. So into the New World I ventured to try my luck – though luck has been in scarce supply.*

*A gentleman's not suited to these parts – as we saw when I was set upon by pirates. They sank my ship – and that I saved my skin was the only good fortune I have had so far.*

*And so I am here, in this small town of Caracas. Throughout the last weeks I have toiled, with some other sailors, to restore an old sloop to seaworthiness. Not long now to our maiden voyage, and I wonder whether one day I shall return a wealthy nobleman, or meet my maker here.*

*Thank you for buying Port Royale! In developing this game, we wanted to let you experience the exciting atmosphere of colonial times. Now that you are about to set out on your first adventure, you can choose how to lead your life in the Caribbean. In addition to trading and transporting goods over the seas that are not always safe you also have the opportunity to buy Letters of Marque or to hunt down dangerous pirates. You can establish your own production of goods or you can receive assignments and missions from the local Governor. We, the development team of Port Royale, wish you many hours of fun and adventure.*

*Just a little note regarding the structure of this manual: Chapter 5 describes the main game functions and was designed to be an introduction. All other chapters serve as reference and give you more detailed information should you need it. There is a short excursion into the history of the colonial age on the CD as a pdf file.*

## 2 Installation and Game Start

To install "Port Royale", please insert the CD into the CD drive! The install program will start automatically, unless you have deactivated the auto-run option. If this is the case, please run the program "Setup.exe" from the CD! Then follow the onscreen instructions!

### Minimum System requirements

Pentium II - 450, 64 MB RAM, 4 x CD-ROM, 16MB video card, sound card, 500 MB free hard disk space, DirectX 8.1 for video and sound card (DirectX 8.1 is supplied on the CD), network card (for network play), Windows 98/2000/Me/XP.

### Recommended System requirements

You will need the following to take advantage of all graphics options:

Pentium III 900, 128 MB RAM, fast 32 MB video card (DirectX8.1 compatible)

### Game Start

Please place the Port Royale CD into your CD drive. Then start the program from the Start menu.

You can skip the intro by pressing the ESC key.

## 3 Customer Support

With the diversity of hardware and software components and systems configurations on the market, it is unfortunately impossible to preclude problems with the installation and running of software products.

We will be glad to help you with any problems you might experience with our software. If you are having trouble, please look through the Readme file first. It has been installed with the game and can be opened via the Start menu!

Note: There is a known issue with Voodoo graphics cards and new operating systems, basically due to the fact that there are no officially supported drivers for these cards available for WindowsXP, nor for DirectX 8.x and newer.

There are some unofficial drivers available, some work to a certain extent, others not at all.

Unfortunately all of the above are Voodoo issues, and they cannot be solved by ASCARON. Port Royale (like the majority of new software releases) needs a properly installed system with fully working drivers and DirectX 7 or better.

### 3.1 Website

Please visit our website for information on products, updates (patches), hints & tips, and trouble shooting advice.

<http://www.ascaron.com>

### 3.2 Forum

The Forum contains more hints & tips and technical information. Access it via:

<http://www.ascaron-forum.com>

Or from the website by following the "Forum" link.

### 3.3 E-mail

You can email us via:

[help@ascaron.com](mailto:help@ascaron.com)

Please send us a full description of your problem and we will reply with help as soon as we can.

## 4 Main Menu

### 4.1 Load Game

This option lets you load a previously saved Single Player game.

### 4.2 Tutorial

We recommend that you choose this option the first time you play Port Royale. In this you will be able to make a few personal settings like the name and attributes of your character, but many won't be available.

The Introductory Game lets you get to grips with Port Royale by providing default settings and by showing a help window to begin with. You will also have a small advantage in sea battles.

### 4.3 New Game

This starts a new game. In contrast to the "Introductory Game", you can set the start year, aim, game duration, and the difficulty level of sea battles. If you select "Easy" your ships will cause a little more damage and will themselves be damaged less, whereas with "Difficult" the reverse is the case.

#### 4.3.1 Aim

The default aim of a Port Royale game is to become Governor and you can take however long you like to achieve this. If you accept the appointment you'll see the End Sequence video and your score. You

can then tackle a new game using other settings. Each game will react in a different way.

You can refuse a Governor's post if you'd prefer to continue playing. Don't worry, you can change your mind anytime and accept it later. You can also select a different aim or a different game duration in the game settings menu. In this case the game will end when the aim is achieved or the game time has run out. But even then you can continue your game if you wish.

#### 4.3.2 Town and Nation

In any game other than the Tutorial, you must choose which nation you wish to belong to and which Governor's town you want to start from in the personal settings. This decision is very important for the start of a new game because you'll receive a reputation bonus with your start nation. This bonus affects the building permission and the prices of goods. You already have your first storage building in your starting town and an additional reputation bonus.

### 4.4 Multiplayer

Games in Multiplayer Mode are basically the same as games in Single Player Mode. The only difference is that up to 8 players can compete within a network or on the Internet in order to fulfil the pre-set aim.

More details on this in the chapter "Multiplayer Mode".

### 4.5 Options

The options let you adjust general graphics and sound settings. If the graphics are too slow within the game, you should reduce the graphic details or the resolution in these options.

You can also set the speed of the game. There are three distinct areas:

#### 4.5.1 Game

Determines the game speed during normal play.

#### 4.5.2 Sea Battle

Determines how fast time flies while you are fighting a sea battle. This option does not affect the speed with which the ships move in the battle.

#### 4.5.3 Fast Forward

Determines the game speed when you have used the button "Fast Forward" in a game.

The Options menu can also be accessed via the ESC key.

#### 4.5.4 Tool Tips

Initialise the Tool Tips in order to view short descriptions of the individual functions or buttons in the game.

### 5 The First Adventure

#### 5.1 Game World

Port Royale lets you experience adventures in the Caribbean and the Gulf of Mexico during the 16th and 17th century. 4 nations - Spain, England, France, and Holland - are fighting for the colonisation and have a total of 60 towns in the New World. How many towns each nation has is determined by the chosen start year, but Spain will always have the most towns, and Holland will always have the least. There is a lively trade of goods between all towns. Each town must import goods it cannot produce itself from another town. Additionally, regular transport convoys arrive from Europe in order to bring luxury goods and new settlers to the New World and to take back colonial goods.

Transport convoys only dock in Governor towns. This is why these towns have a huge supply of luxury goods and settlers that have to be distributed across the game world. Merchants prefer to call at towns of their own nations, and so colonial goods have to be brought in from other towns.

Wherever there are fully laden ships, there are also pirates lying in wait for them. Some of them are so notorious that the nations have put up a reward for their capture. Buccaneers further contribute to the insecurity of the ocean routes. They are equipped with Letters of Marque and have been charged by one nation to loot the ships of another nation. But buccaneers mostly stick closely to the territory of their own nation and hardly ever dare to loot in the vicinity of other nations' towns.

Finally, there is the legendary Spanish treasure fleet. This is a heavily armed military convoy that picks up the gold and silver extracted from the mines and takes it to Europe.

#### 5.2 Town View



- |    |                    |    |                   |
|----|--------------------|----|-------------------|
| 1  | Town Name          | 2  | Reputation Symbol |
| 3  | Convoy Button      | 4  | Button Bar        |
| 5  | Chronicle and Date | 6  | Log and Cash      |
| 7  | Inhabitants        | 8  | Your Buildings    |
| 9  | Experience Display | 10 | Residential Area  |
| 11 | Businesses         | 12 | Mini Map          |
| 13 | Action Buildings   |    |                   |

After you have adjusted all the settings in the Main Menu and the required game has been loaded, the town you have chosen as your start town will be displayed.

Each town consists of a port, some bigger buildings surrounded by town walls, and residential and commercial buildings.

The town view is where you trade your goods, hire sailors and captains, accept missions, and build businesses.

All buildings belonging to a town are shown in the town view. Equally, all ships and convoys are displayed that have docked in the town's port.

You can select any of the buildings, ships, and inhabitants by left-clicking on them. Depending on the type of the selected object, different dialogues are shown. Action buildings for example are buildings you can enter in order to perform special actions. You'll find a summary of these buildings in the chapter "Action Buildings". You can enter such a building by clicking on it.

You cannot enter businesses, but you can view information on a business by clicking on it.

If you click on a citizen, he will tell you something about the town's situation or he might tell you what he thinks of you.

### Note on the game controls

All objects and buttons, such as ships or buildings are selected by left-clicking. Right-clicking closes a displayed dialogue, and a selected ship can be ordered to a new location by right-clicking.

## 5.2.1 Mini Map

The Mini Map shows the whole town as well as the part that is visible at this time. The visible part can be moved by left-clicking on the Mini Map or by using the arrow keys of the keyboard.

Different colours are used for the individual buildings on the Mini Map:

Building	Colour
Town walls, action buildings, towers	Grey
Buildings and ships of other merchants	White
Buildings and ships of the player	Blue
Buildings and ships of other players	Red

## 5.2.2 Chronicle

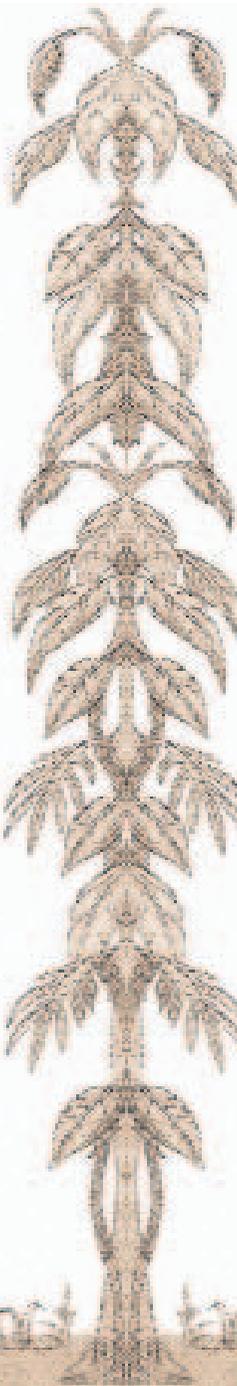
Using the button next to the date you can display the chronicle. It contains general news about the game world, for example if relations between the nations are changing, if a plague has broken out in a town or if a notorious pirate has been arrested.

## 5.2.3 Log

Using the button next to your cash, you can view the log. In it you'll find all information concerning your enterprise. In addition to the enterprise summary and some statistics about the game world, you will also find the Messages Folder and the Mission File.

The Messages Folder is divided into read and unread messages. You can switch the display using the buttons of the top parchment roll. You can mark messages as read by clicking on the button next to the title line of the message.

You can also delete messages that are no longer needed; otherwise they will be deleted after a while automatically.



- 1 Unread Messages
- 2 Read Messages

If you accept a message from a Governor or a merchant, the message text will always be recorded in the Mission File. Accomplished missions are automatically moved to the folder for accomplished missions, and they are not deleted.

You should have a look at the log from time to time, mainly in order to keep abreast of incoming messages.

### Note

If a message or a mission arrives the Log button will flash. If you click on the button, the latest message or mission will be displayed. You can open the Log by using the spacebar on your keyboard.

## 5.2.4 Inhabitants and Buildings

Beneath the name of every town you can see the number of inhabitants. This is made up of the workers and their families and the soldiers.

Settlers within a town that have not yet found work are not counted as inhabitants.

## 5.2.5 Reputation Symbol

If your reputation in a town is sufficient to get permission to build your own businesses, residential houses and storage, a smiling face is shown next to the town name.

## 5.2.6 Convoy Buttons

The button "Waiting Convoys" (anchor symbol) displays idle convoys.

The button "Busy Convoys" (helm symbol) lists the convoys engaged in one of the following missions:

- AutoRoute
- Repairs
- Shore leave (if AutoRoute is activated)
- En Route
- Patrol
- Sea or Land battle

### 5.2.7 Button Bar

- Leave Town** Closes the town view and opens the sea chart
- Construction Menu** Opens the Construction Menu (see chapter "Production and Living Quarters")
- Toggle Mini Map** Switches from the town map to the sea chart. This way you can follow the movements of your ships even if you are in a town.
- Convoy List** Shows a list of your convoys. You select a convoy by clicking on it in the list.
- Fast Forward** Initialises the Fast Forward. A special view of the whole game world is displayed, and the time passes very fast. During fast forward you can follow the movements of your ships. Fast Forward will end automatically when an important event occurs or one of your convoys has docked and is awaiting new instructions.

### 5.2.8 Experience Display

Above the Mini Map a bar is displayed that shows your current experience points. Whenever the bar reaches the right-hand edge you achieve a higher rank.

### 5.3 Sea Chart

If you click on the button "Leave Town" in the town view you will be transported to the sea chart. Here, just as in the town view, you can move the part view by left-clicking on the Mini Map or by using the arrow keys. This way you can see the entire game world.



- 1 Player's Ship with Route
- 2 Town with Name and Event Symbols
- 3 Foreign Ships with Nation and Number of Ships in the Convoy

On the sea chart you will see all of the convoys you have sent out and those convoys that are within your convoys' range of vision. The section "Ships and Transport" describes how you can send out your convoys.

Additionally, the sea chart shows all towns you have discovered. Therefore initially, you will only see your start town on the chart. But as soon as one of your convoys gets close to a hitherto unknown town, this town will be displayed on the sea chart. Each town will show its name and other symbols:

#### Town Size



- Up to 1000
- 1000-1999
- 2000-2999
- 3000-3999
- 4000-and more

## Event Symbols



The town is attacked from the sea



The town is attacked from the land



Plague in the town



Famine in the town



Gold mine discovered



Treasure fleet in the town



If a good is displayed it means that there is a lack of it in the town. Accordingly, this good will carry a high price in the town.



There are at least 5 settler families in the town waiting for a lift



There are at least 5 settler families required in the town

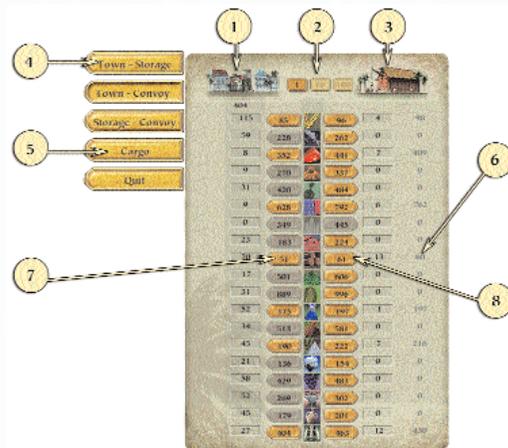
### Note

*If you would like to know the significance of a certain symbol, move the mouse cursor over the symbol. This will display a Tool Tip explaining the symbol (unless you deactivated the Tool Tip in the Options menu).*

## Entering Towns

You can enter a town from the sea chart by clicking on the town symbol. But you can only enter towns in which you have ships anchored in the port or you have constructed buildings.

## 5.4 Trading



- |   |   |   |                   |
|---|---|---|-------------------|
| 1 | Town  | 2 | Division          |
| 3 | Storage   | 4 | Trading Direction |
| 5 | Toggle Cargo and Goods                            |   |                   |
| 6 | Average Price                                     |   |                   |
| 7 | Sell goods to the town for this price per barrel  |   |                   |
| 8 | Buy goods from the town for this price per barrel |   |                   |

Trading in Port Royale is determined by supply and demand like in the real world: Goods that a town lacks are expensive. Goods that are abundantly available can be bought for a low price.

So you will earn the most if you buy goods in places where they are plentiful. This will of course in most cases be places that produce the actual goods. Because each town can only produce certain goods, there should be no obstacles to earning lots of gold.

You open the Trade window by clicking on the port installations. That is one of the big buildings directly in the port. The Trade window allows you to trade with all goods and to transfer goods between your convoys and your storage. You do all this using the buttons on the left-hand side of the Trade window!

### 5.4.1 Goods and Types of Goods

	Grain	Food
	Fish	Food
	Meat	Food
	Potatoes	Food
	Rum	Food
	Cloth	Commodities
	Salt	Commodities
	Bricks	Commodities
	Timber	Commodities
	Hemp	Commodities
	Tobacco	Colonial Goods

	Dyes	Colonial Goods
	Cocoa	Colonial Goods
	Sugar	Colonial Goods
	Cotton	Colonial Goods
	Wine	Imported Goods
	Hardware	Imported Goods
	Pottery	Imported Goods
	Clothes	Imported Goods

Food stuffs are particularly important to the towns. Commodities are mainly necessary as raw materials for construction and manufacturing. Colonial goods are partly consumed in the New World, but also partly exported to Europe. Finally, imported goods are goods that cannot be produced in the New World and are exclusively imported from Europe. Transport convoys sent out from Europe exclusively carry out the transport of goods between the New World and Europe.

### 5.4.2 Cargo

In addition to trading, you can also transport ships' weapons, ammunition, settlers, and of course sailors on your ships. You can access this function by clicking on the button "Cargo" in the Trade window.



Sailors



Muskets



Cutlasses



Large Cannonballs



Grape-shot



Chain-shot



Cannons



Settler

Sailors and settlers can only be put on ships, not in storage.

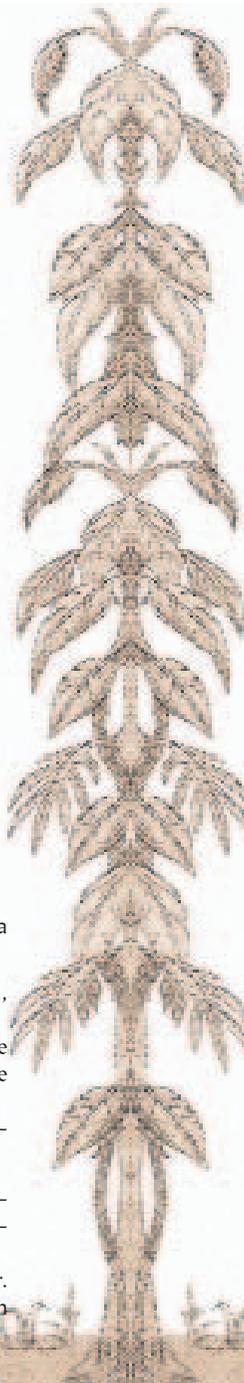
### 5.4.3 Trading

In order to be able to trade, you must have a storage building or a convoy in the town. Open the Trade window:

- If you want to trade between the town and a storage area, you'll need your own storage building in the town.
- If you want to trade between a convoy and the town, you have to first select the convoy before clicking on the dockyard. The convoy must be anchored off the coast of the town.
- If you want to transfer goods between your storage and a convoy, you'll also have to select the convoy first.

Next to the Trade window there are buttons with which you can toggle the kind of trading and goods and cargo. You cannot transfer sailors and settlers into storage!

The Trade window displays all goods one underneath the other. When trading between town and storage the supplies of the town



will be shown on the left and the supplies in storage on the right. The buttons in between show the price for buying or selling the goods. The higher price is always the price you will have to pay for a good. In order to buy or sell a good, click on the corresponding price button.

### 5.4.4 How Prices Are Determined

Prices are influenced purely by supply and demand!

The higher the demand of a town is for a certain good, the more its inhabitants are willing to pay for it. And you will have to pay even more if you want to buy scarce goods.

This affects the price in two ways:

1. While you are selling goods you'll notice the price falling, because each good sold satisfies the demand a little more.
2. When you are buying goods the price will rise with every purchase because each unit purchased depletes the supply in the town.

### 5.4.5 Division

In the top of the Trade window you can change the number of units of goods that will be traded. Changing the number of units however, will also change the price.

If you change the division from 1 to 10 you will notice that the buying price (the price you'll have to pay) is rising and the selling price is falling.

This may seem strange at first sight, but it can easily be explained: It makes no difference whether you buy 1 unit 10 times or 10 units at one time. In the first case the buying price is rising with every unit (unit 1 is cheaper than the last one), whereas in the case of the higher numbers of units (10 units at once) this price rise is already taken into consideration. You will pay the same amount in both cases.

### 5.4.6 Settlers

If there are settlers in a town waiting for a lift you can transport them in your convoy. If you take them to a town where workers are scarce you will receive fare money. The amount of this fare money depends on how urgently the town needs the settlers.

#### Notes on Trading

*Buy cheaply, sell dearly! In order that you can easily recognise whether a product is good value, two help functions have been integrated into the Trade window that will help you to trade:*

- Only buy goods when there are no big differences between the

buying and selling price (difference less than 10 %), because only then is the good in sufficient supply and the price is reasonable! The scarcer the good becomes the higher the difference between the prices.

- Next to your goods you will see the average price you have paid when you bought the goods. It goes without saying that you should not sell them under this price.
- Buy goods where they are produced! Sell them where they cannot be produced!
- Governor towns always have great demand for colonial goods. At the same time those towns usually have a good supply of imported Goods.
- When you trade with a town those goods that are scarce in the town will be coloured red.

## 5.5 Convoys and Transport

Should you wish to transport goods between two towns you will need a ship of course, or to be more precise a convoy. A ship becomes a convoy when you hire a captain (see "Inn" in the chapter "Action Building"). Then the convoy requires a minimum crew of sailors. You can hire them using the Trade window.

As regards the loading of goods and cargo as well as the voyages, a convoy is always considered in total in order to make playing easier. The more ships a convoy has and the bigger those ships are, the greater the loading capacity of the convoy.

The town view only shows the convoy's biggest ship. You can only control the convoy's ships individually during sea battles.

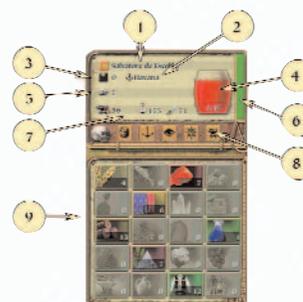
At the game's start you already have a convoy anchored in your start town's port. It will have only one ship. If you get more ships during a game you can add those to your convoy without having to hire another captain. A convoy can consist of up to 10 ships and requires only one captain.

This section only describes the basic functions of convoys. You will find more details on ships and convoys in the chapter "Ships and Convoys".

### Note:

*Depending on your rank, you can control up to 10 convoys. At the start of the game you will only be able to lead one convoy. During the course of the game you will achieve higher ranks, however. With increasingly higher ranks you can command more and more convoys. If you actually reach the bonus rank you will be able to command up to 20 convoys (see section "Promotion and Career").*

### 5.5.1 Convoy Selection



- 1 Name of the Convoy
- 2 Destination or Current Port
- 3 Captain's Experience
- 4 Current Cargo
- 5 Max Speed of the Convoy
- 6 State of a Convoy
- 7 Cannons, Sailors, and Cutlasses in the Convoy
- 8 Convoy Buttons
- 9 Goods List

There are many ways of selecting a convoy. The most obvious is to click on the convoy in the port view. You can recognise your own convoys by the name displayed above the ship. This is the name of the captain and of the convoy, too. After clicking on the convoy the Convoy Selection window will appear. This contains all information on the relevant convoy.

You can also select a convoy using the Convoy List or the Convoy Buttons (see "Town View"). Furthermore, you can directly control your convoys using the keys 1 to 0 on your keyboard.

### Tip:

*If a convoy is undergoing repairs or engaged in an automatic sea battle, the screen will show a Repair symbol with the duration of the repair or a Battle symbol instead of the destination.*

### 5.5.2 Goods List / Convoy Buttons

The chapter "Ships and Convoys" gives you a more detailed description of the Convoy Buttons. Initially, the Goods List (shown above) is most important. Here you can see what goods your convoy is loaded with.

### 5.5.3 Loading a Convoy

You load and unload a convoy in the Trade window. You will always have to select the relevant convoy before you can open the Trade window.

### 5.5.4 Sending Out a Convoy

You can send out a convoy in two ways. Firstly select your convoy. In the Sea Chart view, right-click on the town you want to send the convoy to. You may also select a random point at sea.

You can also send out a convoy from the Town view: Change the view from Town view to Sea view using the button "Toggle Mini Map"! Now right-click on a point at sea or on a town. The town will shortly light up as a way of confirmation, and your convoy will set out towards it.

After you have sent out the convoy the expected duration of the voyage and the destination will be displayed in the convoy window. Oh, and by the way, it will always take a while until the convoy appears on the sea chart, because it will only be displayed when it has left the port area.

Use the Fast Forward button if you want to speed things up

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#### Note

*In some regions there will be many convoys en route. By either left- or right-clicking on a region containing several convoys you will see a list of all convoys with names, flags and number of ships. In this list you can as usual make a selection or command an action by left- or right-clicking*

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## 5.6 Wealth and Growth

Towns consist mainly of workers, their families, and soldiers.

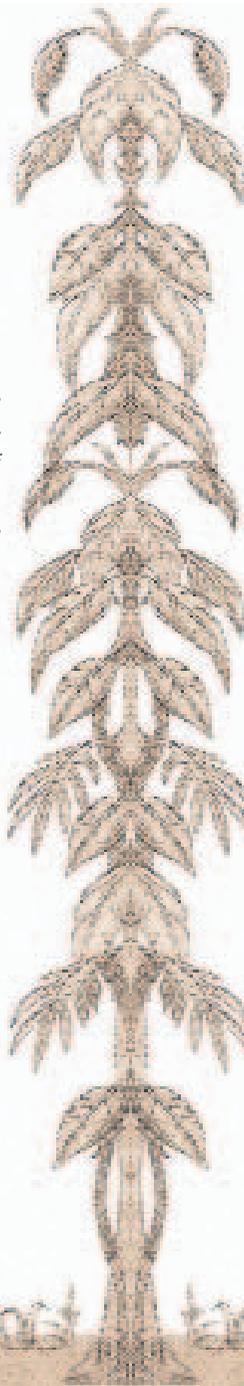
### 5.6.1 Settlers and Workers

Each worker has a family consisting on average of 4 family members. Therefore, the number of inhabitants rises by 4 if a town hires a new worker.

In order to allow the hiring of a new worker the following requirements must be met:

- A settler family must be available in the town. These settlers are brought to the New World in transport convoys from Europe and they disembark in Governor towns. From there they are distributed in the towns by trade ships. When a settler family arrives in a town that needs workers a worker is immediately hired.
- There must be sufficient living quarters.
- The wealth of the town must be sufficient (see below).

A worker can be transformed back into a settler if for example the wealth diminishes or jobs are lost because a merchant has stopped production. In this case, the town not only loses one worker, but four inhabitants. These will wait as settlers for a lift. However, should the situation in the town pick up again while they are waiting, the settlers can be turned into workers again



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#### Notes

*The higher your rank, the more difficult the missions and orders will be that you can get in the inn or from the Governor. Of course, the reward you will receive will increase, too.*

*When you have achieved the rank of captain you can be promoted even further. There is a bonus rank. If you reach that, you will not only be able to command up to 20 convoys, but also to own up to 20 building permissions*

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### 5.6.2 Soldiers

Each town has soldiers protecting it from pirate attacks and from being attacked by other nations. The bigger a town is, the more soldiers are required. Settlers cannot be turned into soldiers.

### 5.6.3 Wealth

A town's wealth depends on the range of goods available in the town. A town with a poor range of goods will foster dissatisfied citizens and become so unattractive that no more workers can be hired. The worst case scenario sees workers and their families leave the town.

The following situations have influence on the wealth of a town or the citizens' satisfaction, respectively:

Scarce Foods	Very strong influence
Scarce Commodities	Strong influence
Scarce Colonial Goods	Strong influence
Scarce Luxury Goods	Weak influence
Port Fortifications	Weak to strong influence
Number of soldiers in town	Weak to strong influence
Size of the town	The more businesses a town has, the happier the citizens

The most important point about the range of goods is for how long the goods in stock in the town will last for the inhabitants and businesses. Usually inhabitants will become dissatisfied if a good will last for less than 8 days. Other goods cannot compensate for a lack of food! Therefore, the satisfaction of the citizens will decrease rapidly when food items are no longer in stock.

A town has the following "Wealth Levels":

<i>Poverty</i>	Many workers are leaving town. No new workers available.
<i>Recession</i>	Workers are leaving town. No new workers available.
<i>Stagnation</i>	No new workers available.

<i>Recovery</i>	Only after attacks on the town. No new workers available.
<i>Boom</i>	No new workers available.
<i>Prospering</i>	No new workers available. Town generates settlers: Production: + 5 %.
<i>Wealth</i>	New workers possible. Town generates settlers: Production: + 10 %.
<i>Riches</i>	New workers possible. Town generates settlers: Production: + 15 %.

From the level "Prospering" additional settlers develop in the town.

## 5.7 Promotion and Career

You receive experience points for certain actions that will affect your rank. The higher your rank, the more captains or convoys you can command:

<u>Rank</u>	<u>Captains</u>
Helper	1
Ship's boy	2
Ordinary sailor	3
Sailor	4
Seaman	5
Helmsman	6
Navigator	8
Captain	10

Having reached the rank of "Captain" you are able to become Governor of a town. For this, the king of a nation with which you are especially popular will offer you the post of Governor (see "Aim" in the chapter "Main Menu").

### Notes

*The higher your rank, the more difficult the missions and orders will be that you can get in the inn or from the Governor. Of course, the reward you will receive will increase, too.*

The following actions will win experience points for you:

<u>Situation / Action</u>	<u>Limit</u>
Per newly bought ship	limited to approx. 20 ships
Per newly built building	limited to 25 buildings

Per ship sunk	no limit
Per ship boarded	no limit
Per newly discovered town	limited to the first 10 towns
Mission accomplished	no limit
Per notorious pirate eliminated	no limit

Some experience points you can receive for certain actions are limited. Also, each new rank requires more additional experience points than the last.

### **Display of Experience Points**

You will always be able to see the number of experience points required for the next rank in the bar above the Mini Map. The Experience Display will be updated when you perform a corresponding action.

## 5.8 Reputation in Towns and Nations

In each town you will have a certain reputation with the citizens that you can influence by trading. This reputation is also influenced by the general reputation you enjoy with the nation this town belongs to.

The greater your reputation in a town, the better the price you'll get when trading and the more sailors you can hire. Additionally, you need a certain reputation in order to obtain building permissions in a town and to obtain missions from the Governor.

The following actions influence your reputation in a town:

Selling scarce goods	+ +
Buying scarce goods	- -
Donations to the General and the church	+
Successful celebrations	+
Employing workers	+
Building a hospital	+
Looting a town	- -

### Note

*You will recognise when a good is becoming scarce by the steep increase in the buying price of that good. If you continue to buy the goods at this time, the citizens will not take kindly to this behaviour. Usually in this case the price is too high anyway for you to make any profits.*

You can inform yourself about the reputation you enjoy in a town at any time by visiting the town well or your storage building. There are several levels:

- Hated
- Unpopular
- Ignored
- Respected
- Popular
- Very popular

**Note**

*If a town hates you then you will not be permitted to make fast in the town's harbour. That only leaves you with the possibility to sneak into the town. Your convoy will have to make fast outside the town. You will be able to enter the town normally, however you will not be able to load or unload any goods.*

### 5.8.1 Decrease of Reputation

The following actions will make you unpopular with the nations:

Action	Effect
Looting of towns	- - -
Attacking a convoy	- -
Capturing or sinking ships, per ship	- -

For the nations the relations between nations are always of the highest importance. Nations that are not waging war against each other are considered to be allies in the above table. So, if you capture an English ship for example, your reputation will sink with every nation that is not fighting against England.

### 5.8.2 Increase of Reputation

The following actions will enhance your reputation with nations:

Mission of a Governor of a certain nation accomplished	+
With a Letter of Marque: Looting of that nation's towns named in the Letter of Marque	+ +
With a Letter of Marque: Capturing and sinking those nation's ships named in the Letter of Marque	+
Eliminating a normal pirate (all nations)	+

Eliminating a notorious pirate (all nations) + +

Eliminating a buccaneer (all nations hostile to the buccaneer) + +

### 5.8.3 Reputation and Letters of Marque

Please note that attacking ships or towns of enemies of a nation without a corresponding Letter of Marque will do nothing to further your reputation. Your reputation will only increase if you have a Letter of Marque.

If you have a Letter of Marque and attack the nation named in this Letter of Marque you will not lose reputation with the friends of this nation. This action is legalised by the Letter of Marque, so to speak.

### 5.8.4 Your Status In the Nations

You can have the following status in the nations:

<i>Hunted</i>	<i>Buccaneers of this nation will hunt your convoys.</i>
<i>Hostile</i>	<i>Buccaneers of this nation will attack your convoys when they come into range of vision</i>
<i>Neutral</i>	<i>Buccaneers pay little attention to the passage of your convoys</i>
<i>Friendly</i>	<i>Buccaneers do not hinder the passage of your convoys</i>

**Note**

*As a rule citizens and nations will forget your bad deeds in the course of time. If you are unpopular with a nation for example, this nation will after some time passes adopt a neutral stance towards you. Unfortunately, the same is true for your good deeds: If you have once been popular in a town because you did a lot of trade with it, the citizens will become indifferent towards you if you do not come to the town for a long time. Some things however, retain their value: Manufacturing businesses and hospitals will always remind the citizens of you.*

### 5.9 Your Nationality

At the game start you can choose in which nation you want to begin, but this does not mean a lot for your nationality. Your start nation will give you a reputation bonus. But if you neglect this nation, you might eventually have a greater reputation with another nation. You can find out which nation has the highest regard for you in the Log under "Overview".

## 6 Action Building

### 6.1 Storage

The storage is always the first building you must construct in a town if you want to establish a business. But you will have to get building permission before you can construct storage buildings. You can get it from the Master Builder in the Governor's Palace as soon as your reputation in the town is sufficient.

You can build as many storage buildings in a town as you like. Each storage building can hold 400 barrels. The maintenance costs are 50 GC per day.

It is possible to house more goods in a town than your storage will hold. In this case however, you will have to pay a storage fee of 2 GC per barrel per day.

You enter your storage by clicking on the building. There you will find an overview of your buildings and goods in the town. You can also instruct the store keeper to buy or sell certain goods.

#### 6.1.1 Overview

Here you will find information on your reputation in the town, your attitude towards the town's nation, and a summary of your residential and commercial buildings in the town. Additionally, the capacity utilisation of your storage and possible storage costs are displayed if the amount of your goods exceeds the capacity of your storage buildings.

#### 6.1.2 Stock of Goods

This screen shows your stock of goods in the town, how many goods your businesses produce, and what raw materials are used in their production. Should a business not be able to produce due to a lack of raw materials, a warning triangle will be shown after the capacity utilisation.

#### 6.1.3 Buy / Sell

Using these dialogues, you can give trading instructions to your store keeper. A list of all 19 goods will be displayed. Using a button, you can activate the trading of a good, set an amount up to which it will be sold or bought, and set a minimum or maximum price accordingly.

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#### Note

*The store keeper does not monitor the market constantly, but only buys and sells once a day, and that at different times. Don't be amazed if your store keeper buys a good later in the day even though it has been available in town since the morning!*

---

### 6.2 Port Installations

The port installations facilitate trading with the town. This is the place where you will find goods, weapons, and sailors and you can give settlers a lift to another town.

If you want to trade between your convoy and the town your convoy has to be selected first before you select the harbour.

You will find a description of the trade and of the functions of the harbour in the chapter "The First Adventure" under the heading "Trade".

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#### Note

- *You cannot trade between individual ships and the town because individual ships cannot carry goods. Only when a ship belongs to a captain or convoy respectively, can it be used for trading*
  - *Should a town only have one small dockyard, there will only be a reduced supply of ships' weapons.*
- 

### 6.3 Dockyard

#### 6.3.1 Buy Ship

This allows you to scroll through the ships on offer and buy ships. The number of available ships is very limited and varies in every dockyard. At the start of the game not all ship types will be available. Bigger towns usually have a better supply of ships.

The greater your reputation is in a town, the lower the price you have to pay for a ship.

When you have bought a ship it will be brought to the town's harbour. There you can add it to a convoy or form another convoy (see chapter "Ships and Convoys").

#### 6.3.2 Sell Ship

Here you can sell a ship to the dockyard, but the ship must be anchored in the harbour and must not be part of a convoy.

Ships are only taken back at relatively poor prices. The price will fall even lower if your reputation in the town is low or if the ship's hull is damaged.

### 6.3.3 Repair

This option allows you to have individual ships or entire convoys repaired. The duration of the repairs will depend on the state of the ships and the wealth of the town.

Ships that belong to a convoy will be repaired faster than ships you have repaired individually.

While convoys are being repaired the crew will have shore leave. Ships undergoing repairs remain in the harbour. A small hammer next to the ship's name indicates the repair status. Additionally, the remaining repair duration will be displayed in the Convoy or Ship window.

### 6.3.4 Change Name

Here you can change the name of a convoy lying in the harbour.

## 6.4 Dock

Smaller towns have only a dock instead of a dockyard. Here hulls can be repaired or names of convoys can be changed. You cannot trade with ships here.

## 6.5 Inn

You will have to visit the inn anytime you want to form a new convoy, because it is only here that you can hire captains. Furthermore, you can meet several shady types in an inn, accept orders or try your luck with the dice.

### 6.5.1 Captains

Captains have varying experience. The more experienced they are the higher the pay is that they demand. The experience of a captain (navigation, shooting accuracy, and trade) will be displayed. Captains can be hired for an individual ship in the harbour. This transforms the ship into a convoy. Or they can be hired for an existing convoy, in which case the convoy's former captain will leave the convoy.

### 6.5.2 Pirates

Sometimes you will meet a pirate in the inn. You can hand over a single ship to him, and he will arm it and set out on a marauding expedition. You will receive your share of the loot regularly by mail and you can view the pirate's activities anytime in your Log under "Trade Routes"/"Piracy".

### 6.5.3 Persons

If there are persons with orders or information in the inn their name will be displayed. Usually, they will offer you a mission or ask for a lift.

### 6.5.4 Game of Dice

A game of dice is a welcome diversion for all seamen. The higher your rank, the higher you can raise the stakes.

## 6.6 Governor's Palace

Only Governor towns have a Governor's Palace. Your activities here greatly depend on your reputation in each town. In order to get anywhere with the Governor and the master builder you will have to be at least "respected" in the town (see "Reputation in Towns and Nations"). A smiling face next to the town's name in the Town View indicates that you are respected.

### 6.6.1 Governor

The Governor will give you missions and Letters of Marque, if available. Letters of Marque allow you to attack ships of another nation without losing your reputation with the nation that gave you the Letter of Marque. On the contrary, they will be very pleased with your successes (see chapter "The First Adventure", section "Reputation").

The higher your rank, the more difficult the missions are that the Governor offers you.

If the Governor of a town has something important to tell you an animated symbol will appear above the Governor's Palace in the Town View.

### 6.6.2 Master Builder

He is the man you will have to see if you want to get building permission in order to build storage, businesses, and residential buildings.

If you already have building permission you can also sell it back to the Master Builder. In this case a local merchant will buy your businesses and buildings from you. This however, is a rare event since you will always incur a loss. It might make sense though because in the game world you can only ever have a limited number of 10 permissions.

### 6.6.3 General

With the General you can talk about the military presence and the port fortifications in a town. You can also give donations in order to increase the military presence if your reputation is sufficiently great.

#### 6.6.4 Treasurer

He is the man to turn to in order to borrow or lend gold. Each treasurer can only give or take out one loan at a time. The loan amounts depend on your rank, the type of loan and your fortune or lack of!

#### 6.6.5 Wife

If you are particularly popular with a Governor and he has a daughter who has her eye on you because of your heroic deeds or your sense for good business, the Governor might allow you to ask for his daughter's hand in marriage. If you agree you will be able to visit your wife at anytime after the wedding celebration, and she will always have various news snippets for you.

#### 6.6.6 Pirate List

Here you will find a summary of the pirates that are currently wanted and the regions they operate in. Their successes indicate their strength. Only those pirates are listed that more or less match your own rank.

Eliminating a notorious pirate will not only give you a reward and increase your reputation, but also quite a number of experience points.

You will receive the reward for capturing/eliminating a pirate from the first Governor you visit of the nation having put up the reward.

#### 6.7 Vice-Governor's House

You will see this house in place of the Governor's Palace if a town does not have a Governor. There you will find the Vice-Governor (equivalent to the General in a Governor town), the Master Builder, the Treasurer, and the Pirate List.

#### 6.8 Church

In the church you can pray, have a convoy blessed (which increases the morale of the sailors in the convoy) or make a donation to the church in order to improve your reputation in the town.

#### 6.9 Market Square

Click on a market stall in the town's square in order to organise a celebration. While a professional will take over the organisation you will have to provide the goods. If your celebration is a success you can expect an increase of your reputation in the town.

The market square is also the place to exchange your goods with another merchant if your order or mission requires it. Should you be ordered to meet a certain merchant in the market in order to hand over goods to him or to receive them from him, select your convoy before clicking on the market square. The transfer of the goods will

be carried out similarly to the way that it happens in the harbour.

#### 6.10 Town Gate, Town Well, Port Tower

Clicking on these, you'll see information about the town. The information regards

- Production facilities
- The town's wealth
- Military presence
- The town's nationality
- Your reputation in the town and your attitude towards its nation
- Daily consumption of all citizens and businesses of the town (in barrels)

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#### Note

*If you click on a town on the sea chart where you are not represented by a ship or storage building the same information will be displayed.*

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#### 6.11 Hospital

You can build a hospital in order to show a town kindness. This will dramatically reduce the danger of plague in the town and will increase your reputation with the citizens.

#### 7 Production and Living Quarters

The production of goods gives you every opportunity to further the development of a town and the profitable trade between towns. For on the one hand, the construction of new businesses attracts settlers to take up residence in the town. This increases the consumption of goods and lets the economy prosper. On the other hand, local production of goods is the best means to get hold of goods continually and cost-effectively.

Finally, let's not forget the advantage for your reputation that you'll enjoy by employing workers in a town.

But first you should know exactly which goods you want to produce. Because if you cannot sell your goods at a satisfactory price you'll hardly be able to balance the costs you will have incurred during production. These costs are:

- Labour costs and construction materials
- Labour costs during production
- Possibly raw materials costs for the production
- Maintenance costs

But don't worry: If you manage to supply the business with raw materials at reasonable prices and to achieve workers' full capacity you will be able to produce at good prices. But avoid producing too much of one product. If you flood the market the prices will fall rapidly.

### 7.1 Production Opportunities

Each town has production opportunities of its own. Before you start producing a good you should consider thoroughly whether you'd be able to sell your goods in the vicinity and whether you'll be able to easily provide raw materials that might be needed.

Furthermore, the conditions for producing goods in different towns can vary. If the conditions are not that favourable you'll only reach 75% production capacity. Avoid producing these type of goods. Such a production can only be of worth if you for example want to produce a good in a certain town in order not to be forced to transport it, but it will hardly be profitable.

### 7.2 Building Permission

Before you can begin the construction of a business in a town you will need storage in the town. And before you can build storage you will have to obtain a building permission. You'll get one from the town's Master Builder who you'll find in the house of the Governor or vice-Governor. But he will only grant you a permission if you already have a good reputation in the town (see section "Reputation" in chapter 5). So, you'll have no choice but to first increase your reputation in a town by trading and displaying a good attitude towards the town's nation.

You can only get a building permission in up to 10 towns. If you really, really want you can also hand back a building permission. This means that the buildings you have erected until now will gladly be taken over by a local merchant.

**Note:**

*When you have achieved the Bonus rank you can have up to 20 permissions (see section "Promotion and Career" in the chapter "The First Adventure").*

### 7.3 Construction Menu

In the Town View top right click the button "Construction Menu". The Construction Menu has three areas: buildings, businesses with normal production (100 %), and businesses with reduced production (75 %).

If you do not have storage in the town yet, you can only select the first area, and within that only the storage building.

Click on a building in the Building Menu to erect it. A summary of the building materials (timber, bricks, hemp, and hardware) required for the construction will appear. Usually you should have these materials in your storage or a convoy lying in the harbour. If not, you can buy them directly from the town.



- 1 Storage
- 2 Buildings, Businesses 100 %, Businesses 75 %

With each set of building materials there will be information on whether you have the goods available in your storage, how much you'll need to buy from the town, and how much these goods will cost.

Unfortunately, it can happen that neither you nor the town has sufficient goods available to commence the building's construction. In this case you'll have no choice but to procure the goods yourself.

If there are enough goods available you will still have to position the planned building. Move the mouse cursor over the town. The mouse cursor will show the building. As soon as you move the mouse over a suitable site the building will 'click into place'. If you now left-click the construction will be completed.

### 7.4 Construction and Production

After you have chosen a site for your business, the business will start to hire construction workers. The same workers that initially erect the building will later produce the goods. It will take a certain time to construct a business, only after this time will it start to produce goods.

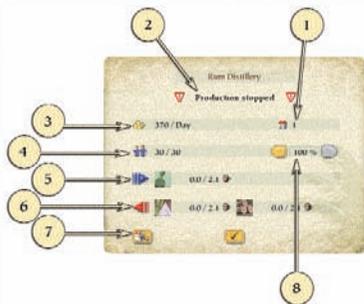
In order to be able to hire workers, there must be free settlers and sufficient living quarters available in the town. Furthermore, the town's wealth must be sufficient. You'll find more detailed information in the section "Growth" in chapter 5.

Goods, produced in a business, will always be delivered to your storage in the town. If raw materials are required they will always be taken from your storage. They cannot be bought from the town. So always be careful to have sufficient raw materials available in your storage! To be on the safe side, you could instruct your store keeper to always provide a minimum stock of raw materials.

### Note

An alarm sign above the business indicates a lack of raw materials or workers. The worse the problem the more intense is the red colour of the sign.

If you have several businesses of the same type in the town they will be considered as one whole. If you want to learn about the utilisation of one of these businesses simply click on one business. The displayed information is summarising the data for all businesses of the same type.



- 1 Production Capacity
- 2 Production stopped due to lack of raw materials (will also be displayed when business is still under construction)
- 3 Total costs per day
- 4 Number of workers
- 5 Current daily production
- 6 Daily consumption
- 7 Demolish selected business
- 8 Utilisation, for hire

If you want to reduce the production of a business for some reason, click on the business and change the utilisation. This setting will affect all businesses of the same type in this town.

## 7.5 All Businesses in Summary

Each business can have up to 30 workers and incurs daily operating costs of 100 GC. In addition, each worker draws a daily wage of 10 GC, so that a fully staffed business will incur total costs of 400 GC per day.

### Cotton Plantation



Daily Production:	4 ● Cotton
Daily Consumption:	-
Production Costs Per Barrel:	100 ●
Cost of Building Materials:	5600 ●
Construction Costs:	2 000 ●
Construction Time (in days):	200

### Dyes Production



Daily Production:	2 ● Dyes
Daily Consumption:	-
Production Costs Per Barrel:	200 ●
Cost of Building Materials:	5 600 ●
Construction Costs:	2 000 ●
Construction Time (in days):	200

### Fishing Hut



Daily Production:	4 ● Fish
Daily Consumption:	0.4 ● Hemp, 1 ● Salt
Production Costs Per Barrel:	200 ●
Cost of Building Materials:	13 600 ●
Construction Costs:	2 800 ●
Construction Time (in days):	280

### Grain Farm



Daily Production:	5 ● Grain
Daily Consumption:	-
Production Costs Per Barrel:	80 ●
Cost of Building Materials:	5 600 ●
Construction Costs:	2 000 ●
Construction Time (in days):	200

### Hemp Plantation



Daily Production:	1 ● Hemp
Daily Consumption:	-
Production Costs Per Barrel:	400 ●
Cost of Building Materials:	5 600 ●
Construction Costs:	2 000 ●
Construction Time (in days):	200

### Cocoa Plantation



Daily Production:	1 ● Cocoa
Daily Consumption:	-
Production Costs Per Barrel:	400 ●
Cost of Building Materials:	5 600 ●
Construction Costs:	2 000 ●
Construction Time (in days):	200

### Potato Farm



Daily Production:  
 Daily Consumption:  
 Production Costs Per Barrel:  
 Cost of Building Materials:  
 Construction Costs:  
 Construction Time (in days):

2 🍷 Potatoes  
 -  
 200 🍷  
 5 600 🍷  
 2 000 🍷  
 200

### Rum Distillery



Daily Production:  
 Daily Consumption:  
 Production Costs Per Barrel:  
 Cost of Building Materials:  
 Construction Costs:  
 Construction Time (in days):

2 🍷 Rum  
 2 🍷 Sugar,  
 2 🍷 Timber  
 375 🍷  
 8 600 🍷  
 2 400 🍷  
 240

### Sawmill



Daily Production:  
 Daily Consumption:  
 Production Costs Per Barrel:  
 Cost of Building Materials:  
 Construction Costs:  
 Construction Time (in days):

10 🍷 Timber  
 -  
 40 🍷  
 7 400 🍷  
 1 200 🍷  
 120

### Saltworks



Daily Production:  
 Daily Consumption:  
 Production Costs Per Barrel:  
 Cost of Building Materials:  
 Construction Costs:  
 Construction Time (in days):

2 🍷 Salt  
 2 🍷 Timber  
 240 🍷  
 8 600 🍷  
 2 400 🍷  
 240

### Tobacco Plantation



Daily Production:  
 Daily Consumption:  
 Production Costs Per Barrel:  
 Cost of Building Materials:  
 Construction Costs:  
 Construction Time (in days):

0.5 🍷 Tobacco  
 -  
 800 🍷  
 5 600 🍷  
 2 000 🍷  
 200

### Cattle Farm



Daily Production:  
 Daily Consumption:  
 Production Costs Per Barrel:  
 Cost of Building Materials:  
 Construction Costs:  
 Construction Time (in days):

2 🍷 Meat  
 0.5 🍷 Salt  
 260 🍷  
 8 600 🍷  
 2 400 🍷  
 240

### Weaving Mill



Daily Production:  
 Daily Consumption:  
 Production Costs Per Barrel:  
 Cost of Building Materials:  
 Construction Costs:  
 Construction Time (in days):

4 🍷 Cloth  
 4 🍷 Cotton,  
 2 🍷 Dyes  
 300 🍷  
 18 000 🍷  
 3 600 🍷  
 360

### Brickworks



Daily Production:  
 Daily Consumption:  
 Production Costs Per Barrel:  
 Cost of Building Materials:  
 Construction Costs:  
 Construction Time (in days):

4 🍷 Bricks  
 4 🍷 Timber  
 140 🍷  
 5 600 🍷  
 2 000 🍷  
 200

### Sugar Cane Plantation



Daily Production:  
 Daily Consumption:  
 Production Costs Per Barrel:  
 Cost of Building Materials:  
 Construction Costs:  
 Construction Time (in days):

3 🍷 Sugar  
 3 🍷 Timber  
 135 🍷  
 5 600 🍷  
 2 000 🍷  
 200

The costs of building materials are estimated values, since they depend on the current price. The construction costs take into consideration the construction time and wages. For example, construction costs of 2000 GC indicate that 10 workers will need 20 days to finish the building. The construction time is calculated in man-days. 200 man-days signify that 10 workers will need 20 days for the construction.

The production assumes a 100% production. Production costs per barrel include operating costs and possible costs for raw materials at the average price.

**Note**

*Towns with high wealth offer an additional production bonus.*

## 7.6 Residential Areas

If new settlers are to be welcomed as workers in a town, they and their families will need living quarters. You can wait until somebody else makes living quarters available or you can order the construction of a residential area yourself via the Construction Menu. In the latter case a small tent city will be erected. This can be transformed into an impressive building if sufficient new workers arrive. There are 6 building sizes. The following lists the Spanish houses:



**Size 1 House**

Tenants: 20

Required Wealth: Poverty



**Size 2 House**

Tenants: 40

Required Wealth: Poverty



**Size 3 House**

Tenants: 60

Required Wealth: Stagnation/Recovery



**Size 4 House**

Tenants: 80

Required Wealth: Boom



**Size 5 House**

Tenants: 100

Required Wealth: Boom



**Size 6 House**

Tenants: 120

Required Wealth: Prospering

The transformation into a new size of residential area will happen automatically and will cost you nothing. However, the size depends on the town's wealth.

Don't build too many residential areas! Although they will provide you with rent takings of 1 GC per tenant per day, they will on the other hand incur maintenance costs (50 GC). This means a residential area not fully utilised does not pay!

## 8 Ships and Convoys

As already described in the chapter "The First Adventure", you will have to form convoys in order to transport goods. The whole convoy is seen as one unit. In this chapter you'll learn which ship types are available, the functions of a convoy and how you manage the ships of a convoy.

### 8.1 8.1 Ships

**Pinnacle**



Length	20 m
Masts	2
Load Capacity	50
Cannons	8
Crew	4 + 26
Speed	6-10 knots
Hit Points	50
App. Price	10200 🏆

**Sloop**



Length	25 m
Masts	1
Load Capacity	50
Cannons	14
Crew	6 + 34
Speed	6-11 knots
Hit Points	50
App. Price	19000 🏆

### Brig



Length 30 m  
 Masts 2  
 Load Capacity 80  
 Cannons 16  
 Crew 6 + 44  
 Speed 5-11 knots  
 Hit Points 80  
 App. Price 27100 🏆

### Barque



Length 35 m  
 Masts 3  
 Load Capacity 80  
 Cannons 20  
 Crew 8 + 52  
 Speed 5-12 knots  
 Hit Points 80  
 App. Price 36800 🏆

### Flute-ship



Length 35 m  
 Masts 3  
 Load Capacity 120  
 Cannons 16  
 Crew 8 + 72  
 Speed 4-10 knots  
 Hit Points 120  
 App. Price 40800 🏆

### Frigate



Length 40 m  
 Masts 3  
 Load Capacity 180  
 Cannons 28  
 Crew 10 + 90  
 Speed 5-11 knots  
 Hit Points 180  
 App. Price 70600 🏆

### Caravel



Length 50 m  
 Masts 3  
 Load Capacity 200  
 Cannons 36  
 Crew 10 + 110  
 Speed 4-10 knots  
 Hit Points 200  
 App. Price 120800 🏆

### Carrack



Length 55 m  
 Masts 4  
 Load Capacity 200  
 Cannons 40  
 Crew 10 + 130  
 Speed 5-12 knots  
 Hit Points 200  
 App. Price 150100 🏆

### Galleon



Length 60 m  
 Masts 3  
 Load Capacity 240  
 Cannons 44  
 Crew 12 + 148  
 Speed 4-13 knots  
 Hit Points 240  
 App. Price 180900 🏆

### Liner



Length 70 m  
 Masts 3  
 Load Capacity ?  
 Cannons ?  
 Crew ?  
 Speed ?  
 Hit Points ?  
 App. Price Cannot be bought.

Precise design information is a top secret of the English Crown.

### Trading Flute-ship



Length 35 m  
 Masts 3  
 Load Capacity 200  
 Cannons 10  
 Crew 6 + 94  
 Speed 5-11 knots  
 Hit Points 200  
 App. Price 50200 🏆

### Military Frigate



Length 40 m  
 Masts 3  
 Load Capacity 120  
 Cannons 40  
 Crew 10 + 130  
 Speed 5-12 knots  
 Hit Points 180  
 App. Price Cannot be bought.

## 8.2 Convoys

When you click on a convoy the following selection window will be displayed:



The Convoy buttons represent the following:

### 8.2.1 Goods List



You have already seen the Goods List in the chapter "The First Adventure". It shows all

the goods and settlers in the convoy.

### 8.2.2 Ship List



It shows all ships forming the convoy. If you select a ship from the list information about this ship will be displayed and you can set the distribution of sailors and weapons across the convoy. Please also see the information in the chapter on sea battles!

### 8.2.3 Overview



This gives you a summary of the convoy:

- Name, experience, and pay of the captain
- Morale and pay of the sailors
- Max. load capacity of the convoy
- Number of muskets and amount of ammunition for each type of munition on board
- Possible special cargo on board (which you can get through missions)

### 8.2.4 Trade Route



This allows you to set the trade route for your convoy. The convoy's captain will automatically follow this route. Don't be deterred by the complexity of this dialogue, it is easier to understand than you might think initially. But trade routes will be very useful later on in the game once they are established and profitable.

Basically you call at several towns on a trade route. In each town you can buy or sell certain goods. When you have called at all the towns of a trade route, your convoy will start again with the first town. This will continue until you deactivate the route or it deacti-

vates itself because continuing would be pointless. This can have different reasons:

- The convoy is supposed to only load goods, but it already is loaded to capacity
- The convoy is supposed to only unload goods, but the goods are no longer on board
- The captain refuses to set sail because the convoy is in a bad state
- The crew's morale is too low and they refuse to set sail

In order to automate your convoy even further you can determine in which towns the convoy is supposed to stop for repairs and shore leave. Don't worry, the captain only interrupts the voyage if it's really necessary.

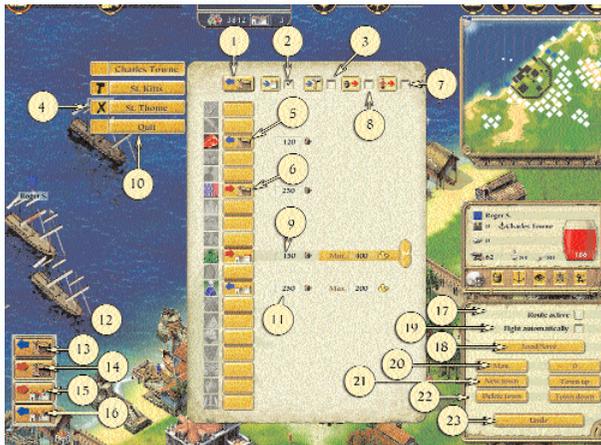
When you first open the Trade Route Menu the following window will be displayed:



- 1 You enter the trade in this window
- 2 Add the town to call at

First you should set the towns that the convoy should approach. Click on the right hand side on "New Town". This opens a list of all available towns. Of course, you will only be able to see those towns you have already discovered; and you really should not select towns of nations that won't welcome you. If you do it might easily happen that buccaneers attack your convoy en route or that you are refused permission to dock in that town.

The following example will best show which settings you can choose in the individual towns. In this example some towns and commands are already selected.



- 1 Set all transfer buttons equally
- 2 Approach or skip town
- 3 Use town for repairs and shore leave
- 4 Repair enabled
- 5 Transfer 120 barrels from storage to convoy
- 6 Transfer 250 barrels from convoy to storage
- 7 Enable or disable settler transport
- 8 If storage available in town: Move all goods to your storage after arrival. This resets the convoy to its original state (like at the start of a new route)
- 9 Sell 150 barrels if the town pays a minimum of 400 GC
- 10 List of towns that ships shall call at
- 11 Buy 230 barrels from the town if the price is lower than 200 GC
- 12 Transfer buttons
- 13 Transfer from storage to convoy
- 14 Transfer from convoy to storage
- 15 Goods sold to town
- 16 Goods bought from town
- 17 Activate/deactivate route
- 18 Load/save route
- 19 Fight automatically
- 20 Set all goods amounts in the selected town to "Max" or "Zero"
- 21 Towns can be added to or removed from the Autoroute
- 22 Towns can be moved to higher or lower positions
- 23 Undo changes

After you've completed entering the route you have to click on the top button in the Selection Menu so that it reads "Route activated".

You can also save a trade route in order to transfer it to another convoy.

### 8.2.5 Attack Mode



Here you can order your convoy to set out on patrol and attack ships of certain nations en route. Select all nations you want to attack. Don't forget to activate the Patrol Mode in the same window afterwards.

In the Patrol Mode a convoy continuously sails to and fro between its last and its current destination. By selecting the convoy and right-clicking on the sea chart while holding the CTRL key on the keyboard you can set up to 8 way-points for the convoy's patrol.

## 8.3 Forming A Convoy

Depending on your rank, you can form up to 10 convoys. A convoy is created when a captain signs up on one of the ships in the harbour. After that you can add up to 9 more ships to the convoy.

In the Town View and on the Sea Chart only the biggest ship of the convoy is displayed in order to avoid confusion. You can see the individual ships only in sea battles.

### 8.3.1 Hiring of Captains

If you have a single ship anchored in the harbour and you want to form a new convoy, first you will have to hire a captain. As soon as you have selected a captain in the inn, he will go on board and by doing this he will establish a new convoy.

### 8.3.2 Hiring of Sailors

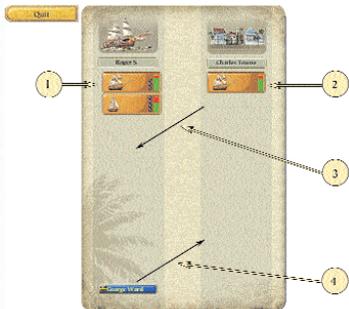
Having formed the convoy, you will need sailors. Select your convoy (for example, by clicking on it in the harbour) and click on the port installations. There are various numbers of sailors available in each town. Furthermore, the number of sailors willing to work on your convoy depends on your reputation in the town.

Each ship has a minimum crew. If the number of sailors in your convoy is lower than the required minimum crew the convoy cannot set sail. If you hire more sailors than the minimum number required then they can be ordered to repel attackers during sea battles and to defend their own ship or to board the other ship (see chapter "Sea Battles").

## 8.4 Transfers between Convoys

### 8.4.1 Add Ships to a Convoy

In order to add ships to an existing convoy, you will need to have the respective convoy docked in the harbour. Now right-click on the convoy to open a Transfer window. Here you can move individual ships in the harbour to the convoy.



- 1 Ships in Convoy
- 2 Ships in harbour
- 3 To add ships to the convoy, click on a ship's icon in the harbour and move it to the left side. To remove a click from a convoy, click on the ship's icon and move it to the right side.
- 4) To dismiss your captain, click on the Captain icon and move it to the right side.

### 8.4.2 Remove Ships from a Convoy

You can remove ships from convoys in the same way you added them. Simply move a ship from the convoy to the harbour!

### 8.4.3 Transfer Goods and Ships between Convoys

You can transfer goods, ships, and cargo between two of your own convoys if both convoys are in the harbour. Select one of the convoys and right-click on the other one. Using the Selection Buttons on the left of the dialogue, you can select whether to transfer ships, cargo or goods.

### 8.4.4 Transfer of Captains

Just as you can move ships you can also transfer captains between convoys.

### 8.4.5 Disband Convoys

In order to disband a convoy, move either all ships or the captain from the convoy to the harbour in the Transfer window. After your confirmation the captain will return to the town's inn and the Transfer window will close.

## 8.5 Crew

### 8.5.1 Captain's Experience

Each captain has three levels of experience that always affect the entire convoy. Each level can reach a value of 0 to 5 and increase in due time.

- Navigation: Increases the manoeuvrability of convoys during sea battles

- Shooting Accuracy: Increases the chance to hit the enemy during sea battles
- Trade: The captain achieves better buying and selling prices during voyages along the trade routes.

Each captain gains more and more experience in the course of time. Which area will increase depends on the activities the captain mainly pursues. A captain often embroiled in sea battles increases mainly his Shooting Accuracy while a captain mainly following the trade routes will gain more trading experience.

### 8.5.2 Crew Morale

Each crew in a convoy has a morale value influencing the crew's efficiency during sea battles. Furthermore, a low morale can cause the crew to refuse to set sail from the harbour.

The crew's morale will be displayed in 5 levels from very high to very low. The following events can adversely affect morale:

- 30 days at sea without a whole day of shore leave
- Firing sailors from a convoy
- Damage to the ship in a sea battle

The following events can positively affect morale:

- Each day of shore leave
- A victorious sea battle
- A blessing by a priest in church

### Amount of Pay

The more experience a captain has the more pay he demands: 5 GC basic pay + 5 GC per experience point. Sailors receive 5 GC per day each.

## 9 Sea Battles

Initially, you will be increasingly confronted by pirates who have designs on your cargo. Therefore you won't have any choice but to arm your convoys. Alternatively, you might want to try your hand at privateering, or even hunt for buccaneers and pirates.

### 9.1 Allocation of Goods, Weapons, and Sailors

Usually all goods, sailors, and weapons are distributed equally across the entire convoy.

Initially, sailors are allocated in such a way that all ships have their minimum crew. If you hire additional sailors for your convoy they will be distributed across the convoy as equally as possible. Goods,

cannons, and cutlasses are treated the same, but it is obvious that a big ship will receive more cargo than a small one.

If you want to prepare your convoys for sea battles, it might be worthwhile to change the even distribution. For this, use the Ship List and select a ship of the convoy that you want to transform into a fighting ship. Now activate the Cannon Priority for this ship.

When you now load cannons for the convoy this ship (and all others whose cannon priority is activated) will be loaded with cannons first. Only when your battle ships have received the maximum number of cannons, will the convoy's other ships get cannons.



1 Cannon Priority activated

Please keep in mind that each cannon requires 3 barrels of cargo! Therefore it is advisable in the case of trading convoys to only load as many weapons on the convoy as it takes to fully arm those ships that are supposed to form the defence. True, the unarmed ships won't be able to fight in sea battles and

should be ordered to escape immediately when the battle commences. But they can transport significantly more goods.

The case is similar with sailors. Ships that are not supposed to take part in the battle don't need a boarding party because your enemies will first turn to your armed ships. Activate the Sailor Priority in order to allocate more sailors to certain ships. Initially however, each ship will receive a minimum crew.

Cutlasses are first allocated to ships whose Sailor Priority is activated.

#### Note

*Ammunition is always distributed across the whole convoy and does not require hold space.*

## 9.2 High Seas Encounters

If you follow your convoy on the sea chart you'll notice that time and again unknown convoys are displayed when they come into sight of your convoy. Each ship also shows a small national flag and a number that indicates the number of ships in the convoy.

You can click on these convoys to display information.



1 Ship's Nation



2 Pirate

Next to the nationality you can also see whether you're facing a merchant, a buccaneer or a pirate.

The numbers of cannons, sailors, and arms are approximate values.

If you now believe you are a match for this convoy and it is not too fast for your own, then select your convoy and right-click on the enemy. Your convoy will now change course to attack. As soon as your convoy reaches the enemy the sea battle can commence.

When the ships are close enough to each other a dialogue opens and informs you that a sea battle is imminent. It is now up to you as to whether you want to lead the battle yourself or whether you want to fight automatically.

## 9.3 Automatic Sea Battles

You will not be able to actively participate in an automatic sea battle and you'll have to rely on your captain's skills. When the battle has ended you will receive a message informing you about the result. You will recognise the positions of automatic battles by the symbol of crossed sabres on the sea chart.

## 9.4 Sea Battle View

If you conduct a sea battle manually the view will first change to the Sea Battle View. The ships' display is similar to the display in the Town View; however, here the individual ships of both parties are shown instead of convoys.

At the start of a sea battle the Pause Mode is activated. This allows you to give your ships tactical orders before the battle begins. You deactivate the Pause Mode by using the button "Pause" or the space bar. You can activate the Pause Mode during a sea battle as often as you like.



- 1 Sea Battle Buttons
- 2 Your Own Ships
- 3 Your Opponent's Ships
- 4 Selected Ship

The new buttons for the sea battle have the following functions:

#### 9.4.1 Attack



This button will only be available when you have selected one or more of your own ships.

All ships attack automatically. You can combine this button with "Board".

#### 9.4.2 Board



This button will only be available when you have selected one or more of your own ships.

The command "Board" will be activated for all ships. If such a ship gets close to an enemy ship then your crew will engage in a boarding fight automatically.

#### Note

*As a rule, a nation won't be very happy if you attack its ships. The capture of ships is always cause for more negative feelings!*

#### 9.4.3 Select All



This button allows you to select all ships and display a ship's list in the bottom right-hand corner. By clicking on the list you can give orders to an individual ship or all ships.

#### 9.4.4 White Flag



In general, a pirate attacking you has the intention of looting your convoy. If you cannot see any hope for victory you should fly the White Flag in order to at least save your ships and your crews. In this case the firing on your ships will stop and they will not be boarded.

But this button will only be available if your resistance hasn't been too heavy. If you have fired on a pirate's ships he might be so enraged that he will not be willing to just loot your ships. In this case he will rather try to capture or even sink your ships.

#### 9.4.5 Escape



This button will only be available when you have selected one or more of your own ships.

All selected ships will escape automatically.

#### 9.4.6 Cancel Sea Battle



This button will replace the "White Flag" when all your opponents are fleeing.

Usually a sea battle ends if all the ships of one side have been boarded or sunk or have managed to reach the edge of the Sea Battle View. If, however, you don't feel like pursuing the ships, you can end the battle prematurely using this button. This will allow your enemy's fleeing ships to escape.

### 9.5 Controlling Ships

#### 9.5.1 Selection of Ships

During a sea battle ships can be selected in several ways:

- The simplest way is to click on a ship.
- You can select several ships by dragging a box around the ships with the mouse cursor.
- You select individual ships with the keys 1 - 0 on your keyboard. The size of the ships determines the key (1 = the biggest ship).
- The button "Select All" allows you to select all ships at once. Click on the list that appears to select an individual ship.

### 9.5.2 Automatic Attack

The simplest way to attack an opponent is to select your own ships first and then right-click on an enemy ship. This makes all selected ships attack the chosen enemy ship.

### 9.5.3 Manual Control

You can control your ships manually as well. In this case select a ship and right-click on the water. If you right-click and hold the right mouse button a directional arrow will appear at the mouse cursor showing you which direction the ship will travel in.

If an enemy ship is within firing range press "Fire" ("Shift" on the keyboard). But the ship will only fire if there is a real chance to hit the enemy. Otherwise the ammunition will be saved.

## 9.6 Selection of Ammunition

There are 3 types of cannon balls you can deploy in sea battles. You select the type of cannon balls in the Selection Window after selecting a ship.

### Massive Cannon Balls

...mainly cause damage to a ship's hull, if it is hit.



- 1 Sailing Level
- 2 Number of cannons, sailors, and cutlasses on the selected ship
- 3 Selection of Ammunition

### Grape-shot

...are smaller projectiles held together by bitumen that scatter after being fired. They mainly decimate the enemy's crew when hitting the hull or deck. Damage to the hull itself and the sails are minimal.

### Chain-shot

...are two balls held together by chains. They are extremely efficient against sails, rendering a ship immobile without damaging it too severely. When chain-shots are fired they automatically target the opponent's sails.

Massive cannon balls have the longest range, grape-shot the shortest.

## 9.7 Effects of Hits

### Hull

If the hull of a ship is severely hit you'll be able to see the damage on screen. Furthermore, the current status is displayed in the

Selection Window of the respective ship. You can only repair hull damage in a dockyard.

### Sails

Damage to sails is displayed on screen. The crew repair sails after each sea battle.

The following table shows the effect of damage on the speed. A ship cannot become slower than its minimum speed predetermined by the ship's data.

<u>Hull Status</u>	<u>Max. Speed</u>
60 %	90 %
40 %	80 %
20 %	70 %

<u>Sails Status</u>	<u>Max. Speed</u>
75 %	90 %
50 %	80 %
25 %	60 %
0 %	Max. = Min.

Loss of speed due to hull damage remains after sea battles and has an effect on future voyages.

## 9.8 Boarding Fights

If you activate "Boarding" for a ship and attack a certain enemy ship then you will become embroiled in a boarding fight as soon as the two ships are close enough.

The number of sailors (the minimum crew does not fight) on board and how they are armed with cutlasses will determine the outcome of the fights. The ideal scenario sees each fighting sailor armed with a cutlass.

The boarding fight is conducted automatically in order that you can continue to look after your other ships. After the fight the ship that was boarded will remain immobile until the sea battle is over and will no longer take part in the battle. It will then become the property of the winner.

If you board a ship and win the battle you can decide whether you want to capture (i.e. take over) the ship(s) or whether just to loot it/them. Afterwards the Transfer Window that allows you to move ships, goods, and cargo between your convoy and the boarded ship(s) will open. You can also leave ships behind.

## 9.9 Influence of Morale and Experience

The captain as well as the crew's strength and morale influence a sea battle:

- Captains have 0 to 5 experience points each in the areas of navigation and shooting accuracy
- The crew's morale is shown in values from 0 to 5

### 9.9.1 Morale

The higher the sailors' morale the quicker the reloading of weapons and the better the fighting power during boarding fights.

### 9.9.2 Shooting Accuracy

The greater the captain's shooting accuracy the smaller the deviation of shooting angle and height.

### 9.9.3 Navigation

The captain's experience in navigation slightly increases the speed and manoeuvrability of all ships.

## 10 Attack Towns

You are also able to attack towns in order to loot or annex them. Of course this is only possible if you have received a Governor's order to do so because soldiers must protect those towns afterwards.

You can attack towns from the sea or from land.

In order to instruct a captain to attack a town and not to land in the harbour you must activate the town's nation in the Attack Mode of the convoy. Then right-click on the town. As soon as the convoy reaches the town you will have to decide whether to attack from the sea or from land.

### 10.1 Attack from the Sea

When attacking from the sea you might be forced to fight against military ships in the harbour. Only when you have defeated those can you attack the town's harbour. Cannon towers protect each harbour. The town will surrender as soon as the towers are disabled.

If you have a mission to annex the town you will now be asked whether you want to loot or annex the town.

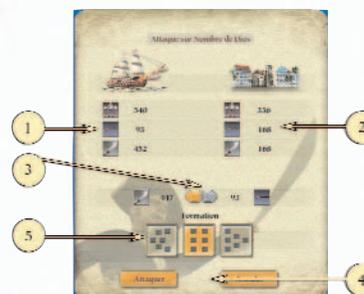
#### Note:

*Attacks on towns from the sea cannot be conducted automatically.*

### 10.2 Attack from Land

In attacks from land your sailors (as always, your minimum crew does not fight) fight against the town's soldiers. In this case the number of sailors in the convoy and the number of cutlasses and muskets on board are decisive. Only sailors that can be armed will take part in the fighting.

The fighting is conducted automatically, but you can select some settings. Before the battle a window will be displayed that allows you to select the weapons' allocation and the formation.



- 1 Your sailors, cutlasses (close combat), and muskets (long range combat)
- 2 Soldiers and weapons in the town
- 3 Allocation of existing weapons to the sailors. Close combat weapons increase the attacking power; long range combat weapons increase the defending power. Both are important. If in doubt, it is

advisable to choose more close combat than long range combat weapons.

4 Start land battle

5 Formation Selection: Defensive, Normal, and Surprise Assault

With a defensive formation, the battle usually lasts longer because your troops cause less damage, but suffer less damage, too. Choose this formation if you have many musketeers and want to avoid big losses. Choose the offensive formation if your troops have a high morale and great attacking power.

Now click "OK" to start the land battle. You can determine the attacking behaviour of your troops during a land battle.



- 1 Morale of the troops
- 2 Morale of the town
- 3 Number of troops, divided into close and long range combat. The troop size is depending on the number of your sailors and the number of soldiers in the town.
- 4 Change the attacking behaviour of your troops for a short time. The behaviour will revert to normal as soon as you release the buttons.

The fighting behaviour during the battle has similar effects to the previous selection of the formation.

The fighting ends as soon as all troops of one side are defeated or the morale has dropped to 0.

---

**Note:**

Your troops will begin the battle with the morale that the crew had previously in the convoy. The town's morale depends on the town's wealth. The bigger the losses for one side the faster the fall in morale.

---

## 11 The Hideout

After playing for a few hours and reaching the rank "Sailor", you can get a special map in the inn or from the Governor. This chart helps you to locate a special hideout and you can transform it into your own town. The hideout has the following special features:

- Your castle has unlimited storage capacity and its appearance changes with your rank.
- The small dockyard repairs all ships and convoys free of charge.
- The hideout produces 6 different goods efficiently (2 each of foods, commodities, and colonial goods)

## 12 Multiplayer Mode

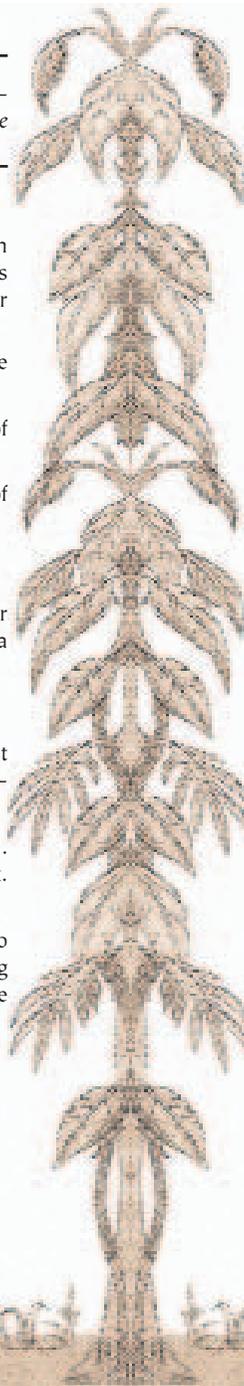
Up to 8 players can compete simultaneously in the Multiplayer Mode. There are two types of games: Network Mode and Games via the Internet.

### 12.1 Network Mode

This mode requires an installed TCP/IP network. All players must have the TCP/IP protocol installed in their systems and must be connected to the network.

In each network game one computer must act as Server (game host). The host determines the game settings and logs on to the network. The other computers take part as clients.

In order to create a game or to take part in a game you first have to select the button "Multiplayer" in the Main Menu. On the following screen select "Network". Now several buttons are activated on the right hand side, and the computer is searching for existing games.



- 1 Selection of connection type
- 2 Games found on the network. Here you can select a game to take part in.
- 3 Search for games on the network
- 4 Click here to start a new game

Here you can decide whether to take part in a game or to create a new game as the host.

As host you can also load a previously saved game and continue it in Network Mode. In this case the game is automatically sent to all players so that all can start with the same game.

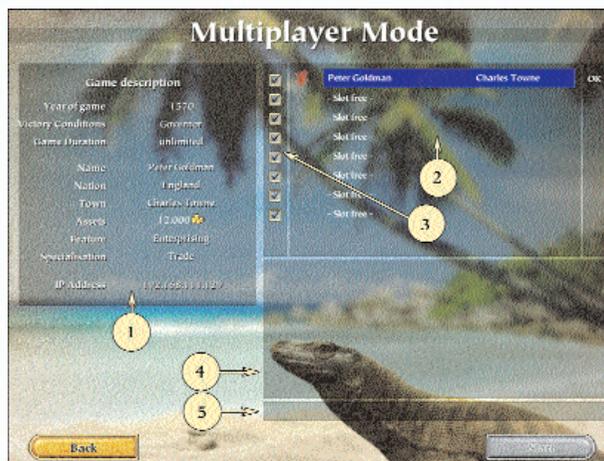
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**Note:**

In rare cases a host might not be indicated although he/she has already registered a game (i.e. he/she is already in the Assembly Room). This means that the automatic search will fail and the client must conduct a targeted search by entering the IP address of the server. This is a 12-figure number in the form of "XXX.XXX.XXX.XXX" that is displayed for the host above the merchant name in the Assembly Room.

---

## 12.1.1 Assembly Room



- 1 Game description and IP address
- 2 List of players
- 3 Slots for additional players. These slots can only be opened and closed by game-server
- 4 Chat window
- 5 Chat input line

All players meet in the Assembly Room after confirming their personal settings. Here all registered players are displayed, and the first player on the list is always the host. He/she decides how many players are allowed to take part and can enable or disable player slots at any time.

Only when all slots are taken and the players have clicked on "Ready" at the bottom of the screen, can the server start the game.

## 12.2 Features in the Network Game

### 12.2.1 Save Game

Basically, every player can save the game and continue it later. However, the player who has saved the game previously will have to log on as host next time.

### 12.2.2 Chatting During A Game

Players can send each other messages during a game. Just press Enter. Now you can write your message and send it to all players by pressing Enter again.

**Note:**

*If you enter "#players" in the Chat line all players are listed.*

### 12.2.3 Fast Forward

The Fast Forward is disabled in Multiplayer Mode.

### 12.2.4 Options

Only the host can change the game speed.

## 12.3 Games via the Internet

Additionally, you can battle with other players for the Governor's title on the Internet. Internet games are the same as network games. But there is a difference for the log-on: The participating computers must know the IP address of the host in order to connect with it. There are two ways available:

1. Use the "Ascman", the connection tool supplied by ASCARON. This program allows you to connect to the ASCARON Game Server and to join or create games that other users can join.
2. Or click on "Multiplayer" and "Internet" in the Main Menu of Port Royale in order to directly start an Internet game. For this however you'll need to know the IP address of the host for the game you want to join.

### IP Address

Each computer connected to the Internet has its own address in order to be clearly identified. All computers that want to play a game together must know the address of the game's host in order to be able to communicate during the game. The IP addresses are given out by the Internet Provider during the connection to the Internet. Most providers allocate a different IP address with each dial-up. Your own IP address is displayed in the Assembly Room under the Game Description after the connection. You can also view this address by entering "winipcfg" under "Run" in the Start menu of Windows 98.

**Note:**

*Internet games can be saved just like normal Multiplayer games and continued later. The host will then create a game by loading a saved game.*

### 12.3.1 Start Ascman

Ascman is a program connecting you with the Ascaron Game server. Once you are connected you can create a Port Royale game or join a game that hasn't started yet. The advantage of Ascman is that all created games are registered on the Ascaron Game Server and displayed for all users. This increases the possibility to find other players.

You can start Ascman via the Start bar. The program icon is in the same folder as the Port Royale icon.

When Ascman has started you will have to enter a name that will be displayed for the other players. If this name is already used by another player a number will be added (e.g. "1").

### 12.3.2 The Ascman Interface

#### User Name/Channel:

Players on the Ascaron Game server can be listed by User Name or Channel.

#### Channel/User:

This window shows how many users are on which channels. This allows you to select a channel with a number of players suiting you. Double-click on a channel in order to join it.

#### Game Name/Players:

This shows all open games and the number of logged-on players. You join a game by double-clicking on it.

#### Chat:

The Chat window displays the messages sent to you. If you want to send messages to the other players in the same room yourself, write them in the line beneath the Chat window and send them by pressing Enter.

---

#### Note:

You'll find detailed instructions for the operation of Ascman by clicking on "Help".

---

## 13 Credits

### Concept and Project Management

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### Graphics

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### Testing

Lars Berenbrinker

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*Simulation and Missions*

Peter Grimsehl

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### Producer

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## 14 Appendix

### 14.1 Mouse Control

#### Game Controls

Operation	Function
Mouse Cursor...	
Moving it to the screen edge	Moves the display
Right-clicking on...	
Dialogue / open window	Closes the window / dialogue

#### Selection

Operation	Function
Left-clicking on...	
Ship or convoy	Selects the ship / convoy
Own convoys, whilst holding CTRL	Selects several own convoys
Own ships, whilst holding CTRL	Selects several own ships - only in sea battles
Random spot, then dragging a window whilst holding the mouse button	Selects several own ships / convoys

#### Town View

Operation	Function
Left-clicking on...	
Buildings	Shows building info or lets you enter buildings
Inhabitants	Displays opinion

#### Sea Chart

Operation	Function
Left-clicking on...	
Town symbol	Lets you enter the town or shows town info

#### Right-clicking on...

Position in the water	Sends out a selected convoy
Town symbol	<ol style="list-style-type: none"> <li>If convoy is selected: Sends convoy to this town</li> <li>If no convoy selected: Opens the Trade Dialogue, if you have storage of your own in town</li> </ol>
Enemy ship	Attacks the ship
Position in the water, whilst holding CTRL	If ship selected, sets way points for it onto the sea chart

#### Mini Map

Operation	Function
Left-clicking on...	
Water / Land	Moves the display
Town symbol	see Sea Chart
Right-clicking on...	
Town symbol	see Sea Chart

### 14.2 Keyboard

#### Game Controls

Key	Function
Arrow Keys	Moves the display
ESC	Options (Load, Save, Graphics...)
Pause	Pauses the game
+ / - (Num)	Game speed
Pg Up and Pg Dn	Zoom level
Enter	Shows Chat line (Multiplayer Mode)

#### Buttons

Key	Function
F12	Activates Fast Forward
F12	Displays Convoy List
F10	Scrolls convoys en route
F9	Scrolls anchored convoys
C	Opens the chronicle
Spacebar	Opens the log and displays last entry

## Selection

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Key	Function
1-0	Selects convoy 1-10 (according to the sort type of the Convoy List)
TAB / Shift-TAB forward or backwards	Jumps to last ship or convoy event or goes through anchored ships

## Town View

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Key	Function
Backspace	Leave town
Spacebar	Switches division in the Trade Window
L	Storage
K	Inn
H	Dock (Trade)
G	Governor
W	Dockyard (small/big)
M	Market Square
J	Church

## During Sea Battles

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Key	Function
1-0	Selects ship 1-10 (according to the sort type of the Ship List)
Shift	Fire
+	Increases sail surface
-	Reduces sail surface
Insert	Attack
Home	Escape
Delete	Board
End	Selects All
Pause, Spacebar	Stops time (you can give tactical orders)
F10	Selects massive cannonballs
F12	Selects grape-shot
F12	Selects chain-shot