

2201272



# PIRATES *of the* CARIBBEAN

© Disney



# Table of Contents

Installing the Game .....	2
Main Menu Options .....	2
Controls .....	3
Character generation and skill development .....	4
Experience & Rank .....	4
Skills .....	4
Abilities .....	6
Reputation .....	6
Ships .....	6
Crew .....	6
Cannons .....	6
Interface Screens .....	7
Character .....	7
Ship .....	8
Cargo Hold .....	9
Passengers .....	9
Quest Book .....	9
Trade Log .....	10
Relations .....	10
Inventory .....	10
Life on Land .....	10
Locations .....	10
Quick Bar Town Locations .....	11
Dialog Interface .....	12
Shipyards - Repair/Purchase/Sell .....	12
Shipyards - Cannons .....	12
Tavern - Hiring Interface .....	12
Store - Trade/Sell/Buy .....	13
Combat .....	14
Items .....	14
Life at Sea .....	14
Basic ship movement .....	14
Combat controls .....	15
Mini-map .....	15
Action Icons .....	15
Friendly Ship Icons .....	16
World Map .....	17
Boarding .....	17
Ransack .....	17
Fort Capture .....	18
Controlling Your Convoy .....	18
Allies .....	18
Mutiny .....	18
Tips .....	19
Credits .....	20
Technical Support .....	22
Warranty .....	23

# Installing the Game

Insert the *Pirates of the Caribbean* Disk 1 CD and run the setup.exe if it doesn't start automatically. Follow the on-screen instructions to install.

## MAIN MENU OPTIONS

### NEW GAME

Start a new game of *Pirates of the Caribbean*.

### RESUME GAME

Only available when you access the Main Menu during a game. This allows you to go back to playing the game.

### LOAD

Load a saved game.

### SAVE

Only available when you access the Main Menu during a game, and will only be available while on land. You cannot save games at sea.

## OPTIONS

Here you can change the settings in four different categories. To select a menu option, select it with the Left Mouse button, or use the Up/Down arrow keys and press the Spacebar to select. To go back to the previous menu, press the Esc key.

## SAILING MODE

You can choose two kinds of sailing: Arcade and Realistic. Arcade Sailing features faster gameplay than Realistic Sailing and you'll experience faster reload times for cannons, as well as sailing and turning speeds. By default, the sailing mode is set to Arcade.

## SOUNDS

Here, you can adjust the volume levels for Music, Effects, and Dialog.

## CONTROLS

Here you can choose to Change Current Settings or Restore the Default Buttons. If you opt to change your current settings, you'll have the option of modifying the controls for Sailing 1st Person, Primary Land, Sailing 3rd Person, and Fight Mode.

To change the control for any action, click on it (or highlight using the Up/Down arrow keys and press the Spacebar) and then select the button or key you want that action assigned to. All changes are automatically saved. Press the Esc key to go to the previous menu.

## CREDITS

View the credits for the team that brought you *Pirates of the Caribbean*.

# Controls

## SAILING (1ST PERSON)

LEFT MOUSE BUTTON	Forward movement (camera)
RIGHT MOUSE BUTTON	Backward Movement (camera)
MOUSE X AXIS	Left/Right Turn (camera)
MOUSE Y AXIS	View Up/Down (camera)
W	Lower sails (movement)
S	Raise Sails
A	Left rudder
D	Right rudder
CTRL (HOLD/RELEASE)	Zoom in/out with Spyglass
-	Zoom out on local map
+	Zoom in on local map
TAB	Switch from Third/First person view
R	Increase game speed (4X)
ENTER	Open Quick Command Menu
SPACEBAR	Fire cannons/Accept
F2	Open Character screen/Cancel
ESC	Cancel/Main Menu

## SAILING (3RD PERSON)

MOUSE X AXIS	Left/Right Orbit (camera)
MOUSE Y AXIS	View Up/Down (camera)
W	Lower sails (movement)
S	Raise Sails
A	Left rudder
D	Right rudder
-	Zoom out on local map
+	Zoom in on local map
TAB	Switch from Third/First person view
R	Increase game speed (4X)
ENTER	Open Quick Command Menu
SPACEBAR	Fire cannons/Accept
F2	Open Character screen/Cancel
ESC	Cancel/Main Menu

## LAND (3RD PERSON)

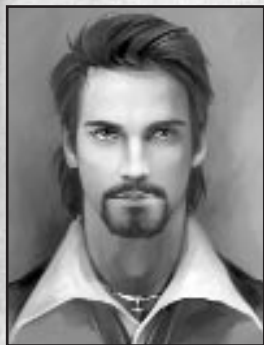
LEFT MOUSE BUTTON	Forward movement (camera)
RIGHT MOUSE BUTTON	Backward Movement (camera)
MOUSE X AXIS	Left/Right Turn (camera)
MOUSE Y AXIS	View Up/Down (camera)
SHIFT	Run
CTRL	Block (when sword drawn)
Q	Fire Pistol (when sword drawn)
TAB	Switch from Third/First person view
E	Draw/Sheath sword
ENTER	Open Quick Command Menu
SPACEBAR	Activate/Accept/Attack
F2	Open Character screen/Cancel
F3	Engage Active Icon
ESC	Cancel/Main Menu

# Character generation and skill development

*Pirates of the Caribbean* doesn't make any assumptions as to the type of character you want to play. From the start of the game you will be given the means to mold and shape your character as you see fit.

*Pirates* gives you experience points to improve skills, which allows you to customize your character to focus on the areas that are most important to you. These choices have a direct bearing on what kind of character you will ultimately become and how other characters in the game react to you.

After you have gained enough experience and increased in rank, you can distribute additional skill points to improve a number of skills, or start to specialize in particular skills. You will also gain ability points to distribute.



## EXPERIENCE & RANK

At the beginning of the game, you are a Captain of the 1st Rank. As you gain experience you will advance in rank at predetermined levels. One perk is that higher ranks allow you to command higher-class ships. You will be able to command a new ship class for every two levels you go up in rank. In addition, you'll receive additional skill points that you can distribute however you want.

Experience points are acquired in a number of ways. First of all, you can obtain experience through sea battles and boarding fights. Note that in *Pirates*, experience for combat is calculated in a relative manner. We praise bravery and skill, giving you more experience points for defeating tougher opponents. For example, if you sail a sloop (class five) and sink a frigate (class two), you'll gain much more experience than if you were sailing a frigate and sunk a sloop.

Generally speaking, if your ship is smaller than the enemy's, you earn more experience. This rule also affects boarding. Of course, fighting isn't the only option and you can also gain experience by completing quests and accomplishing other tasks during the game.

## SKILLS

In *Pirates*, your character has 10 skills that can be improved. Each skill has a particular benefit to, and influence on, your gameplay style and the various aspects of interaction within the game. You improve these skills in two ways:

- You can gain enough experience to rise in rank, which earns skill points the player can then assign to a skill.
- You can add passengers to your party whose skills can affect one or more of your skills. Each skill may be raised up to a maximum of 10, but the effect of officers can increase it still further. (see page 13 for more info on passengers and officers).

## LEADERSHIP

The Leadership skill is important for any captain. It affects the price at which you hire crew and the salary you pay them. High Leadership will also soften the morale hit when not paying your crew their salary.

Having high Leadership is also important for hiring better officers and successfully persuading certain game characters to see things your way.

## MÊLÉE COMBAT

The art of fighting is very important for any captain, since survival often depends on sword fighting abilities. This skill affects the amount of damage you deal with your blows, as well as your chance of blocking enemy blows and piercing his blocks. The higher this skill, the more damage you will cause when you hit.

## SAILING

Sailing affects the maneuverability of your ship and the speed of setting and lowering sails. Since battles and lives are often won or lost based on who can sail faster and turn quicker, this skill can mean life or death for a captain.

## ACCURACY

This is one of the most important skills, as it determines the accuracy of the cannons. Each point gained in Accuracy increases accuracy by 10 percent. Even an accuracy rating of 30 percent can significantly improve the damage inflicted on an enemy ship.

## CANNONS

The higher your Cannon skill, the less time it takes your crew to reload your cannons, and the more coordinated their salvo will be. Each point of reloading skill shortens the reloading time by an additional five percent. When cannons reload faster, the captain can spend less time maneuvering and more time shooting. In addition each point in this skill decreases the amount of time between the first and the last cannon shot in a salvo by five percent.

## GRAPPLING/BOARDING

This skill is important for allowing you to board enemy ships, rather than sink them. Grappling determines the range the crew is able to throw grappling hooks onto an enemy ship before boarding. This can be very important because tacking close to enemy ships is both difficult and dangerous. Each skill point spent for boarding increases the Grappling range by five percent from the base range.

## REPAIR

The Repair skill affects the percentage of your ship's hull and sails that you can repair while at sea, as well as the amount of materials needed to do so. Sailors are not able to repair the ship if the repair skill is at zero. When this skill is raised the crew will be able to repair greater amounts of damage.

## COMMERCE

Commerce represents how good you are at trading and haggling. A high Commerce skill will yield you better prices from the stores and vendors. It also provides you with the financial means to persuade certain game characters to do your bidding. Each point of Commerce skill adjusts the sale price by five percent in your favor when buying or selling.

## DEFENSE

The Defense skill represents how good you are at keeping your crew alive under fire. A high Defence skill means lower crew casualties from hostile fire. Loss of crew in sea combat is reduced by 5 percent for each skill point.

## LUCK

Being lucky helps you in encounters throughout the game. Being lucky is also useful when gambling and smuggling contraband between islands.

## ABILITIES

Abilities are the application of knowledge in a specialized area. These abilities result in constant effect or single-use boosts to either statistics, or specialized ship elements.

## REPUTATION

In the course of completing quests and accomplishing tasks, you can make enemies or friends. If you kill an ally or betray someone, your reputation will suffer as a result. Not everyone in the world knows of your reputation, or cares, but the crew always knows everything. They will raise a mutiny if you don't have the money to pay them, and they are more likely to mutiny against a hated captain. Also, you will find some folks won't talk to you because of your ill reputation, which is a problem if they have useful information you need.

## SHIPS

The player's ship is a vital asset in the game and is almost as important as the captain. Ships are divided into classes. The ships in the highest class, class one, are the largest ships available and carry the heaviest cannons. At the same time, they are also the least maneuverable. The lowest class of ships, class seven, contains the lightest and most maneuverable ships, but ones that are very lightly armed. At the beginning of the game the player will have a class six ship. As the player achieves higher ranks, they will be able to command higher-class ships.

## CREW

Each captain must, of course, have some crewmen to sail the ship. For each ship, there is a minimum and maximum limit for crew. The number for maximum crew indicates the most men that ship can carry. The number for minimum crew indicates the least number of men required to sail the ship adequately. This means that when crewmen are killed or fired and the crew drops below this number, the ship's maneuverability and the reloading speed of your cannons will decrease.

## CANNONS

Cannons are a ship's only means of attack, other than boarding. The heavier the cannons, the further they can shoot and the more damage they can inflict. Cannons cannot be damaged in combat. The reload times for cannons will vary depending on the skill of your captain, officers, and crew. There are a variety of cannons, differentiated by weight and type. For more on changing the cannons on your ship, see page 18.

## CANNON SHELLS

There are 4 types of cannon shells in the game: Cannonballs, Grapeshot, Knippel, and Bombs. They are very different, both in their usefulness and price.

### CANNONBALLS

Cannonballs are used primarily to smash the hull of a ship and have the maximum range of all types of shot. They are also fairly inexpensive.

### GRAPESHOT

Grapeshot consists of small round lead balls. Used for killing enemy crew, especially when it sweeps the deck, grapeshot has the shortest range. Grapeshot is even cheaper than cannonballs.

### BOMBS

Bombs are the most expensive type of shells. They are provided with a fuse and a load of gunpowder, and they explode while landing on deck or hitting the hull. They inflict good damage on sails, crew, and hulls.

### KNIPPEL

Knippel, also called chain shot, consists of two cast-iron balls fastened together with chain or a bar. Knippel rotates while flying, tangling and ripping sails, destroying the rigging and immobilizing an enemy ship. Knippel are mostly useless against hulls and have an average range.

## Interface Screens

There are a number of screens that provide game information. The menu that lists these screens can be accessed any time by pressing the F2 key.

The screenshot shows the 'CHARACTER' screen for a character named Nathaniel Hawk. The screen is divided into several sections:

- REPUTATION:** Nathaniel Hawk, Neutral, 62/62.
- EXPERIENCE:** 67779, 87000 (Next Level).
- CURRENT GOLD:** 209,702.
- SKILLS:** Leadership (3), Melee Combat (6), Sailing (1), Accuracy (6), Cannons (2), Grappling (1), Repair (1), Defence (2), Commerce (1), Luck (1).
- Abilities:** 0, **Skill:** 0.

### CHARACTER

On the Character screen you can see your current reputation, health, rank, level of experience, how much experience you need to reach the next rank, and your total gold on-hand. You will also use this screen to distribute skill points when you first start a new game, and every time you rise in rank. To do this, simply highlight the skill you want to increase and click the arrow. Once you assign a skill point to a skill, it cannot be undone, so choose carefully. For more information on Skills and what they do, see page 7.

You can also add new abilities by clicking the Abilities box. From this screen you can select the ability you want to add or get more information on. You'll see information on what the ability does, any prerequisite abilities, and the option to add this ability or return to the list.

## SHIP

This screen provides quick info on the current state of every facet of your ship. If you have any ships companion or allied ships sailing with you, you'll be able to see this information for these ships as well by selecting them.

**SPEED RATE** . . . . . The maximum speed of the ship measured in knots.

**TURN RATE** . . . . . The maneuverability of the ship. This characteristic is a comparative one and is not measurable in units.

**MAX CREW** . . . . . The maximum number of crewmen a ship can carry.

**MIN CREW** . . . . . The minimum number of crewmen needed to sail the ship with maximum maneuverability, and reload the cannons without time penalties.

**CURRENT CREW** . . . . . Number of crewmen currently on board.

**HOLD CAPACITY** . . . . . The maximum weight that can be loaded on the ship, measured in hundredweights.

**CALIBER ALLOWED** . . . . . The caliber of cannons that can be placed on this ship.

**NUMBER OF CANNONS** . . . . . On one board (side), and at your stern, separately.

**DAMAGE** . . . . . The percent of the hull and rigging damaged, measured in both percent and hit points

You can view info skills of the captain of each ship by highlighting the ship. Select the captain's portrait to see stats for the captain, and select the name of the ship to change its name.



## CARGO HOLD

This allows you to view what's in the cargo hold of your ship, as well as any other ships sailing as part of your convoy. Select a ship icon to view its cargo, using the Left/Right arrows to scroll through the inventory. When highlighting an item in the cargo, click the Left mouse button to have the option to view additional information about that item or to discard some or all of that item from cargo. You can Discard items from the cargo of a companion ship, but this option will not be available for an allied ship. Press the Esc key to go to the previous menu.



## PASSENGERS

Throughout the game you'll find characters that wish to join you on your way. These may be people you find and talk to in towns, or characters you take with you as part of a quest. You can take up to eight total passengers onboard your ship at once. You can choose three of your passengers to serve as officers in your party. Once set as officers, these characters will enhance your skills, accompany you on land, and even fight alongside you. Officers receive experience just like you do, so

you will be able to manage their progress as the game goes along.

When a character is added to your passenger list, they'll appear in the top portion of the Passenger screen. To add them as an officer, double-click an available space for an officer. Then, select the portrait of the passenger you want to fill that slot. To remove an officer from your party and put them back in your passenger list, select their portrait in the officer slot and then click the Remove Officer option. Some characters are assigned to your party as part of a quest and cannot be removed in this manner. They'll be removed at the completion of a quest, when they die, or through dialog.

## QUEST BOOK

The Quest Book keeps track of any quests you've accepted, and any progress you've made or information you've gathered on those quests. Incomplete quests will appear at the top of the list with a question mark next to them, completed quests will appear below them and will have a check mark next to them. You can see what information you've gathered on any given quest by selecting it. Press the Esc key to go back to the list of quests.



## TRADE LOG

This screen will list Import, Export, and Contraband goods for any island you have visited. This allows you quick access to information on where you can find needed goods cheaply, or sell off some goods you have on hand for a high price.

Contraband doesn't have a direct affect on you but trading in contraband items (especially at lower reputations and skill levels) can get you killed. Contraband items are not available in stores of the islands. To sell those goods on the island you will have to locate a smuggler (in the tavern). Once you find a smuggler, they will offer to set up an exchange at one of the island's discreet shorelines. If you sail to the shoreline and moor, you will go ashore and meet the smuggler agents. They'll offer you a price per each item of contraband (this is handled through dialog.). If you refuse their price they may turn hostile and attempt to kill you.

## RELATIONS

Here you can see the status of your relations with all six powers in the Caribbean. A crossed pistol and sword indicate hostile relations, two mugs indicate friendly relations, and the scales indicate neutral relations.



## INVENTORY

All of the personal items you're carrying are listed here. Use the arrows to move Left/Right to highlight items, which will display a brief description of the item below. If the item is a weapon you have currently equipped, you can click the Release option to unequip it. If you are not currently using the weapon, you can highlight and select the Equip option in the same manner to make that item your active weapon.

# Life on Land

## LOCATIONS

There are eight major islands that feature dozens of locations. These locations include areas such as beaches, towns, wilderness areas, dungeons, and forts. These areas provide different types of game play that complement the main, random, and freeform game styles.



## ISLANDS

From the mini-map, you can view all of the accessible mooring locations and known location names for the islands in the game.

## TOWNS

For each of the eight major islands, towns serve as the hub for all of the game's activity and quests. This is where you will talk with NPCs and obtain information on the game world, and most islands feature trade, crew for hire, quests and shipyards to repair/sell/buy ships. Towns are inhabited with non-player character (NPCs), whose attitude towards your character can change from friendship to hostility. You will be able to visit bustling taverns, stores, residences of governors, common houses, and other places where you can meet NPCs. There are also many jungle locations, caves, and secret landing beaches on the islands where you can encounter special quests and adventures.

## WILDERNESS

Wilderness areas, such as beaches, jungles, and grassy areas, provide quick, action-oriented gameplay and regularly reward players with items, gold, and information about special items or characters. The wilderness areas rely on the random quest generator to place items or creatures that are relevant to your current level/rank.

## DUNGEONS

Dungeon areas are areas such as abandoned mines, caves, and hidden alcoves, placed in large tracts of wilderness. Eagle-eyed players will be able to enter these dungeon environments to seek additional treasure and experience against randomly placed smugglers, pirates, and undead creatures.

## FORTS

Forts cannot be explored and do not serve as hubs for land quests, but you can embark on fort sieges and duel with the fort captain. Fort sieges are the most dramatic and challenging type of battles you are likely to find.

## SEA

The open sea provides an abundance of locations for you to become involved in ship to ship combat, either as part of a convoy or as a solo combatant. Combat between ships or boarding actions between ships, are the only activities available at sea. The variations between ship, crews, skills, and captains allows for never-ending possibilities for sea-faring adventure.

## QUICK BAR TOWN LOCATIONS

You can "quick travel" to different town locations by pressing the Enter key, selecting the location you wish to travel to, and then pressing the Enter key to travel. When you walk through a town, you can easily identify each of these locations by the signs over their doors. The Town Hall does not have a sign, but you won't be able to miss it; it's always the largest building in town. In addition, one of the guards by the town gates is usually kind enough to tell you where each of main buildings are situated.



# Dialog interface

By approaching an NPC who is not in combat and pressing the Spacebar, you can initiate dialog. Scroll the dialog window up/down using the Up/Down arrow keys to read additional dialog and view your options for a response. By speaking with NPCs you will receive news, quests, and information about people or events. Important dialog is cataloged in your logbook for future reference. You can only exit dialog by selecting different dialog options or using the Spacebar.

The dialog interface also serves to launch the sub-menus for various trade folk. For example, when speaking with a shipbuilder you can opt to discuss repairs on your ship. You then will be presented with a shipyard interface that handles the functional work of repairing, selling, and purchasing ships.



## SHIPYARD – REPAIR/PURCHASE/SELL

Within the shipyard interface you can make repairs to the hull and sails of your ship, or ships within your convoy. You can also sell your own ship or purchase a new ship.

The availability of select ship types is often dependent on the skill of the captain, but is also based on the capacity and size of the local shipyard. Not all shipyards can offer large ships.

## SHIPYARD – CANNONS

You can change the cannons on your ship, or any of your companion ships, through Shipyard dialog as well. To change the cannons you'll need to choose the appropriate option in dialog. Then select the ship you want to change, highlight the new cannons, and click on the Install button. The kind of cannons you can purchase will be limited by the ship you are refitting, as each ship has a max cannon size that cannot be exceeded.



## TAVERN - HIRING INTERFACE.

Hiring crew is an important function for every captain. Proper ship operation requires a regular resupply of men due to losses at sea. Within most taverns you can hire crew by talking with the bartender. From there you can assign the ship to which you want to allocate the crew, and check the current status of moral with the standing crew. The cost of crew varies based on the local government and the reputation of the captain doing the hiring.



## STORE - TRADE/SELL/BUY

The store interface allows you to transfer trade goods to and from your ship and to purchase items from storekeepers or street vendors. A tally of the number of units available and the amount of gold sought is displayed for each item. The available free space in your ship's hold is also displayed, allowing you to also consider the weight and the amount of hold space occupied by trade goods.



There are many types of trade goods in *Pirates of the Caribbean*, not including the four types of cannon shells. Here is a partial list of goods, with their average price and weight:

Tradegood	Average price	Weight
Knippel*	20	5
Grape*	10	2
Bombs*	50	3
Cannonballs*	2	3
Chocolate	14	2
Sugar	6	2
Wine	12	2
Linen	8	3
Rum	6	1
Tobacco	10	4
Coffee	14	2
Mahogany	16	4
Wheat	4	2
Ebony	25	6
Planks**	4	4
Sailcloth**	3	3

\* For this type of good, one unit means 20 shots.

\*\* Planks and sailcloth are special types of goods. If you have planks in your ship's hold, you can repair the hull. If you are carrying sailcloth you can repair your rigging.



# Combat



With a sea full of pirates seeking shore leave, you can easily find yourself in a swordfight while on land. The combat system on land allows you to use a sword for basic attacks and blocks against opponents, and a one-shot pistol for ranged attack. Players can attack any NPC outside of buildings at any time (or can be attacked themselves).

During combat with an NPC your health meter, shown as a red bar above your portrait, provides key information about your health and when a successful strike is made on any character, including yours, the

force of the attack/health of the opponent is displayed over the victim. The chance to strike is based on the attacker's melee skill and the amount of damage based on the attacker's level.

During melee combat you can also use single-shot pistols to quickly issue damage to an attacking opponent. Using the appropriate keys for targeting and attack, the player will select the target to be shot and will take a shot. The chance to hit is determined by the player's melee combat skill. Pistols that hold two and four shots are available once the player has reached a higher rank. A blue bar above your portrait indicates the reload time for your pistol.

## ITEMS

While playing the game the player will encounter various useful items, some offering benefits to skills or assistance during quests. These may be found on quests, given as rewards, or retrieved from an enemy's body after combat.

For instance, the perfect blade will increase your Melee Combat skill. A spyglass will provide useful information about enemy ships, a torch will be necessary in a dark cave, and using a pistol can help the player shoot challenging opponents in combat.



# Life at Sea



## BASIC SHIP MOVEMENT

Sailing in a local map area, the player is provided with a third-person view of their ship by default. This gives you the opportunity to see your crew members on the ship-deck. Crew are represented on deck with simple models of sailors that are displayed proportionally to your crew number. The crew will move on deck, simulating actions based on the ships current combat or non-combat status.

The player controls the ship by using the designated rudder controls to turn the ship left and right, and to raise and lower the sails. The view is fully rotatable around the ship and the player can also zoom in and out to get a closer or wider view of their ship.

In the alternate first person view, the controls for sailing remain unchanged, but the player is now able to view the action as if they are standing on the deck. The player can move freely on the ship using the designated controls.

## COMBAT CONTROLS

In third-person during combat situations the player can issue the fire command and, provided the cannons are loaded, the guns will fire on any enemy ships within range of the guns and for the selected shot type. The speed, accuracy of the shots is determined by the player's skills in Accuracy and Cannons.

In first-person the player acts as the gunner, and aims the volley using a targeting cursor. The targeting cursor provides key aiming information for ships within range and uses color-coding and movement to indicate the best shot angle for an attack.



## MINI-MAP

The Mini-map is a useful tool that shows the player's direction and speed, the location of any allied and enemy ships, forts, and islands, and the wind's direction and speed. The player's ship is displayed in the center of the Mini-map window, represented by a small silhouette.

The silhouette of the ship also shows zones of fire that indicate the firing range and radius. These zones will change in size, depending on the cannons and shells you are using. Within the display window you will see an arrow that indicates the wind direction. Wind direction is important in determining when and where the player should turn their ship. The ship and wind speed indicators show the speed in knots.



Encircling the Mini-map are four divided ring segments at the top, bottom, left and right. These are the cannon status indicators and display the firing status of the cannons. When the segments are fully green, the cannons are ready to fire. When the segments are red, the crew are reloading the guns. When the segments are unlit, there are not enough crew, or there is not enough ammunition to finish reloading the cannons.



## ACTION ICONS

At sea and near land there are a number of actions that can only be performed at special times. At sea there are a variety of actions that can be performed such as boarding or mooring, but may not always be active because the player may not be close enough to board, or there is no valid location for mooring.

## FRIENDLY SHIP ICONS

While sailing at sea, you will see an icon in the bottom left corner of the screen for your ship and any allied ships that are sailing with you. By default, your ship's icon always appears to the far left of the screen. All of the ship icons have three lines, which indicate the amount of damage taken by each ship. The white line represents the ship's rigging, the blue line indicates the number of crew, and the red line is for the hull's strength. The number that appears on the icon indicates the class of that ship.



You can use these icons to give orders to your own ship or your allies. To select the ship you want to give orders to, select the appropriate ship icon until the selected ship is highlighted.

## ATTACK

The selected ship will attack the selected target to the best of its ability. It will use whatever different types of shells it has on board, depending on the range, in order to sink the ship. It will not try to board or attempt to decrease the enemy crew in preparation for boarding.

## GUARD

This will direct an allied ship to defend itself and not initiate combat.

## RUN AWAY

Will steer the selected ship away from combat and will sail that ship with the wind to the horizon until another order is issued. However, your ally will fire at enemies if they approach close enough.

## HEAVE-TO-DRIFT

Strike all sails and hold until given another order.

## WORLD MAP

The world map is the only way to sail from one island to another. If enemy ships are close, the player cannot enter the world map, until they have left the enemy's gun range.

## MOOR

You must be close enough to the town to enter.

## BOARD ANOTHER SHIP

You must be close enough to the enemy ship to board.

## SAIL TO A SPECIFIC OBJECT

This is a special mode when you want to chase a selected ship or sail closer to a town. When you select the Sail To option, a row of enemy ships icons will appear. Once you press the Enter key, you will then enter a time-compression mode where you cannot control your ship as it quickly moves to the selected object. Note that if you chase a particular ship that is faster than yours, you can lose sight of it when the time-compression ends. This means that your attempt to chase the enemy ship failed, and it succeeded in escaping.



## WORLD MAP

In real life, sailing ships must spend months to reach their destination. In the game players will use a global map for sailing between the islands. Presented in an overhead perspective, players will set the course of their ship using the game controls. Weather, and friendly and enemy encounters are revealed as these items reach the player's local vicinity. These can be avoided, but in some instances the player may not be able to maneuver or escape a fast ship or quick moving storm and will be pulled into the main sailing environment.

## BOARDING

Sooner or later, you may decide you want to take an enemy's cargo or ship intact, in which case you'll need to successfully board the ship. To accomplish this you must first sail close to the enemy ship until the boarding icon appears in the top left corner. To initiate boarding, press the Enter key to open the quick menu bar, highlight the boarding icon, and press the Enter key again. You may also find yourself being boarded by an enemy ship. If this takes place, you have no choice but to duel with the opposing captain.



Boarding looks like a fight on land, but takes place on the deck of the ship being boarded. In addition to your captain, you will see crewman from each ship, with their number and health representing the crew of the opposing ship.

If you defeat your opponent, you can go assist your crewman with their duels. As the other duels on deck are resolved, you'll see the victors running to help their fellow crewman. That may mean you get some extra help, or you have to take on multiple enemies at once. You may even find that on larger ships, you'll have to fight your way through several decks of the ship before you successfully capture it.

Once you are victorious, you are taken to the ransack screen.



## RANSACK

If the player has successfully boarded an opponent ship, the player can elect to take the opponent's ship, goods, and crew. The interface for ransack mimics the Ship and Store interface. The player can elect to transfer some or all of their current goods to the opponent ship, or transfer goods to the player's current ship. The player can also elect to take on the opponent's crew, or to assign a first officer to the opponent ship as a prize ship (a prize ship will join the player's convoy and respond to the player's direct

commands). For more on convoys, see Controlling Your Convoy on page 28.

## FORT CAPTURE

When you have a large and powerful ship, or several ships under your command, you can try to capture a fort. Taking an enemy fort is a two-step process. First, you must defeat the guns of the fort with your artillery and then land, much like boarding a ship at sea. After landing, the fight in the fort will look quite similar to boarding, except it takes place on land. If you are victorious, your reward is a significant amount of experience, a large cash reward, your ships will all be repaired, and several types of goods will be awarded to you to represent a two-week period during which you have plundered the nearby town (the goods are automatically placed in your cargo hold).



## CONTROLLING YOUR CONVOY

You can have up to three ships sail with you at sea as part of your convoy. These may be ships you've captured and assigned to one of your passengers, or captains that have offered to sail their ship under your command for a fee. You can also have allied ships as part of your convoy. These ships are usually assigned as part of a quest and must be escorted somewhere, or are reinforcement for difficult missions. Unlike a companion ship, you cannot change the captain on an allied ship, and you cannot use his hold or crew.

You can give orders to ships of your convoy using the command menu. You can give such orders as:

- Follow me/Cover me
- Attack (and choose the target)
- Defend yourself (ship will concentrate on her defense or will try to retreat)
- Heave to drift

## ALLIES

Allies may join you and sail under your command. Most require payment for themselves and their crew each month, but some allies will join you for free. Also, allies may be assigned to your convoy by quests. Allies are met in towns - they are free captains who are ready to join you in your adventures. Allies sail with you wherever you go, and you can speak with allied captains in any town you enter. Through dialog, you can dismiss allies, or they can leave you if they are not interested in cooperation anymore. Allied captains hire their own crew. You can't hire officers or crew for them.

## MUTINY

If your crew becomes unhappy because you haven't been paying them or your reputation is poor, you may find yourself with a mutiny on hand. If the crew mutinies, the game is over.

## Tips

- Having a high Leadership skill will decrease the price of your crew's salary. It will also lower the price for hiring new crewmen in the taverns.
- Your chance of successful boarding with the Instant Boarding ability depends on your Boarding and Luck skills.
- Remember that you can Use an Item while you're holding the block button. This allows you to use potions to recover health in critical situations.
- If you get poisoned - use an Antidote or a Mixture to heal yourself.
- Powerful new weapons will be available from the vendors when you reach the higher ranks.
- Buy goods from where they are exported and sell them where they are imported. This will bring you a tidy profit even if you don't have a high Commerce skill.
- Be careful in the dungeons! You can find valuable booty there, but you can also find your doom!
- The Caribbean is a vast place with many treasures waiting to be found and mysteries to be solved. Explore it all and you will be rewarded for your curiosity.
- Talk to people everywhere. You will often learn information of great value.
- When you sink a ship, some of the cargo remains afloat where it sank. You can collect this booty by sailing over it with your ship.
- If you want to slow down your enemy ship, use knippels to destroy its rigging and sails.
- Boarding an enemy ship is a great battle strategy. If you are successful, you get both the cargo and the ship, to do with as you please.

# Credits

## AKELLA

*Executive Producer*  
Dmitry Arkhipov

*Project Leader*  
Dmitry Demianovsky

## ART

*Lead Artist*  
Anry

*Supervisor*  
Yury Rohach

*Animation*  
Sergey Kapitsin

*Modelling*  
Alexey Malnov  
Elena Sablina  
Keshia  
Anton Ioilev  
Pavel Ledin  
Igor Kudryavtsev  
Natalya Kozlova

## PROGRAMMING

*Lead Programmer*  
Dmitry Demianovsky

*Programmers*  
Maxim Spirenkov  
Ivan Shechelykin  
Nikita Kurnosov  
Pavel Ostapenko  
Vladimir Korotkov

## GAME STORY AND SUBJECT SCRIPTS

*Lead Writer*  
Renat Nezametdinov  
*Writers*  
Artem Romanko  
Andrey Osipov  
Fedor Soprunov

## SOUND AND MUSIC

*Music created by*  
Yury Poteenko

*Sound Engineers*  
Yury Lenin  
Gennady Gerasimenko

Julia Korpacheva, *soprano,*  
*International contests laureate*

Leonid Lebedev, *flute, Honoured*  
*artist of Russia, Soloist of the State*  
*academical philharmonic orchestra*

Michael Urman, *bassoon, Soloist*  
*of the State academical philharmonic*  
*orchestra*

Sergey Tichonov, *oboe, Soloist*  
*of the Grand philharmonic orchestra*

Leonid Voznesensky, *French*  
*horn, Honoured artist of Russia,*  
*Soloist of the State academical*  
*philharmonic orchestra*

## BETHESDA SOFTWAREWORKS

*Executive Producer*  
Todd Vaughn

*Producer*  
Joel Breton

*Associate Producer*  
Ashley Cheng

*Additional*  
*Programming Support*  
Guy Carver  
Mat Krohn

*Additional Writing*  
*and Design*  
Ashley Cheng  
Emil Pagliarulo  
Ken Rolston  
Dan Bennett  
Mark Nelson  
Brian Chapin

*Marketing and Promotion*  
Pete Hines  
Diana Calihanna  
Michael Wagner

*Quality Assurance*  
Michael Fridley  
Michael Mazzuca  
Alan Nanes  
Jennifer Noland  
Nathan McDyer

*Original Music*  
Chip Ellinghaus  
Grant Slawson

*Recording Services Performed by*  
Absolute Pitch Studios  
Rockville, Maryland

## BETHESDA SOFTWAREWORKS CONTINUED...

*Casting*  
Central Casting USA

*Voiceovers*  
Narration by  
Keira Knightley

*Townspeople*  
Catherine Flye  
Peter Gil  
Ralph Cosham  
Nat Benchley

*Special Thanks*  
Robert Altman  
Jamie Leder  
Jill Bralove  
J. Griffin Leshner  
Todd Howard  
Denise Kidd  
Cindy Tallent  
Chris Takami  
Kelly Tofte  
Zoe Vaughn  
Teresa Vaughn  
Steven Green  
Istvan Pely  
Jennifer Kobayashi-  
Westerlund

## DISNEY INTERACTIVE

*Sr. Producer*  
Chris Takami

*Producer*  
Keith Hargrove

*Assistant Producer*  
Jaime Serrano

*Rights Administration Manager*  
Tamira Webster

*Marketing Manager*  
Nichol Bradford

*Director, PR*  
Angela Emery

*Promotions &*  
*Synergy Manager*  
Deborah Lawson

*Marketing Director*  
Bob Picunko

*Disney Interactive*  
*Quality Assurance*  
David Arnsperger  
Eitan Levine  
Stephen Lewis  
Esperanza Montano  
Luigi Pardo  
Robert Torres

© 2003 Bethesda Softworks LLC, a ZeniMax Media company. Audio/Visual elements © Disney. Distributed under license from Disney Interactive, Inc. Developed in association with Akella Corp. and 1C Company. Bethesda Softworks, ZeniMax and their respective logos are registered trademarks of ZeniMax Media Inc. Other product and company names referenced herein may be trademarks of their respective owners. All Rights Reserved.

# Technical Support

Please be as specific as you can be about the problem that you are experiencing and have the below details available:

- The product you are experiencing a problem with.
- The name of the manufacturer of your computer system
- The brand and speed of the processor
- How much RAM you have
- The version number of windows you are using (if you aren't sure, right-click on the my computer icon on your desktop and select 'properties')
- The manufacturer name and model number of your video card, modem, and sound card.

## SUPPORT OPTIONS

You can contact Ubi Soft Technical Support by phone. When you call, please have all of the above mentioned information ready.

Ubi Soft Technical Support: 0870 739 7670  
Hours: Monday To Friday 8.00am – 11.00pm GMT

Ubi Soft Hintline: 0906 906 0200

Call Charged will be made at £1.50 per minute  
Calls length will vary but usually lasts 3 to 4 minutes  
Please ask the Bill payers permission before using this number.

## ON-LINE SUPPORT OPTIONS

Ubi Soft offers on-line support options for software products. One of these is our website at:  
<http://support.ubisoft.co.uk>

If you have a specific problem that is not addressed on our site or has not been rectified by our first stage support, you can send your question to us via e-mail at:  
[techsupport@ubisoft.co.uk](mailto:techsupport@ubisoft.co.uk).

Mailing Address: Ubi Soft Entertainment Ltd.  
Chantrey Court,  
Minorca Road,  
Weybridge,  
SURREY. KT13 8DU.

# Warranty

Ubi Soft offers a Technical Support service which details are indicated in the text of the manual relative to Technical Support.

When you (the "User") contact Technical Support, please be as specific as you can be about the problem you are experiencing and have the below details available:

- The name of the manufacturer of your computer system
- The brand and speed of the processor
- How much RAM you have
- The version number of windows you are using (if you aren't sure, right-click on the my computer icon on your desktop and select 'properties')
- The manufacturer name and model number of your video card, modem, and sound card.

Ubi Soft guarantees to the original buyer of the multimedia product that the compact disc (CD) supplied with this multimedia product shall not show any fault during a normal-use period of one hundred and eighty (180) days from the invoiced date of purchase, or any other longer warranty time period provided by applicable legislation.

Please return any defective multimedia product by registered letter to: Technical Support together with this manual and your registration card if you have not already sent it to us. Please state your full name and address (including postcode), as well as the date and location of purchase. You may also exchange the multimedia product at the place of purchase.

If a disc is returned without proof of purchase or after the warranty period has expired, Ubi Soft will choose either to repair or to replace it at customer expense. This warranty is invalid if the disc has been damaged through negligence, accident or misuse, or if it has been modified after acquisition.

The User recognises expressly that he uses the multimedia product at his own risk. The multimedia product is provided as is, without any warranty other than what is laid down above. The User is responsible for any costs of repairing and/or correcting the multimedia product. To the extent of what is laid down by law, Ubi Soft rejects any warranty relating to the market value of the multimedia product, the User's satisfaction or its capacity to perform a specific use. The User is responsible for all risks connected with lost profit, lost data, errors and lost business or other information as a result of owning or using the multimedia product. As some legislations do not allow for the aforementioned warranty limitation, it is possible that it does not apply to the User.

# Ownership

The User recognises that all of the rights associated with this multimedia product and its components, its manual and packaging, as well as the rights relating to the trademark, royalties and copyrights, are the property of Ubi Soft and Ubi Soft's licensors, and are protected by French regulations or other laws, treaties and international agreements concerning intellectual property. Documentation should not be copied, reproduced, translated or transferred, in whole or in part and in whatever form, without prior written agreement of Ubi Soft

Notes

