Pirates of the Cerulean Sea

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Developer's Commentary

Ashlie Howes

My goals for this project are to hone my graphical and design skills as well as practice working in a team. This game project seems ideal for meeting these goals in a fun, interesting manner. As much as I enjoy using the University facilities and learning environment, I really want to use this last semester to focus on my career goal in the design industry. An interactive media, such as a video game, presents many opportunities for different types of design. Functionality and well as aesthetics are essential in today's market industry. Hopefully I can use the team to my advantage to better understand what a client is looking for visually and functionally in a product. Creating one design to satisfy each person's expectations will be challenging.

Joe Warren

I'd like to use this project as an opportunity to prepare myself for graduate school rather than the industry itself. Knowing this, I plan to focus on learning more about the interactivity aspect of this project- the menus, the flow of the game, anything that enters that realm. However, this does not mean that I will not put my abilities to use- I plan on doing a lot of concept art and mock ups of the game. I feel that by having the primary focus on the interactivity, which will prepare me more than just doing artwork. Also, this project is good way to experience working with a group. Since the project is large enough to have four people working on it, we will be able to learn how to collaborate on creating a game.

Shaytu Schwandes

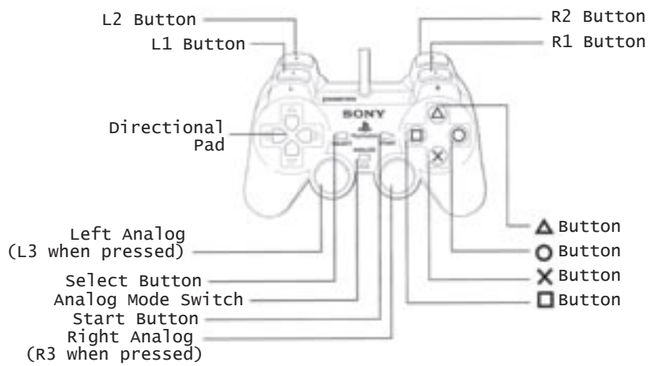
My main purpose in participating in this project is to get experience working within a group environment. I know this to be a very important aspect of the many industries (including the game industry) that use digital media. This project will also allow me to demonstrate my ability at creating interesting and appropriate objects and environments to compliment a games story; as well as drawing and modeling them as needed. Such skills at designing a flexible, usable, and easy to understand menu/navigation system will also be an element of the project I plan to work on heavily. A secondary activity that I would like to partake in would be coordinating and assisting in the design of the web and print media for the game. By the end of the project, I hope to show that I am capable of helping to create a cohesive and interesting game within a group environment.

Travis Stalnaker

I have worked before on some game projects making digital content (3D work for characters and environments, textures, etc) for existing games, but now I wish to make a full game. Unfortunately, in a small group, it is impossible to create a full-fledged game from scratch of the quality we desire. Instead, I want to create a well-thought-out "idea" for a game: a conceptual vision which will include all aspects which would make the game "polished" if it were to be created. I see myself in this capacity in the workforce: not as a digital content developer, but as an artistic director or game designer, working with the theory behind the game and balancing all the different elements within. I think that this project will help me display those qualities in my work.

This project was designed using Sony's Playstation2 console as its platform. Menus, options, and interface were all designed to function with the Playstation2 Dual Shock controller.

DUALSHOCK CONTROLLER CONFIGURATION



Storyline & Game Flow

Idea: *Each type (Pirate, Privateer, or Naval) has missions that are always available*
Pirate – raid city of player's choice, attack ship of player's choice
Privateer – raid city of player's choice, attack ship of player's choice
Naval – raid enemy nation city
(Certain cities and ships are too difficult to be successful attacking on first attempt)

After selecting New Game from the menu, the Player must first distribute the initial stats to the main character and decide whether to name him before the game will start.

Section 1
Youth Levels

The youth levels are intended to be the in-game walkthrough for the player. The player will be introduced to the different elements of the game in small missions. The missions will be inter-spliced with cut-scenes to pull the story along and will occur in the following sequence.

Cut-Scene 1: Young man writing; voice reads as he writes in his journal about his beginnings as a child of ten at sea.

i. Ship tasks

Cut-Scene 2: Young man's voice picks up again and he continues writing in his journal. He speaks of learning the ways of the sword.

ii. Fencing

Cut-Scene 3: Again, the young man writes. He talks about the captain spotting an enemy ship on the horizon and how a battle ensued.

iii. First ship battle

Cut-Scene 4: The young man writes how the captain sent him and a small group of men into a town to take note of how many soldiers were present and other defenses.

iv. Town reconnaissance

Section 2
Young Man Levels
Cut-Scene 5: The young man's voice now showing some anger that he had been deceived by the captain. When reaching the town he realized it was a nation that the captain had been sailing under, and it was his nation as well. He slams the little book shut and takes up a pair of guns, a knife, and his cutlass and leaves the bunk area for the deck. The captain gives a speech revealing his pirating intent. The crew is on his side. The young man at first looks helpless, and then he hardens and joins with the cheers of the others. They board some small boats and sail for shore.

Attack town (of your own nationality)

Section 3
Cut-scene 6: The town almost lies in ruin and the locals have either fled or have died, the pirate hoard regroups. You and the other men are given the choice of staying with the Captain under a flag of a pirate, or to go it on their own.

If you choose to stay with the Captain as a pirate, small fights break out and some desert and escape. Go to Section 4.

If you choose to "go freely," you and some others fight, but only you escape. Once you escape, you go into the wilderness and can return to the city after Captain Sam Flint leaves port. Upon your return, you can wait for a privateer ship to dock and request to join the crew. Once you join a privateer vessel from one of the three nations, go to Section 5.

Section 4
Cut-Scene 7a: You are welcomed back to the ship as a true shipmate, and the crew returns to the ship and sets sail.

i. Ship battle (against privateer vessel)
ii. Land battle (against island defenses)
iii. Land Stealth (against local politicians)

As you complete these missions, the crew begins to support you and encourages a mutiny.

Section 5
Cut-Scene 7b: The privateer captain assigns you a role among the ships crew, and the ship sails out of the harbor.

i. Ship battle (against another nation)
ii. Land battle (against pirates)
iii. Land Stealth (in a town not of your nationality)

Cut-Scene 7c: After you have successfully completed these missions, at the end of the final battle you notice the captain is severely injured. You take him to his quarters and give him aid. He tells you that he wants you to take control of the ship (others are present) since he is dying. After he talks, he dramatically passes and you order the men to their positions. You cover the body. You sail into a friendly town's port and seek out the governor. You tell him what had happened, and he grants you a Letter of Marque and supports your ships continued role as a privateer.

Section 6
If you succeed in taking the ship in the mutiny, go to Cut-Scene 8ai.
If you fail to take the ship in the mutiny, go to Cut-Scene 8aii.

Cut-Scene 8ai: The captain and his few faithful shipmates are gathered together and bound hand and foot. The men under your command place the plank out and cut the bindings as they are forced off the ship. An island is nearby and they start swimming toward it. You shout orders to get to positions and the game returns to Player control.

Cut-Scene 8aii: The crew blames you for organizing the mutiny attempt. You are then bound and taken to a cell below deck. Soon the anchor is heard being lowered and men fetch you. Just as the captain is about to put you over the edge, he decides to allow you one more chance to stay on board (since he is too shorthanded from the recent loss of some men).

Section 7

If you are victorious in the second mutiny attempt, go to Cut-Scene 8ai.
If you are not victorious in the second mutiny attempt, go to Cut-Scene 8aiii.

Cut-Scene 8aiii: The crew once again marks you as the driving force in the plot. You are then bound and held on the deck as a plank is set out immediately. You are led to the plank and notice the ship is near an island. You are cut free and pushed over. You splash into the water and begin to swim to shore and the game returns to player control. (The player will discover the island is barren, however, he may soon notice singing in the distance. If he goes towards it, he will discover two ships have stopped and seem to be doing business with each other. If he talks to either of the ships, he will be invited to join the privateer crew.)

Section 8

A royal mission is offered with the reward for completion being assignment as an official naval captain. The mission is in three parts. The player must plunder and sink an enemy nation's naval ship, use the items to disguise the player's ship as a naval ship from the enemy nation and dock in their port, and finally sneak into the city hall, kill a traitor (who was going to sell his information to the enemy nation), fight any combatant forces, and escape the harbor.

Section 9

No matter whether you are a pirate, privateer, or naval captain, you will confront your younger brother as a pirate captain. You will be surprised and assaulted at sea by an unknown pirate vessel. Just as the battle begins, your brother jumps onboard and starts to duel with you.

If you win the sword fight with your brother, go to *Cut-Scene 10a*.
If you lose the sword fight with your brother, go to *Cut-Scene 10b*.

Cut-Scene 10a: You stand above your younger with a sword to his neck. Both of you are heaving with exhaustion from the lengthy battle. You ask him how he came to be a pirate. He tells you that after you left, the family stayed comfortable for a few years with the money that selling you into service had provided, but that the family fell into poverty once again. Father got an infected leg and had to have it amputated. Mother did the best she could to take care of him, but there was not enough money to keep the family fed. In frustration, your younger brother approached a pirate captain and asked if he could join his crew. He quickly grew strong and capable on the pirate vessel. The loot he plundered was sold to provide for his father and mother. Within a few years, he was granted his own ship and began to work in cooperation with the pirate captain that had first taken him in. Since then, he has spit off on his own. He also tells you the name of the captain is Sam Flint. This is shown in flashback form. You are stunned, but you still love your brother. You offer him a place on your ship as second in command. He accepts and the two brothers hug.

Cut-Scene 10b: Your younger brother stands above you with a sword to your neck. Both of you are heaving with exhaustion from the lengthy battle. You ask him how he came to be a pirate. He tells you that after you left, the family stayed comfortable for a few years with the money that selling you into service had provided, but that the family fell into poverty once again. Father got an infected leg and had to have it amputated. Mother did the best she could to take care of him, but there was not enough money to keep the family fed. In frustration, your younger brother approached a pirate captain and asked if he could join his crew. He quickly grew strong and capable on the pirate vessel. The loot he plundered was sold to provide for his father and mother. Within a few years, he is granted his own ship and begins to work in cooperation with the pirate captain that had first taken him in. Since then, he has spit off on his own. He also tells you the name of the captain is Sam Flint. This is shown in flashback form. You are stunned and can't believe your ears. He offers you a place on his ship as second in command. If you don't join the crew, he will have to kill you. You accept and the two brothers hug.

Section 10

After a land mission, your brother does not return to the ship. You go out to search for him. You look throughout the town, but cannot find him. On your way back to the ship, you hear a voice come from down a narrow alley. Go to Cut-Scene 11.

Cut-Scene 11: You look down the alley and see a large dark lump at the end of the alley near the left wall. As you approach you notice that the clothes look familiar. You realize it's your brother face down in the sand and rush towards him and pick him up. As you carry him to the ship, he starts muttering things like "I only wanted to make you proud," and "where are mother and father? Are they okay?" You arrive at the ship and lay him down on the captain's bed. He looks very bad and can barely keep his eyes open. You notice a large wound on his left side. You say there's nothing to worry about and you call for aid. Your brother grabs your arm and tells you not to bother. There is something that he has not told you. He tells you that a few weeks ago he injured himself during one of the previous missions, and suspects the individual had a poisoned blade. He didn't experience any signs of poisoning until the day before the last mission. During battle his vision turned hazy, and his balance failed him. For this reason, he got wounded in the side. Again, this is shown in flash back form. His body has gradually become numb and his senses are fading. He is not afraid of the end, but he wants you to tell mother and father about his passing. You say he will make it and just hang in there, but his body goes limp. You put your head down on his and sob with his passing. The next scene shows your brother's body being lowered into the sea. The ship sails on.

Section 11

This is the 1st battle with Captain Sam Flint as pirate or privateer (cannot be killed). You eventually gather information about Captain Sam Flint carrying out raids on a specific island city. Upon investigation, you end up finding and confronting him. (If you sword fight with Captain Sam Flint, he will always break out of it and run after a few attacks.) Go to Cut-Scene 12.

Cut-Scene 12a: As you walk around the city you eventually go around a corner and find yourself standing face to face with your old pirate captain. He smirks, and you both jump back and draw

your swords. You both say in unison "this should be fun" and lunge into battle.

If you win the battle, go to Cut-Scene 12b.
If you lose the battle, go to Cut-Scene 12c.

Cut-Scene 12b: Captain Sam Flint unbalances you during sword combat and runs off into the city. You chase him around a few corners, but he has vanished. You listen for any sounds, but it is silent. You grumble to yourself that you will not let him escape from you again.

Cut-Scene 12c: Captain Sam Flint has you incapacitated on the ground with a sword at your throat. He says "challenging, but still too overconfident." He has some men come and grab you. They carry you to the captain's ship and throw you below deck. After what seems like forever, you are pulled up and shown the plank. There is an island not far away. Captain Sam Flint says "I am not able to kill you my boy, so farewell once again" as he pushes you off the plank. You splash into the water and begin to swim to the island in the distance. You crawl up onto the shore and look back over the water as the ship sails away. The game returns to player control.

Section 12

The near barren island has nothing but a couple dozen palm trees and shrubs. Within a day, you become ill fed and desperate for a rescue. A ship can be seen some distance off shore. It eventually approaches the island and sends a boat towards the shore. (If a pile of wood is built and set a fire, the ship will arrive much sooner.) Go to Cut-Scene 13.

Cut-Scene 13: The boat pulls ashore and two of your previous crewmembers exit the boat and wade towards shore. (I.e. if you were a pirate, then your pirate crew comes ashore.) You run towards them when you realize they are your old crew. They back up in surprise, but are excited when they recognize you. You all get into the boat and start heading towards the ship. They tell you that they managed to stay hidden after you were captured and repaired the ship enough after the battle to sail it again. The smoke from the fire led them to your island. (If no fire was set, they say they had checked two other islands already.) You arrive on the ship, and everyone welcomes you aboard. You promise great adventure and success. The game returns to player control.

Section 13

This is the 1st battle with Captain Sam Flint as a naval captain (cannot be killed). While on a mission to guard an important and very wealthy political figure, some attackers come to rob his home and kidnap him. During your defense of him, you battle many skilled swordsmen. Go to Cut-Scene 14a.

Cut-Scene 14a: Just as you finish off a fighter, you here someone yell "it's been a while, son." You turn to see Captain Sam Flint with drawn sword approaching confidently. You grip your sword and get ready to charge. The game return to player control and the battle ensues.

If you win the battle and keep the political figure safe, go to Cut-Scene 14b.
If you lose the battle and don't keep the political figure safe, go to Cut-Scene 14c.

Cut-Scene 14b: Captain Sam Flint calls to his men to retreat. You and your men stand ready to fight. The Captain yells to you that next time you meet he will be prepared to end it. Him and his men retreat. You turn to your men, congratulate them on a job well done, and look towards the political figure as he faints. The game returns to player control.

Cut-Scene 14c: Captain Sam Flint stands over the political figure with two men of his crew. He says "valiant effort my boy, but this time you have failed." You watch him and his men take the political figure away as you pass out from exhaustion. The mayor of the city, speaking for the homeland, demotes you to a privateer for failing in such an important mission. You get a different ship and crew. The game returns to player control.

Section 14

This is the 2nd battle with Captain Sam Flint as either a pirate, privateer, or naval captain (you can kill him, but not guaranteed victory). After gathering information from previous shipmates and crew, you get a better and better idea where and when you can meet Captain Sam Flint. After much searching, you spot his ship and start heading for it. Go to Cut-Scene 15a.

Cut-Scene 15a: You are standing at the helm leaning against the rail of the ship looking towards your foe's ship. You think to yourself, "This could be the last fight. One of us will not be leaving this conflict alive." You turn to your crew and shout orders to prepare for combat. The game returns to player control.

Your ships approach one another firing cannons all the while. The ships get close enough and you and your men board Captain Sam Flint's ship. Go to Cut-Scene 15b.

Cut-Scene 15b: Captain Sam Flint stands at the wheel of his ship; all of his men stand ready. You and your men are on the railing of his ship. The captain says "Shall we end this?" and you answer "the sea is waiting for blood." The two forces charge each other and the game returns to player control.

If you win, go to Cut-Scene 15c.
If you lose, go to Cut-Scene 15d.

Cut-Scene 15c: Captain Sam Flint lies dying below you. He looks up at you and says "Tell your mother I am sorry." You ask why and he says "I never meant to destroy my sister's family!" You are stunned to hear this and don't know what to think. You look out across the scene of the injured and killed men of either side. Captain Sam Flint lays at your feet no longer breathing. You look down at the men and then out over the horizon. You walk towards the men and start organizing the situation. You get your men revived and begin cleanup. The game returns to your control.

Cut-Scene 15d: Captain Sam Flint looms over you with his drawn sword. A tear runs down his check as he says "I promised my sister I wouldn't kill her son, but this has to end here." He swings his sword and the screen goes blank.

Section 15

Now that Captain Sam Flint is dead, your next goal is to defeat all remaining pirates and plunder to your hearts content. More missions and quests will be unlocked with the victory.

Section 16

Now that Captain Sam Flint is dead, your next goal is to conquer all the cities in the Cerulean Sea for your nation. More missions and quests will be unlocked with the victory.

Section 17

Now that Captain Sam Flint is dead, your next goal is to become either a pirate or a naval captain and continue on in that role.

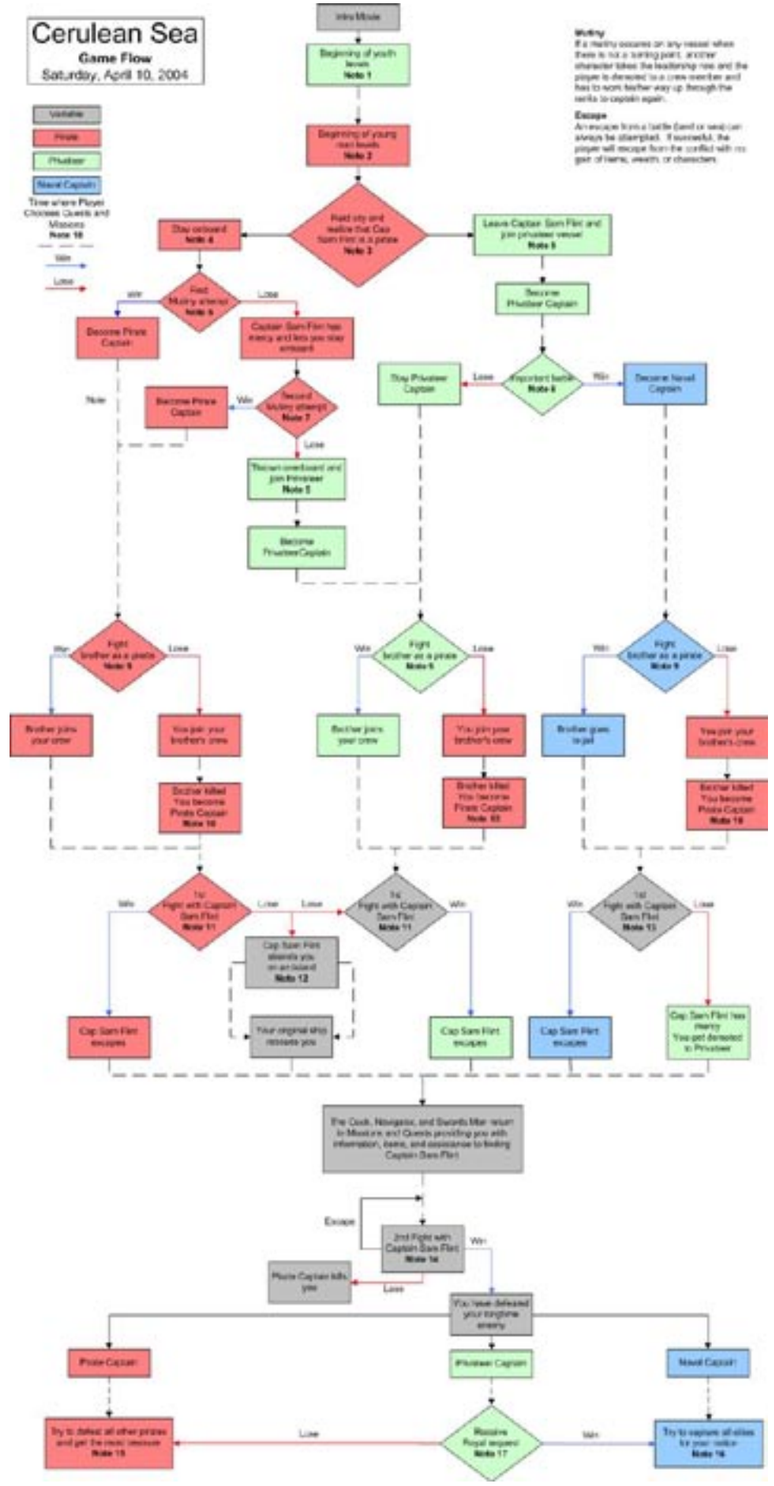
If this important mission is completed successfully, you are assigned the title of a naval captain. Go to Section 16.

If this important mission is not completed successfully, you are not allowed to be a privateer any longer and you become a pirate. Go to Section 15.

Section 18

The Player can choose his/her own missions and quests between any of the story driven missions. These side missions will be similar to the list presented below for each captain type. (Each side mission would be outlined with cut-scenes written out, but they are not required events.)

1. **Naval Captain**
   - a. Rescue of an Ambassador
   - b. Rescue of the Governor's Daughter
   - c. Rescue the Governor
   - c. Bounty Hunt Pirate 1
   - d. Bounty Hunt Pirate …
   - e. Bounty Hunt Pirate 6
   - e. Attack Nation 1
   - f. Attack Nation 2
   - g. Attack Nation 3
   - h. Treasure Map 1
   - i. Treasure Map 2
   - j. Treasure Map 3
2. **Privateer Captain**
   - a. Attack Nation 1
   - b. Attack Nation 2
   - c. Attack Nation 3
   - d. Treasure Map 1
   - e. Treasure Map 2
   - f. Treasure Map 3
   - g. Bounty Hunt Pirate 1
   - h. Bounty Hunt Pirate …
   - i. Bounty Hunt Pirate 6
   - j. Kidnap 1
   - k. Kidnap …
   - l. Kidnap 9
   - m. Plunder Town 1
   - n. Plunder Town …
   - o. Plunder Town 9
3. **Pirate Captain**
   - a. Treasure Map 1
   - b. Treasure Map 2
   - c. Treasure Map 3
   - d. Kidnap 1
   - e. Kidnap …
   - f. Kidnap 12
   - h. Plunder Town 1
   - i. Plunder Town …
   - j. Plunder Town 12



Carmona Family

In a coastal free colony named Anadale resides the Carmona family. Over the last two centuries, the Carmonas have grown wealthy by carefully managing the family winery. Mr. and Mrs. Carmona are the great-grandchildren of the founding Carmonas, who were one of the most influential families that helped Anadale grow into the large city it is today. They are active in the local politics and are known throughout the town as most compassionate household in the city.

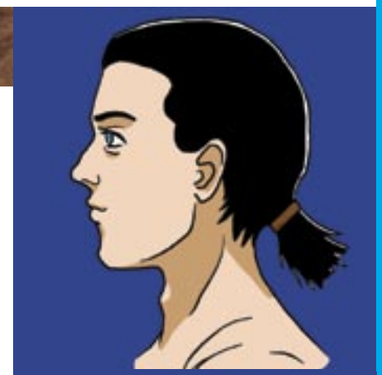
Their two children, Amador and Mattieu "Matt," have grown up in the family's large two-story mansion with all the comforts of the time. Amador is three years older than Matt and tends to be a little quieter than his younger brother. The birth of Amador's younger brother and the lack of attention he received from his parents make him turn away from others. Their nanny, Marry, takes care of the children the majority of the time because their parents are kept very busy with their daily responsibilities. Marry even puts together lengthy stories for the boys to act out.

As Amador turns ten years old the family business starts to hit some hard times. Shipments of their wine are being stolen and their patrons are demanding refunds. Eventually, pirates start to come to Anadale itself and raid the city on a monthly basis. With the long preparation process for wine and frequent thefts, it is impossible for the family to keep their business alive. They start selling the furniture and china to make their payments. Everyone in the city sympathizes with the Carmonas but they too are struggling to make ends meet.

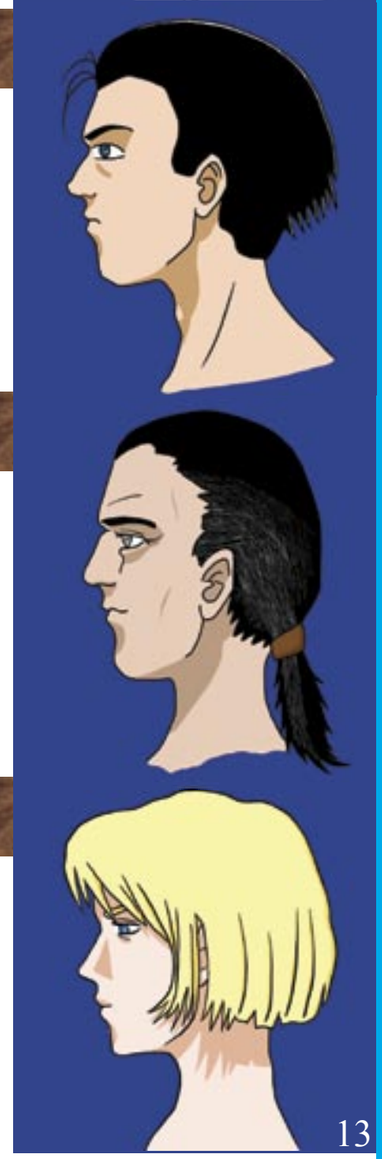
A privateer known as Captain Sam Flint arrives in Anadale who promises to defend the city for a small fee from each citizen. The raids cease and the city becomes stable once again. The Carmona family is however in too poor a state to rebuild the family winery. When food becomes too difficult to afford with household items running low to barter with, Mr. and Mrs. Carmona see that their family can not pull out of ruin. They reluctantly decide to enlist their oldest son, Amador, into the service of Captain Sam Flint. The family was of course awarded a small compensation for their loss. They would rather see him have a chance to become something than to die poor and on the streets. They were also aware that having only three mouths to feed is much easier than four. This further shows Amador that his parents preferred his younger brother. Matt doesn't want to leave his brother but is held back to help the family in what ways he can.

Amador is hurt and saddened by being sold to the Captain, but his great desire to impress his parents gives him resolve to work as hard as he can to become successful and show his parents how important he really is.

Amador Carmona



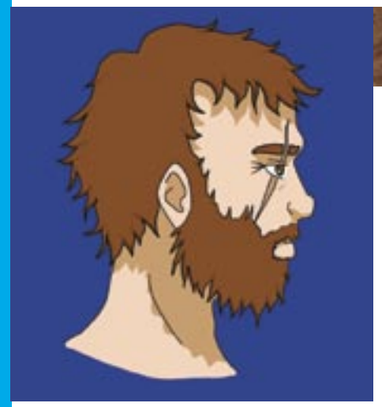
Matthieu Carmona



Marco Castillo Carmona

Sophie Delvieux Carmona

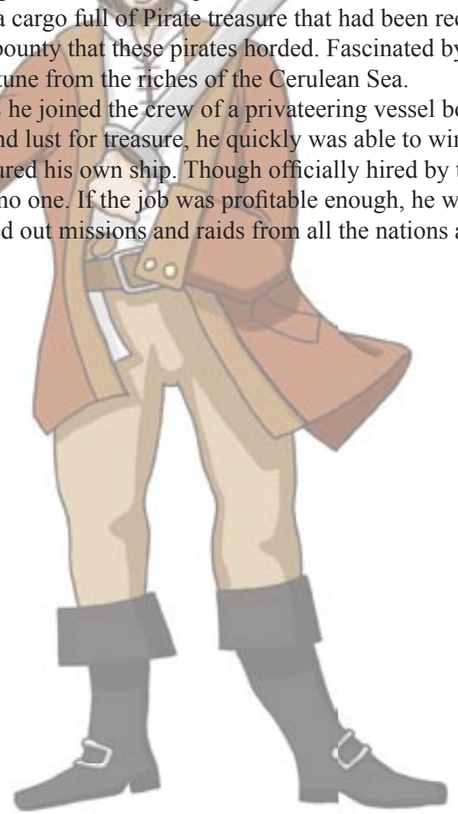
Captian Samuel Flint



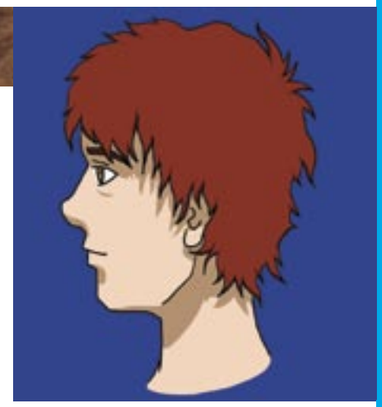
Captain Sam Flint is a cunning and deceitful man. His motives are often unclear even to his closest subordinates. He is normally good tempered and he is very good at winning the admiration of his crew. Using this charm he is able to hide his devious and profitable ambitions.

Flint is a native Delgann, but by the time he turned 18 he became a privateer for any nation that would hire him. He came from a large family that lived in a small port town off the coast of Delgann. His father worked for the royal navy as a captain of a small fleet. Flint discovered his lust for riches when his father allowed Flint to accompany him at work one day. That day his father was overseeing the return of a ship he had sent as courier over to the Cerulean Sea. The ship returned with a cargo full of Pirate treasure that had been recovered. The ten year old was mesmerized by the bounty that these pirates horded. Fascinated by what he saw that day, Flint aspired to make his fortune from the riches of the Cerulean Sea.

When Flint turned 18 he joined the crew of a privateering vessel bound for the Cerulean Sea. Using his charm, wit, and lust for treasure, he quickly was able to win over the trust of the Delgann Governor and procured his own ship. Though officially hired by the Delgann government, Flint swore loyalty to no one. If the job was profitable enough, he would work for anyone. In this way he secretly carried out missions and raids from all the nations and free cities in the Cerulean Sea region.



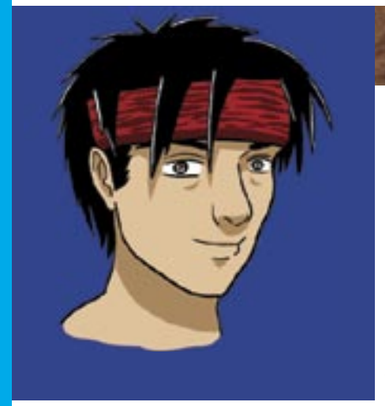
Navigator Robert Tern



Tern had been interested in maps and navigation ever since he was three years old; he has been studying, creating, and navigating using maps. He would draw up maps of his town, lay out a route, and follow it through. He had an older brother named Roger that was a great strain on the family; constantly breaking laws, and disrespecting his parents. Because of this, his family was always on edge and did not often have meaningful or emotional conversations. His mother, Dian, tried as best as she could to raise her two sons with the little means she had available. Tern's mother introduced him to drawing. She felt great love for her youngest child, but was unable to express it due to the tense family situation. At the age of five, Tern's father, a local fisherman named Charlie, began to take his son with him on fishing trips. Tern was made to help the crew with the jobs required of a fishing vessel. He would often get caught drawing out maps of the path the ship had taken on its quest to find new fishing spots and reprimanded for doing so. His father, however, began to use the drawings that Tern would create to document their fishing locations and thus yield better and better catches. Tern did not get any recognition for his efforts, as his father claimed them as his own doing.

When Tern turned fourteen, he decided that he would no longer tolerate the situation at his home, so he ran away to try his luck on his own. Two years of living on his own means only brought great struggle. Tern was a beggar that traveled between cities as a stowaway. He often went days without eating, avoided groups of any size and only nearly survived a near fatal case of a disease by a sympathetic physician's compassion. All the while, he would map out the different cities that he traveled to. He kept them in a tightly wrapped and capped leather tube that he carried wherever he went.

Tern heard of a ship headed to a nearby island. Being that he had been in one location for nearly three weeks, he decided to sneak aboard and move to a new environment. He successfully snuck onto the ship, but was noticed in one of the storage rooms drawing on a tattered sheet of canvas. He soon found himself in the middle of some very unfriendly company and was beaten quite badly. The captain of the vessel came to end the life of the intruder. Tern was slumped on the side of the ship holding his leather drawing tube. The top of which had come off in the treatment he received form the crew. The captain raised his gun. He then noticed a piece of canvas that had fallen out of Tern's drawing tube. Being the intelligent individual that he was, the Captain realized what he saw and quickly saw the great potential in the limp and malnourished body before him. BANG. A shot was fired to the right of Tern's head, leaving a muzzle blast scar across his left shoulder. Tern was taken in, fed, and cared for. In return for the kindness from the Captain, which he learned was called Captain Sam Flint, Tern promised to repay him with the best navigation and map making he could perform.



Ropeman Manuel Alvarez

In the small town that Manuel grew up in, he was known as the local troublemaker. His parents, two rather hefty farmers, loved the freedom of the open land and taking care of animals. They were, however, unable to control their only son, and as such they often found him being escorted back to the house by local authorities. The hope that Manuel was simply going through a devious stage faded as his recklessness and strong will only increased with age. Manuel learned through his earlier unruliness how to escape notice and developed a very quick hand. He was soon pick-pocketing and committing minor thefts throughout the city. His family quickly tired of the difficulties that they were put through and put Manuel out on his own at the age of fifteen.

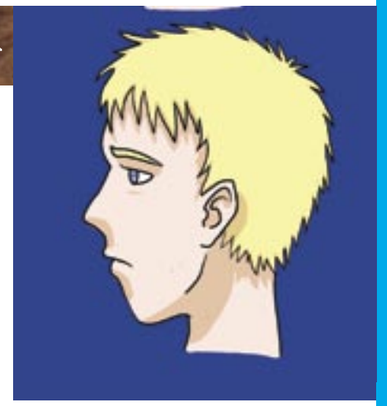
Manuel flourished on his own, using his criminal activities as his sole source of income. He became so efficient at stealing that he started to tire of it. There was no more challenge to it. He decided to make it more difficult for himself by limiting the movement of his arms and/or legs. This had a double effect. He would appear to be crippled and increase the difficulty of a lift. Manuel experimented with different ropes and knots and discovered that they were even more useful in incapacitating victims.

After locating to a new city at the age of twenty-two, Manuel decided to set his sights higher and aim for more lucrative thefts. Manuel found an elaborately dressed captain as a suitable target. The challenge of stealing from a captain fascinated Manuel, as he had never attempted it. Manuel tracked the captain's movements for a week and planned to make his move after the Captain left a local pub that he frequented. Manuel snuck quietly into the pub and sat near the door to watch over the Captain's movements. Suddenly, four large sailors entered the pub, grabbed, and incapacitated Manuel before he knew they were on him. The Captain asked Manuel what he was doing following him around for so long. Manuel played dumb and didn't answer. The Captain pressed harder for a response by threatening to cut off his ear. Manuel still refused to say anything. One of the hefty sailors knocked him in the head, and Manuel fell to the ground unconscious.

Manuel's head was throbbing when he opened his eyes and the world seemed to rock back and forth. He then realized that he lay in the insides of a ship hull, and that it was indeed rocking back and forth. Manuel was tightly bound at the hands and feet. He made quick work of the knots and freed himself. Just as he did so, a door behind him burst open, and the Captain came in with five crewmembers at his side. Being that the ship had already set sail, Manuel knew that putting up a fight would do no good. The Captain surprised him though and did not call for his crew to attack. He instead asked Manuel how he freed himself. When Manuel explained that the knots were no trouble at all, the Captain was shocked. The Captain introduced himself as Captain Sam Flint and turned to his crew and informed them that they just got a new head rope man.

The next night a "traitor" was cast overboard. Manuel heard from the crew that the "traitor" was actually the previous rope man, who had tied the bonds on him the night before. Evidently, after Sam Flint found a more skilled rope man, he cast the previous one overboard. From that time forth, Manuel served the Captain Sam Flint with a great fear of one day being replaced by a superior rope man.

Swordsman Jean-Paul Hautier



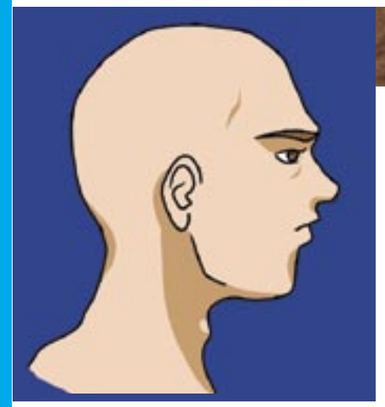
Jean-Paul is the only son of a wealthy aristocratic Cerfan family. He spent his early years being educated in music, mathematics, reading, writing, and swordsmanship. He was trained by the best teachers money could buy and made rapid progress in all of his studies. His parents were very hopeful of their son in continuing the family's role in local politics.

Though Jean-Paul had a great deal of love from his family and was very comfortable, he found all of his success made life all too boring. When he wasn't practicing sword fighting, Jean-Paul began to read the local documents recording pirate activity. He was enthralled with the freedom and adventurous life he envisioned in being a pirate. His father was pleased to see his son interested in the political events of the area, and encouraged his research.

A few months after Jean-Paul's fourteenth birthday, his mother was kidnapped by pirates and held for ransom. His father agreed to pay the sum of 250 gold pieces for the safe return of his wife. Upon delivery of the ransom money, his mother was released and shot in the leg as she ran towards safety. This situation so enraged Jean-Paul that he charged after the pirates who held his mother captive. He caught up with them at the shoreline and killed all but two of them single-handedly before they fled. Jean-Paul's parents never knew of this.

Needless to say, Jean-Paul's bravery and amazing sword fighting skills started to spread across the seas. Captain Sam Flint heard these rumors and decided to investigate the validity of such amazing claims. He began scouting the various islands and following the rumors to track down the location of the actual event. After four years of searching, Captain Sam Flint found the source of the rumors. Upon investigating the local citizens, he determined that Jean-Paul had to be the person that began the rumor. He approached Jean-Paul one evening while he was practicing sword fighting and offered him a place on his ship. The promise of endless days of adventure and the freedom of the open sea rekindled his youthful memories. Captain Sam Flint's offer was only good for one day. Jean-Paul wrote a note to his parents, packed some clothes, and set sail with the Captain.

Jean-Paul frequently returns home after months away at sea to reconnect with his family and collect some more money. The adventures and difficulties he experiences with Captain Sam Flint fulfill his desires for a challenge, and he happily stays on as a loyal crewmember for years to come.



Cook William "Willy" Wilson

Willy's natural parents orphaned him at the age of one. A family that owned a local pub took him in. At the age of three Willy began helping with work at the pub. He learned to understand people by being exposed to the large variety of pub patrons. His vocabulary quickly flourished, including the vulgarities of the pub patrons. The woman who took him in, whom Willy called Ma, grew to love him dearly. She had miscarried on the birth of her son, leaving her with two daughters. Willy's sisters were jealous of the love his adopted mother had for him, and as such, they went out of their way to make his life difficult. His Ma taught him all of her knowledge on culinary techniques. His father, Papa, was known to have a heavy hand. He, however, was a fair man and would only act physically when a situation demanded it.

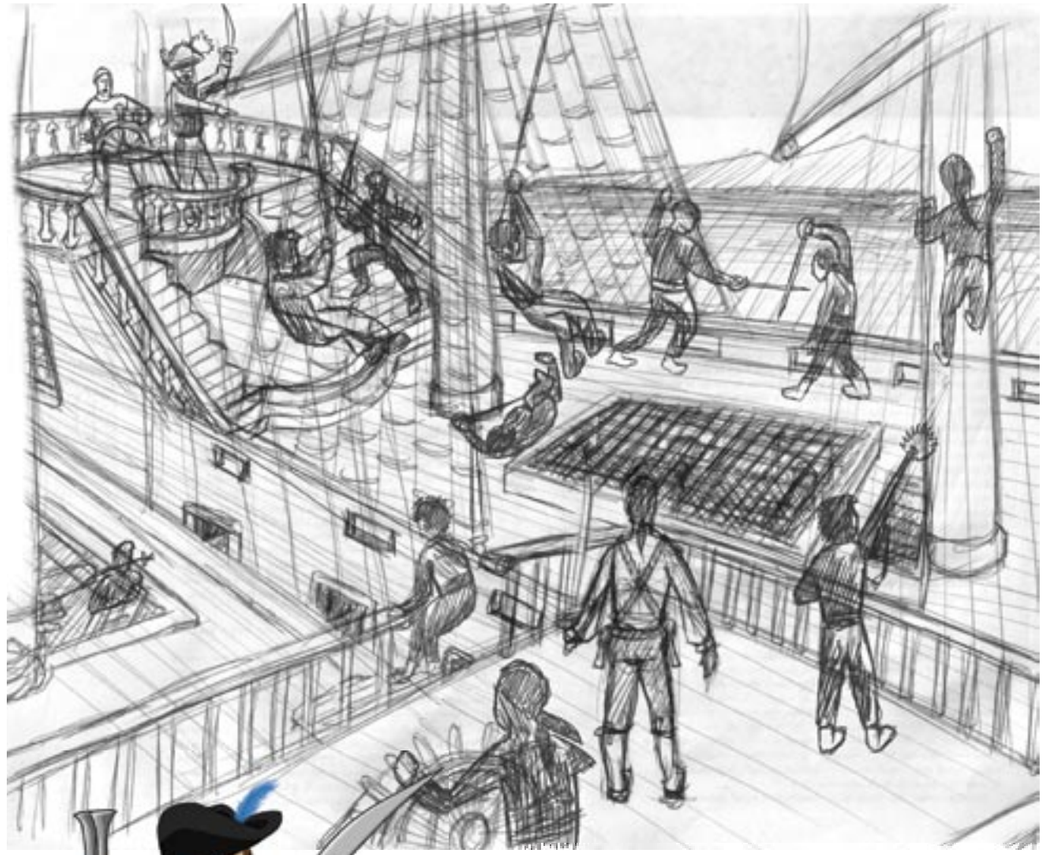
When his adopted father suddenly died of the flu, the family was in disarray and the pub was too short-handed to survive. At this time, Willy began to single-handedly cook the food for the entire pub and manage the patrons. Willy was only thirteen years old. The knowledge he had learned from his earlier years suited him for this task. Willy was a large thirteen year-old, and with his skill at reading people and colorful vocabulary, he could get most of the patrons to do as he requested. His mother and sisters struggled with the loss, and only made it through the hard times by Willy's efforts. After years of mourning and hard times, the family was back in order with Willy being the loadstone at the age of eighteen.

Needless to say, the company at the pub was less than respectable and countless pirates, thieves, and even murderers frequented the pub. Brawls were commonplace and with the influences of alcohol, violence was frequent.

One evening, a very vicious fight broke out between a group of thieves and a pirate crew. Willy's sisters barely escaped the situation, but a stray shot from an angry thief's firearm mortally wounded his mother. All of Willy's hardships couldn't prepare him for this loss, and he was devastated.

Willy struggles to keep the family pub alive for a few months more, but his depression and lack of available workers make it impossible. Willy reluctantly ends up selling the pub. The same day Willy sells the pub, the pirate captain of the crew that was involved in the brawl returns. Upon seeing the condition that Willy was left in, the pirate captain has a moment of compassion and offers Willy a place on his ship. The constant changing environment will allow Willy to escape the ever-present reminder of his loss. Seeing himself with no other options, he accepts the offer. Since then, Willy has been the cook on Captain Sam Flint's ship.

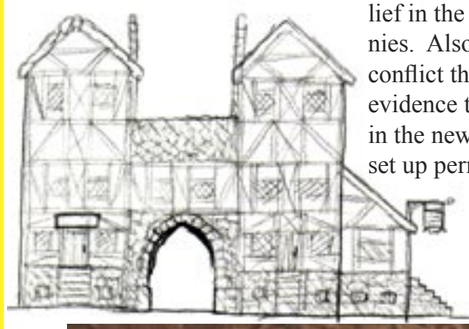
Willy tries to account for the tragic loss of his mother by building a relationship with a local girl in each city he visits. This doesn't bring him true happiness, but it is all he can think of for filling the emptiness the death of his mother left inside him. He never fully forgave the Captain for how his crew was responsible for the death of his mother, accidentally or not. Willy is always looking for a crewmember to back and encourage into overthrowing the Captain.



Delgann (Monarchy)

Before: The Delgann country is located to the far west of Uropia. Separated by a mountain range, it was left undisturbed by quarrels among the other nations. The royal family recently came to power by assassinating the former royal family. Once the struggle had ended, the country flourished and had been able to focus on colonization of lands untouched by the Western world (for its wealth and power). King Leonard hesitantly sent out expeditions to find new trade routes. Thus a new world was discovered.

After Coming to the Cerulean Sea: It took several years to establish permanent colonies in the area due to the King's disbelief in the new world, which delayed supplies to the struggling colonies. Also, relations with the natives in the area had dissolved into conflict that made the beginning years difficult. Once the King saw evidence through the delivery of foods and natives he saw potential in the new land. He sent enough supplies, ships and armed men to set up permanent settlements.



Cerfan (Republic)

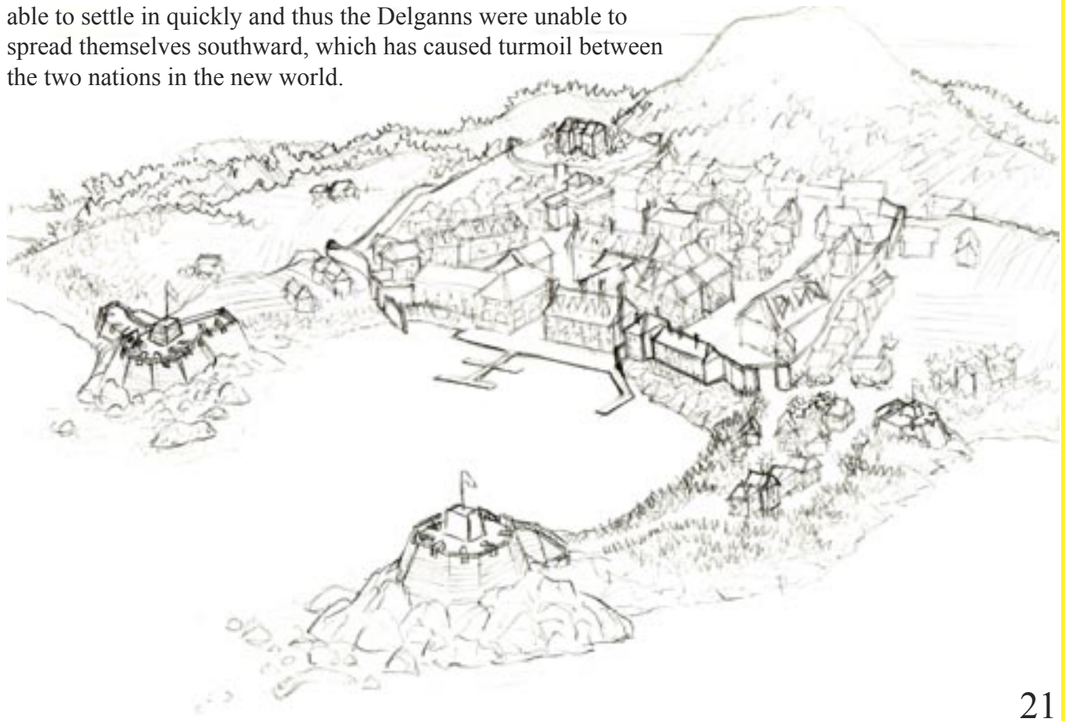
Before: As a costal nation in Uropia, war came slowly to the Cerfans. The nation was once a monarchy, but war broke out between the upper and lower classes (the upper class had been extorting money from the lower who could barely earn a living). After months of urban battle in the nation's capitol, the lower classes were able to overrun and exile the Royal family. After this, a Republic was established with a Senate of people representing the provinces across the nation. A president was elected into office and was to rule for a short term. However, President Didier turned the Cerfan nation into a virtual dictatorship and the senate became his puppets. After his rule had been firmly established, he realized a new world had been discovered and raced to send expeditions to colonize the new land.

After Coming to the Cerulean Sea: The people of the Cerfan nation found the new world to be a paradise compared to their home land and joined Didier's military and colonizing forces leaving for the new world. They settled in the southern lands and moved northward toward the Apnis and later the Delgann. The Cerfans were able to spread themselves out quickly, but thinly, over the new land. The Apnians favor the Cerfans while the Delganns are wary of them.

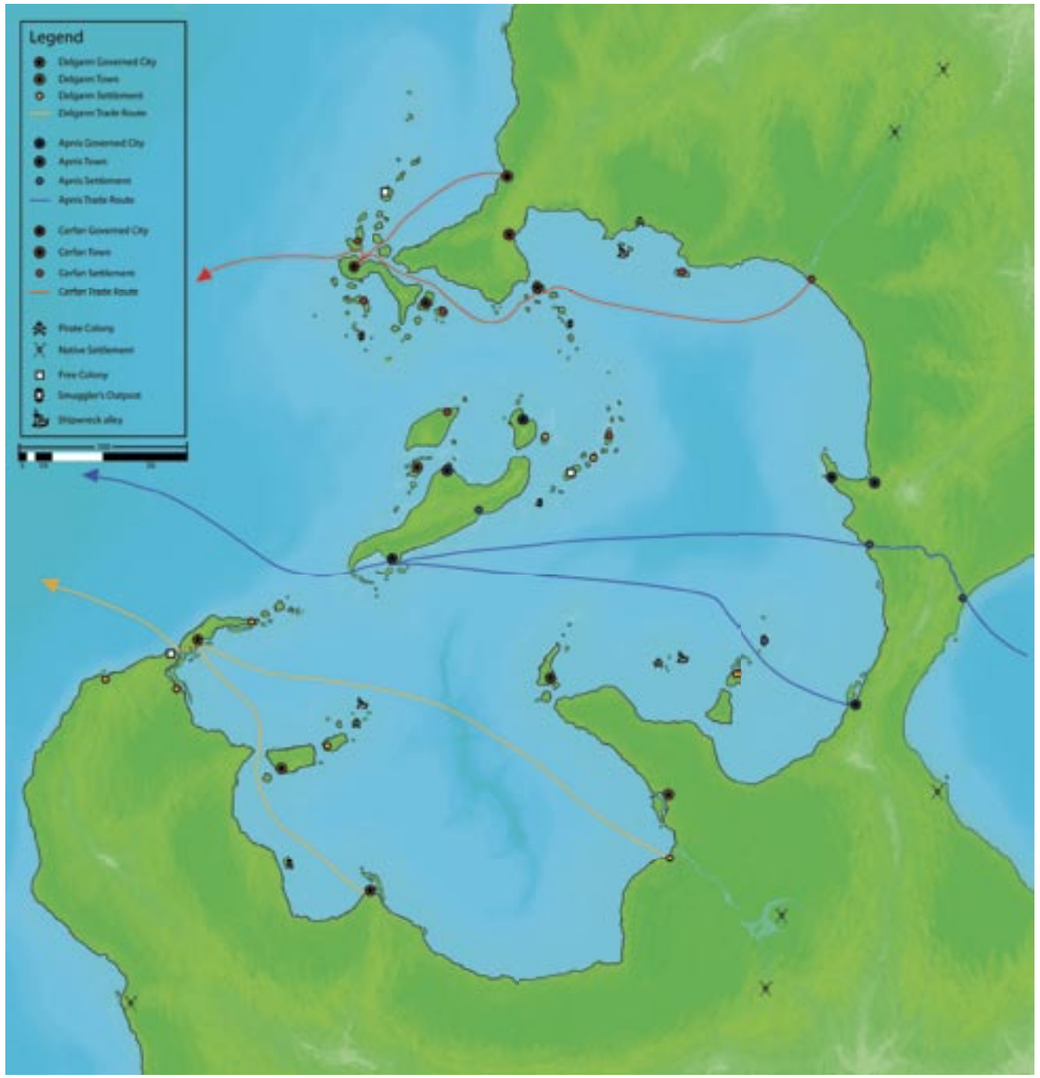
Apnis (Papal)

Before: The Apnis were once the strongest world power. Over a period of one hundred years, war on all borders wore down the mighty nation to nothing. Emperors once ruled the empire, but since the adoption of Christianity, there has been a struggle between church and state (which may be one of the many contributing factors that caused the powerful empire to crumble). About seven years ago, the nation established complete Papal rule. Cardinals would act as governors and Bishops would govern under them. The new theocracy caused the nation to prosper (even though war was always at hand) and the military flourished. Thus colonization of lands across the world became possible. Missionaries were able to plant settlements in Western Uropia and into the rich lands of the Indies.

After Coming to the Cerulean Sea: Pope Vidal of the Apnis Empire caught wind of the many voyages to the new world by the Delgann kingdom. As an excuse to intervene in the Delgann's affairs, the Pope declared that the natives of the new land needed to be converted. He sent an extremely large fleet of supplies, military and missionaries to establish settlements in the central part of the new world. Because the land mass is so narrow (approximately thirty miles across), a trade route was able to be established connecting trade from the Indies to the Cerulean Sea. The Apnis were able to settle in quickly and thus the Delganns were unable to spread themselves southward, which has caused turmoil between the two nations in the new world.



Region Maps


Legend
Delgarn Governed City
Delgarn Town
Delgarn Settlement
Delgarn Trade Route
Ayris Governed City
Ayris Town
Ayris Settlement
Ayris Trade Route
Cerlan Governed City
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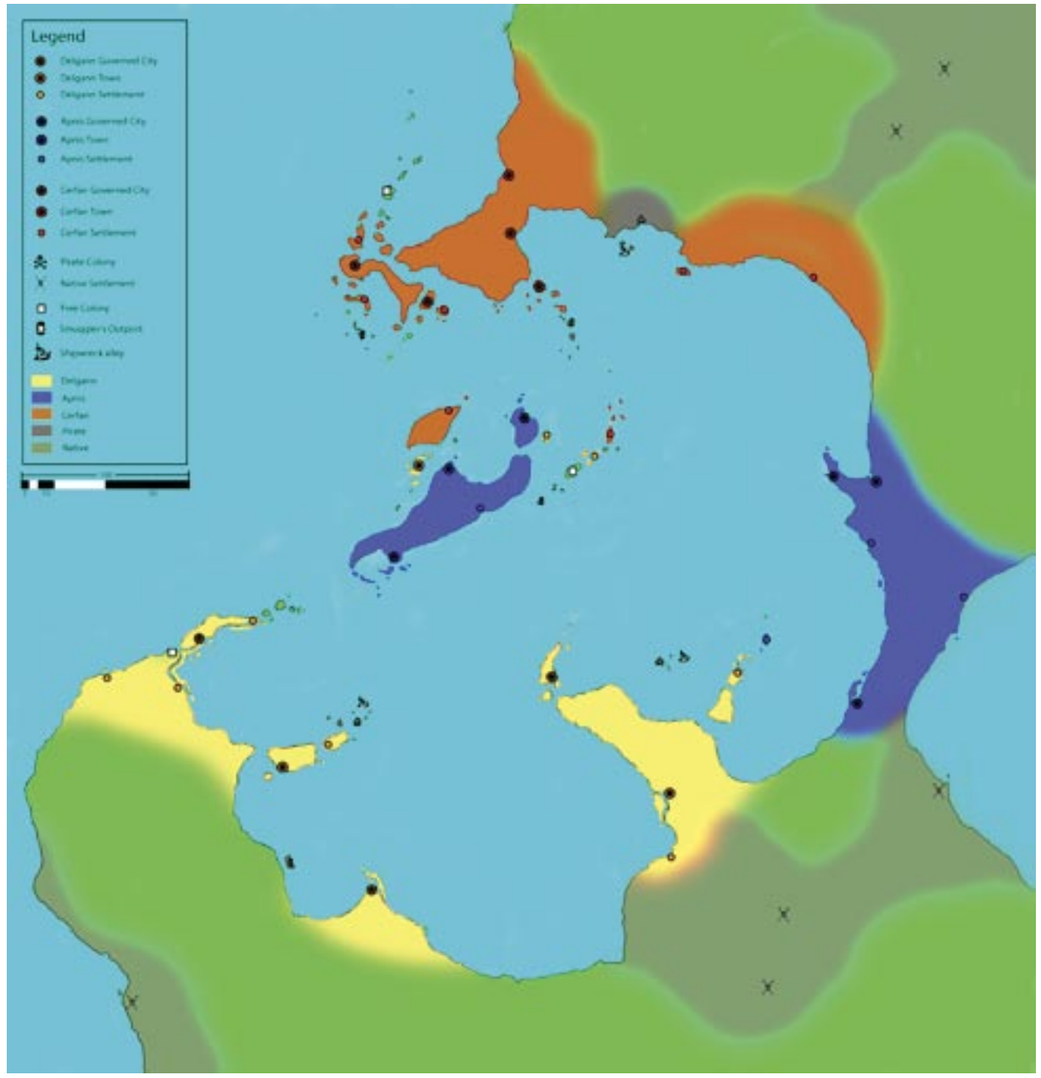
Cerlan Settlement
Cerlan Trade Route
Pirate Colony
Native Settlement
Free Colony
Smuggler's Outpost
Shipwreck alley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Cerlan Town
Cerlan Settlement
Pirate Colony
Native Settlement
Free Colony
Smuggler's Outpost
Shipwreck alley
Delgarn
Ayris
Cerlan
Pirate
Native

Fame, Reputation, & Mutiny

Kinds of Fame

- *National*
- *Local/City*
- *Crew (Reputation)*

Fame:

Fame is the player's attribute for notoriety within a given country or city that helps to unlock Missions and Quests.

National Fame is your overall level of Fame **among each of the 3 nations**.

- The higher your Fame is for a country, the more **Missions** you can unlock in that country.
- By your participation in and decisions during **Missions** and **Quests**, your Fame in any Nation can be **raised or lowered** depending on the circumstances.
- Fame can be a **negative number**. If negative, you will be **disabled** from changing **allegiance** to that nation.
- It is **hard** to totally destroy your Fame in your allied country (due to the nature that most Missions enhance that country's Fame), but it can be **easy** to destroy the others in this same manner.
- Pirates can have positive Fame in countries, and can **reform** into privateers at certain plot points.

Local Fame is your level of notoriety within a given **city**.

- The higher the Fame in a city, the lower **prices** are, and new **services** become available to you. Also you can unlock **more Quests** in that city.
- The higher the Fame in a **city's mother nation**, the higher your **bonus** to Fame in that city. If that National Fame is negative, this will be a penalty instead. (City Fame = Base Fame for that City + bonus/penalty for your Fame in Nation of Control)
- By your participation in and decisions during **Missions** and **Quests**, you can **permanently raise or lower** your base Fame in a given City.
- If your Fame in a city is a **negative number**, you will not be allowed to openly dock in that city- although some Missions/Quests may take you there regardless (and give you an opportunity to adjust your Fame in the city)

Reputation :

Reputation: Reputation is the player's attribute for favor amongst his/her shipmates.

- Your Reputation is affected by the outcome of Missions/Quests. Mostly this is positive, because the crew gets notoriety, spoils, etc. Sometimes it can be bad, however, dependent on the outcome. Mostly, the more Missions/Quests you do, the more your Reputation rises.
- When you allow a crewmember to die, your Reputation decreases.
- Your crewmembers have nationalities. Reputation is altered fractionally based on National Fame, and the nationalist construct of your crew. (Example: primarily Cerfan crew: Adjustments to Cerfan National Fame will help or hurt your Reputation greater because of the makeup of your crew.)
- If you set sail without sufficient supplies your Reputation drops because your crewmembers suffer. Sufficient supply amount varies on crew count. Bountiful supplies increase Reputation, but only so much.
- Your ship has an optimal crew range. Too far over and your crewmembers get over-crowded (also, supplying them all is more expensive). Too few, and there aren't enough crewmembers to easily man the vessel and they are over-worked. The more you stay out of these bounds, the more it hurts your Reputation, and this builds over time.
- Reputation is like morale and teamwork for your crew.
    - The crewmembers will operate better and follow AI instructions more cleanly if you have high Reputation.
    - If you have medium-low Reputation then the crewmembers' AI may lag slightly, and separate teams may disperse if in serious trouble (the crewmembers will work to save themselves, not work together to accomplish their task).
    - If you have very low Reputation, crewmembers may not obey your commands at all, delaying or ruining your tactical orders. (Especially if your fame in their nationality is low)
    - If your Reputation goes below 0, you will run the risk of having a mutiny. See Mutiny Section which follows.
- If you are a pirate, you will work with a pirate crew who has given up their former nationality. In this instance, National Fame is reversed in its effect on Reputation. The more *infamous* you are to a nation, the more your crewmembers of that *former* nationality will respect you. The higher your fame, the more they will want to see you gone.

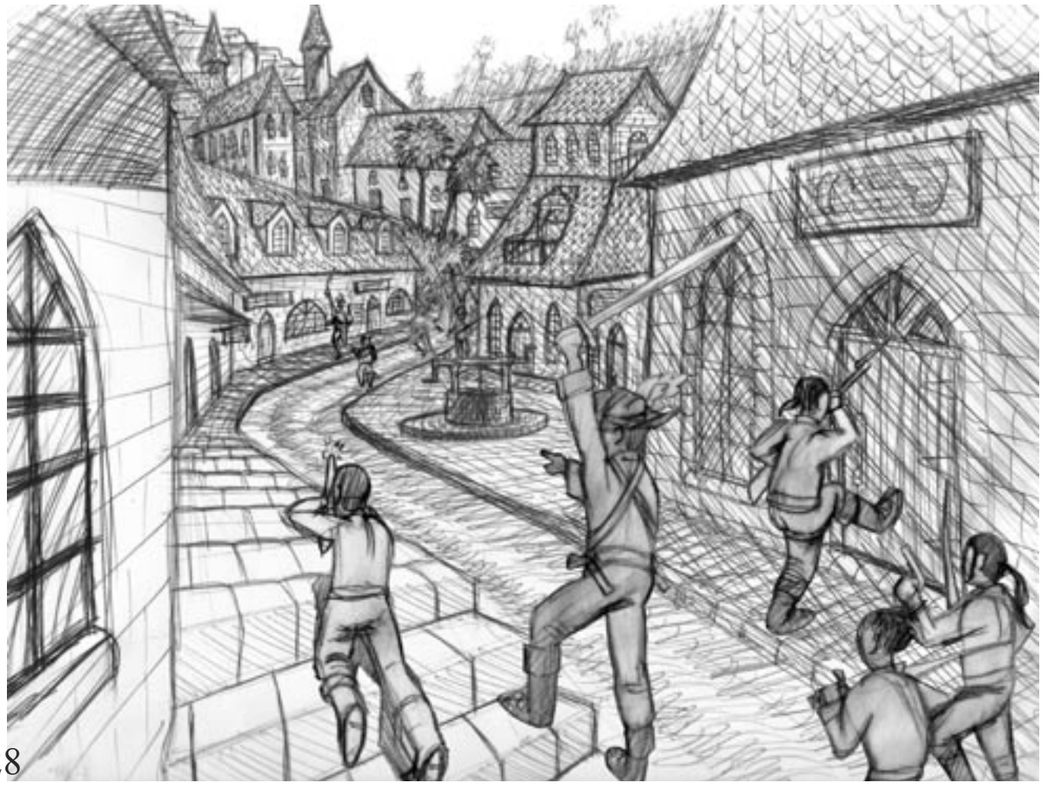
Mutiny :

A mutiny is an attempt at the overthrow of a captain of a sea vessel. The player can be the target of a mutiny by his/her own crew if Reputation falls below 0.

- Chance of a mutiny on any given day is increased by how negative Reputation is.
- Can happen anytime the average Reputation falls below 0. This can only happen while sailing at sea. The game mode is interrupted and the mutiny sequence begins. Plot-important characters will side with you easier than normal characters, but this is still based on Reputation. You must subdue or kill hostile crewmembers (with he help of your loyal crewmembers) before they subdue you.
    - If you die, game-over does not occur. The mutiny is successful and you are marooned along with any of your loyal crewmembers that survive.
    - If you survive and win the battle, you keep your ship. Your Reputation will rise dramatically (into the positive numbers), based on how many crewmembers you were able to subdue or kill (kill is worth more). The downside to killing them is of course, that they are dead, and you can no longer use those crewmembers on Missions.
- Pirates are more susceptible to mutiny than privateers are. Privateer crews will shy away from it more often than Pirate crews, so Pirate rates are slightly higher. They may mutiny on occasion at a point above 0.

About your fleet:

- Every ship in your fleet can have mutinies.
- The Captain of that ship in your fleet has his Leadership stat for his ship. The higher it is, the more he can resist mutiny by his crew.
- Mutiny happens automatically on other vessels; you have no control. You are merely informed of the result.
- To prevent mutiny, you can switch crews around to make them more compatible.
- If a mutiny is successful on a fleet ship, it will likely break away from you, but if the new captain's Reputation stat for you is considerably low, he may attack you with the stolen ship, in which case a ship battle ensues. This can be bad or good. You may be killed. You also may lose shipmates and incur damage to your ship during this, but you can also have an opportunity to kill off the bad crewmembers for increased reputation (this ship battle counts for reputation like a mutiny battle) and reclaim the more loyal ones.
- If a fleet ship simply leaves, you lose a bit of reputation from all your crewmembers for not being an effective leader. However, nothing prevents you from tracking them down and killing them as an enemy vessel. You can earn back (and even earn more) reputation among your remaining crewmembers for this, and get a last opportunity to loot the deserters.



Missions

***Idea**: The game keeps track of the number of kills the player inflicts and the greater the kills the more everyone fears the player.*
***Idea**: If the player doesn't capture or injure a combatant, the player has the opportunity to enlist them in service (whether pirate or privateer)*
***Idea**: Pirates must carry out supply run missions frequently since their supplies are not provided by anyone. Privateers get this aspect supplied to them? This will need to be a relatively brief and simplified mission, since resource management isn't a large element to the game.*
***Idea**: Can the Player search shipwrecks?*
***Idea**: How does the Player go from pirate to privateer and vice versa (regarding getting a ship and crew and captaincy)?*
***Idea**: Each city should have its own stats: ratings for each nation (relates to what nation 'owns' it), ratings for how it views you (reputation). If the rating for one nation is higher than the rest, that's the flag it will fly and the nation that governs it. If the rating for you (reputation) is poor, then civilians will call guards when they see you. If the rating for you (reputation) is very poor than you will not be allowed to even dock or approach the docks.*
***Idea**: Use gold to buy items (clothing, weapons, and tools), bribe people for information or favors, upgrade and repair ship. What else?*
***Idea**: Likelihood of being detected decreases as the Players appearance increases.*
***Idea**: Finishing one mission may give the Player access to new missions based on the one just completed.*
***Idea**: Some missions will only be available for a certain time period.*
***Idea**: Successful missions will increase your moral of your crew, which affects their fighting skills and intelligence during battle.*

Mission Categories:

1. Sabotage
2. Rescue
3. Escort
4. Murder
5. Capture
6. Supply Run
7. Steal
8. Spy (gather intelligence for someone)
9. Treasure Hunt

Pirate, Privateer, and Naval Captain Solo Missions (or in some cases team)

1. **Recover a stolen heirloom for the mayor's wife.**
   A local thief is successful at breaking into the mayor's mansion and steals some jewelry, including a family heirloom of the mayor's wife. It is suspected that the thief is at one of three hideouts. The Player has to search the hideouts, locate the thief, and recover the heirloom. Many local deviants are in this area, so the Player's presence must be kept to a minimum. If the Player is detected, the thief will run from hideout to hideout avoiding capture. The Player can also take other items the thief may have in his possession once he is captured.
   Payment: gold and whatever items are picked up during the mission

2. **Rescue the butcher's daughter from fleeing pirates. They can be captured in route to another location (sea battle) or at their destination (land battle).**
   The butcher's daughter is known to be one of the most attractive women in the city and for this reason she was kidnapped. Fearing terrible things to be in store for his daughter, the butcher wants her to be rescued as soon as possible. The reward will increase the sooner she is rescued and returned. Depending on whether or not the Player catches the ship on the sea or at land, affects the battle type. Sea battle will be team, and land battle will be solo.
   Payment: gold (depending on the speed in which the mission is completed)

3. **Sabotage a privateer's ship before it sets sail**.
   A ruthless privateer captain repeatedly beats the dock man. As revenge the dock man wants the privateer's boat to be sabotaged to sink just outside the bay. Setting timed explosives (which will need to be purchased) on the hull can accomplish this. Of course there will be a great number of soldiers guarding the ship.
   Payment: supplies and items

4. **Spy on a pirate crew as they plan to attack and plunder a ship bound for the homeland.**
   The mayor hears rumor of a pirate crew planning to attack a ship heading for the homeland laden with treasure and seeks information to support the rumor. Returning the information to the Mayor completes the primary mission. The player can choose to return the information or not. Not returning the information means that the Player becomes less liked by the city.
   Payment: gold

5. **Murder the blacksmith. Counter-mission: murder the NPC that requested the blacksmith to be murdered.**
   A wealthy upper class customer of the blacksmith is dissatisfied with the tools he has purchased from him and wants you to murder the blacksmith for repeatedly insulting him in this way. The blacksmith has no protection, but is a very skilled fighter. Just as you are about to kill the blacksmith, he offers you a counter-mission to kill the individual that originally gave you the mission. If the Player chooses to accept the counter mission and kill the upper class individual, the Player will receive greater reward. The upper class individual saw this event likely and is ready for retaliation. Killing the upper class individual makes the city hate the Player, but provides the Player special weapons.
   Payment: a lot of gold
   Payment (counter-mission): less gold and weapons

6. **Treasure hunt**
   The Player buys a treasure map from a shopkeeper. The Player must go to the island indicated by the treasure map, which doesn't appear on the main map. Once on the island, there is a hidden entrance to a tomb, where the Player must avoid traps (darts, fake floors, etc), and retrieve the treasure.
   Payment: treasure (gold, weapons, other items)

Team Missions (each mission will have a team member limit)

1. **Supply run (3 team members)**
   Raid a city and take as many supplies as the team can carry. If detected stealing, combat will be unavoidable. Detection of theft will also lower the Player's reputation in the city.
   Payment: supplies

2. **Rescue captured crew member(s) at the local forte. (4 team members)**
   Two crewmembers get taken to the jail at the forte after being arrested for fighting at a local pub (or were captured in combat). There are multiple ways to break the crew members out: you can simply blow out the wall, or sneak in, pick the lock, and sneak out. After any point at which you are noticed, you must kill anyone that you see on the way in, and deal with the entire force on the way out.
   Payment: return of crew members

3. **Locate and recover treasure (5 team members)**
   After collecting all the pieces of a treasure map (3 pieces), the Player must head to the location indicated. If the Player gets there soon enough, he gets to collect treasure after which pursing pirates attack for the treasure. If the Player gets there too slowly, the pirates will have arrived at the treasure first, and the Player must attack them to get the treasure. This will be a land battle only. The pursing pirates either arrive earlier or just after the Player.
   Payment: treasure

Pirate

Solo Missions

1. **Debilitate the guards at the local fort**
   A city is known to be growing in wealth without increasing the guard force as well. The abundance of wealth and lack of security make it a prime target. In preparation for a plunder run on a city, the Player must debilitate the guards at the forte to allow for an unannounced approach to the docks.
   Payment: gold and whatever items are picked up during the mission

Team Missions (each mission will have a team member limit)

1. **Plunder a city (4 team members)**
   After the guards are debilitated at the local forte, the Player organizes a team to plunder a city. The idea here is to take a lot of good items and supplies and destroy much of what you can't take. This mission will make the Player's standing in a city very poor. These missions would be the very difficult, but they would also offer the greatest reward.
   Payment: supplies, items, and gold

2. **Kidnap Mayor's wife. Second part of mission is to return the Mayor's wife without getting killed and get the ransom. (2 team members)**
   The Mayor's wife goes shopping every Saturday at 10AM with 2 guards. The Player will have about 7 minutes to sneak up to the store, capture the Mayor's wife, and return to the ship. The Player can then ransom her back to the town. This can be done anytime within the next few days. The longer it takes for her return, the greater the ransom can be, but this increases the forces and the resistance when returning the Mayor's wife. This inevitably makes the Player's reputation at the city very poor.
   Payment: gold

Privateer

Solo Missions

1. **Track down and kill a threatening pirate captain**
   A renowned pirate captain has been spotted near a local island. It is believed that he is planning to plunder the city. The pirate captain is known for doing his own scouting before a raid and is likely sneaking around the town investigating weak defensive locations. The Player needs to choose a stake out to look over the city for the stealthy captain, and track him down and kill/capture him. Of course he will put up a big fight and is a very capable fighter. A capture yields greater reward, but will require a much longer fight. The pirate captain will offer his sword for mercy and letting him escape. Obviously, this means the Player receives a sword, no gold, and not liked by the city.
   Payment: gold or weapon

Team Missions (each mission will have a team member limit)

1. **Capture a city for the nation of loyalty (5 team members)**
   There is rumor of a city of an opposing nation being unprotected, due to their ships being out of port. The general in command instructs the Player's vessel to the city to capture it. Capturing, debilitating, or killing all enemy combatants at a forte and within a city can accomplish this. The less killing that occurs, the more accepting the civilians will be.
   Payment: supplies

2. **Escort a political ambassador to the city hall (3 team members)**
   It is rumored that there is a plot to kill a visiting ambassador. The Player must escort him from the ship to the town hall. If the Player fails the mission and the ambassador dies, the standing with that country drops. If the Player kills the ambassador, that nation tries to kill the Player, and the Player must escape to another nation or become a pirate.
   Payment: gold

3. **Track down some marauding pirates and destroy their ship (5 team members)**
   After being raided several times, a local politician has had enough, and seeks someone to end the thefts. The Player will need to follow the pirates away from the city and out of town after a raid to find their ship. The Player can kill as many pirates as needed to accomplish the mission. Proof of the deed will need to be returned to the politician, which can be the ship's pirate flag or the swords of the slain.
   Payment: gold and other recovered items.

4. **Rescue the Treasurer's kidnapped family from some pirates trying to ransom the family. (3 team members)**
   A pirate crew captures the Treasurer's wife and son in an effort to ransom them. When the pirates come to collect the ransom, the Player has to capture the pirates after the wife and son are returned. The pirate captain has 5 of his crew with him. The Player should chase them down as they retreat to their ship, or set up in the path of the fleeing pirates to stop them in their tracks.
   Payment: gold

Naval Captain

Solo Missions

1. **Rescue the Governor from a double-crossing privateer**
   A privateer vessel has betrayed your nation by taking a governor hostage when they were ordered to protect him. This order/mission is of the highest priority. The player must track down the privateer's vessel, seek out the hiding place where the governor is being held, and take him to his home city. This must be done alone for the enemy territory is very heavily guarded, and the mother country does not want to make a presence in this area. The escape from the city may bring about a ship chase and subsequent sea battle. The mayor will provide the Player with gold and useful items for his safe return. A captive fighter can also be rescued that can join the crew of the Player's ship.
   Payment: gold and items

2. **Treasure Map**
   The Player must purchase this treasure map at a shop. In order to increase the Player's individual wealth, he/she will pursue the treasure individually. The treasure map indicates the treasure is located in an area that is within enemy waters. The Player will have to search the ruins of an ancient civilization, escape the traps, recover the treasure, and return to the ship.
   Payment: jewelry, gold, and a sword and shield

Team Missions (each mission will have a team member limit)

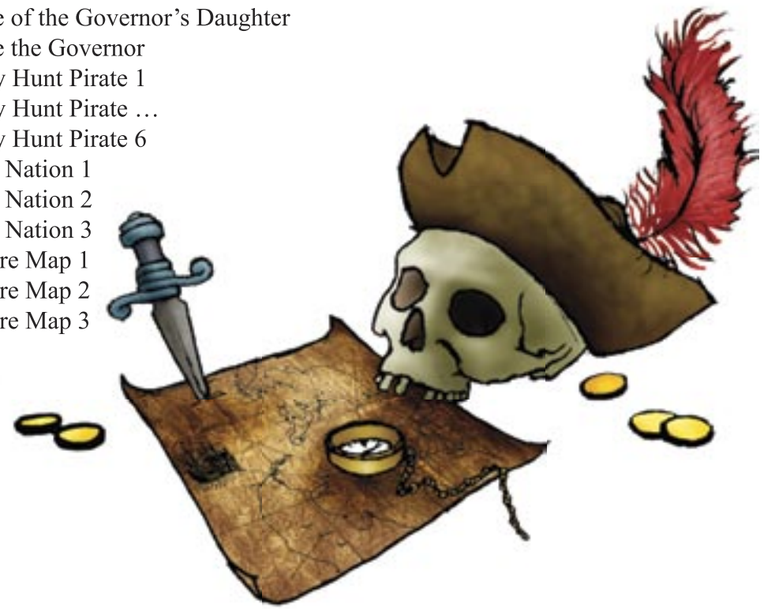
1. **Rescue an Ambassador (5 team members)**
   Foolhardy pirates attack a ship transporting a diplomatic ambassador, and take him captive. The Player must track down the location of the pirate's hideout and lead an attack to rescue the ambassador. The main goal of the attack is to recover the ambassador. Some team members will need to distract the pirates while other enter the hideout and search for the ambassador. The Player should expect intense resistance, for the pirates know the importance of their captive. The Player must have haste, for the pirates will call in support if the mission is not completed quickly. The Ambassador is thankful, but very selfish and only rewards his rescuers with gold and no items.
   Payment: gold

2. **Bounty hunt a pirate ship (3 team members)**
   A pirate vessel has been ruthlessly plundering supply ships on one of the trade routes. A rather hefty bounty has been put on the ship. The Player will have to stake out the trade route and wait and watch for the pirate ship. Once spotted, the Player can either attack it at sea, or follow it to a port. The pirates are considered privateers to other nations, so if they are fought in a port, the port personnel will assist in the pirates defense.
   Payment: items and gold seized from the pirate vessel

3. **Attack an enemy nation's city (3 team members (each with subordinates))**
   The Player's nation has decided to launch a large-scale attack on one of the neighboring cities of an opposing nation. First three ships will advance on the harbor and forte. Once these preliminary defenses are neutralized, all three ships (or ships still afloat) can send soldiers ashore. Once on land, the Player will control each commander for a squad. The commander will take the Player's command and organize his subordinates as he chooses. The capture of the mayor, the city hall, and incapacitation of all enemies is required for success. The less destruction a city and it's people, the greater the reward.
   Payment: gold, supplies, and items

Side Mission Hierarchy

1. Pirate Captain – side missions (optional)
    a. Treasure Map 1
    b. Treasure Map 2
    c. Treasure Map 3
    d. Kidnap 1
    e. Kidnap …
    f. Kidnap 12
    g. Plunder Town 1
    h. Plunder Town …
    i. Plunder Town 12
2. Privateer Captain – side missions (optional)
    a. Attack Nation 1
    b. Attack Nation 2
    c. Attack Nation 3
    d. Treasure Map 1
    e. Treasure Map 2
    f. Treasure Map 3
    g. Bounty Hunt Pirate 1
    h. Bounty Hunt Pirate …
    i. Bounty Hunt Pirate 6
    j. Kidnap 1
    k. Kidnap …
    l. Kidnap 9
    m. Plunder Town 1
    n. Plunder Town …
    o. Plunder Town 9
3. Naval Captain – side missions (optional)
    a. Rescue of an Ambassador
    b. Rescue of the Governor's Daughter
    c. Rescue the Governor
    d. Bounty Hunt Pirate 1
    e. Bounty Hunt Pirate …
    f. Bounty Hunt Pirate 6
    g. Attack Nation 1
    h. Attack Nation 2
    i. Attack Nation 3
    j. Treasure Map 1
    k. Treasure Map 2
    l. Treasure Map 3



Quests

Quest Name	Christine's Sorrow
City found in	Anadale
NPC's name	Christine
Level Suggested	10
Reward(s) Granted	Delgann Naval Sabre Unlocks: Christine's Revenge (Quest)
Fame Required	None
Fame Given	Anadale: +1 Delgann: +2 Cerfan: +1

Description: Christine is a widow of a prominent Delgann captain who died fighting pirates. Christine's son, Mitchell, was a cabin boy following in his father's footsteps. He sailed away from home but kept in contact with his mother via letters every month. Six months ago the letters stopped coming, and Christine is losing hope that she will ever see her son again. She mentions that a man, Derrick, in the local tavern knew where their ship was headed. Question Derrick and he will tell you that they went to the Cerfan city of Sasienne. Before they left, they purchased a lot of supplies and weaponry. He says that they mentioned a Boatmaster. Sasienne is somewhat close to Anadale, but is near a trade route. Beware of attack from other vessels, as this can happen frequently. Seek out the Boatmaster, Claude, and he will tell you that the crew you speak of died attempting a dangerous mission for the Cerfan government. They were hired to go after a band of pirates that raided a Cerfan ship with the purpose of recovering the stolen goods. They never made it back alive. They left in a hurry, and the boy left his coat with the Boatmaster. Take this back to Christine and she will thank you and give you her late husband's sword, as she it reminds her of her husband and causes her grief.

Quest Name	Christine's Revenge
City found in	Anadale
NPC's Name	Christine
Level Suggested	20
Reward(s) Granted	Map of the Misty Shoals (if quest accepted) Control of Misty Shoals (if successful) Delgann Naval Hat (if saber is used)
Fame Required	Anadale: 5
Fame Given	Anadale: +1 (+2 if saber is used) Delgann: +1

Description: After your Anadale fame is high enough, speak to Christine again. She mourns the loss of her husband and son to pirates, and has given you her husband's sword before. Now she bids you to use it to slay the pirates that stole her family from her. The player must choose to accept the quest or decline. If you accept, she gives you a map of the Misty Shoals, a place that is hard to navigate by boat. She explains that she found the map among her husband's possessions. The pirates have their encampment there; normally this is inaccessible to the player, but with this map it is unlocked. There is an island in the middle of the shoals that the player can claim. You must raid this camp and kill the pirate captain. If you kill him with the Delgann Naval Sabre, you receive a special cutscene where the pirate recognizes the blade before he dies. Once the camp is cleared of pirates, this island is yours to claim. You can use it as a safe port to dock and hide treasure, store goods, etc. There are no services however, merely storehouses.
If you kill the pirate with the Sabre, you will recover a lock of the pirate's hair. Take this back to Christine and she will give you her husband's naval hat and you will receive fame.

Quest Name	A Boy's Wish
City found in	Meckingborough
NPC's Name	Patrick
Level Suggested	1
Reward(s) Granted	Delgann Pistol
Fame Required	5
Fame Given	Meckingborough: +1 Delgann: +1

Description: Find Patrick playing with some other children in the town and he tells you how he is made fun of by the other boys. All the other boys have fathers that take them sailing or teach them sword-fighting. They tease him because he can't swim and has no talent for mock swordplay. Patrick's father is always out at sea, and he is growing up with only a mother to care for him. He needs a practice dummy and a sword so he can learn his footwork and earn the respect of his friends. Give him a wooden training sword (purchasable cheaply at the weapon store) and a sack of flour (purchasable at the mill). He will elated and want to thank you. In response for doing something his father was unable to do, he will give you his father's pistol. His mother doesn't like it around, and his dad never used it, so he gives it to you in thanks for your aid.

Quest Name	Trader Raider
City found in	San Leon
NPC's Name	Rico
Level Suggested	15
Reward(s) Granted	Trade Routes near San Leon (if accepted) Castel's Treasure Map (if successful)
Fame Required	San Leon: 5
Fame Given	San Leon: +1 Apnis: +1

Description: Rico is a smuggler with a home in San Leon. Settling down hasn't caused him to mend his ways though, as his money comes from a smuggling ring situated near San Leon. He wants you to pilfer 10 crates of sugarcane from the vessels that pass, as he needs some extra income. He gives you the local trade routes. All the vessels passing here for trade purposes carry sugarcane, but you may need to attack more than one to get the amount required. Also, attacking these ships may cause adverse effects to your fame, but you will likely get other rewards from your kills. All that matters to Rico is the sugarcane, and he will pay you 500 gold for the set of 10 crates. To show his gratitude for helping him meet his quota, he will give you Castel's Treasure Map, explaining that he's had it for years, but was never strong enough to search for it. Now he is settling down and desires not to risk his neck. From this point on, you can always trade him 10 crates of sugarcane for the gold, but the fame and map are only offered once.

Quest Name	Sibling Rivalry
City found in	Merido
NPC's Name	Amador
Level Suggested	10
Reward(s) Granted	Character: Amador
Fame Required	Merido: 5
Fame Given	Merido: +1 Apnis: +1

Description: Amador and Neron are brothers with a quarrel. Each accuses the other of stealing their mother's pendant. By talking around the town, you learn that there is a cat-burglar preying on the city recently. Find the burglar, Melosa, in the tavern wearing the pendant. She will claim that it's hers, but she fumbles with her lie and grudgingly gives it up. Take it back to Amador and he tells you that he was impressed with your good deed, and that he has long wished to leave the city for fame and fortune, but that only unscrupulous captains have been in this city. Accept his offer, and he will join your crew.

Quest Name	Down and Out
City found in	Halencia
NPC's Name	Dominga
Level Suggested	1
Reward(s) Granted	Character: Vidal
Fame Required	5
Fame Given	Halencia: +1 Apnis: +1

Description: A local man, Vidal, has recently been harassing Dominga, who works in the tavern. He comes every night and acts rudely, harassing the female patrons. However, he always pays his bill and never gets too out-of-line, so since business is slow, the barkeep is loathe to turn his money away. She begs you to do something about the situation. It turns out that Vidal is a former crewmember of a privateer vessel and was let go after he acquired a large sum of money. However, he spent all of it on drink and pleasurable company. Now he is on his last gold piece, but has not had any job offers. You can offer to pick him up for your crew, or leave him be.

Quest Name	A Woodworker's Duty
City found in	Merigeux
NPC's Name	Jacquot
Level Suggested	15
Reward(s) Granted	Upgraded Crows nest
Fame Required	Merigeux: 5
Fame Given	Merigeu: +1 Cerfan: +1

Description: Jacquot wants you to help him out at his lumber storehouse. He needs the new goods to be brought in from the docks and over to the storehouse. He lost most of his labor force when pirates sacked the town, and is elderly. For 3 days, a ship will come in bearing his cargo. Take the cargo back to his storehouse on each day, and on the 3rd he will tell you that you have completed his work. H tells you that he will have a reward ready for you in another 3 days (You can leave. The reward will be waiting for you forever). When you come back, he will give you an upgraded Crow's nest for your ship, allowing you to see further on the map screens.

Quest Name	A Rich Man's Errand
City found in	Douvres
NPC's Name	Rémy
Level Suggested	12 (to get to the city)
Reward(s) Granted	1000 gold
Fame Required	Douvres: 7
Fame Given	Douvres: +1 Cerfan: +1

Description: A wealthy citizen named Rémy is seeking a rare painting. His rival, the elite Bertrand, won it from an auction. He offers that if you can get it from him, he will pay you his highest bid, 1000 gold. Bertrand has the painting on display in his manor. He claims he will not part with it, except under one condition: you must show him that you are a man of high moral standing and character, worthy of receiving it. If you want, you can just steal it. If you are caught though, your Cerfan fame will drop by 2. Otherwise, to earn it fairly you must come back with 10 Douvres Fame. Ask him again, and he will question you about your quests.

Answer him correctly, and he will reward you with the painting. You can keep it, or turn it in for the reward to Rémy.

Quest Name	Flowers for Aurore
City found in	Belniens
NPC's Name	Alphonse
Level Suggested	1
Reward(s) Granted	Satchel Bag (increased item storage for a character)
Fame Required	Belniens: 5
Fame Given	Belniens: +1 Cerfan: +1

Description: Alphonse is in trouble with his wife, Aurore. He needs to get her a present for their anniversary, but he wants to make it special. He enlists you to deliver her flowers, but you must do so at a certain time. You must give them to her the following game day, between sunrise and sunset. Only then will she accept them on behalf of Alphonse. Return the following game day to Alphonse for your reward. If you did it right, he will give you his satchel bag as a reward for giving him a happy evening with her. If you failed, you get no reward.

Quest Name	What Goes Around Comes Around
City found in	Rork
NPC's Name	Harrison
Level Suggested	7
Reward(s) Granted	Half 1 of Santiago's Map
Fame Required	Rork: 0
Fame Given	

Description: Harrison is a rough looking man who runs a map store in the city. A former navigator/cartographer for a pirate vessel, he has seen his share of battles and treasure. Now he has more or less settled down, but he is in a fix. The local officials are cracking down on him since they found out about his past dealings with pirates. Technically, they can't do anything to him except tax him heavily, so he needs money. He knows of a place where treasure can be found which was hidden by one of his now-deceased pirate captains. He says that his philosophy is that if he is in trouble because of his former captain, now the old sea dog can help pay his way out of it. He gives you a treasure map which leads to a spot where the treasure is buried. Fortunately, this map is also the first half of map that leads to further treasure. Give the booty to Harrison, and in reward he gives you a discount at his map store, and lets you keep the map. He tells you he may have more work for you.

Quest Name	A Pirate's Legacy
City found in	Rork
NPC's Name	Harrison
Level Suggested	17
Reward(s) Granted	Half 2 of Santiago's Map -> Santiago's Flag, Pirate Cutlass, Pirate Dagger, 400 gold pieces
Fame Required	Rork: 0 (And having completed "What Goes Around Comes Around")
Fame Given	Rork: +1

Description: Harrison was impressed with your work before and tells you he has found the other half of the treasure map he gave to you before. He'll give it to you if you can get him an outfit at the local tailor's shop. The tailor hates all people associated with pirates, and Harrison has a bad reputation he is looking to be rid of. He thinks if he dresses the part, people will treat him nicer, but he can't since the tailor will not sell to him. Of course, Harrison has no extra money to do this with. Buy his clothes, and he will give you the map. Once you have the map, you can loot the treasure and keep the spoils.

Quest Name	Need for Greed
City found in	Nannes
NPC's Name	Gilbert
Level Suggested	15
Reward(s) Granted	
Fame Required	Nannes: -10
Fame Given	Cerfan: +1 (Repeat: 5)

Description: Gilbert's wife is a woman of lavish tastes, and though Gilbert is a rich citizen, he isn't all that rich. He cannot afford to buy his wife all the expensive trinkets, jewelery, and baubles she wants. Therefore he offers you a deal. He will spread your name around in a positive light, since he has heavy influence in the town. He will do this whenever you get any accessories (jewelery) to trade him. Players can repeat this quest to raise their Cerfan fame up to 5 times.

Character Portrait:

Image of the current character as he is currently equipped

Character Statistics:

These attributes rise as the character's level rises. On Level-Up, you are given two extra stat points to add to any of these:

Strength	the ability to cause damage
Vitality	the ability to resist physical damage
Agility	the ability to evade and move swiftly
Stealth	the ability to move unnoticed
Skill	the ability to use items and tools
Charisma	the effectiveness of your appearance

Character Skills:

These attributes are not level-dependent. They are increased by doing actions repeatedly under given conditions. Different actions have different ranks of Skill growth

Combat	swing speed, unlocks moves
Firearms	reload speed, accuracy, range
Stealth	lock picking speed, silence when moving, success rate

Other Statistics:

Nationality	National identity of this character (if any)
Favor	How this character views you
Leadership	Determines how well a character can lead
Experience	Total Experience gained for this character
Next Level	Experience goal needed to gain a level
Missions Completed	Number of missions this character has participated in
Kills	Number of other characters this character has killed

On Leadership

A character's leadership stat is based on several factors, including: his Level, Charisma Stat, Favor stat, Nationality, and the number of successful Missions he has been on. The more you use characters, the better leaders they will become for your fleet.
The leadership stat affects two things:

- The higher the leadership stat, the more responsive a character's AI will be in combat. Also, this decreases the chance of his team falling into disarray and fleeing.
- Strong leaders can help to stop mutinies. As a captain of a ship in your fleet, the leadership value of a character balances with the average reputation for his crew. This means that you must pick your leaders carefully and efficiently.

Character Menu:

Here you can access information about any character in your command.

- The character's image with current equips is shown on the left.
- All the character's stats are displayed for view.
- The inventory window is shown and by pressing the **X Button** the item window will pop up. You will then be able to freely move items in and out of that character's inventory, and rearrange it.
- Press the **L1 Button** and **R1 Button** to cycle between all your crewmembers.

About Inventory:

Each character gets 24 item squares, arranged in a 4x6 grid. Some items take up more room than others on this grid, and to make the most of your inventory space, you must fit the pieces in. This includes equipment, weapons, and items. In the ship, items can be freely traded from the ship's stores to any character. In battle, items can only be traded on-the-fly between members of the same team. In some instances it is better to make a stealth character have mainly stealth items, or for the main combat characters to have a lot of bulky equipment. Most items do not stack, however it is possible to equip certain items which take up a moderate amount of space in which you can stack many more items. For instance, a sack is a 2x2 pouch (takes up 4 squares) but allows you to hold 16 rocks. An ammo case is a 2x1 box (takes up 2 squares) that holds 8 bullets.

Player attributes: (range: 0-255). Each character has his stats ranked 1-6. These ranked stats will grow at specific rates. Every level the user will be able to allot two extra points however, so characters will be less rigid and the player can influence their growth within a certain range.

Skills (range: 0-15) based on skill usage.

Close Combat:

Statistic Effects: Strength adds to your damage and the enemy's Vitality resists it. These statistics also work in reverse, allowing your Vitality to counter the enemy's Strength to resist attacks made against you. Agility allows the player to perform evasion maneuvers and move quicker in general. Stealth allows the player to escape from battle in various ways. Higher Combat Skill increases the likelihood of a critical hit.

Combat Controls:

To enter into battle mode, select a target and press the X button. This will put you into battle mode. In battle mode, you are target-locked to the selected enemy.

Left Analog:	Up/Down: toward/away from enemy Left/Right: Circle the enemy left/right
Right Analog	Swivel Camera view around target
X Button	Attack
Square Button	Parry
Circle Button	Dodge
L1 Button (hold and use Left analog)	Brings up Weapon fly-out menu
R1 Button (hold and use Left analog)	Brings up Item fly-out menu
L2 Button	Change target (next available target to the left)
R2 Button	Switch target (next available target to the right)

HINT:

While attacking, parrying, or dodging, the movement of your character matters! If you move around, you will learn which attacks can he dodged in which ways, and you may even unlock secret attack and counterattack combinations!

To **attack**, press the **X button**. While moving with the analog stick simultaneously, different attack moves are executed. With higher Skill and combat proficiency stats, attack combos are possible.

- Up: Thrust
- Down: Downward slash
- Left/Right: Horizontal slashes

To **parry**, hold the **Square Button**. While holding the parry button, your character doesn't move. However, using the analog stick will affect the way in which you hold your weapon, allowing you to successfully parry various attacks. With higher Combat Skill, counter-attacks are possible.

- Up: Blocks Downward slashes
- Down: Blocks Thrusts
- Left/Right: Blocks Horizontal slashes

To **evade**, press the **Circle Button**. Simply pressing it will cause you to lean back for a brief second, allowing some evasion of attacks, but not causing you to move away from your opponent. Otherwise, if you use the analog stick to move in accordance with pressing the evade button, different evasive actions are possible. With higher Agility stats, advanced evasion maneuvers are possible.

- Up: Duck – steps in and crouches to evade Horizontal slashes and Thrusts.
- Down: Back-step – evades Downward slashes and Horizontal Slashes.
- Left/Right: Dodge left/right – evades Downward slashes, Thrusts, and projectiles

Item Use:

The first rule of item use is: You cannot use what you do not have! Make sure to stock your crewmembers with supplies, as they can only use what they take with them, or what they find in the field.

To use an item, simply press the **Triangle Button**. Depending on what the item is, it can be helpful to try to target other characters or objects before usage. You will use the item which is currently equipped.

To change the currently equipped item, hold the **R1 Button**. A list of all available items appears, and you can use the **Left-Analog Stick** to select between them. Highlight the one you wish to use, and let go of the **R1-Button**. (Alternatively, you can tap this button to leave the menu out, and tap again to close it)

Ranged Combat Statistic Effects:

Strength is ignored. Vitality is marginalized. Agility allows the player to perform evasion maneuvers and move quicker in general. Stealth allows the player to escape from battle in various ways. Skill influences the player reload speed, accuracy, and range.

Ranged Item Use Controls:

Ranged weapons (such as throwing darts/knives, bottles, rocks, guns, bows, etc) are listed as usable items. Press the **R1 Button** to select which to actively use, just like any other item.

To use a ranged weapon, press and hold the **Triangle Button** with the item currently in use. When you hold the button, the camera will move inside the character's head and the player will aim from a first-person perspective. The control will have a swaying movement, minimized by the character's Firearm proficiency and weapon choice. Upon releasing the button, the weapon will fire.

By simply **tapping** the **Triangle Button** (instead of holding and aiming) the weapon will fire straight out from the character without going into the first-person view. This can be better for close-range combat use. Ranged weapons can be used this way for a quick close-range hit for high damage, but they are consumed in use, and some are very loud. They can also be used outside combat, but if the enemy does not die instantly, you will likely be attacked back.

About Ammo and Use:

Ammo is rarely found and can get expensive if you choose to fight with firearms consistently. Depending on the firearm, you may be able to pick up pebbles or other small objects (which you might otherwise throw for stealth purposes), and use them for ammunition. However not all will work if you try, and sometimes the gun will jam and misfire, rendering it useless (it can be repaired back on your ship, but it will be useless until that time). Frequently this kind of makeshift ammunition will have terrible accuracy, but if used in close combat, this makes minor difference.

Warning: Any ranged weapon which uses gunpowder utilizes an explosion to propel it's ammunition. This is very loud! If you discharge one of these, everyone in the vicinity will be alerted to your presence!

Firearms work with explosions and are not practical for stealthy operations, unless you are already found-out. In working with ranged firing, the distance you put between the enemy and yourself helps to lessen the noise around surrounding enemies, but if you are shooting into a group, they will definitely hear it. If you want to snipe, you must do so with a non-explosive projectile (throwing weapon, etc) or make sure the enemy and yourself are completely alone.

Game Flow:

Chapter Start
Events
Free Exploration
Quests/Missions (draw arrow back to events)
Chapter End

Game Modes

Exploration

In this mode the player can interact with the NPCs (Non-Player Characters) and can explore the game environment. This includes finding maps, recruiting/managing characters, buying, selling, and finding items, and mission/quest locating.

Privateers can take any item from the environment that is outdoors. Any object that is inside a structure (stores, shops, houses, etc.) will give a **penalty** if you are seen.
Pirates can take any item anywhere, but their presence puts civilians on guard. If a pirate appearance is intimidating enough the civilians will not call authorities unless provoked.

Battle (tactical action)

Solo Missions:

- Given by Mayors and other influential townsfolk
  - **Main Character** only
- Emphasis on **Stealth** for reasons of **Reputation**
- Constrained to severe availability/victory limitations and conditions
- You cannot board your **ship** until you have completed the mission—otherwise you forfeit it and automatically fail.
- Usually do not advance the **plot**, but give more depth to individual **characters** and their backgrounds
- Rewards include **characters**, **money**, **items** and **upgrades**

Example Mission flow:

Talk to the mayor of a city and he will give you a quest to kill a butcher in town. Once he offers you the mission, it is acceptable now or later, but only on specific days, and only at night. You must infiltrate the butcher's house and slip in unseen. You must kill him, and he must not be found dead until you are a safe distance away. In this way, you will not be linked to the crime. Return to the mayor for your reward. If you board your ship once the mission is begun, you forfeit the mission.

Team Missions:

- Start at the **ship**
- You control characters in **teams**
- Emphasis on **group tactics**
- Occur as discrete play scenarios, but may link together back-to-back
- Often are **plot**-progressing—some pivotal
- Rewards are the same as **Solo** missions, but also more sweeping game-wide changes occur.

Example Mission flow:

You have found out that the pirate captain has re-established himself on an island. He has a map that will lead him to a valuable treasure. With this treasure he will gain higher morale and have more resources, so you must steal the map to hinder his rise to power. You must infiltrate his base with teams. There are many guards and pirate forces about. Your squads must distract the enemies while you seize his maps. Battle will be almost unavoidable, but a stealthy player can avoid unnecessary conflict by utilizing teams well. The objective is to retrieve the items and return to your ship with as few injuries as possible. After this mission is completed, you add the map to your stores, and it unlocks another mission to find the treasure, which you can activate at your leisure.

Quests:

- Quests are obtained by **NPCs**.
- They generally involve talking to people and exploring areas to find items.
- Sometimes they may involve battle.
- You should weigh the promised reward against the item to deliver.
- Valuable items and optional bonuses are available by participating in quests.
- It is an easy way to increase your **Fame** in a given **Nation**. (Since missions often involve you fighting people of other nations, and thus hindering your reputation in those nations)
- It is possible to get quests for nations you are not allied with, in hopes of swaying your **Fame** for that **Nation** to change **Allegiance**.
- Certain quests unlock others, and certain quests require a certain **Fame** to acquire.

Methods of obtaining Missions/Quests:

- Pirates get missions/quests from the rumor mill of the crew
- Privateers get mission/quests from ports and rulers
- Doing certain missions unlocks further missions.

Stealth:

- To avoid notice you must rely on discretion and patience, but also have quick reflexes. Patience alone will not carry you.
- As you perform more stealth moves and successfully evade notice, your skill rises, and new **stealth moves** become available to you.
- Animals have feelings too. If an unassociated animal (cat, chicken, hen, rooster, cow, horse, dog, flock of birds) is startled there is a chance that it will make a noise and alert or alarm nearby NPCs. If an associated animal (ie a guard dog with a guard) is started it will make a noise as well as attack. Certain other maneuvers are needed to escape/avoid these animals.

Don't get noticed!

Enemies, passerby, and even animals can notice you or your crewmembers in various ways:

Sight:

- Recognition: NPCs will alert based on recognition of your face, your clothing (national, etc). Charisma-influenced
- Visibility: Dependent on light and atmospheric conditions, visibility determines alert ranges. Visibility is diminished if you hide in tight, occluded spaces or in darkness.
- Movement: When in a dark space, or camoflauged, you still may be detected based on movement

Game Mechanics

Sound:

- Noises you make: You must be careful about what you wear. Certain shoes make less noise on certain surfaces than others. Certain jewelry makes noise as you walk. If you bump into or otherwise use certain objects, they may make noises. You can also alert animals which make noises on their own and perpetuate more noise.
- Peripheral notice: Guards yelling, people screaming, whistles, alarms (bells) will cause general notice on a sweeping scale.

Scent:

- Animals can track you based on scent. They will follow you across terrain. If they are in sight of you they will try to get to you, but other than line-of-sight paths, they will only follow on scent. If you escape sight, the scent of your trail can be broken by climbing ladders, crossing rivers, or jumping gaps.

Stealth Techniques:

Your crew may be a bunch of swarthy sea dogs, but they have a lot of tricks up their sleeves! Characters with a high stealth stat will have more actions available to them. Buccaneers look out for themselves, and will use these techniques automatically if they are able. Stealth techniques cover a variety of actions and passive enhancements. Most will allow you to gain access to better items (such as stealing/theft techniques) while others allow for easier movement while escaping notice, or access to new escape methods and routes. For sneaky players, the more options that are available, the better they can cope with any situation. Proficiency skill gain rates are marked A-E, A being the most common, E being the least.

Shadowskill: With this skill, a player can become nearly invisible when motionless in a a shadowed place. Simply stop moving in the shadows, and the character will become nearly invisible! If you move however, the illusion is lifted.

Become almost invisible in dark spaces. Once in a shadowed place, remain motionless for 3 seconds and the character becomes transparent. This significantly improves your chances of avoiding notice in dark places, so long as you remain motionless. When the character moves, the skill is lifted. As stealth proficiency increases, the effect is stronger and the activation time diminishes slightly.
Proficiency Gain Rate: E

Wall Cling: By using the Wall Cling, a character can jump onto a high wall and avoid notice by wandering people or animals. Be careful though: the further the enemy, the more likely they will spot you, and you can't hold on forever!

The ability to leap and grab hold onto a wall high enough to escape lateral sight notice for several seconds. The further an enemy is, the more likely they will see you, so it is best used in tight spaces that are well-lit (unable to use Shadowskill, or right in the path of an enemy). With claws equipped, it allows you to hold longer and move around laterally on the wall. As stealth proficiency increases, the duration increases and the higher you are able to jump (notice diminishes). Requires a high enough wall to be present.
Proficiency Gain Rate: D

Pickpocket: Every good scalawag should be able to take what's rightfully theirs… and sometimes what's not! Some ways of stealing are better than others, so use discretion! People don't look too kindly on a pickpocket.

The ability to pilfer the contents of an NPC's pockets without them noticing. More effective if you are not standing directly in front of the NPC. NPCs with weak Agility and Stealth stats make easier targets. Also, if the NPC is turned around, sleeping, or otherwise busy with an activity, they will be easier victims as well. As proficiency increases, rate of success without notice increases. This technique is good for proficiency gains, but has a bad side effect of failure.
Proficiency Gain Rate: A

Lock Pick: Ever want to see what those townsfolk are hiding in that safe downstairs? Some locks aren't pick-able, but for those that are, sometimes time and patience are all that are needed… that and a good pick.

Requires a Thief's Tool to use. As stealth proficiency increases, so does success rate and duration of picking action. If a picking action is abandoned, the tool is left in the lock and must be picked up manually. In this way the player may lose the tool if the situation gets bad and must escape. Also, the tool hanging in the lock causes guards to alert if they spot it. Locks have varying difficulty. Some locks may not be able to be picked, or the door may sometimes be jammed or blocked anyways. By picking locks you can open locked furniture and gain items, or you can open doors that lead to new areas to explore, new escape routes, etc.
Proficiency Gain Rate: C

Silent Steps: Sneaking around is essential if you don't want to be noticed. With this ability, your character innately knows how to move while making as little noise as possible. This doesn't eliminate all noises, but it helps.

Passive ability that decreases sound made by various movement speeds on a sliding scale. As proficiency increases, so does the sound-muffling effect. This allows the character to move more quickly without alerting NPCs. You cannot gain proficiency via this technique because it is passive.
Proficiency Gain Rate: N/A

Dash Roll: This is a quick jump/roll combo that allows you to pass by alleys and doorways with ease. It greatly reduces awareness of your presence based on sight when passing these kinds of locations. Also, it is good for quickly moving out of the way when someone approaches.

Action which allows a character to dash and roll across a gap/alley/doorway in a flash. Notice is diminished even in plain sight, and the speed of the maneuver allows it to be performed while a guard is looking the other way. This is a basic maneuver and will be used frequently.
Proficiency Gain Rate: E

Hand-over-hand: This is the ability to cross wires, pipes, and small beams. This can be useful in avoiding notice, and in getting the "drop" on your enemies.

Action which allows characters to cross clotheslines or other wires/pipes/beams. This allows them to access new areas and new escape paths. It is good for evading dogs that track by scent. As proficiency increases, the speed of travel increases.

Proficiency Gain Rate: E

Silent Knife: This is a last-resort move used when you must engage an enemy. If it fails, you will provoke the target, but if it succeeds, the end will be quick, painless, and quiet. This move can be performed in a variety of ways: It can be used while using Shadowskill, from the Wall Cling, or from a high rope or wire.

The one offensive stealth move, it is used to perform a critical fatal wound to an NPC silently in situations where notice and battle will be unavoidable. This is a high stealth-level technique. With higher proficiency comes higher rate of success. Enemies with low Stealth and Agility are more susceptible to its effect. To utilize it, you must use it in conjunction with the Wall Grab or Shadowskill. Shadowskill allows for a better success rate, but the Wall Grab entry allows for a different approach into the technique (can do it in light, and can move freely to position yourself).

To activate with Shadowskill, first become invisible. When invisible, target the enemy and wait for him to be in striking distance. Pressing the X Button, your character will attempt to use Silent Knife instead of the normal attack mode. If it fails, you will enter the normal attack mode.

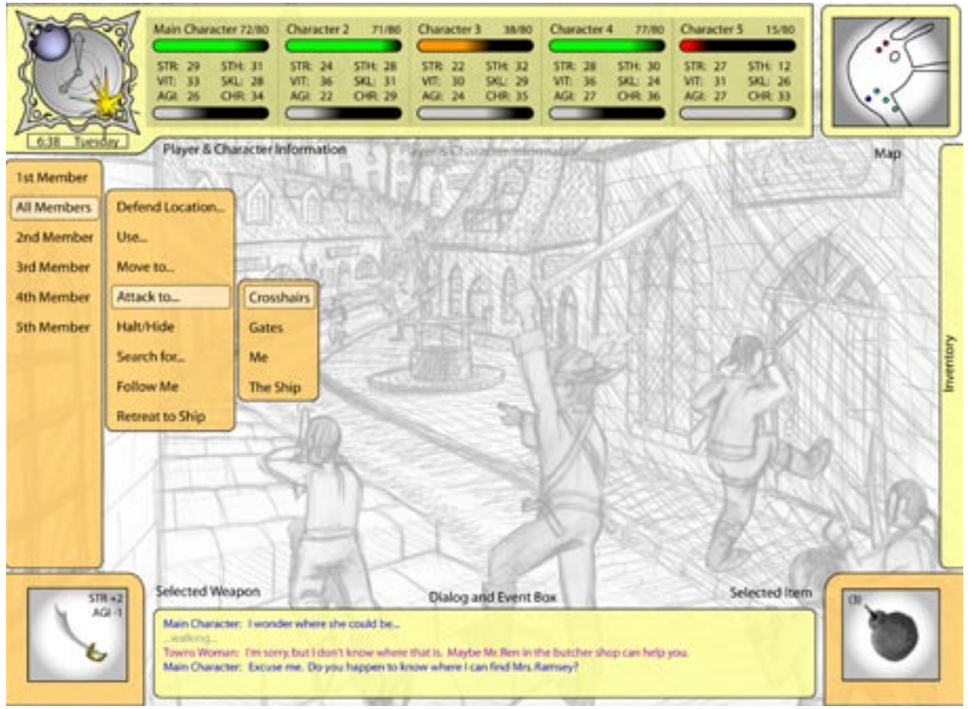
To activate from the Wall Cling, you must first be grabbing the wall above your enemy. Target the enemy and press the X button, and your character will drop onto the enemy and perform the Silent Knife. If it fails, you will enter into normal attack mode. The activation from a high rope or wire with the Hand-over-hand skill is the same as with the Wall Cling.

Proficiency Gain Rate: D

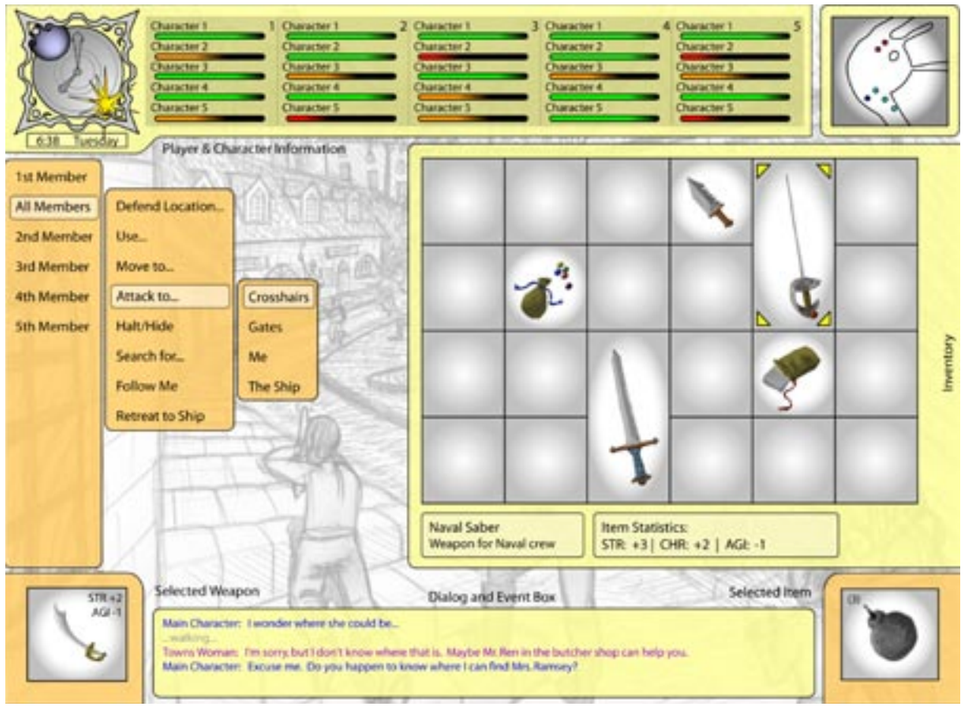
Basic Controls

Start	Menu
Select	Map
Left analog	player movement (speed of movement depends on offset from center) Up = forward Left/Right = lateral movement about the camera Down = towards camera
Right analog	camera and aim (speed of camera depends on offset from center) Up/Down = Camera up/down (reversible in options) Left/Right = turn camera about the player
Directional pad	Selection/Navigation among context menus
X button	Attack selected target (enter attack mode) Use/operate/pick up object (In attack mode) Weapon Maneuvers dropdown
Circle Button	Stealth actions- contextual dependent on character's environs. (In attack mode) Evasion Maneuvers dropdown
Square Button	Crouch (hold) Crawl (In attack mode) Parry Maneuvers dropdown
Triangle Button	Use currently selected Item from inventory
L1 Button	Current Weapon dropdown menu
R1 Button	Current Item dropdown menu
L2 Button	Select target to the left of player (or current target)
R2 Button	Select target to the right of player (or current target)
L2/ R2 (simul.)	Cancel attack mode / Cancel target

Solo HUD Design



Team HUD Design



Group HUD Design

Ship & Land Navigation

Ship Navigation

Player-ship relationship

The player will never control the ship directly (as if in a racing game for example). The player will be able to move freely on the ship as it is moving or at rest. There will be zones established on the ship for the player to shift between roles. See ship zones section below for the details. There will be three modes: travel, cruise, and battle. Each mode is described below.

Ship zones:

Top Deck: Here all commands will be given for the cruising and battling modes. If a boarding battle between ships occurs, then commands for cruising and battling (related to the ship) will not be available.

Main Deck / Gun Deck: Here commands will be given to the crew. Normally, the player will only be able to converse with the crew, but if there is a boarding between ships, then the player will be able to give commands to the crew (as if he/she were in a land battle). (The gun deck will be located on the main deck if the ship is smaller.)

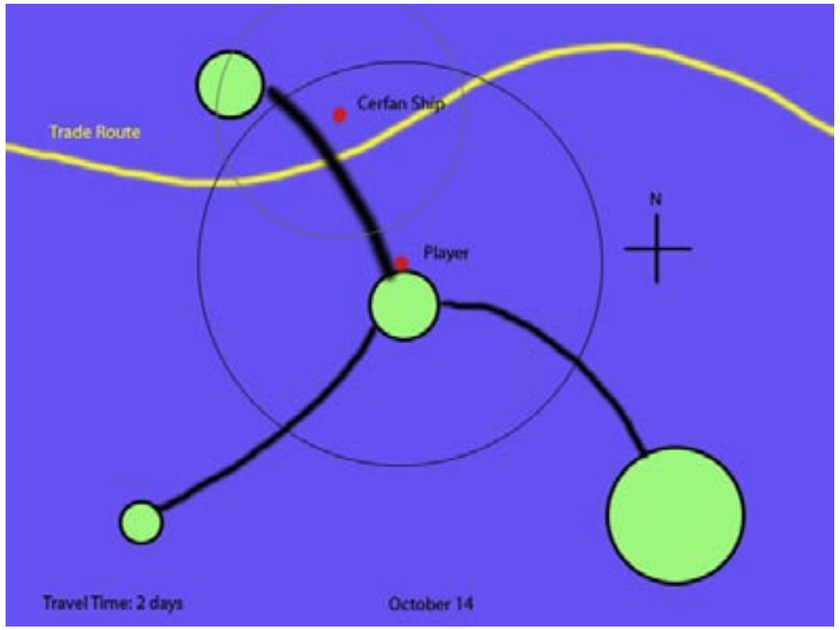
Captain's Cabin: Here all commands will be given for the travel mode. Other options will be available to the player when in the cabin, such as access to the ship logs, the player's journal, maps, ship inventory, and items.

Gun Deck / Crew Bunks: Here the player will be able to interact with the crew. If in a ship battle, the player will be able to command cannon fire. However, this will be available from the top deck as well. The player can order the crew to fire the cannons, but can only aim, reload, or fire one that is unmanned. (The Gun Deck and the Crew Bunks will be located in the same place if the ship is smaller. Some ships will have a completely separate room for the crew bunks.)

Galley: Here the player will be able to converse with the ship cook (who will know much of the talk of the crew) as well as check on the status of the ship's stores.

Modes:

Travel: Entering the captain's cabin and looking at the world map on the table will invoke Travel mode. The map will fill the screen allowing the player to choose a location. There are three types of locations to travel to: ports, coasts, and open waters. The game map shows the player location and other destinations available from the current position. A field of vision encircles the player's ship showing the location of nearby ships and the flag they are flying. Any trade routes that the Player has gathered information on will be displayed in its entirety. As the player moves the cursor around the map and passes over different locations, the possible options for that location appear. Once a location is selected, the route and duration will be displayed on the map. As soon as a destination is approved, the player's ship icon will move across the map towards the location. The game speed will increase to decrease travel time. As the ship travels, the player's field of vision will follow and show the area around it. Once the player is about 1000 feet away from the destination, or the course is interrupted, the player will hear a voice yell the current condition ("Land-Ho" or "Ship on the horizon," etc.). During



the trip, the player can return to normal game speeds and walk around, converse w/ crew, and manage resources/items. The player can return to increased game speeds by returning to the captain's cabin and once again seeing the map view.

Port: This will be available if it is a friendly port; otherwise the player will be warned of hostilities but still allowed to go. When the Port is reached, the ship will appear just out of reach from the town's fort cannons. There the player can command from the top deck where to go and what to do.

Coast: Available on the shore of any landmass anywhere (must be charted as important or within a certain mileage from a town). This option is available so that the player will be able to attack a town from land rather than from water as well as seek out treasure.

Open water: Available anywhere in the sea far enough away from a coast. This option is available so that the player can anchor in wait to attack other ships in open waters.

Cruise: Cruise mode is invoked by entering the top deck once the player has exited travel mode. The player can sail the ship around islands and different areas of interest. Once a certain distance away from the point of interest has been reached, the player must turn around or enter travel mode to leave the area.

Confrontation: Confrontation mode is invoked when a ship is close enough to the player while on the open sea or traveling (bringing the view back to the captain's cabin from the travel mode or occurring where ever the player stands on deck if in cruise mode). If the player's ship's viewing range is greater than a nearby ship's, then the player gets to decide whether to battle, trade, or ignore the other ship first. If a nearby ship's view is greater than that of the player's ship, then it gets the first decision to battle, trade, or ignore the player.

Battle: Once a battle has began, the commands in the command menu will change, which will be geared toward either sinking the ship or boarding it without causing too much damage (So that the player can plunder its goods and even take the ship and crew). The command menu includes options for the ship (fire cannons, fire at will, retreat, charge, board). When a ship is boarded (either the player's ship is boarded or a combatant ship is boarded. The attacked ship is where the combat takes place), the command list looks just as it would in a team mission fought on land. If all combatant ships have been sunk or boarded (or the player retreats/escapes), the battle is over. After the battle in which the player is victorious, he/she can capture items, goods, and crew from the boarded ships. The captured crew can be enlisted as crew members, but they will not perform well or even stay around if they can escape. The number of cannons, size, speed, strength, and amount of supplies of both ships all affect the difficulty in defeating another ship at sea.

Trade: If the player requests to trade and the other ship accepts, then a trade window will open to allow the two ships to buy, sell, and trade items. If the other ship declines the request, a battle may still occur.

Ignore: The nearby ship will be bypassed. If the player chooses to ignore a nearby ship, the nearby ship still has the opportunity to choose to attack the player.

Fleet: The player can gain and manage up to 3 other ships, as well as his/her own. Most aspects (crew status, supplies, etc.) are mirrors of the player's ship. A crewmember must take rank as captain for each vessel—making the player Colonel of the fleet (a crewmember's leadership stat will determine if he will be a good leader). Once another ship is added to the group, the player will give it a name. When on the top deck, orders can be given to the captain of the ship.

In travel and cruising modes the ships will automatically follow in a V formation behind the player's ship. During battle mode, the player will have to give specific orders to the other vessels, or else they will do as your ship does and will attack only if fired upon.

A mutiny could come from any ship in a fleet—the player's men or the men of another ship. If another ship mutinies it will either be passive, in which case it will just leave, or it will be aggressive and attack the player. A mutinying ship will most commonly try to escape rather than sink the player's ship.

Controlling the ship in the different play Modes – see the graphical layout of commands available in each mode

Ship Commands

The Addressed

This will include any ships that are at sea with you. There will always be at least one ship (the player's) and each ship will have its own crew. When a ship gets too far away (about 11500 feet) from the player, they cannot hear commands and therefore the player will have to get closer to them to communicate.

First Ship – Addresses the player's ship.
All Ships – Addresses every member of the party. If there are many groups, addresses the leader of each group, thus everyone).
Second Ship through 5th Ship - Addresses the other ships of the player's fleet.

The Actions

Available actions will vary depending on the situation, who the player addresses, location, and other factors. All ship movements automatically avoid dangerous waters, although

depending on the navigator of the ships abilities this may or may not always be successful.

Sail… – The addressed ship will being to sail as directed.
Along Coast… - The addressed ship will turn to sail parallel to the coast **clockwise** or **counterclockwise**.
To Shore… - The addressed ship will approach the shore the shortest distance away and do one of the following: **Beach, Row to Shore,** or **Wait**.
Attack…– The addressed ship will begin to attack the specified ship.
Nearest Ship – The addressed ship will begin to attack the nearest ship with cannon fire.
Crosshairs - The addressed ship will begin to attack the ship in the player's crosshairs with cannon fire.
Follow… - The addressed ships will follow the player's ship as indicated.
Single File – The addressed ships will follow the player's ship in single file.
V Formation - The addressed ships will follow the player's ship in a V formation.
Board Ship – The addressed ship will approach the nearest ship and attempt to board it. It will return any cannon fire with its own.
Protect Me – The addressed ship will move to position itself between the player's ship and any ship attacking it. The addressed ship will also return fire. If many ships are addressed, then all will attack the ships attacking the player if they have a clear shot.
Halt – All addressed ships will stop what they were doing, whether it being sailing or attacking.

Land Commands

The Addressed

This will include any men that go on land with you. There will always be at least one group (which includes the player) and each group will consist of up to 5 men. When men are too far away from the player, they cannot hear commands and therefore the player will have to find them to communicate.

First member/party – Addresses the player. If there are many groups, addresses the members in the player's party).
All members/parties – Addresses every member of the party. If there are many groups, addresses the leader of each group, thus everyone).
Second member/party through 5th member/party - Addresses the other members or parties of the player's men.
Ship – If the player is near enough to the ship, the player can call orders to the crew on board.

The Actions

Available actions will vary depending on the situation, who the player addresses, location, and other factors.

Pillage and Plunder/Fire at Will – Only pirate crewmembers can Pillage and Plunder. If the player is a naval captain or privateer, this will be Fire at Will. The main difference is the navy and privateer will only combat enemy men, and damage will be kept to the least amount possible. Pirate crewmembers will take items and injure and/or kill whom ever they please. A privateer attack will do more damage to a city than a naval attack.
Defend location – When ordered, the addressed will stand their ground, take cover, and fire upon or combat nearby enemies without pursuing them. There are two types of defense available:

With Stealth – The addressed will find a dark or hidden area to take cover in. This command will not be available if it is daylight and depending on the location.
With a Perimeter – The addressed will create a circle to defend from. If all members/parties are addressed, then multiple circles will be formed as a perimeter.
Use – When ordered, the addressed will use available items, or manpower to act upon specified targets. Any of the uses can be targeted to the following: **crosshairs, nearest enemy, or an entrance**.
Item on… – The player gets to select an item from the addressed supplies and instruct him where to use it. (The selection of a grenade will cause the addressed to throw it where commanded. The selection of a lock pick will cause the addressed to attempt to pick a specified lock.)
Strength on… – The addressed will apply force to the target specified. This works well for blocking passages (pushing objects in the way), holding forces behind a door, and opening doors (only some doors).
Object – If a usable object is near (i.e. a cannon, lever, pulley, etc.) the addressed will use it for its intended purpose.
Attack to – The addressed will fight their way to the destination. Getting to the destination will be a priority, but if there is a threat, it will be pursued off the course a ways.
Move to – The addressed will sneak their way to the destination. Remaining undetected will be a priority. If there is a guard or an enemy that can't be passed without drawing attention, then the addressed will attempt to ambush and return to stealth.
Crosshairs – The addressed will go to where the player is looking.
Locations – The addressed will go to a specific location. Depending on the town or mission, different placed will be available. Examples would be the Governor's mansion or the Fort.
Me – The addressed will come to the player.
The ship – The addressed will go to the ship. If all crewmembers areordered, it's basically a retreat.
Halt/Hide – The addressed will stop what they were doing and if used again, they will find cover as fast as they can.
Search for – The addressed will search for what they are ordered to find. The person or item that is being sought will be mission specific or will depend upon where the player is located.
Person – Once the person is found he/she is bound up or released, depending on the mission.
Item – Once the item is found, it is placed into the AI's inventory of who found it. When the AI returns to the ship it is turned over to the player. If the crewmember is killed before he gets to the ship, the player must order "find" again or find the body himself.
Escort – This is only applicable if there is a wounded or captured person, or if someone is being rescued. These three types can be taken to either the player ("**Me**") or the **ship**.
Rescued to… – This will be referred to in menu by name or title (ex. Governor). The rescued person will move as fast as are capable, which may not be that quick.
Captured to… – This will force the captured person to come along, but that doesn't mean the captured person will move quickly.
Wounded – This requires two other men to carry the wounded and will take the longest. The wounded automatically get taken to the ship.
Follow me – The addressed will follow the player and mimic his actions.
Retreat to ship – The addressed will "Move to" "the ship."
Begin Firing at will – The ship will fire its cannons upon the fort primarily, then the town.
Hold fire – This stops the ship from firing.

City Creation Process

After the player begins a new game and sets his/her player stats, the game world is built. The map layout and city locations are static for all games, but the city layouts are randomly created. This process is carried out at each city location on the map, except HOMETOWN and other key locations.

Each city has certain predefined characteristics that are consistent throughout all. These include the following:

1. Forte and Tower
    a. Type
    b. Locations
2. City walls
    a. Type
    b. Locations
3. Large natural foliage
    a. Type
    b. Locations
4. Docks
    a. Type
    b. Locations
5. City Area
6. City Zones
    a. Political
    b. Industrial
    c. Commercial
    d. Residential
7. Structures that the city contains and the quantities of each
8. Key structure names
9. Environment, ground, and road textures
10. Nationality
11. Starting ALLEGIANCE stats
12. Quantities of items and goods

Figure 1 (only the predefined attributes)

Based off the above information, the cities are created in the following sequence

1. Roads are constructed.
   Conditions:
   Starts in the Industrial and Political zones.
   Roads gradually narrow as they go into Residential and Commercial zones.
   No road wider than 50 feet and no road narrower than 8 feet.
   No two branches off the same side of a road closer than 50 feet.
   No more than a 4-way intersection.
   No less than a 40 degree angle between a road branch and the main road.

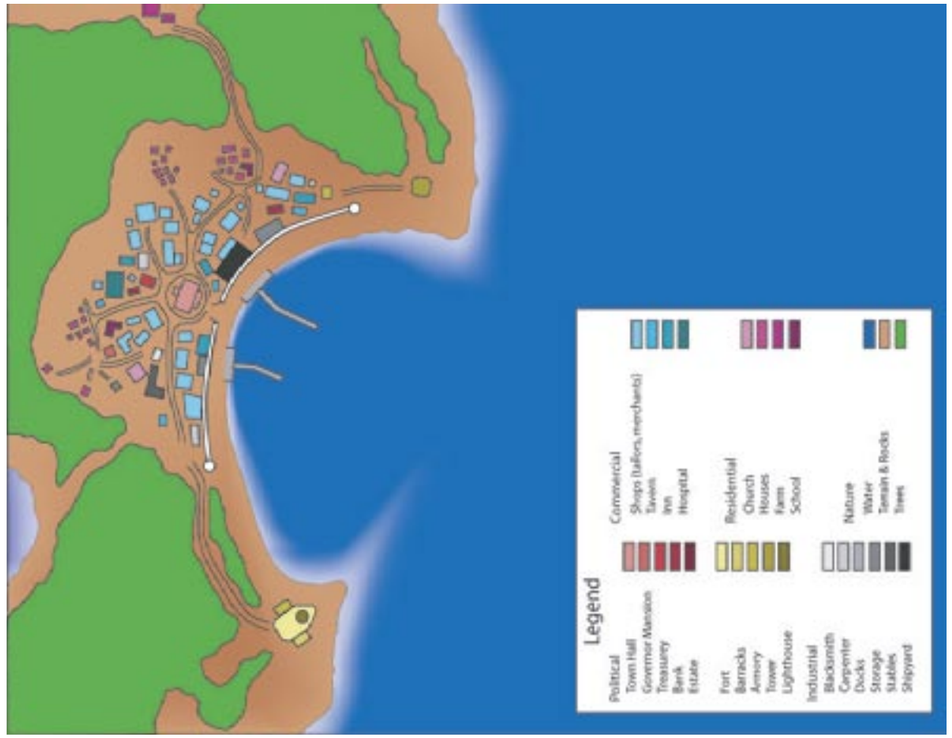
Figure 2 (roads added in)

2. The road surface texture is created and placed.

3. Structures are placed.
   Conditions:
   Starts by placing the town hall.
   Then proceeds as follows: political, industrial, commercial, and residential.
   Structures are oriented between +20 or -20 degrees off parallel from the nearest road.

Figure 3 (structures added in)

4. Names and attributes are assigned to structures and populated w/ NPCs.



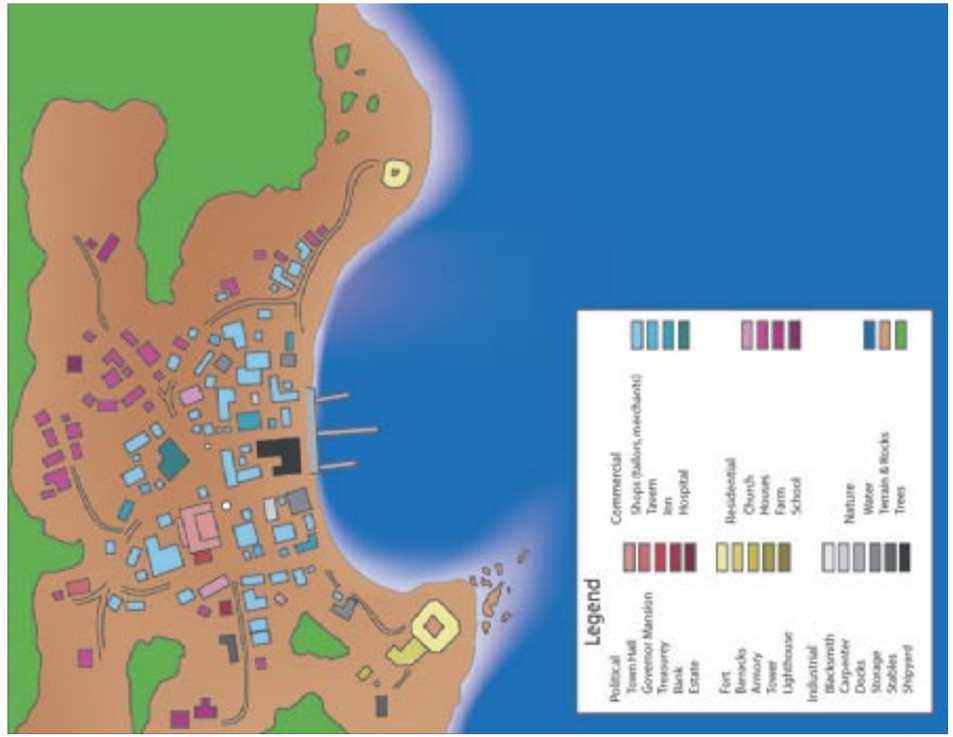
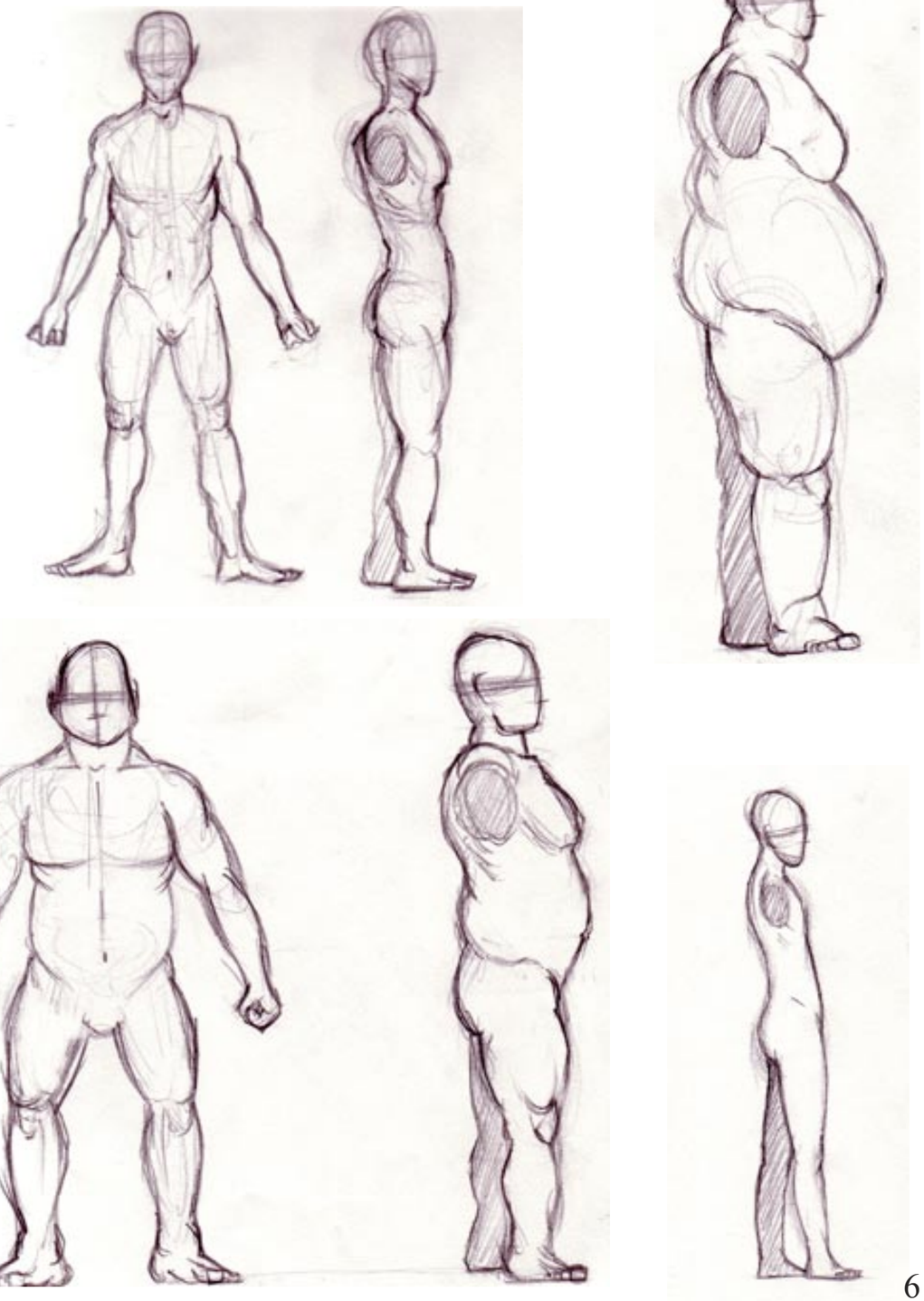
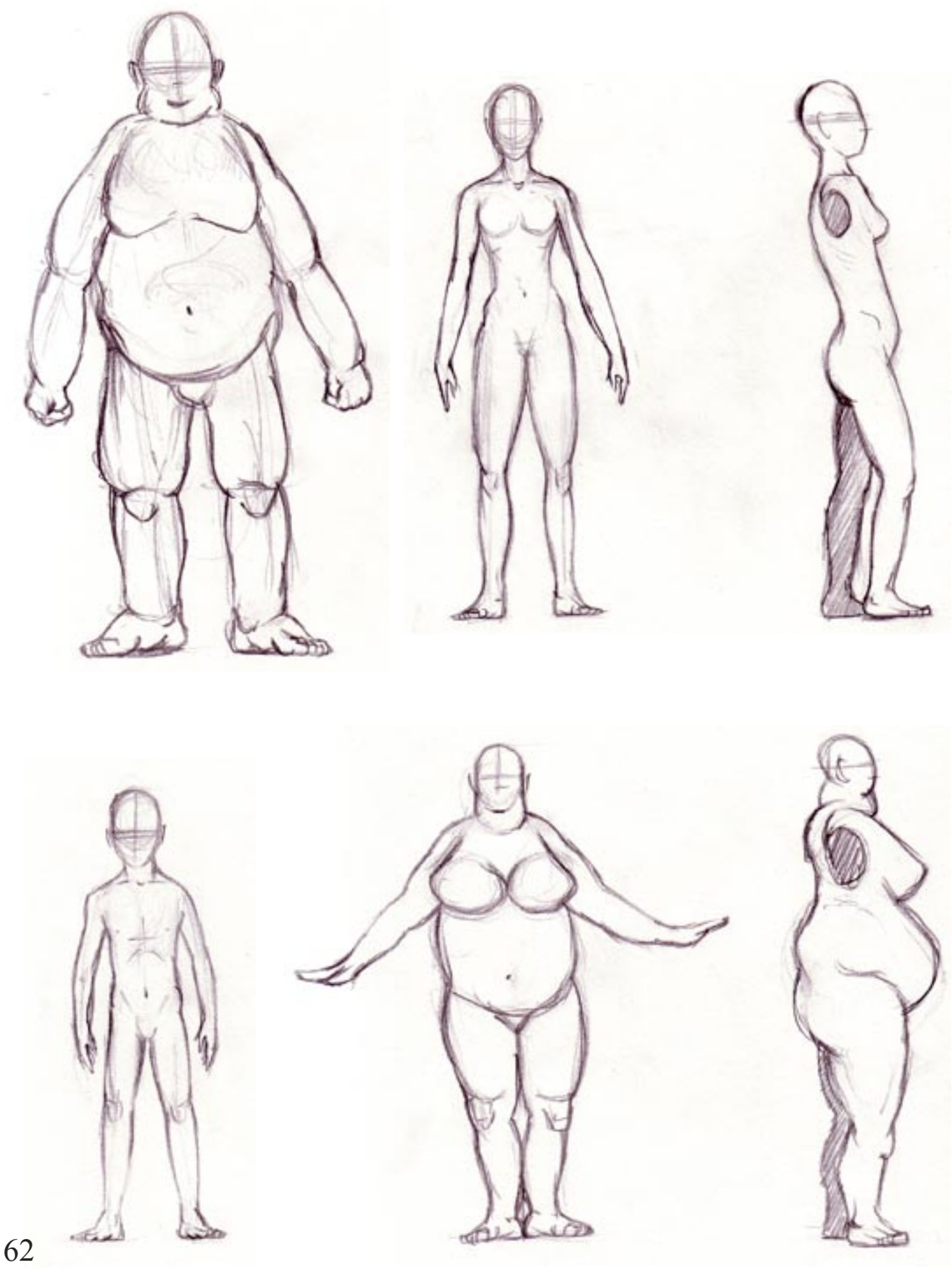
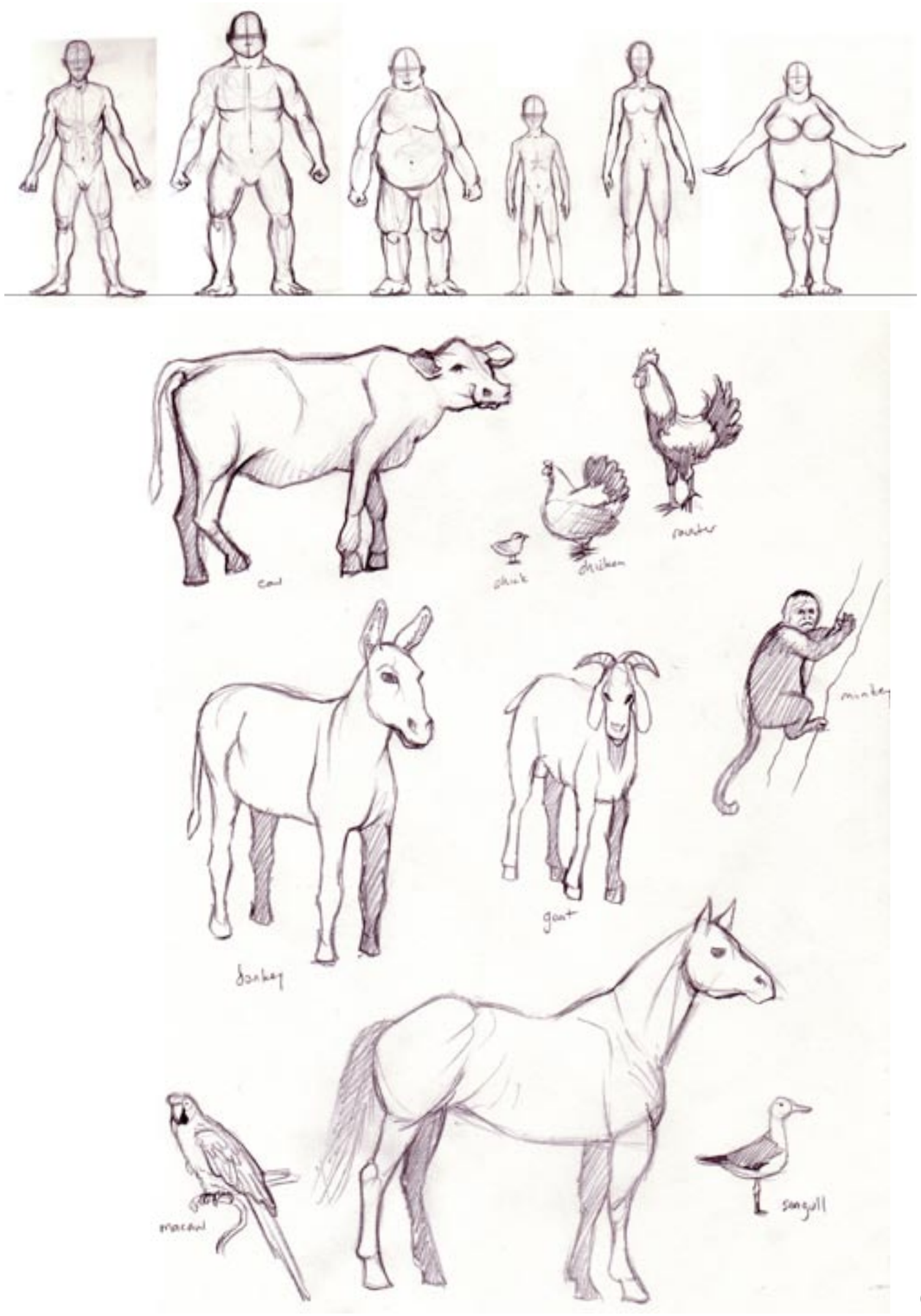


Figure Designs






cow
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rooster
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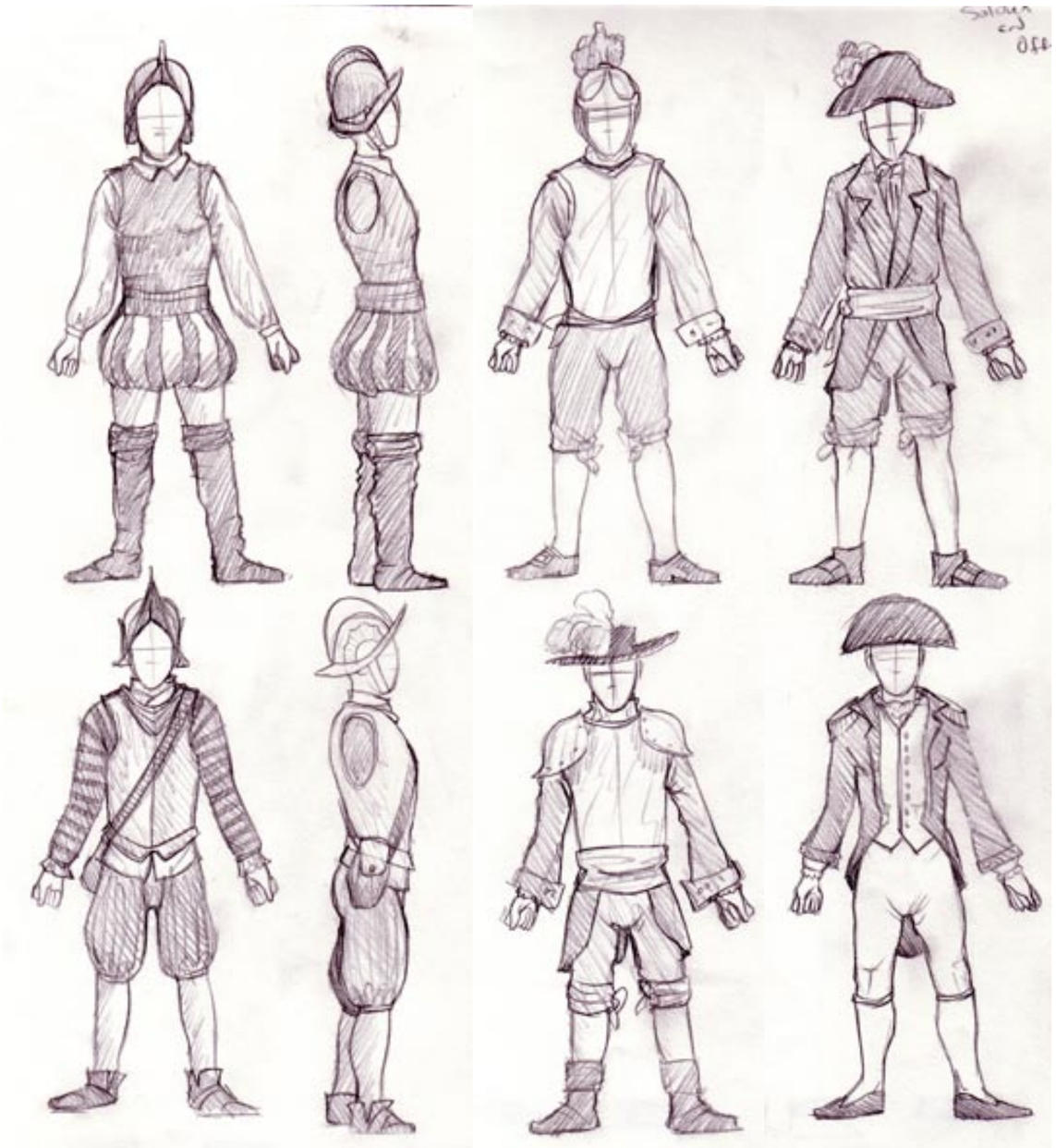
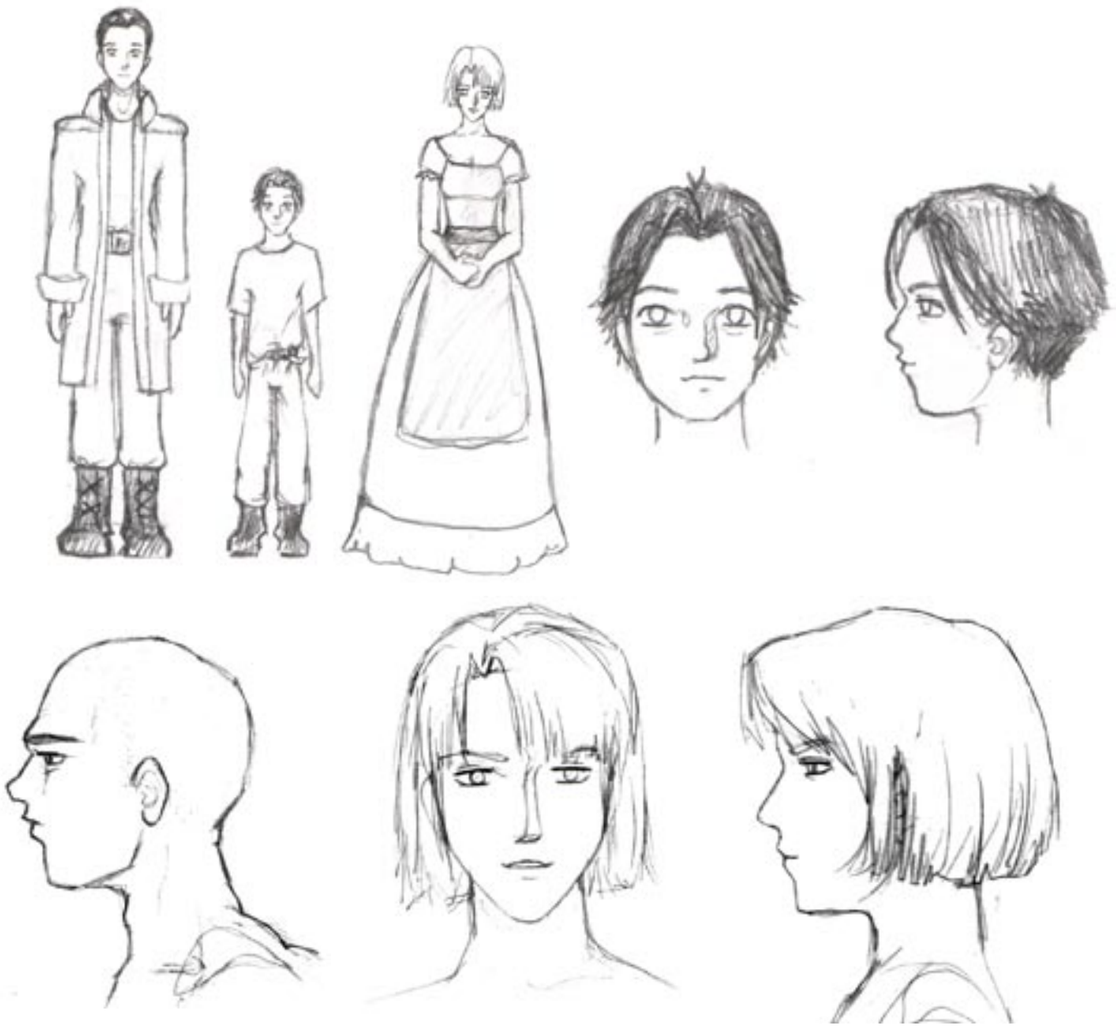
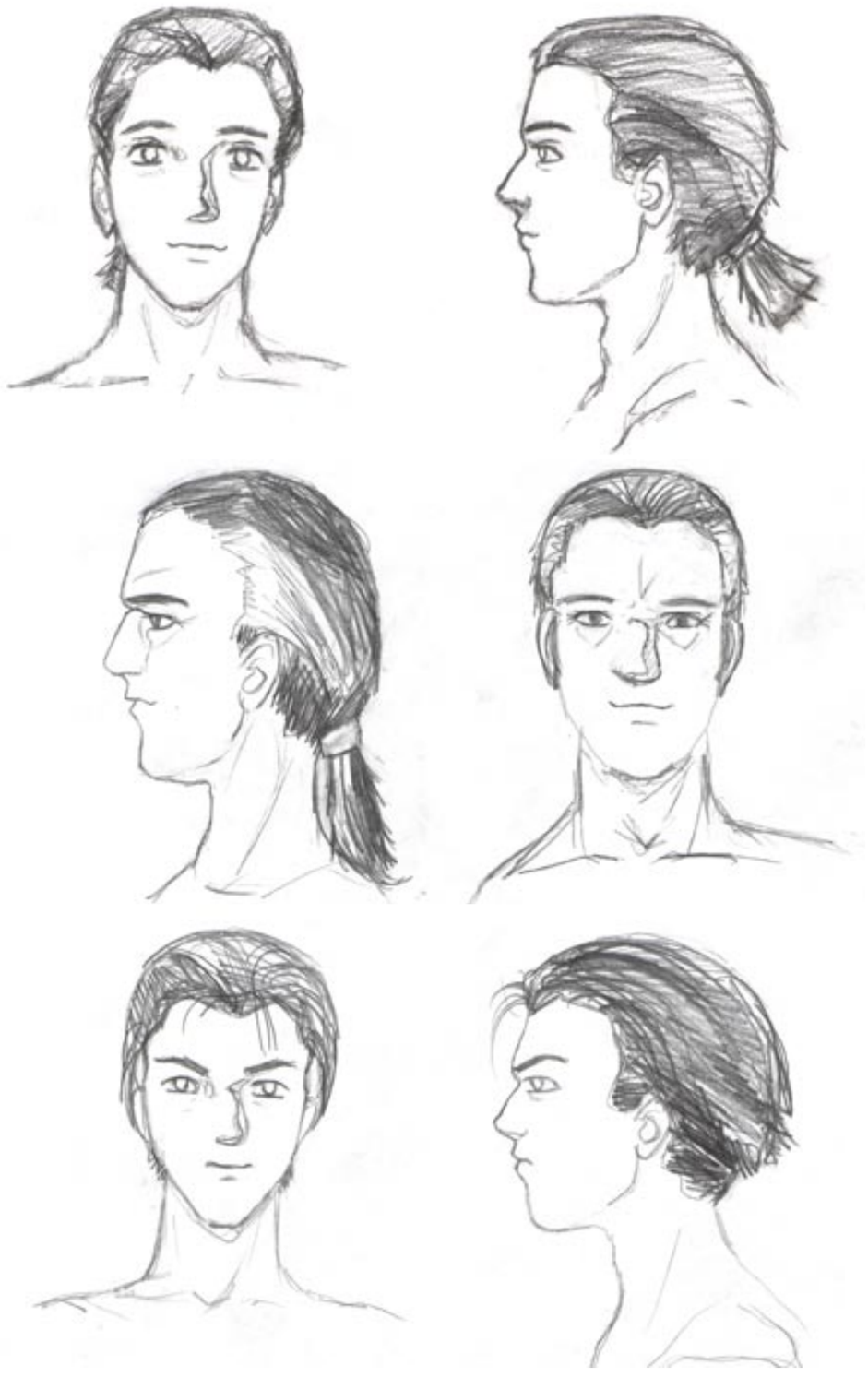
macaw
seagull



Peasant
surgery





Architecture Designs

Inn

residence block

walls (depending on nationality)

market entry way

Town Meeting Area

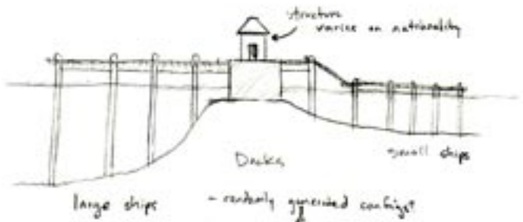
wall

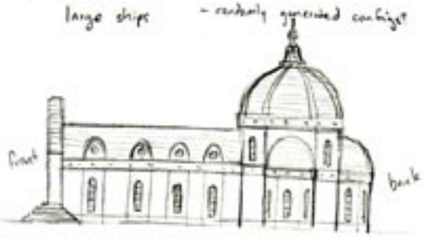
fences

Governor's Mansion

City Hall
"Governor's Palace"

residence

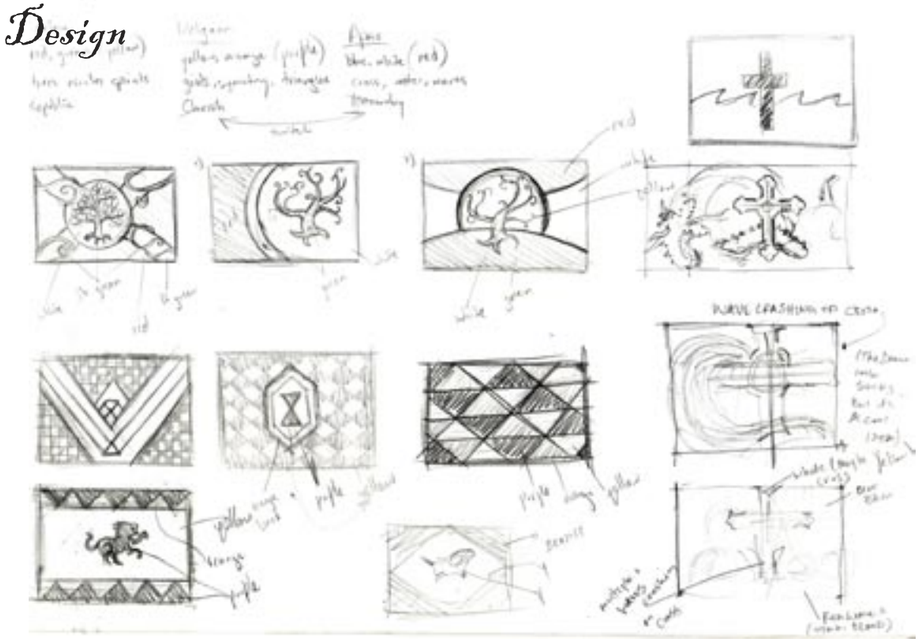




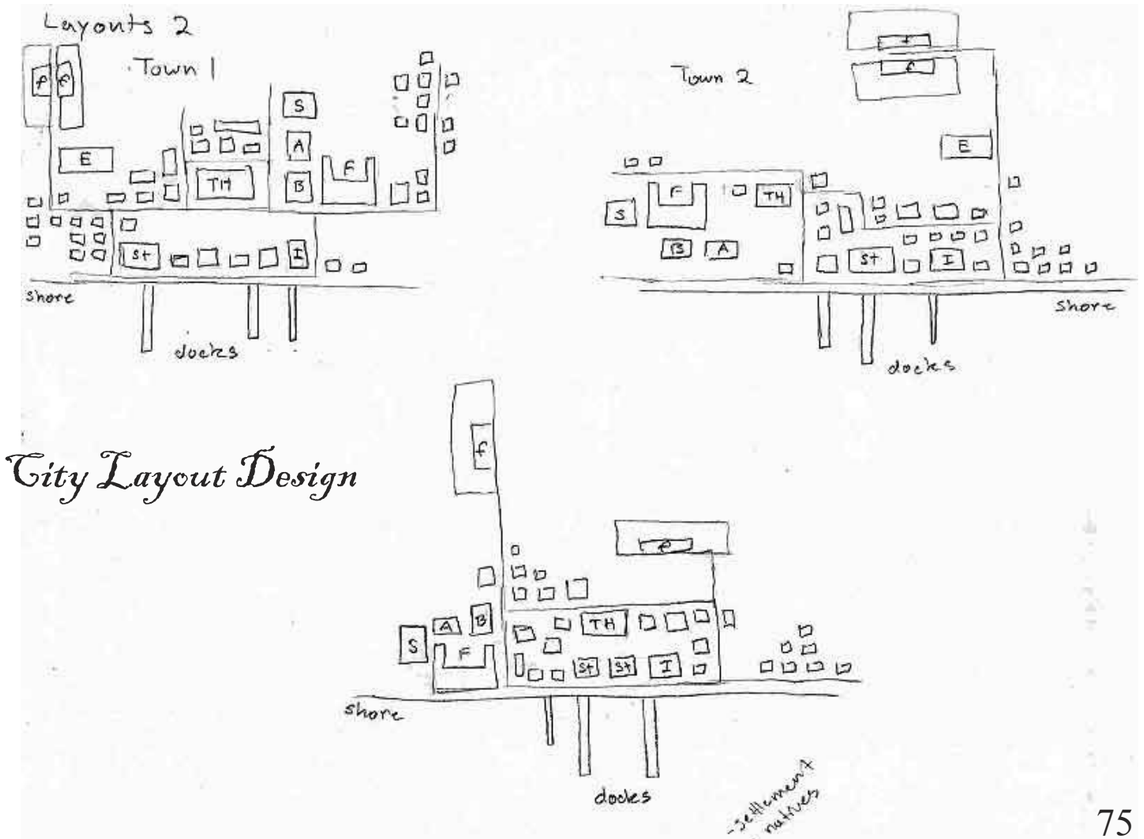
Cathedral (side

gatehouses

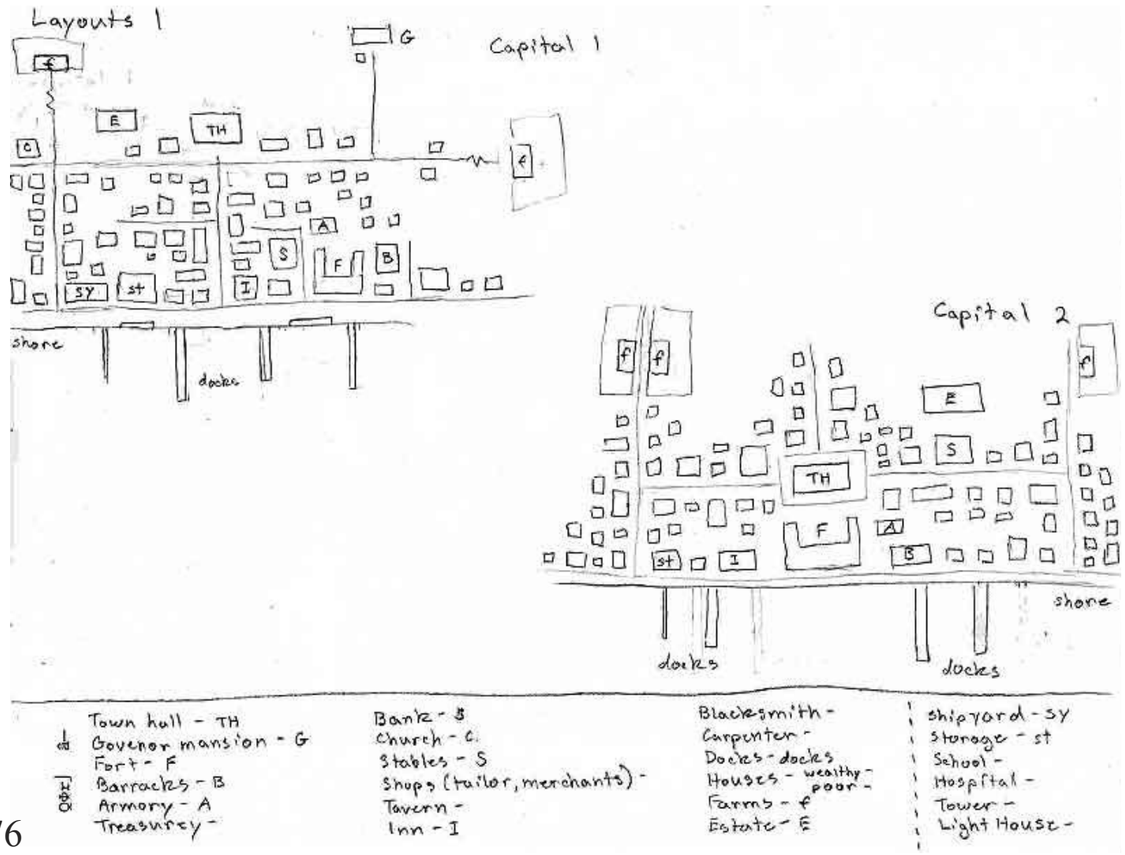
Flag Design

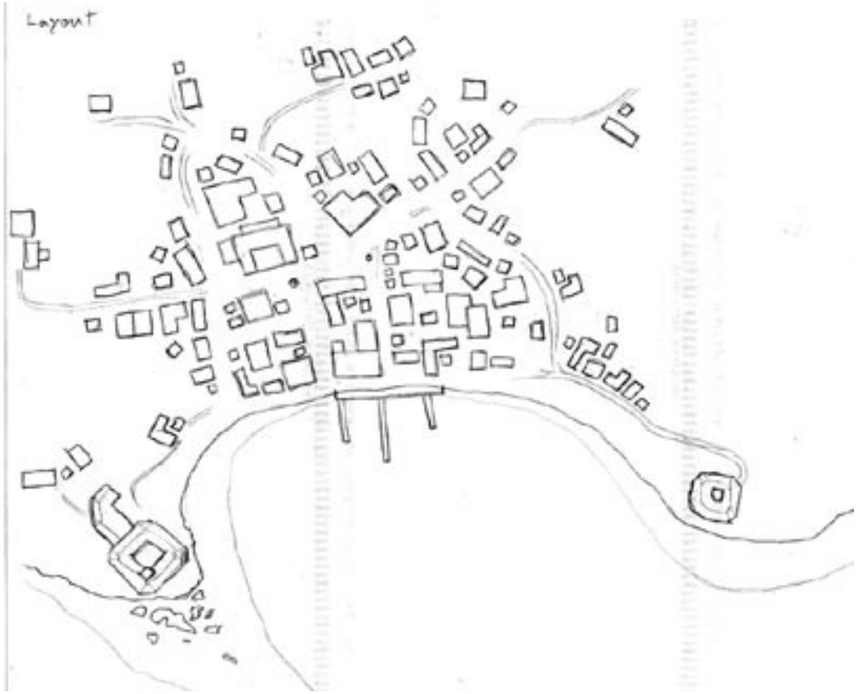


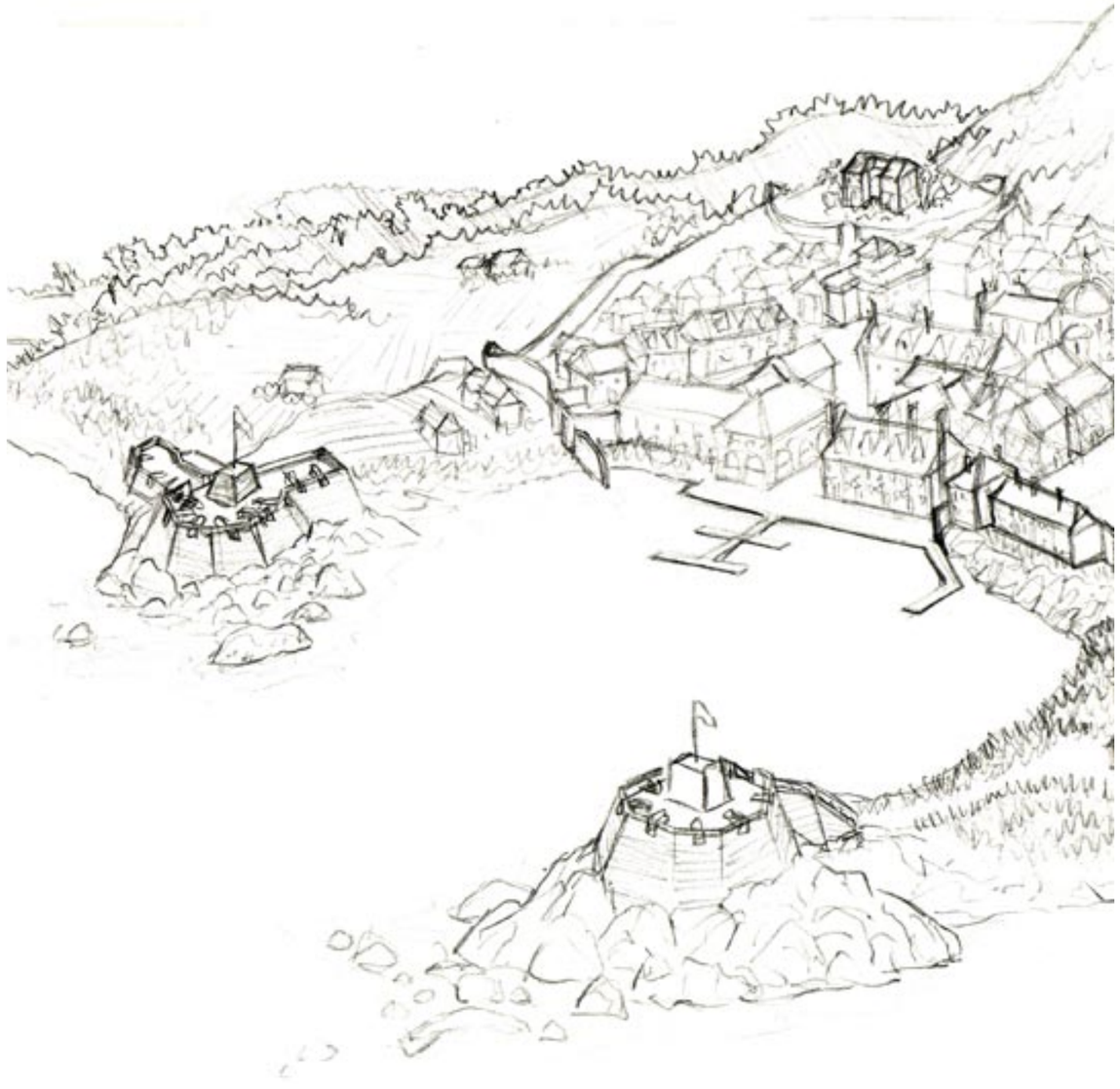
City Layout Design



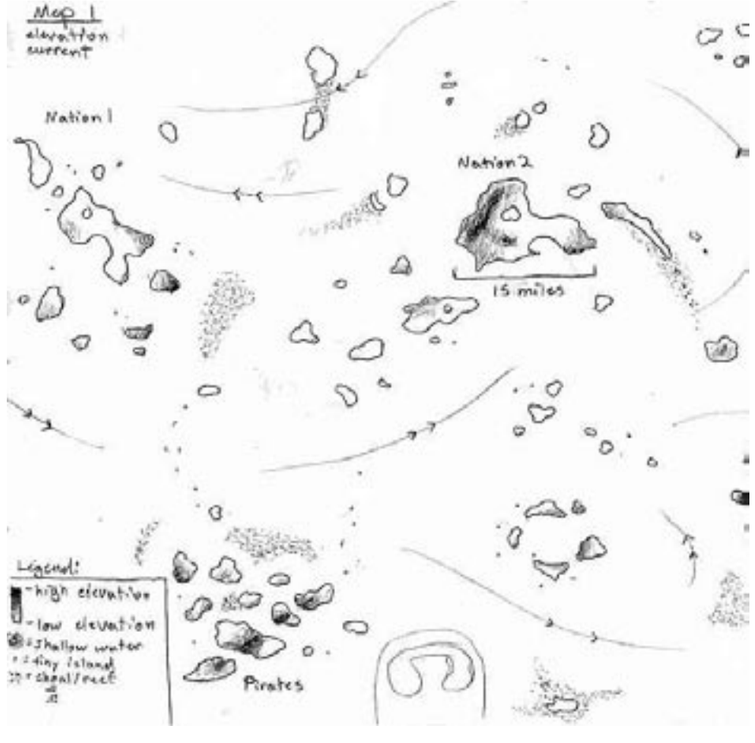
Layout
Trees
Beach

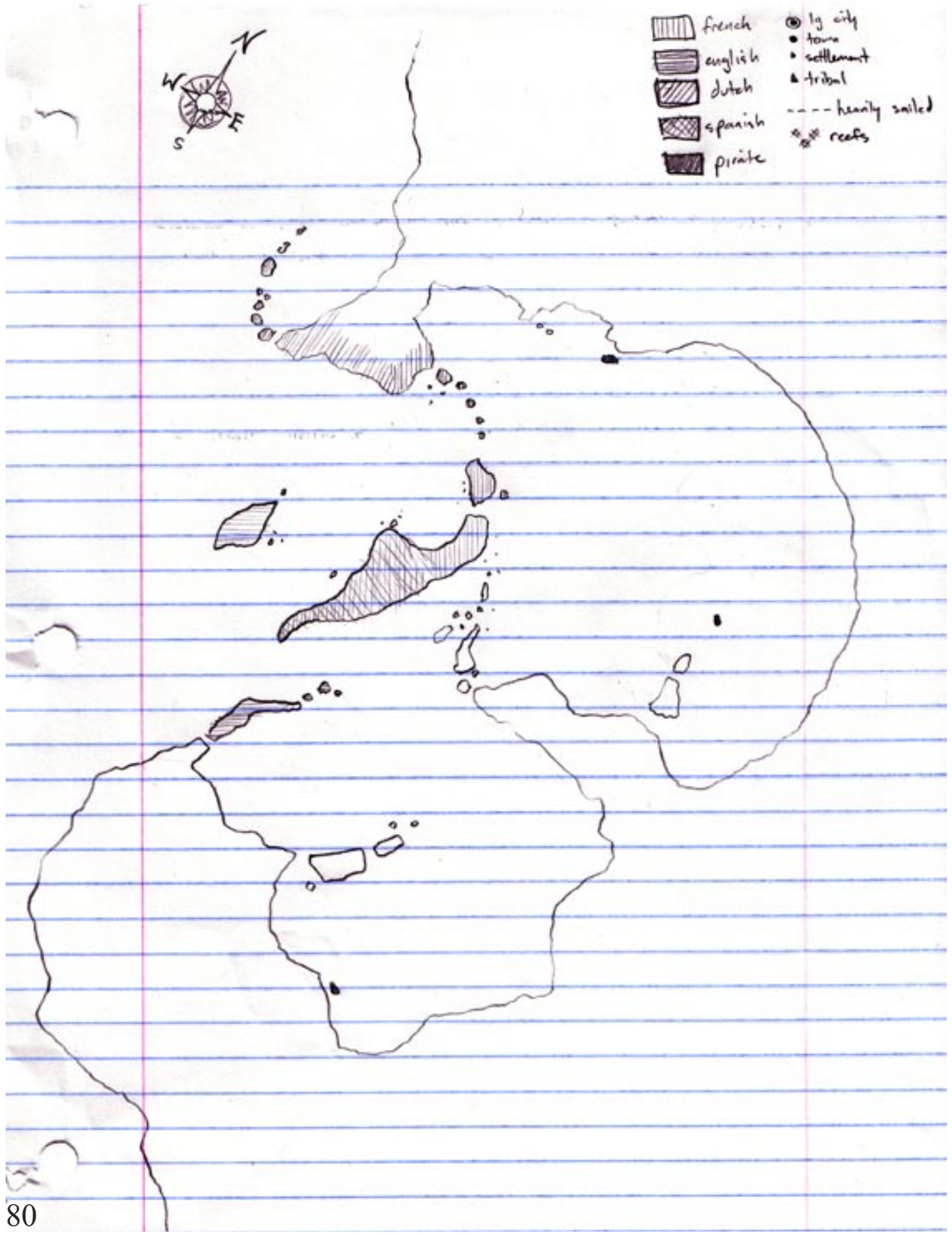

Layouts 1
G
Capital 1
E
TH
C
F
A
S
SY
st
I
B
shore
docks
Capital 2
Town hall - TH
Governor mansion - G
Fort - F
Barracks - B
Armory - A
Treasury -
Bank - $
church - C
Stables - S
Shops (tailor, merchants) -
Tavern -
Inn - I
Blacksmith -
Carpenter -
Docks - docks
Houses - wealthy - poor -
Farms - f
Estate - E
shipyard - sy
Storage - st
School -
Hospital -
Tower -
Light House -


Layout

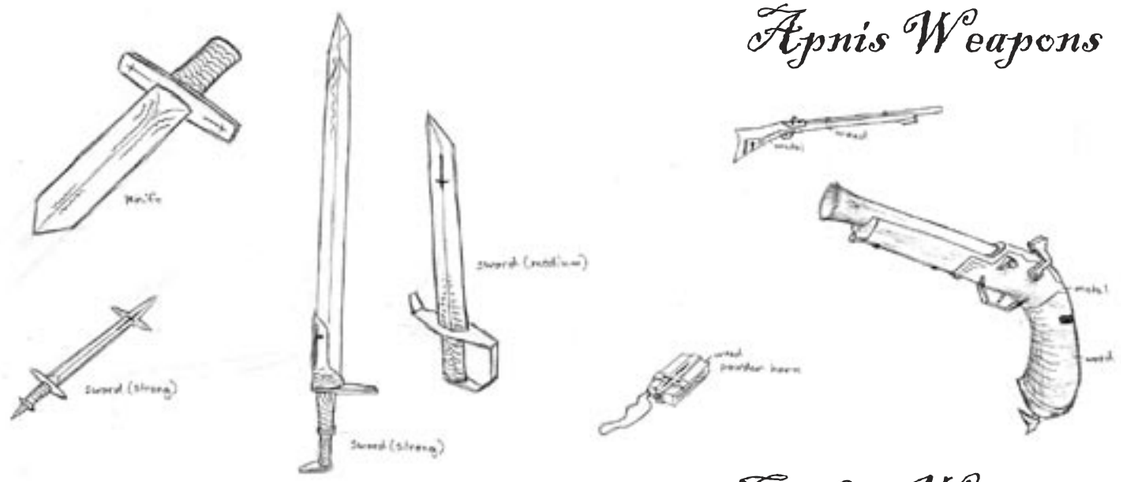


100 miles

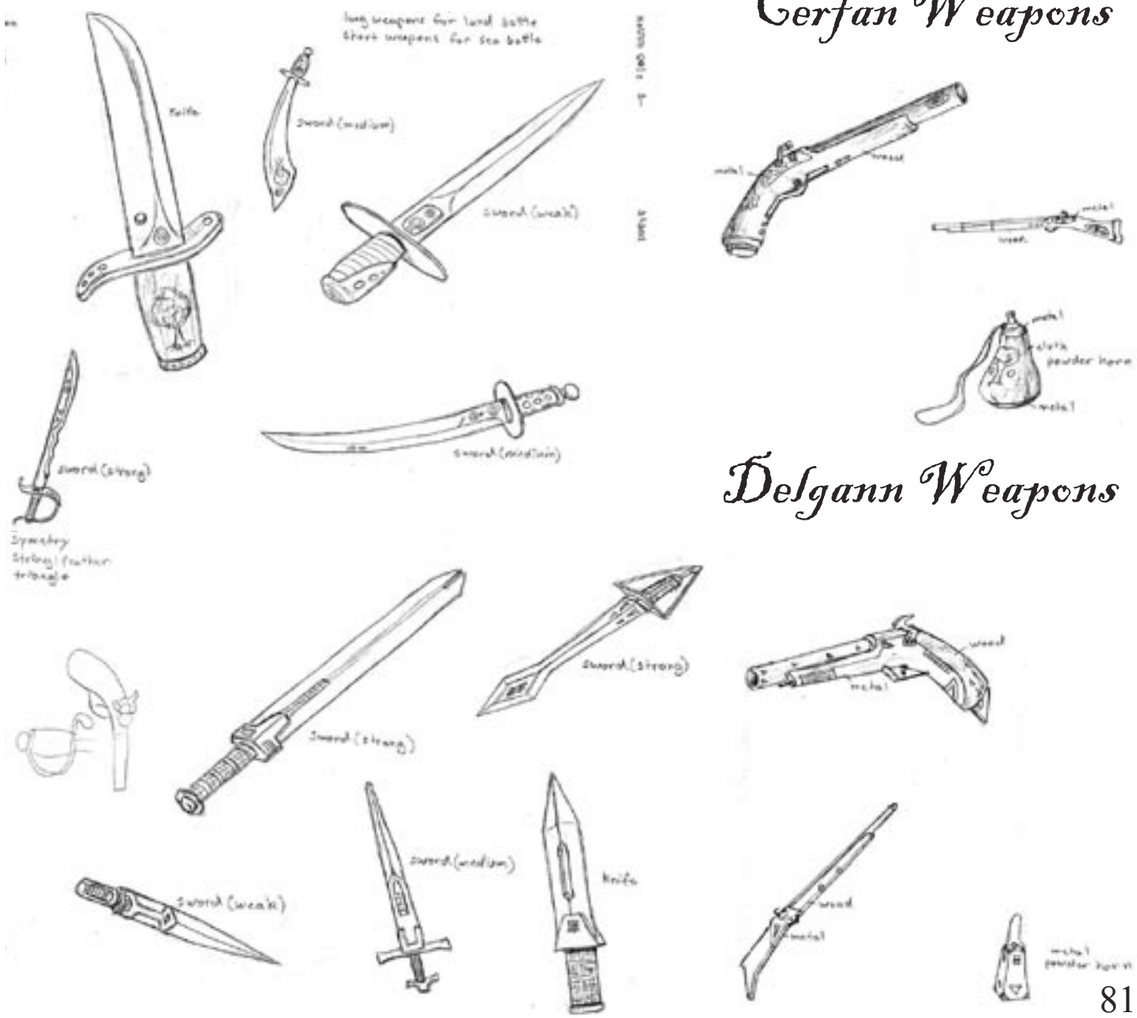

Map 1
elevation current
Nation 1
Nation 2
15 miles
Legend:
- high elevation
- low elevation
- shallow water
- tiny island
- coral/reef
Pirates



Apnis Weapons

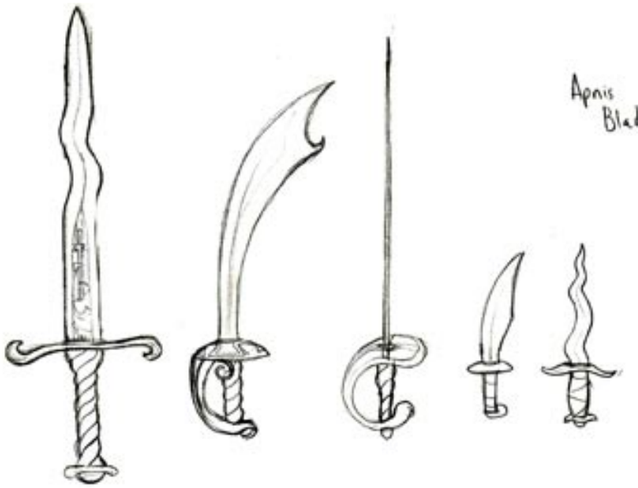


Cerfan Weapons

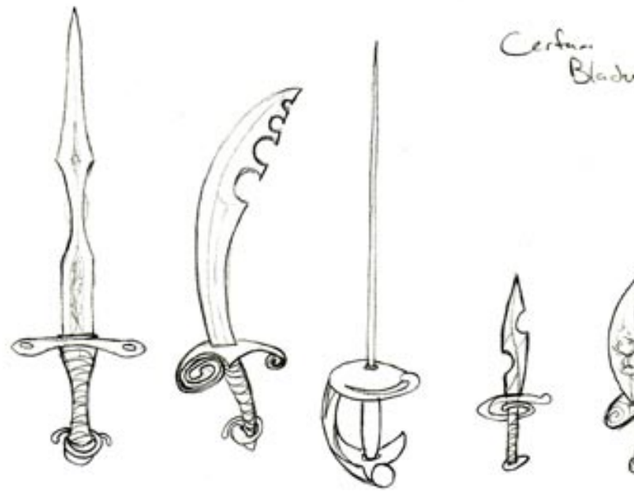


Delgann Weapons

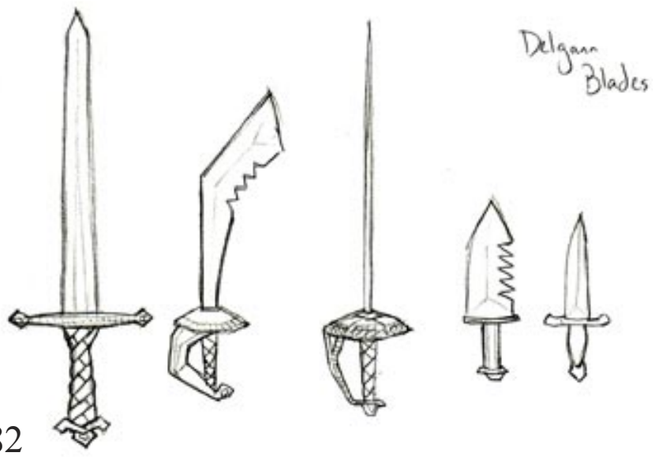
Items and Objects



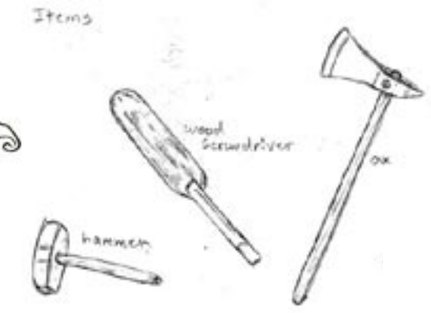
Apnis Blades



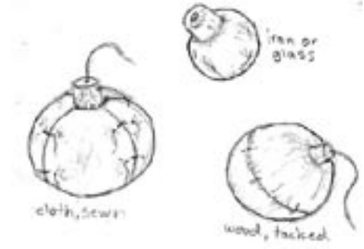
Cerfan Blades



Items

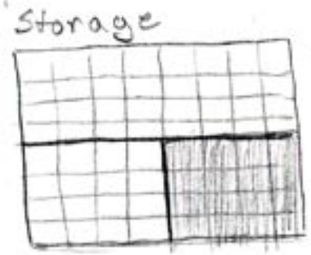


Delgan Blades

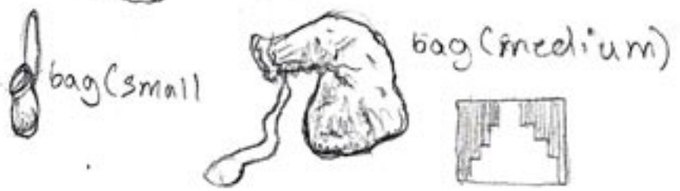


use Hairtifa 2 engine to enable the player to interact w/ nearly any object

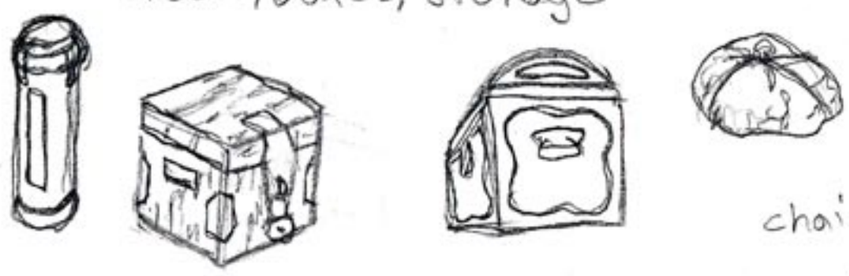
Items



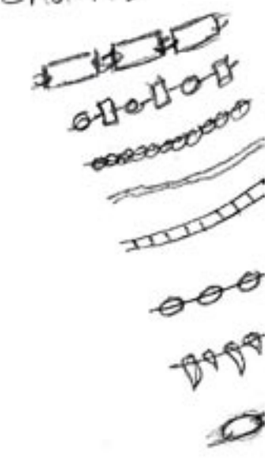
depending on design, major division line will change, o will size avai



chests, boxes, storage



chains



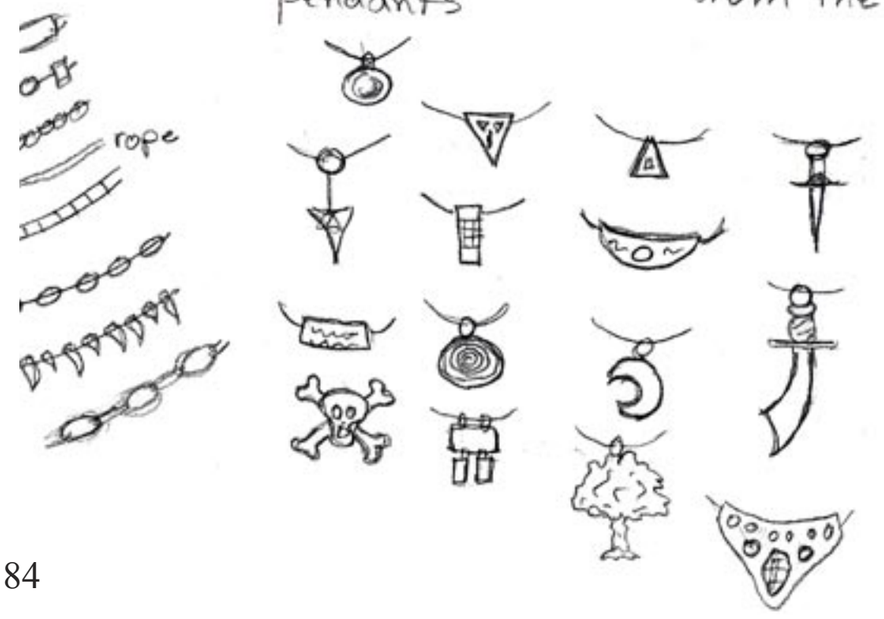
rings

ointment, herbs, powder, tonic

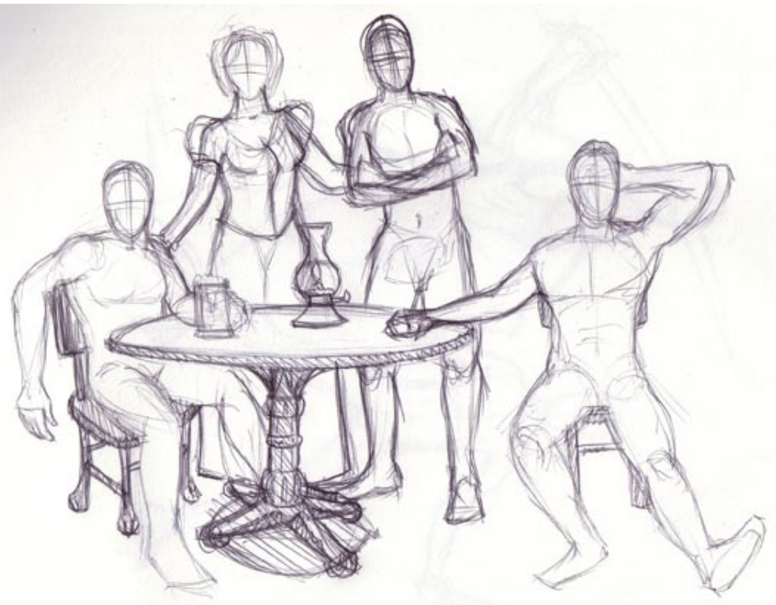
on body
major
lines
e, as
available

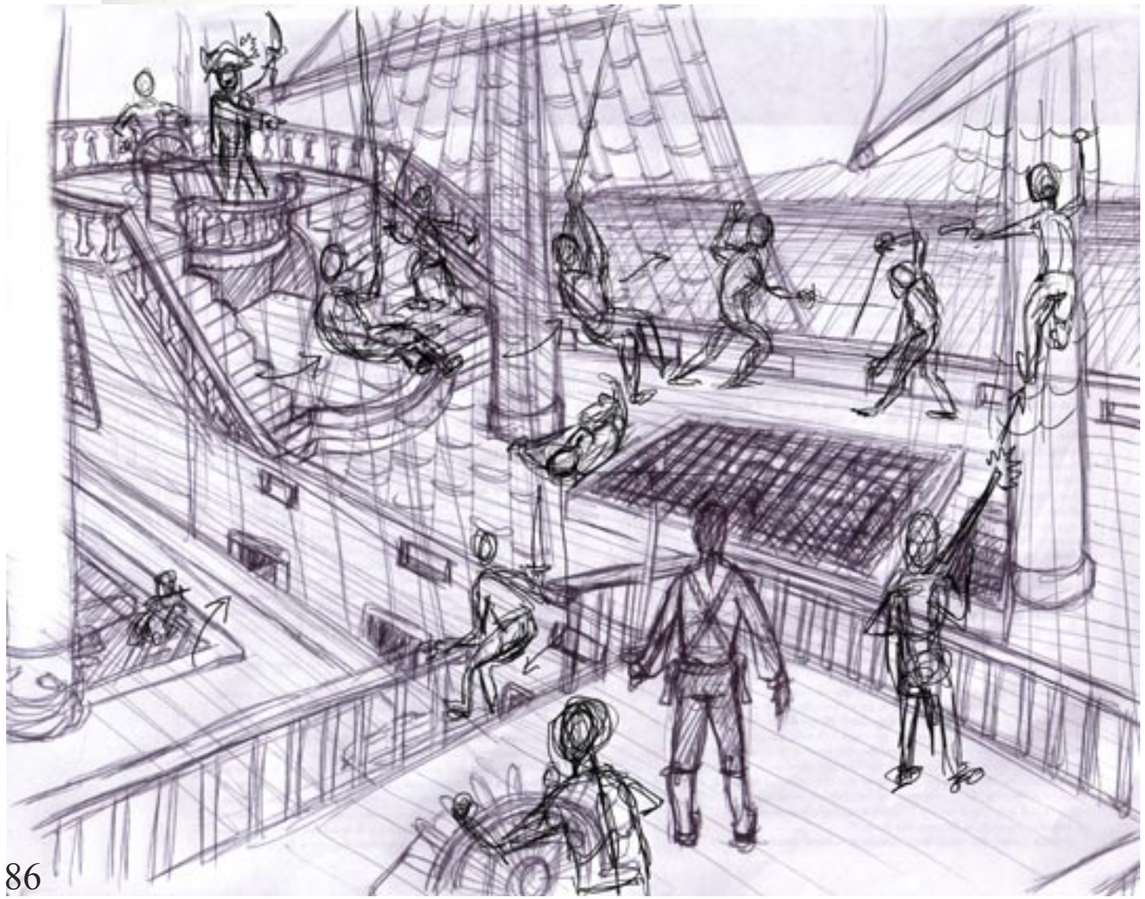
- Jewelery used to intimidate civilians and get respect from the crew

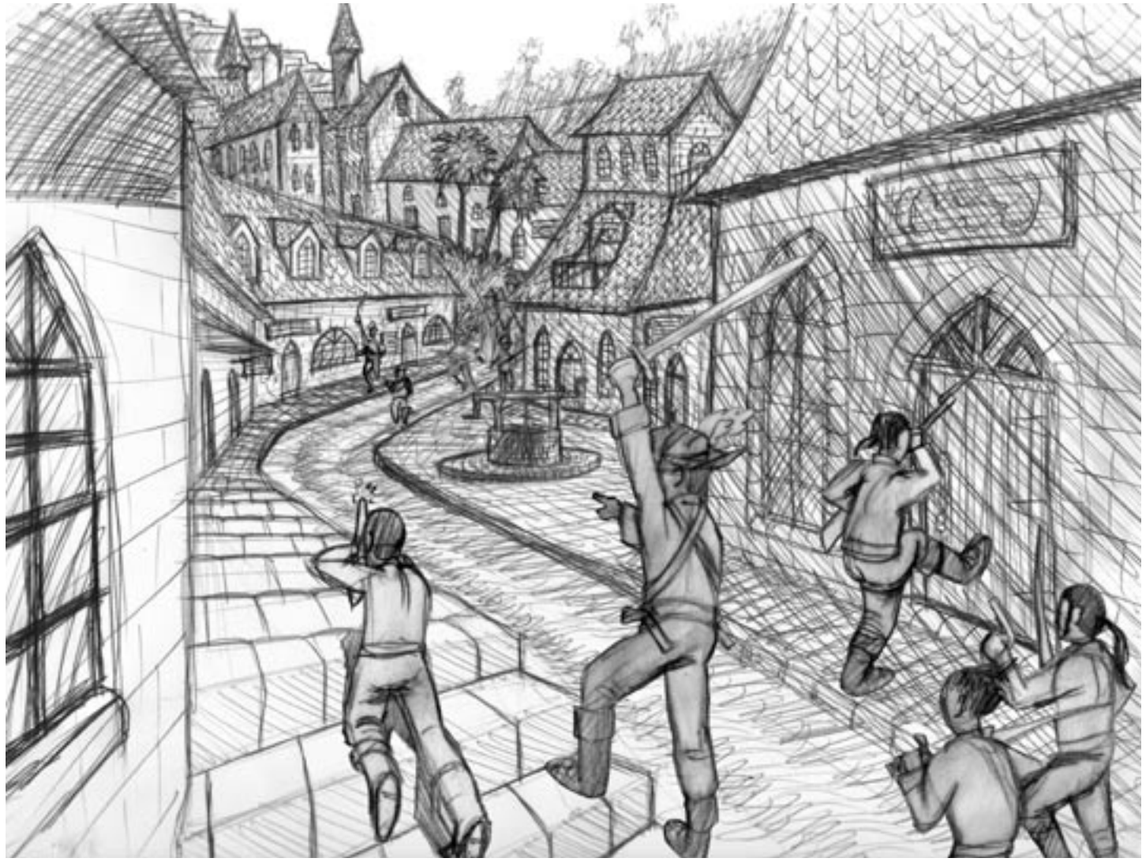
Bracelet & necklace pendants



Scene Sketches







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Lead Nationality Designer
Secondary Concept Artist
Layout/Print Designer
RPG Advisor

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Lead Game Mechanics Designer
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Assistant HUD Designer
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