

Ships

left click on...

your own ship
your own ship or anywhere in the sea, dragging the mouse over several ships
CTRL + your own ships
opponent's ship
the water

action

select your ship
select several ships

select several ships
display information
cancel selection(s)

right click on...

a pop-up window
a town on the sea map

action

close window
1. the ship heads for the town and docks there
2. the trading window is opened (if your ship is at anchor)

ship moves there and waits
ship is attacked
opens "move sailors" window

Towns

left click on...

interactive building
business or residential
building
resident
dock crane

action

enter the building
display information
enquire after an opinion
open trade between your office and the town
1. enter the town (if you have an office or a ship there)
2. otherwise display information

right click on...

a pop-up window

action

close window

Keyboard Controls

Town & Sea Map

ESC
arrow keys
F 5
F 6
F 7
F 8
F 12
spacebar
1, 2, 3

close window / options menu
scroll view
toggle mini map
display ship list
display news menu
leave the town
fast forward
open trading window
select trade menu quantities (1..5, max)

switch to ship and centre on it
delete selected message
activate/deactivate extremely slow motion

Sea Battles

spacebar, NUM-0
page up
page down
end

fire
raise sails
lower sails
board



- beer
- ironware
- skins
- leather
- fish
- meat
- grain
- spices
- hemp
- timber
- honey
- pottery
- pitch
- pig iron
- salt
- whale oil
- cloth
- wine
- wool
- bricks

These goods (beer, for example) are produced in this town.

These goods are produced very efficiently in this town.

These goods are produced in the hinterland and are imported by the town.

Towns with a single underline house Hanseatic offices. You cannot make these towns your hometown.

You cannot build anything in towns that have a double underline.

Patrician III

Rise of the Hanse