

Uncharted Waters FAQ/Walkthrough

by citanes26

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Uncharted Waters Strategy Guide/FAQ

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This guide looks best in a ten point courier font. If you intend on printing it, it's about fifty pages, give or take.

This guide should work for any version of the game, be it NES, SNES, Genesis, or an emulated version of those. If you're going for the emulated style of play, I would recommend the SNES or Genesis version, due to their (marginally) better graphics, especially during battles.

Boring Copyright Information:

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This guide is copyrighted to me, Paul MacPherson. I wrote it, re-wrote it, and spent way more time than I'd like to admit working on it. Having said that...

- The latest version of this guide can always be found at www.rpgclassics.com
- Updates to this guide will ONLY be posted to www.rpgclassics.com
- Only I can modify this guide.

For details on using this guide on your website, please read the FAQ section.

Please note that there are sections of this guide detailing the controls of the game and what the different menu commands do, which are paraphrased from the NES instruction booklet. There is also a quote directly from it in the FAQ section. Of course, that stuff is copyrighted to Koei, and credit is given where it is due in both instances.

There are also tips, corrections and other information that other players have given me for the purpose of being added to this guide in several places. Please see the additional credits section to find out who contributed what.

Of course, Uncharted Waters is copyrighted to Koei, and all Nintendo products listed are copyrighted to Nintendo.

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| CHAPTER I - Introduction |  
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Review

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First things first, this game is definitely NOT for everybody. Check out its reviews on Gamefaqs to see what I mean. Here is my own sort of mini-review:

Story: 9/10

In this game you are Leon Franco (a name which can be changed), a sixteen year old Portuguese lowlife, out to restore his family's name to the noble rank that it once held. Through the course of his travels, Leon will befriend all kinds of other sailors who will join his crew, and make lots of enemies of pirates and rival nations. And of course, what game would be complete without the mandatory princess to rescue from some sort of peril? The fourteen year old (file under: "Yuck") Princess Christiana (or something similar to that) is the object of our hero's desire. Later in the game you can haul all manner of trinkets and goodies up to the palace to give to her.

On his quest, Leon will travel the entire world trading goods between nations and continents, will battle with pirates and the navies of rival nations, and will sail to the ends of the earth in search of long lost treasures. Of course, you can also say the hell with all that and become a bloodthirsty pirate, sinking anything that moves and stealing their goods. The story is introduced, and then once the game starts, it's entirely up to you. Sounds fun huh? Well, here's the catch...

- Graphics: 3/10

I won't even bother sugar coating it, the graphics of this game are pretty friggin' bad. The NES version graphics are shoddy, even for the NES, and the SNES version is only marginally better (more colourful, and that's about it). The animation (if you can even call it that) is choppy, your ship "jumps" from square to square on the sea, almost every town looks exactly alike (depending on where it is in the world) and the terrain of the land is very, very boring and uninspired

- Sound: 6/10

The sound is nothing special either. In towns and at the Ye Olde Inn it isn't too bad, but at sea it's just awful, especially in the Arctic. My suggestion is to turn the sound down on your TV, find a good sea chantey CD (with the fiddles and accordions and such) and play that instead. Feel free to sway along in 3/4 time. Any one of those nine hundred skazillion "Flute by the sea" type CD's work well too

- Controls: 7/10

Moving around ports can be awkward, especially in the SNES version with those stupid, useless people wandering around aimlessly (reminds me of the city I live in), but sailing isn't too bad. Battles take some getting used to, however.

- Challenge: 6/10

This game is by no means hard, if you have a good working knowledge of geography, and common sense enough to know that if you sell something for more than you bought it, you'll make a profit.

- Gameplay: 9/10 or 0/10

The gameplay is going to be the main turn off for most people. Unlike most American video games of the early 1990's, this is not a fast paced action game like Ninja Gaiden or Megaman, or a sprawling RPG like Dragon Warrior or Final Fantasy. It leans a bit toward the latter category, but the game is kind of hard to classify. I'd put it in the middle of a triangle with Strategy, Adventure, and RPG at the three corners: Like a strategy game, it requires more brain power than thumb speed; Like an adventure game, there is no one linear route to the end - you are free to do whatever you want; And like an RPG, the game takes *forever* to finish, is mostly menu driven, and has that classic "Final Fantasy" overhead camera thing going on. Although the graphics and sound are very disappointing (picture Dragon Warrior, only with boats and water) the immersion (when you realize that the bright light glaring in the corner of your eye is the sun coming up) is great.

- Overall - 8/10 or 0/10

You'll either love it or hate it, there's no "in between". If you're the kind of person who prefers "the book over the movie", who doesn't need flashing lights and repeated explosions and half naked women to be entertained, then you will more than likely enjoy this game, provided you're interested in the Age of Exploration, pirates and similar things.

Tools Required

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The first time I played this game was during a weekend rental of the SNES version. Of course, the instructions were long gone, but I had no trouble figuring it out. The only real help I had was my grandfather's old globe (from just after World War II Germany is shown as East and West, and Africa only has like eight or nine countries).

Having said that, the best thing you could have at your side while playing this game is a globe, a decent atlas, or a map of the world. Although the game takes place five hundred years ago, many of the port names are still on a modern map. Unfortunately, the coordinates in the game don't even come close to actual latitudes and longitudes on a real, modern map. Still, a good head for geography is a plus. Even that school atlas everybody still has from grade seven geography class might prove helpful.

If you'd rather make things more realistic, albeit a little more difficult, don't bother with the map or globe. Just draw your own map as you go. After all, the Spanish and Portuguese explorers of the sixteenth century didn't have super accurate maps to show them where to go. See the "making your own map" section for details.

Next you're going to need a notepad and a pencil or pen. You might want to copy the port data sheet I made, (based on the one Koei provides with the game) found later in this guide, and print a few to fill out when you discover new ports.

Controls (NES/SNES)

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Please note that much of the remainder of this chapter (Controls, Menu Commands, Status Screens and Battle Commands) is based on the NES instruction booklet for the game, which is copyrighted to Koei. I've just rephrased some of the descriptions.

Inside a port:

Control pad - Moves hero

Select - Brings up save menu

Save: Save your game.

Music: Turns the game music on or off.

Speed: How long a message will stay on the screen (in seconds) before disappearing.

Marketplace:

Sell: Sell your cargo to the shop owner.

Buy: Purchase some of the owner's goods.

View Market: See how much the owner pays for things.

Invest: Increases the economic worth of the port.

Ye Olde Inn:

Crew->Recruit: Spend money to hire sailors for your ships.

Crew->Assign: Set the amount of sailors on each of your ships.

Find Mates: Look for mates to navigate other ships for you.

Quit Mates: Fire one of your mates.

Gossip: Spend some money and hear what other sailors have to say.

Tip: Give the waitress 10gp - sometimes she has something useful to say.

Gamble: Have a game of cards with other patrons.

Shipyard:

Buy->Buy Used Ship: Pretty self explanatory.

Buy->Build New Ship: Create your own vessel from scratch!

Sell: Sell one or more of your ships. You need to remove the crew first.

Fix: Repair one or more ships.

Remodel->Guns: Change the type of armaments on a ship.

Remodel->Sails: Change between 3-point and 4-point sails.

Remodel->Figurehead: Buy a figurehead for the ship (helps against storms).

Remodel->Rename Ship: I'll let you figure this one out.

Guild:

Purchase: Buy items for use in navigating or in battle:

Telescope: Use to see things from a distance.

Sextant: Use to calculate latitude and longitude.

Speculum: Use to map your position out.

Amulets: These reduce the damage natural disasters cause.*

Swords: These increase the damage your crew dishes out when boarding ships.

Icons: These increase the accuracy (damage) of your ship's guns.

Generally, the more expensive an item is, the greater effect it has.

Sell: Sell your items and some types of treasure.

Nation Information: Find out the following information about a country:

Revenue: How much support it has from other ports.

Hostility: How likely their navy is to attack you.

Friendship: The opposite of hostility.

* Thanks to Zed Omega for clarifying this.

Lodge:

View->Mates: Check out your stats, or your mates' stats.

View->Fleet: Check out the condition of your ships.

View->Port: Check out the condition of the port.

Lodging: Spend the night. (kills time)

Harbour:

Sail: Head for the high seas.

Restock: Refill water and food supplies.

Transfer->Supplies: Move goods from one ship to another.

Transfer->Men: (SNES Only) Transfer sailors from one ship to another.

Palace (Lisbon):

Meet King: Visit the King of Portugal.

Secret Call: Sneak upstairs to see the princess.

Profess Love: Woo the princess with sweet nothings.

Flowers: Give her those flowers you stole from the garden on the way in.

Gift: Hand over some of your treasure.

Request->Funds: Ask the king to give you money.

Request->Crew: Ask the king to give you sailors.

Savings: Manage your bank account.

Palace (Seville or Istanbul):

Meet King/Sultan: Visit the ruler of the country.

Menu Commands (At Sea)

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Pressing "A" while at sea will bring up the sailing menu. From here, pressing select will bring up the save/music/speed menu.

Move->Direction: Set the compass bearing.

Move->Case Anchor: Stop moving. Useful when you want to wait out a fleet.

Look->Inspect: Use the telescope to see what things are.

Look->Survey: Use the sextant to get your latitude and longitude.

Look->Negotiate: Talk to an adjacent fleet.

Battle: Attack an adjacent fleet (must be daytime).

Debark->Port Call: Enter an adjacent port.

Debark->Go Ashore: I think you can figure this one out.

Info->Fleet: Check out the status of your ships.

Info->Cargo: See what you're hauling.

Info->Land: Use the speculum to map out your position.

Info->Mates: Check your stats or your mates' stats.

Info->Items: See what items you have.

Order->Ration: Adjust ration amounts (I don't recommend fiddling with this).

Order->Distribute: Pay your mates to improve their loyalty.

Order->Personnel: Change navigators, or change the flagship.

Order->Dispose: Abandon one of your ships (and the crew, and the goods).

Menu Commands (On Shore)

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Sail: Hit the high seas.

Fix: Use lumber to fix damaged ships.

Wait: Keep the menu from popping up all the time. Press "A" to bring it back.

Search->Water: See if you can find a spring. If you do, you can refill water.

Search->Treasure: Use this command when you're on the "X" on the treasure map.

Transfer->Supplies: Move goods from one ship to another.

Transfer->Men: Transfer sailors from one ship to another.

Status Screen (Hero)

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Age: How old the hero is. His (and everybody else's) birthday is on January 1st.

Rank: What your title is. There are nine different titles.

Fame: How famous the hero is. Basically it's the "score" of the game.

Gold: How much money you have on you.

Battle Experience: Improves after you sink ships or defeat their crews.

Battle Level: How strong you are in battle.

Sailing Experience: Improves with the amount of sailing you do.

Sailing Level: Higher levels mean you can navigate larger ships.

Charisma: Higher charisma means higher loyalties from mates.

Strength and Courage help in battle, Intelligence and Wisdom aid in sailing.

Status Screen (Mate)

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Age: How old the mate is.

Loyalty: How much faith he has in the captain.

Battle Experience: Improves after he sinks ships or defeats their crews.

Battle Level: How strong he is in battle.

Sailing Experience: This number improves with the amount of sailing he does.

Sailing Level: Higher levels mean he can navigate larger ships.

Charisma: If theirs is higher than yours they're more likely to lose loyalty.

Strength and Courage help in battle, Intelligence and Wisdom aid in sailing.

Status Screen (Ship)

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Durability: The "hit points" of your ship. When it hits zero, it sinks.

Power: How fast it can sail.

Handling: How well it can sail against the wind.

Cargo Load: How much stuff you're carrying.

Crewmen: How many men are aboard.

Water (Graphic of a barrel): How much water is aboard.

Food (Graphic of a loaf of bread and a piece of meat): How much food is aboard.

Lumber (Graphic of wood): How much lumber is aboard.

Condition: The morale of the crew.

Status Screen (Port)

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Economic Worth: How well the marketplace is doing.

Economic Investment: Total money invested this month at the marketplace.

Industrial Worth: How well the shipyard is doing.

Industrial Investment: Total money invested this month at the shipyard.

Support: See who their friends are.

Prices: See if prices are normal (100%), higher or lower.

Battle Commands

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Battles can only be fought during the day. If the sun goes down in the middle of a battle, the fight ends. You can still follow the enemy fleet around all night and attack again in the morning though. The commands are written out in the NES version, the SNES version uses graphics to represent them.

Move: Move your ships around.

Stop: Basically declare that this is as far as you'd like to move.

View: See which ship is which.

Fire: Fire your guns at an enemy ship.

Rush: Board the enemy ship and fight them hand-to-hand.

Flee: Run away (Flagship only).

The battle system takes some getting used to, but it's not that complicated. You can take as long as you want to plan every move, so there's no rush.

If you simply can't figure out the battle system, please email me, and I'll try to explain it. I haven't been asked anything about it yet, though, thus the lack of a better guide to this part of the game.

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| CHAPTER II - Basic Strategies |  
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These are important, and will help you succeed. Some of these contain "spoilers", so read at your own risk.

1. Write down the latitude and longitude of ports when someone tells you them. This will help later when you're trying to find the place.
2. Whenever you find a waitress at a Ye Olde Inn, write her name down next to the port's name. This will help later on when you need to find a particular waitress.
3. Try and find a telescope, a sextant and a speculum. The first two are essential from the start, but the speculum can wait until you can afford it.
4. Very often in the game, Portugal and Turkey go to war and you can't get into Turkish ports. If the king orders you to take a letter to the Sultan of Turkey, this may be your only chance to shop in Istanbul, which is a great place to buy artwork, just in case Pisa's prices are too steep. You can usually find a mate or three at the Ye Olde Inn here too.
5. Don't bother trying to hire every mate you come across. You only need four, and many of them are just wastes of time. Get four to navigate your ships, and that should do it. A few more couldn't hurt, but you'll never need a full roster (10) of them.

6. Try and keep your mates' loyalties at 100. Usually paying them 1000 golds will do the trick. After that, they never complain, unless the ship they're navigating gets smashed up in a storm. Don't bother paying ones that aren't navigating ships, though.

7. Don't bother with Saker and Culverin guns, they're about as powerful as a slingshot. Go with Cannons every time, and they'll pay off in the long run.

8. Unless you're really rich, the Dragon figurehead should suffice for the 32,000 gold piece Neptune figurehead.

9. Tip the waitresses at the Ye Olde Inns that you frequent the most like it's going out of style. After a while they'll just start telling you things as soon as you walk in the door (and start calling you cutsie little names too).

10. Don't bother trading useless commodities (like olive oil) unless a merchant asks you to bring some in. Only deal in "real" goods, like sugar, porcelain, silver, gold, coral, artwork and firearms. Pick up some other stuff for variety's sake if you want.

11. Always use the telescope to "Inspect" another fleet at sea before talking to them. If they're pirates, don't talk to them or you'll be attacked. Of course, if you're having a good game of "Pirate Hunting," this may be the desired effect. . .

12. Don't attack Spanish or Turkish trade ships unless you know what you're doing. Starting a war with either of these two nations is not a good thing. If you're out to be a pirate, however, go right ahead.

13. Wait until you have five decent warships before attacking anybody. Getting your ass handed to you in a battle at sea is often fatal one way or another. Even if you survive the battle, your ships will be heavily damaged and will not handle very well, making the trip back to shore difficult.

14. I highly recommend against sailing to Asia via the Arctic ocean, unless you're commanding a powerful, experienced fleet and know what you're up against. If you'd like to know why, please read the FAQ section under "what's so bad about the Arctic Ocean?"

15. Until later in the game when you start dealing in firearms, never buy anything in Seville. This is for two reasons: Doing so will help the Spanish economy, and that will make galleons and firearms more expensive later on; and (more importantly) there's nothing worth buying in Seville anyway (except firearms), so don't waste your money.

16. Despite the size of the ship and number of bunks, most boats only require fifteen sailors to function without problems. You can get away with only 5 on a latin, and a heavy galleon only needs 25-30. Of course, you'll want a lot more than that if you're a pirate or looking to get into a fight.

17. Keep ALL the food and water on the flagship. This way, if one of your ships "mysteriously disappears" you won't lose rations.

18. Unless you really have the money to spare and enjoy getting Spain and Turkey mad at you and your country, don't bother investing money in more than two or three ports (until you can defend yourself). I beat the game at least three times before I even knew what investing did.

19. Since the game operates on a grid, remember that it takes exactly the same

amount of time to sail in long straight lines as it does to sail on "angles" to get somewhere. Often this approach will get you there faster, too. Just ignore all those CPU fleets sailing around with their ship facing all different diagonal directions.

20. A good rule of thumb for food and water: One barrel of food will last one man twenty days (with rations set at 50%). Obviously, this means one barrel will last twenty men one day. So if you have a crew of twenty men, you need ten barrels of food to sail for ten days.

The basic formula for how much food you need is as follows:

$$\text{food} = \frac{(\text{days of food required}) \times (\text{number of crew})}{20}$$

Or another way to put it:

$$\text{days you can sail} = \frac{(\text{amount of food}) \times 20}{(\text{number of crew})}$$

Pretty simple stuff. Water works the same way.

21. Never say yes to a merchant the first time he offers you a price. If you say no, he might just ask you how much you're willing to pay for something. This is especially true with that crook at the shipyard. Depending on your fame and charisma, you can sometimes grab a 5-50% discount on things! In extreme cases, you can buy something from a shopkeeper, and then sell it right back to him at a profit! Thanks a lot to Alex Shovkoplyas for pointing out the benefits of haggling.

Blank Port Data Sheet

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Just fill in the details of every port you come across, and you'll have no trouble remembering where things are! Cut and paste this in notepad a few times to fill a page, and print as many copies as you need.

=====

Port: _____ Lat/Long: _____

Continent/Country: _____

Goods	Price	Guild Items	Price
-----	-----	-----	-----
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Waitress's Name: _____

Notes: _____

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Dangers of the Deep

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Since the instruction booklet doesn't list anything specific, here's a list of the disastrous things that can happen at sea. Some people might consider this information "spoilers", so read at your own risk.

Storms

Probably the most common disaster, storms occur exclusively in tropical waters, and are most often encountered around the West coast of Africa. These thrash your entire fleet about, damaging everything on your ships, and killing a hefty slice of your crew. If you're sailing anything flimsier than say, a mahogany Nao, or have less than 20 crew per ship, consider it game over. You might even have the pleasure of being tossed all over the Atlantic while watching a CPU fleet sail blissfully by, completely unaffected by the tempest that seems to be centred exclusively on you. The best way to avoid storms is to save on every screen while sailing around Africa, and reset the game if one happens.

Seaweed

By far the most annoying of all the disasters, because it takes FOREVER to get it over with, one way or the other. If you explore the New World farther West than Santo Domingo, or try to sail from Nagasaki to Zeiton in the game, you are going to get stuck in seaweed. When this happens (almost always to the first ship in your fleet) you have two options. You can scuttle the ship, and get on with your business, albeit minus one fifth of your fleet and all the cargo (and crew) it had on board; or you can *try* to get to land to repair the rudder, which will be completely destroyed. The reason I say "try" is because you are quite likely going to drift around the same screen for about two months before the wind or current pushes you ashore. So unless you're packing that much food and water, and have a good hour or so to waste watching your ship move back and forth over the same two squares, reset the game and start from your last save, or scuttle the ship and move on.

Mysterious Vanishings

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For lack of a better name. There are some places in the game where one of your ships (almost always the first one) will just up and disappear into thin air. No warning, just a flash and poof! It's gone, and there's nothing you can do about it. Generally, this happens in tropical waters, usually the mid Atlantic, or off the East coast of Africa, South of Madagascar. All you can do is reset and start from your last save.

Starvation

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If you run out of food or water, your crew will start to die off, and

eventually, your ships will start drifting away. When you realize that you're not going to make it to a port in time to restock things before they run out, adjust the food and water rations to something like 25%. That'll buy you some more time, but the condition of the ship will drop like a rock. Always keep a healthy amount of food and water on board.

There are a few other things, like pirates and the Kara Sea, but they're discussed in other places in this guide. Generally, most disasters can be avoided by saving the game regularly, or by having a good figurehead installed on each ship. Amulets also help to keep these things from happening.

Some Things to Watch out For (SPOILERS!)

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These are listed to keep you from wasting time/money on useless ventures. Skip this part if you'd prefer to find out the hard way.

- Don't bother trying to use or even find the Panama Canal. Remember, The game takes place almost four hundred years before the Panama Canal was even built!

- The Northwest Passage isn't in the game either, but you can do laps around Antarctica, if that sort of thing appeals to you.

- You might as well not bother with Australia or New Zealand, the only thing there is a useless supply port on the West coast of Australia.

- There are ports in South America (6 to be exact), but all are quite useless. If you insist on exploring this continent, make sure you use the Strait of Magellan.

- There is nothing worthwhile at the end of any river in this game. You'll note I didn't say there wasn't anything at all, though...

- Disasters almost always happen to the first ship in your fleet. For this reason, don't keep valuable cargo or supplies on board this ship, and above all don't keep it as the flagship! You might want to use it instead to carry the lumber it's going to need to fix itself after its rudder gets caught in seaweed (several dozen times). Once you have a decent figurehead on each ship (i.e. Dragon or better), and a good Amulet, it's usually safe to start using this ship like the other ships.

Here's a good one: I've only had this happen to me once, but it is really, really annoying once you find out the hard way what you did wrong. If that sneaky marketplace owner in Santo Domingo ever wants "to make a profit by trading Coral" DON'T ACCEPT. Santo Domingo is the only place in the whole world where you can buy the stuff, period. If you refuse his offer, your fame will go down, but if you take on the mission and then come back empty handed (which you will, because you won't find it anywhere else) it will plummet. With that in mind, never go on a quest for the following ports to get the goods listed next to them, unless you like wild goose chases:

Amboina - Nutmeg	Ceylon - Cinnamon	Nagasaki - Silver
Santo Domingo - Coral	Ternate - Cloves	Zeitun - Raw Silk

And finally, Another annoying thing happens from time to time when you're chasing an enemy fleet. Somehow, computer controlled fleets can *portage* their ships over land. If a fleet you're chasing enters a screen with water on either side of a piece of land down the middle (the screen with Genoa and Venice on it for example, or where the Panama Canal would be) there's a very good chance that when you enter the screen behind them, they'll be on the other side of the land.

Hard as hell to explain and even more frustrating when it happens, just figured I'd mention it so you didn't think that you were the only one it happens to.

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| CHAPTER III - Walkthrough |  
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This walkthrough will guide you through a lot of the game, but won't really ruin anything for you. Since this is an adventure game with complete freedom to do whatever you want, there's no real set path to follow to get to the end. Apparently there's a time limit of 20 years (about 20-30 hours of actual time), but I wouldn't worry about it - You'll either beat the game or be long bored of it before that happens. In any case, I've never reached the limit. I think the year 1512 was the longest it ever took me to finish the game - ten years. Basically what it boils down to is:

- Build a fleet
- Start doing small tasks for merchants
- Gain fame and fortune by trading goods between ports
- explore the far reaches of the known world
- Start doing favours for the king to gain rank
- start going to places really far from Europe
- Start doing difficult tasks for guild masters and merchants
- Start attacking pirate fleets
- Kill some Turkish (or Spanish) warlord and save the princess

Please note that I use the words "money", "gold", "gold pieces", "GP" and even the good old Faxanadu-esque "gold" interchangeably when talking about the currency in this game. When I mean the actual commodity "gold", you'll know by the context.

Preliminaries

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First you need to name your character. If you refuse to enter a name, you get stuck with the handle "Leon Franco." Having picked your call sign for the game, you get to "roll" your stats, kinda like in AD&D and all those kinda games. Try and get a high value in Charisma, and the rest preferably around sixty or higher. Try and get about fifty bonus points too, to add onto your stats. When a decent set of stats comes around, allocate the bonus points, trying to get your Charisma to around ninety or so. Don't worry about the rest of the stats, by the time you're halfway through the game most of them will be close to, if not a hundred anyway. After the stats, you name your flagship. If you fail to supply a name for this glorified bath toy it gets called the "Hermes." Now we begin . . .

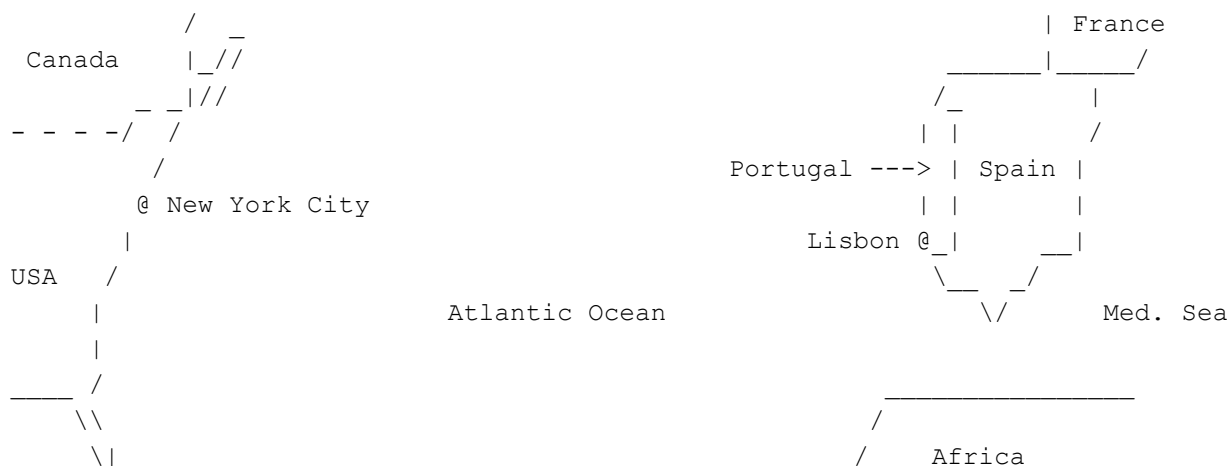
Geography 101

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It's been my experience that geography (among other things) isn't exactly the "forte" of too many people, especially Americans. If you don't know where (or even what) the country of Portugal is, you'd best read the rest of this section. To get anywhere in this game, you need at least some knowledge of geography, and you definitely need to know your way around Europe. Get a map, and find the United States. It's the third largest country in the world, so you shouldn't have too much trouble.

- To find Portugal, put your finger on New York City, and go straight across the

Atlantic Ocean. It's a small country that you might have thought was part of Spain. Here's a REALLY rough sketch, obviously not to scale:



- Now study the area around Portugal carefully (on a real map, not that silly thing above which only shows where Portugal is). Note the location of the entrance to the Mediterranean sea. Find the countries of France, Spain, England and Italy. These are the most important places for the first part of the game.
- Keep in mind that North is up, South is down, East is right, and West is left.
- If you want to play the game realistically, put the map away now, and start drawing your own from this point on. See the "making you own map" bit in the appendices for details on doing so.

A Note on Names of Ships =====

Since you're only given six letters to play with, coming up with names for ships can be annoying after a while. In response to my question later in the guide about ship names, I find that many players simply name them things like "Ship1", "Ship2" etc, or even the slightly more practical "Food", "Water", "Goods1", "Goods2" and so on. One player named his ships after the mates sailing them he said it was handy in battles. Names of Greek and Roman gods and goddesses seem to be popular (especially Venus), as well as names of mythical creatures, and women's names. My suggestion is, if struck with writer's block when naming your fleet, to search the internet for Portuguese or Spanish names, and then refine it to women's names. There are many that are six or fewer letters, and if you can live without the accents over some of the letters, they work quite befittingly. Maybe if you have a ship built in another country, you could name it something in that language. Be creative, or be practical, it's your choice.

1. Starting Out =====

First, go to the marketplace, buy as much sugar as you can, and head for the harbour. There's no point in trying to get mates at the Ye Olde Inn to join you yet, they'll all refuse until your sailing level increases. Don't bother selling your pepper and quartz yet either, you can sell it for more elsewhere. Talk to the guy at the harbour, and use the "transfer men" command to give fifteen of your sailors the boot. You don't need twenty men to sail a boat the size of a canoe. Having given them their walking papers, talk to the guy again, and head for sea. Now that you're at sea, immediately "go ashore". Use the lumber you have on board to fix your ship. You'll probably have 1 piece of lumber left over, so just use the "transfer supplies" command to toss it. You won't be

needing it now or ever for this ship. Now put back to sea. If you're using a modern map of the world as a guide, the first thing you'll notice (if you're observant) is that the Portuguese coastline is a little misshapen. You see, Lisbon in this game is much further North than the actual city, so much further North that it might as well be in Spain. Get used to this, because it's the same all over the world.

2. The First Trade Route

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To start out, create a small 2-point trade route between Lisbon and Bordeaux (France). If for some reason you don't know where France is, please read the above "Geography 101" again. If you still can't figure it out, go North one screen, and then sail East until you crash into land. Explore the coastline on this screen until the port of Bordeaux appears. Having arrived in la belle France, Sell Lisbon's sugar and stock up on porcelain. Take the porcelain back home and sell it. Now that you're back in town with some sailing skill under your belt, take a stroll to the Ye Olde Inn in search of some mates. If Marco is hanging around, try enlisting him. Jose also might join this early on, if he's even there. Every time you enter a town, check the Ye Olde Inn for mates. Once you have four to navigate your fleet, don't bother getting any more. Maybe find one you like the look of for a first mate so you don't have to look at that scraggly old sailor in the lower left corner all the time. If you're feeling more adventurous, and want some variety in this trade route, buy some grapes in Bordeaux, and sell them in Antwerp (Belgium). Then buy some porcelain from Antwerp, and lug that home. If the guy at the marketplace in Lisbon starts offering really low amounts of money for the porcelain, sell it in Seville (Spain) instead. Once you have around 3000-4000 gold pieces, buy another latin for one of your mates to sail. Don't pay any more than 800 gold pieces for it though. Do this until you gain a few sailing levels, have what mates you have sailing their own latins, and have about 10,000 gold pieces. Try to find a sextant and a telescope at one of the ports too, they'll come in handy soon.

3. The Mediterranean Sea

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Trading with France and Belgium gets old after a while. It's time to do something more exciting. With ships full of sugar (and food and water for about 20 days at sea), sail into the Mediterranean sea, heading for Italy. Make a note of the ports you see on the way in (this is where the telescope comes in handy). If you want a couple of decent mates, stop in Algiers (Algeria) and Marseilles (France) to pick up Miguel and Roberto. What you want to do here is set up a brief 2-point route between Naples and Pisa. Sell all your sugar in Naples and buy wool. Haul the wool up the coast to Pisa, selling it in exchange for artwork. Take said artwork back down the coast to Naples, sell it, and fill up with wool again. If one of the places starts getting jerky with their prices, grab as much artwork as you can and head for home. Sell the artwork on the way out of the Mediterranean at one of the ports. Try and get 500 gold pieces a barrel for it. Hopefully, you have somewhere in the order of 50,000 gold pieces. Having accomplished all this, head back to Portugal.

4. Time for a Bigger Boat

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Sailing around in latins will get you nowhere in this game. Load up on sugar and head for Seville. Sell the sugar. Make sure that Spain's economy is totally shot. Check their prices at the Lodge. If it's somewhere below 65%, you're good to continue. Otherwise start importing everything you can find to Seville (grain from Majorca works well), driving their market down. First, take all the men off one of your latins, and put them on another (giving it a crew of 10). Having

done this, take a spin into the shipyard and first sell the newly vacated latin, then ask to build a new ship. Pick the Nao or Carrack model, with a teak hull. Flimsy as hell, but you're still a long way away from sea battles. Get 4-point sails (Seems to make the ship go faster across the Atlantic, but apparently 3-point sails are better for battles), get zero gun placements and only 20 bunks for crew. You now basically have the 3rd (or 4th, if you picked the Nao) best cargo ship you can get. Give it a name and then head for the Ye Olde Inn. Spend 500 gold pieces or so on a crew for the new ship (twenty men are all you need, and you already have 5 bunked on a latin), and then stock it with food and water. Head for the seas. The very second you're on the sailing screen, change navigators so that the main character is sailing the Carrack/Nao. Marco or Jose or whatever other mate who volunteered to navigate the new ship might have the thing drifting halfway across the Atlantic before they get the hang of it. Better to keep them on the latins for now.

5. The New World

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Now that you have a really big ship, you can start dealing in really big volumes of cargo. By selling ton after ton of sugar, wool, porcelain and artwork around Europe, you can build up your cash fairly quickly. Once your main character is about level 5-6 for sailing, and you have enough money for another ship (remember to keep Spain's economy in ruins to keep prices down) build yourself a teak galleon. Don't bother with gun placements or a crazy number of bunks for crew. 20 bunks are all you need. Now transfer men from the latins over to it, and sell all of those glorified bath toys for 300 gold pieces or whatever you can get. Load the galleon with about 120 food and 120 water (which will last 40 men about 60 days), 10-20 pieces of lumber, buy as many firearms as you can, and put to sea. Make sure that the mate with the highest sailing level is navigating the Carrack/Nao, and head for the new world. There are two ways of getting there, the safe way, and the quick way. The safe way involves sailing straight West from Lisbon for a REALLY long time (appropriately, about as long as it takes to listen to Matthew Sweet's version of "Cortez the Killer"), until you basically crash into New England. Now sail straight South until you see a piece of land to the West. Head one more screen South and then one West and tada! Here's Santo Domingo! This method can sometimes run into snags when the mid-Atlantic currents don't feel like cooperating (they'll send you North or back the way you came sometimes), so here's the "quick" way: From Lisbon or Seville or wherever, sail down the West coast of Africa, saving the game on every screen. When you find the port of Verde, turn to the West and sail straight until you reach Santo Domingo. With three masted naos rigged with four point sails, you can use this "quick" way to get from Lisbon to Santo Domingo in about fifteen days. Now that you're here, land the boat and check your food and water stock. You should probably have at least 25-30 days of food and water to get home. That's about 50-80 of each. Better to fill that up now because you're about to make some ridiculous profits on your firearms. If you have any luck at all, you will have bought them in Spain for about 50 golds a piece, and be selling them here for almost 200 a shot! Sell as much as you can, and then start buying Coral. You can sell Coral anywhere (except here) for an insane amount of money. Once you get rid of as many firearms as you can, you should be ready to head out with two ships jam packed with Coral (and maybe some firearms left over), and a pocket full of gold pieces. If the king of Portugal hasn't been asking you for favours yet, he will now. Unload some of that gold into your account at the palace and start getting rid of that coral. Any port in Europe will pay you grandly for it. After several jaunts to the new world, you'll never want for gold again. Use it to build up a fleet of five good galleon calibre trade ships. You might want to get those mate loyalties at 100, too. Another way to get rid of money in Santo Domingo is to invest at the marketplace. Drop 60 Grand and head for home. By the time you return in a few months, the shopkeeper will have a surprise for you!

6. Africa & Asia

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Now that you've gone to the new world, you should feel confident to go just about anywhere. With your ships jam packed with firearms, around 60 pieces of lumber for emergency repairs, and enough food for 90 days at sea, give this a try: Sail South from Lisbon, down the West coast of Africa (there are lots of storms around here save often) around the Southernmost tip (Cape Town), and then sail straight East until you basically crash into Australia. Now sail North until you find land. Explore the Philippines and Southern Asia, until you eventually find Japan. The port of Nagasaki, Japan is the only place in the entire world that sells silver. Make sure to save often, because there's almost a guarantee that you'll get your rudder caught in seaweed before you get home. If that does happen (which it probably will) just go ashore (if you can GET ashore) and use the lumber to make repairs. Chinese ports (all two of them) offer a whole whack of hard to find stuff, but none of it is really worth hauling all the way back to Europe or anywhere else. With your ships filled with Silver and enough food for about 40 days at sea, sail West along the Southern coastline of Asia, stopping in India and other places. Explore the Middle East and Persian Gulf if you want (the only place you can buy carpet), but you're mainly interested in finding the Northeast coast of Africa, specifically, a port that sells gold. For some reason, these African marketplace owners will pay almost 300 gold pieces for a barrel of silver, which you bought in Japan for something almost ten times less. Through the process of buying and selling, exchange all your silver for gold, but make sure you have about 60 days of food and water on board. Don't worry so much about the water, you can replenish that at any of the ports on the West coast of Africa. Take the gold back to Europe and forget about ever having to work for money again.

7. Treasure Hunts

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For me, these were the most fun part of the game. Some guild master sends you to the ends of the Earth in search of some legendary artifact, and then pays you a ludicrous amount of money for it. Gossip at the Ye Olde Inns for clues on where to go to find somebody who might have information on the item's whereabouts. Usually that person will refer you to somebody else, often a waitress at a Ye Olde Inn or a sailor. When you finally find the person you're looking for (which usually involves a trip to East Africa or Asia somewhere along the line), they will do one of two things:

The easy way - They'll offer to sell you a map for a certain amount of money. Buy it. Now have the sailors at the Ye Olde Inn study it. They might know where it is. Usually the treasure is on some lonely island in the middle of nowhere, or some equally remote part of the Earth. Using the speculum will produce the same type of map as the treasure map (albeit minus the "X"). When the two produce the same picture, you're there. Land where the "X" is on the map and search for treasure. Now try and get back to the guild master without any pirate entanglements.

OR

The hard way - They'll tell you who has it. To get it, you need to track the guy down, and defeat his fleet in a battle at sea. Of course, this task is going to require a fleet built of sterner stuff than teak without any arms whatsoever. What you need to do here is get back to Europe, build yourself a good fleet of battleships (see the next section), and then start asking at the Ye Olde Inns as to where your man is. If he's Spanish or Turkish, chances are pretty good that he's halfway around the globe, but he's "on his way" to Seville or Istanbul.

What I suggest there is to camp out near one of those ports, and wait. Use the "go ashore" command, and then head back to sea when a fleet appears. Use the telescope to see if it's the guy you want. If the guy you're after is a pirate however, he very well might be hiding out in some very remote area of the world (pirates just *love* Da Nang for some reason). What I suggest there is to pack your warships with lots of food and water, and some goods that trade well in that area of the world. Only take a skeleton crew for the initial voyage (20-30 men per ship), and then, when you're close to where he should be, hire a whole roster of them with the money you make from the goods. Now hunt the guy down and claim your prize.

8. The Ultimate Battleship

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Sooner or later, somebody is going to ask you to kill somebody. To do this, you're going to need warships. There is no warship better than a Heavy Galleon. Hopefully you've done that whole sailing to the New World thing several times by this point, you have a fairly high sailing level, and aren't exactly strapped for cash, because your going to need a lot of sailing experience (level 10 or so) and a lot of cash to buy one of these things. Later on in the game, after you have a few boatloads of money, take a spin up to Oslo. This trick will work with any port you can invest in, but I use Oslo because there are lots of neighbouring ports to sell things at. Make sure to come into town with a full wallet of money, and ships packed to the gilders full of something that sells well in Europe, like Gold or Coral. Now, here's what you do: Invest 60,000 gold pieces at the marketplace. Now sell your goods until you have 60 grand again, and invest that at the Oslo shipyard. Having done that, set sail, and immediately use the "go ashore" command. Make a note of the date. Using the "wait" command, wait until the month changes (if you have the whole month to wait, go get a coffee - it'll take about that long), and your investments will now have taken effect. Take a spin back inside the port and note that you can now buy wood in Oslo. Beats going all the way to Northeast Africa, doesn't it? Invest 60,000 at the shipyard again, and then leave town for a month. Go sell something in London or another nearby port to earn cash, since you've probably destroyed the market in Oslo by selling things (which is good, so make sure you do just that). Wait until the month changes, and go back. Check the industrial worth of the port at the lodge. If it's 1000, and the "prices" thing says something like 60% or lower, you're good to proceed, otherwise invest thirty grand again at the shipyard. When the industrial worth of the port is finally 1000, take all your crew and goodies off of one of your ships, and sell it at the shipyard. Now, with about \$35,000 in your pocket, ask the shipyard owner to build you a new ship. Note that a new ship, the "Heavy Galleon", is now available. This KICK ASS ship, which has 1000 available space, is the best ship in the game. If you pick one of these with a mahogany body, it will have a hull strength of 100! Not only that, the thing can hold 100 cannons, enough firepower to blast any Spanish warship into toothpicks with a few rounds. These ships are expensive, but are really worth it. If you want to use the thing for peaceful purposes, select to have no gun placements, and only 30 bunks for crew (Heavy Galleons need more men than other ships). Now you have a ship with 970 available space!!

9. The Endgame

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It's all clear sailing from here! All you have to do now is keep doing favours for the king, until he finally asks you to rescue the princess from a Spanish or Turkish fleet. All you need to do to accomplish this is to find out who has the princess and where he's taking her (ask at the Ye Olde Inn). Then all you do is cut him off en route to wherever it is he's going. The last battle is no harder than any other battle. Then you get to enjoy the typical Koei ending. In the

mean time, here's a few fun things to try.

Operation: "Buy Asia"

What you do here is haul as many firearms, preferably bought in Spain at around 50 gold pieces a barrel, all the way to Nagasaki, and start loading up on silver. If you have five heavy galleons rigged as trade ships (30 crew, 0 guns, 970 cargo space) You can haul roughly 4000 barrels of firearms to Japan in one go, if you make a pit stop for supplies along the way. That would run you about \$225,000 to buy in Seville with their price index around 50-60%. You can sell that amount of firearms in Nagasaki for close to a million bucks. Now imagine how much silver a million gold pieces would buy... roughly 32000. That amount of silver, if you were to sell it in Arabia (meaning the region, not a specific port) would net you somewhere in the vicinity of twelve million dollars. That's more money than you can store at the palace, ever. Of course, you can't do this all in one trip from Japan to Arabia. You'll need to keep Arabian price indexes high, and Japan's somewhat reasonable, which means you'll need to lug something back from Arabia to Japan to sell in Nagasaki. I suggest Quartz, the specialty of Aden. This creates one hell of a vicious cycle, with you making basically unlimited cash, more than you'll ever need. Do you know how many ports there are in Southern Asia between Baghdad and Nagasaki where you can invest all that money? Lots! And the best part is, Spain and Turkey are too lazy to sail all the way over here to screw up your fun! You have until 1522 to beat the game, so take some time to invest in far away places.

Here's a few less detailed suggestions:

- Try and get Dias to join you. The keyword here is "try".
- Declare war on Spain or Turkey (or both) and see how many fleets you can sink.
- Load up five heavy galleon trade ships (30 crew, 0 guns, 970 space) with just food and water. That's enough supplies to sail for over a year without stopping for a refill. Go find things. Without looking at the port list (if you haven't already) try to find the ports of Ruwen, Kailua, Tanisk and Chanchan. I'd say those are the four hardest to find.
- Find the game too easy? Try this: As soon as you start a new game, get rid of fifteen of your crew, sell your pepper and quartz, buy firearms and sail around Africa. Using what little money you have, plus the profits from the firearms, work your way across Asia, and don't come back to Europe until you're sailing five heavy galleons. Just be sure to save on every screen, and you should be able to make it past all the storms. If you know what to sell where, you'll have a fine fleet in a couple years or so. Unfortunately, you'll probably need to hire Rinaldo to sail for you, as he, Cyran, Aljeuna and Ammul are about the only mates you'll find in this part of the world until 1504 or so. Fernando and Jose also tend to pop up in the Orient early in 1502.
- Make yourself a map of the world. Time consuming, but rewarding.

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| CHAPTER IV - How to be a Pirate |  
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Although the game is intended to be played as a peaceful trader and explorer, who eventually becomes a national hero of Portugal, there's nothing to stop you from flying the Jolly Roger and sinking a few (or few hundred) ships. I will warn you now that playing the game as a pirate can get real old real quick, once

you can't find somebody's fleet to plunder and sink. Here's some pointers for the pirate life.

1. Play the game "normally" until you have five heavy galleons or at least regular galleons outfitted with cannons before you change careers over to the pirate life.
2. Make sure you have lots of gold stored up at the palace, just in case.
3. Once you start sinking people left and right, the waitresses at Ye Olde Inns start telling you where people are, so you can go get 'em (or avoid them).
4. If you want goods to trade, attack trade ships, they have the most goodies on board, which often isn't much, unfortunately.
5. If you want gold pieces, attack warships. They carry tons of money around.
6. When you loot their ships, take their lumber first. It's cheaper to fix your fleet with wood you didn't pay for, rather than pay that guy at the shipyard.
7. After you take all their lumber and cargo, take their food. Only take their water if you have room left over. Remember, you can get water for free anywhere.
8. The best pirate ship is the heavy galleon, with 160 bunks for crew, 100 gun placements with cannons installed, and three point sails. This allows you to have twice as much firepower as any Spanish warship, and enough space to store food and water for forty days at sea.
9. Try and get the Dragon Icon and the Chinese Broadsword. They'll help you the most in battle. Both can be found only in Asia, and both are very expensive. The Hawk Icon and Sabre, which can both be found easily in Europe, will suffice until you get to Asia.
10. The hardest part of being a pirate is finding other fleets to attack. If you hang out around the mouth of the Mediterranean Sea, you'll find a lot of fleets coming and going, mostly Turkish ones.
11. Use the lists of other captains I made as checklists to see who you've sunk!
12. If you get Spain and Turkey mad enough at you, you won't have to look too hard for somebody to sink - Their warships will start coming to *you*! Now that's service!
13. If you find the game rather easy as a pirate, try incorporating smaller vessels into your fleet if you want more of a challenge. A mahogany Nao with three point sails, 40 cannons and 80-100 crew makes a great "destroyer" ship. Always keep a heavy galleon or at least a galleon for the flagship though. Your enemies will concentrate fire on that ship the most, so it needs the extra hull strength.
14. Another thing you can do to increase the challenge of being a pirate is to decrease the firepower capabilities of your ships. Try using less cannons, or the two weaker types of gun; the saker or culverin.

*** Spoiler Disclaimer ***

Please note that the remainder of this guide contains some major spoilers, such as listing where basically everything and everyone is. Since the point of the game is to explore the world and find these things for yourself, this information will almost certainly ruin the game for some players.

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| CHAPTER V: Ports |
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In case you really want the entire point of the game totally ruined for you, here is a listing of every port, including sextant coordinates, and some information about them.

There are seventy ports to find in Uncharted Waters. Fifty of which you can buy and sell goods in, twenty where you can only buy supplies to restock your ships. Countries listed are where the port would be located in modern times (not 500 years ago), so you can get a rough idea of where it is on a modern map. Some of the countries I'm quite sure of, others are somewhat educated guesses, and some I have no idea. I've marked ports I'm not sure about with an asterisk. If anybody can fill in the blanks or correct any errors (I didn't take geography in school, it didn't interest me then) please email me!

You might notice that I've only listed a handful of ports as "worth visiting." If a port has been left off of this list, it's because the port either is too far out of the way, or doesn't sell anything worth buying without significant marketplace investment. If you're bored, try investing in the marketplaces of the ports I've left out. Maybe they're not so useless after all...

Port Types

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Even though there are fifty different ports in which you can buy and sell your goodies, there are actually only eight different "types" of port when it comes to the way goods are priced. If the port sells a particular type of good, then the amount of money that the marketplace owner will pay for that good is less than "normal" for a port of its type, and it isn't any use selling it there - you won't make a profit. For example:

Lisbon and Seville are both "Type A" ports. Both offer the exact same amount of money for every commodity except sugar, because Lisbon sells sugar. I could get into a much larger and far more confusing mathematical model about the economics of Uncharted Waters, but I barely understand it myself and the bottom line would still be the same:

"If you want to make a profit selling sugar, don't sell it in Lisbon."

I'm sure you can find the metaphor in that. The goods sold by every port of a particular type are listed after the port list. Please note that ports with low economic worth may have only some of the goods they "should" have, which may include the specialty good (for example, wood in Oslo). With investment, however, the port's economic worth will grow, and it may start selling goods it didn't have before.

The Port List

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Here are all seventy ports of call in the game, arranged alphabetically under their region of the world. For locations, I have tried to give the closest body of water, but since "Atlantic Ocean" is a little vague, I've used continents for some ports.

EUROPE & MEDITERRANEAN SEA

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Europe will be your main area of concentration for much of the game. Due to the fact that Lisbon is the only place in the world you can store gold, you'll find that it will always be your home base. Europe's ports also sell such a diversity of goods that it's possible to make profits without ever leaving the rather calm waters of the Mediterranean. There's a very good trade route to be found in Northern Europe, very useful for pirates or warship captains. See if you can't figure it out.

Worth Visiting:

- Algiers - Miguel can be found here in early 1502.
- Antwerp - Buy telescope early in game.
- Bordeaux - Good place to buy porcelain or grapes.
- Istanbul - Visit sultan of Turkey, good place to buy artwork.
- Lisbon - Sugar, king of Portugal, store money at palace.
- London - Good place to buy wool and porcelain.
- Naples - Good place to buy wool.
- Oslo - You can buy wood here if you invest enough at the marketplace.
- Pisa - Good place to buy artwork.
- Seville - King of Spain, Galleons, Good place to gamble.
- Venice - The guild sells the speculum, if you have \$12000 to spare.*

Port	Country / Location	Lat/Long	Type	Specialty	Waitress
Alexandria	Egypt, Med. Sea	(N35, E20)	A	Cotton	Julia
Algiers	Algeria, Med. Sea	(N35, E0)	A	-	--
Antwerp	Belgium, Eng. Channel	(N60,E0)	B	Sugar	Olivia
Azov	Ukraine, Sea of Azov	(N55, E30)	B	-	--
Bordeaux	France, Bay of Biscay	(N55,E0)	B	Grapes	Sharee
Genoa	Italy, Med. Sea	(N50,E10)	A	-	Isabel
Hamburg	Germany, North Sea	(N65, E5)	B	-	Nina
Injiga*	Russia, Barents Sea	(N70, E30)	S	-	--
Istanbul	Turkey, Med. Sea	(N45,E20)	A	Artwork	Paulina
Lisbon	Portugal, Iberian Penn.	(N50,W10)	A	Sugar	Carlotta
London	England, Eng. Channel	(N65,E0)	B	Wool	Matilde
Majorca	Italy, Med. Sea	(N40,E10)	A	Grain	--
Marseille	France, Med. Sea	(N45,E5)	A	-	--
Naples	Italy, Med. Sea	(N45,E10)	A	Wool	--
Oslo	Norway**, North Sea	(N65,E5)	B	Wood	--
Pisa	Italy, Med. Sea	(N45,E10)	A	Artwork	--
Seville	Spain, Iberian Penn.	(N40,W10)	A	-	Marguerite
Trebizond	Turkey, Black Sea	(N45,E30)	A	Cotton	--
Tunis	Tunisia, Med. Sea	(N40, E5)	A	-	--
Valencia	Spain, Iberian Penn.	(N40,W5)	A	Wool	--
Venice	Italy, Adriatic Sea	(N55, E10)	A	Porcelain	Maria

* I'm guessing that this is supposed to be "Indiga", a fairly remote place on the Malozemel'skaya (means "scarce arable land" in Russian) Tundra. I knew that 1977 National Geographic map of the Soviet Union would come in handy someday!

** I'm not sure what Koei was thinking here. The real Oslo would be on screen (N70,E5), right where the border between Norway and Sweden is today. You might also notice the complete lack of a Denmark between Norway and Germany.

- Type A ports sell: olive oil, grapes, cloth, firearms.
- Type B ports sell: cheese, grain, cloth, firearms, porcelain.
- Type S Ports are supply ports, and only have the harbour.

THE NEW WORLD

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The one and only place in the New World worth stopping at is Santo Domingo, which sells coral. Every other port only sells cotton, and isn't worth the trip. If you want cotton (although why you'd want cotton when you could have coral I don't understand) get it in Santo Domingo, and then grab some coral while you're at it. You can sell coral (in my opinion, the best commodity to trade, in case you haven't got that idea yet) anywhere and make a killer profit. You can also buy super cheap gold in Santo Domingo (or any other New World port), if you invest enough at the marketplace. If you plan on exploring the Caribbean Sea, be sure to bring at least 30-50 bales of lumber, because you are *going* to get your rudder snagged in seaweed at least twice, I guarantee. If you decide to explore South America, be sure to use the Strait of Magellan when you reach the Southern tip.

Worth Visiting:

Santo Domingo - The only port that sells coral.

Port	Country / Location	Lat/Long	Type	Specialty	Waitress
Acapulco	Mexico, SE N. America	(N15, W110)	S	-	--
Caracas	Venezuela, N S. America	(N5, W75)	E	-	--
Chanchan	Peru, SW S. America	(S30, W80)	S	-	--
Copiapo	Chile, SW S. America	(S45, W70)	S	-	--
Guatemala	Belize**, C. America	(N10, W90)	E	Grain	--
Jamaica	Jamaica, Caribbean Sea	(N10, W80)	E	-	--
Nova Granada	Panama, C. America	(S0, W85)	S	-	--
Panama	Nicaragua***, C.America	(N5, W85)	E	-	Rosanna
Pernambuco	Brazil, E S. America	(S20, W40)	E	Wood	Sharon
Rio Grande	Brazil, E S. America	(S40, W45)	S	-	--
Rio de Janeiro	Argentina*, SE S. America	(S65, W60)	S	-	--
Santo Domingo	Dom. Repub, Caribbean Sea	(N10, W75)	E	Coral	-
Veracruz	Mexico, Gulf of Mexico	(N15, W100)	E	Pimento	Bonita
Virginia	USA, E N. America	(N45, W75)	S	-	--

* This port is one screen North of the Strait of Magellan. The real Rio de Janeiro is over three thousand miles from the Strait of Magellan. My guess is that it's either supposed to be Rio Galligos, or just another mistake Koei made.

** Not only is the real Guatemala City on the Western side of the country, it's also landlocked, and not in Belize, as it is here. Did anybody at Koei ever look at a map?

*** It's either Nicaragua or Costa Rica, but definitely not Panama, where it belongs.

Type E ports sell: gold, cotton.

Type S Ports are supply ports, and only have the harbour.

AFRICA & ARABIA

=====

African ports on the East coast of the continent sell gold for about 500 gold pieces a barrel and pay insane amounts of money for firearms. I think you can figure out how to put this information to good use.

Worth Visiting:

 Aden - Sells quartz, marks entrance to the Red Sea.
 Argin - You can grab a speculum here, if you forgot to grab one in Venice.
 Baghdad - Sells carpet, and dirt cheap artwork.
 Hormuz - Marks entrance to the Persian Gulf, sells Pimento.
 Mecca - Sells carpet & cheap artwork.
 Mombasa - Sells wood, ivory and quartz.
 Mozambique - GOLD!! (Wood too.)

Port	Country / Location	Lat/Long	Type	Specialty	Waitress
Aden	Yemen, Gulf of Aden	(N10, E40)	F	Quartz	--
Argin	Liberia*, West Africa	(N0, W10)	C	-	--
Baghdad	Iraq, Persian Gulf	(N30, E50)	F	Artwork	Patoria
Cape Town	S. Africa, Cape G.Hope	(S45, E25)	S	-	--
Diu	Pakistan**, Arabian Sea	(N25, E65)	F	-	--
Hormuz	Oman, Arabian Sea	(N25, E55)	F	Pimento	--
Luanda	Angola, SW Africa	(S20, E15)	S	-	--
Mecca	Saudi Arabia, Red Sea	(N25, E35)	F	Artwork	Selma
Mombasa	Kenya, SE Africa	(S10, E40)	D	Ivory	--
Mozambique	Mozambique, SE Africa	(S15, E40)	D	Gold	Clara
Muscat	Oman, Arabian Sea	(N20, E55)	F	-	--
Ruwen	Kenya*, Nile River	(S5, E35)	S	-	--
San Jorge	Nigeria*, Gulf of Guinea	(N0, E0)	C	Ivory	--
Sofala	Mozambique, SE Africa	(S25, E40)	D	Gold	--
Verde	Senegal, West Africa	(N10, W20)	S	-	--

* Means I'm guessing on the country. Argin is in either Liberia or C_ote d'Ivoire (Ivory Coast, in case you don't parlez fran_çais), and San Jorge has to be in either Nigeria or Benin. As for Ruwen, it's on the Southeast bank of Lake Victoria, which puts it smack dab in the middle between Kenya and Tanzania... it could be either.

** In this game, the port of Diu is definitely where Pakistan is today, but according to history, it was in India, and should actually be about two screens South of here.

Type C ports sell: gold, cotton.
 Type D ports sell: quartz, cotton, wood.
 Type F ports sell: olive oil, grain, cotton, wool, carpet.
 Type S Ports are supply ports, and only have the harbour.

ASIA

=====

Despite the large variety of goods to be found here, about the only commodity in Asia worth trading is silver, which can only be found in Japan. You can sell silver anywhere (except Japan, obviously) for a huge profit. Several guilds in Asia sell the expensive speculum, which is a good thing - you're gonna need it to get anywhere in the spice islands without becoming lost. Get one if you didn't already in Venice. I usually only make one trip to Asia per game, get the speculum and a few boatloads of silver, and then get back to Europe.

If you find yourself strapped for cash in Asia, this might help you out: Buy silver in Nagasaki and then sell it in Zeiton. Repeat as needed. Even with Nagasaki's price index at 150% and Zeiton's at 50% (and having to repair the rudder of the first ship in your fleet every second trip because of the & seaweed) you'll still make a hefty profit. Thanks to Punk Rock Hindu for that great tip.

Worth Visiting:

Calicut - Guild sells lots of expensive stuff.
Ceylon - The only port that sells cinnamon.
Macao - You can buy a shining amulet at the guild.
Nagasaki - The only port that sells silver.
Zeiton - Sells all kinds of hard to find stuff.

Port	Country / Location	Lat/Long	Type	Specialty	Waitress
Calicut	India, Arabian Sea	(N5, E75)	H	Pepper	Preetha
Ceylon	Sri Lanka, Gulf of Mannar	(S0, E80)	H	Cinnamon	--
Cochin	India, Arabian Sea	(S0, E75)	H	-	--
Da Nang	Vietnam, South China Sea	(N10, E105)	S	-	--
Goa	India, Arabian Sea	(N10, E70)	H	Cloth	Lucetta
Macao	China, South China Sea	(N20, E110)	G	-	--
Nagasaki	Japan, East China Sea	(N30, E125)	G	Silver	Oharu
Sibir	Russia, Kara Sea	(N70, E70)	S	-	--
Tanisk	Russia, Sea of Okhotsk	(N65, E150)	S	-	--
Zeiton	China, East China Sea	(N25, E115)	G	Raw Silk	Mei Ling

Type G ports sell: pearl, silk, porcelain, artwork.
Type H ports sell: grain, cotton.
Type S Ports are supply ports, and only have the harbour.

THE SOUTH PACIFIC

Many of the ports in the spice islands sell hard to find (get this) spices, like cloves and pepper, but unless a merchant asks for these items specifically, don't bother trading them. Yes, the profit margin is ridiculous when you sell spices in Europe, but you need to practically fill all of your ships to make it worth the very long trip. I hope you picked up a speculum in Asia or Venice, because Koei's version of the East Indies doesn't come too close to the way things are on a modern map.

Worth Visiting:

Amboina - The only port that sells nutmeg.
Malacca - Sells pepper.
Ternate - The only port that sells cloves.

Port	Country / Location	Lat/Long	Type	Specialty	Waitress
Amboina*	Indonesia, Molucca Sea	(S15, E125)	H	Nutmeg	--
Eureka	USA (CA), W N. America	(N50, W130)	S	-	--
Guam	USA (Guam), Philippine Sea	(N15, E150)	S	-	--
Java	Indonesia, S. Indonesia	(S20, E105)	H	Pepper	--
Kailua	USA (HI), Pacific Ocean	(N10, W165)	S	-	--
Leveque	Australia, W. Australia	(S40, E115)	S	-	--
Madang	P.N. Guinea, Bismarck Sea	(S20, E140)	S	-	--
Malacca**	Malaysia, Strait of Mal.	(S0, E95)	H	Pepper	--
Sumatra	Indonesia, W. Indonesia	(S15, E95)	H	Pepper	--
Ternate*	Indonesia, Molucca Sea	(S20, E120)	H	Cloves	--

* It'd be almost impossible to accurately represent the skazillion tiny islands in the Molucca sea, so I think Koei just gave up and put Amboina and Ternate (both one of said tiny islands) in the general area they belong. The real

Amboina is much further Southwest, the real Ternate further Northeast.

** This is a swear-word in Greek. Just figured I'd point that out.

Type H ports sell: grain, cotton.

Type S Ports are supply ports, and only have the harbour.

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|=====|  
| CHAPTER VI: Misc. Lists |  
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Mates

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Here are all twenty of the characters you can find to navigate your ships. The stats and ages are what each of those characters start with at the beginning of the game. Early in the game, only mates with low numbers for sailing and battle level will join you, but as you become more experienced, the higher level mates will consider you an equal, and will join you.

I've had lots of emails asking me who I try to find for mates, and I'd have to say that ultimately, it really doesn't matter who you have. A character that starts with no experience in sailing or battle (i.e. Marco or Jose) will learn quickly, don't worry. In answer to the question though, my party consists of Marco, Jose, Miguel and Conrad. Then I get Roberto or Americus to cover up that scraggly old sailor in the corner.

Some people have pointed out that mates like Christopher, Alfonso and Dias are "the best", because they start at higher levels for sailing and battle. By the time you get one of those guys to even *consider* joining you, you'll probably be that level yourself, with four other mates sailing heavy galleons at a level very close behind yours. The only thing those high level mates are good for is replacing navigators that have either deserted the fleet or have been killed in battle. It's handy to just stroll into town and pick up a mate that you can throw behind the wheel of a galleon with no training on a smaller ship.

Picture it this way: Mates with low levels are better in the long term, because their skills rise with time and will eventually be better than the mates that start at higher levels. Not only that, but you don't even need to pay them, they'll just become loyal to you and stay that way. Conversely, mates that start at higher levels are better in the short term. Alfonso in particular is very useful during your first few battles, but once the other mates catch up to his levels, he's useless.

After fiddling with a hex editor trying to see what makes this game tick, I discovered that the mates have nationalities (Spanish, Portuguese, Turkish or Pirate). I have no idea what this does in the game (it probably affects loyalties or where they can be found), but I've put their nationality/loyalty in parenthesis beside their name.

"BL" and "SL" are battle level and sailing level, respectively.

The "1-and-1" Mates

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As that name implies, these guys all start at level 1 for both sailing and battle. Despite that setback, most of them have high stats, and will become excellent navigators with experience. They're also the only mates that will even

look at you twice when you ask them to join early on in the game. As soon as you're level 2 for sailing, they'll (usually) join you.

Francisco (Spain)

=====

Age: 18 CHA: 62 WIS: 74 INT: 86 COU: 49 STR: 32 BL: 1 SL: 1

Francisco, who wears a blue coat with a gold collar, looks like a monk, with a bald patch and a black trimmed goatee beard. My guess is that he's supposed to be one of the Franciscan Friars, a society of Christian monks that have been around since the 13th century, who often accompanied explorers on their voyages to convert the "heathen" natives to Christianity. His sailing skills start out slightly above average, but he is a lousy battle navigator (the worst, in fact) until he becomes experienced. Francisco can be found in Alexandria early in the game, if you want a man of the cloth aboard.

Jose (Spain)

=====

Age: 16 CHA: 51 WIS: 83 INT: 95 COU: 44 STR: 41 BL: 1 SL: 1

Jose has long reddish brown hair in a braid over his shoulder, is wearing a blue coat and green hat, and is squinting his eyes for some reason. Jose is usually the first mate I try to get. He gains loyalty quickly and keeps it through just about anything. His sailing skills are second only to Roberto. His battle skills are his only downfall, having some pretty pathetic stats in that department. Jose can be found in Seville or Lisbon for much of the early part of the game, but he's kind of snobby sometimes and won't join until you're level 3 for sailing.

Marco (Portugal)

=====

Age: 14 CHA: 55 WIS: 72 INT: 64 COU: 79 STR: 53 BL: 1 SL: 1

Marco is sporting a blue hat and coat, jet black hair, and some pretty big sideburns. He is probably the most underrated character in the game. Since he begins the game at only fourteen years old, naturally, his stats are going to be lower. As Marco gets older and more experienced however, his stats increase by leaps and bounds. His sailing and battle stats are both perfectly average, and he should not be overlooked. Marco stays loyal through thick and thin, and can be found in Lisbon in early 1502.

Miguel (Pirate)

=====

Age: 17 CHA: 86 WIS: 64 INT: 66 COU: 86 STR: 91 BL: 1 SL: 1

Another character that I try to get early on, and in my opinion, "the best" mate to get. Miguel is wearing a blue coat with a white collar, has red hair, and has this really cool looking scar that runs from his forehead over his right eye all the way to his cheek. Although he starts at level 1 for both sailing and battle, Miguel is lightning in a bottle. His battle stats are second only to Conrad, and will do some major damage once he becomes more experienced. His sailing skills are just slightly below average, but will rise with time. If you get this guy early on, by the time he's level 10 for sailing his stats will likely be better than yours. Miguel can be found in Algiers for much of the early part of the game, and you'd be crazy not to get him.

Nicolas (Portugal)

=====

Age: 27 CHA: 49 WIS: 80 INT: 98 COU: 38 STR: 47 BL: 1 SL: 1

Nicolas is shot from side on, and is sporting a red coat, a yellow hat that reminds me of a crown, and a full black beard. Although he's a real coward's coward, in terms of his battle skills, his sailing skills are equalled only by Jose, and second only to Roberto. Because he's older than the hero though, he tends to lose loyalty if he isn't paid about every year or so. Nicolas can be found in Antwerp for much of 1502, but unless you want a second Jose (who isn't as loyal and is unshaven besides), don't bother getting him.

Oswaldo (Portugal)

=====

Age: 21 CHA: 65 WIS: 52 INT: 62 COU: 59 STR: 58 BL: 1 SL: 1

Oswaldo has an "Irish" look to him, with short red hair, a rather pudgy face, and a green and yellow jacket. All of his stats are far below average, and he is quite useless. If you still want this guy on your team though, try looking in Venice in 1502.

Roberto (Spain)

=====

Age: 25 CHA: 76 WIS: 88 INT: 100 COU: 48 STR: 55 BL: 1 SL: 1

Roberto is the last of the "1-and-1" mates, the ones that start at level 1 for both sailing and battle. He wears a blue hat over unkempt black hair, almost the exact same coat as Oswaldo, and is the only character in the game that wears glasses. Roberto has the highest sailing stats in the game, and will have little trouble navigating large ships with some experience. His battle skills are somewhat lower than average, and he tends to lose loyalty every now and then if you don't pay him. He's good to have, but not *that* good. If you want him to join, try looking in Marseille in 1502.

The Advanced Mates

=====

Although they're nothing spectacular in terms of experience levels, some have somewhat decent stats and are worth getting, if only for their advanced battle experience. Once the sum of your sailing and battle levels is the same as theirs, they'll join.

Aljeuna (Turkey)

=====

Age: 18 CHA: 81 WIS: 83 INT: 75 COU: 79 STR: 72 BL: 5 SL: 1

The elusive Aljeuna has an "Asian" look to him, with slanted eyes, a blue bandanna, that same coat that Roberto and Oswaldo wear, and a moustache. He's good at both sailing and battle, even starting at level 5 for battle, and doesn't lose loyalty easily. If you (ever) manage to find him, be sure to pick him up. He hangs around Asia. If you're playing as a pirate, this guy is almost as valuable as Miguel and Conrad.

Ammul (Turkey)

=====

Age: 20 CHA: 61 WIS: 65 INT: 72 COU: 55 STR: 73 BL: 2 SL: 1

Ammul has an "Arabian" look to him, wearing a red and green robe, a red and gold turban, and a full beard. His stats are slightly below average, and apart from having a slight boost in battle level over the "1-and-1" mates, is quite normal, nothing special. If you want him aboard, try looking around the Red Sea.

Conrad (Pirate)

=====

Age: 16 CHA: 61 WIS: 52 INT: 55 COU: 89 STR: 94 BL: 2 SL: 3

Conrad wears a green hat and coat, has a scraggly black beard, and a scar even cooler looking than Miguel's that runs from his nose across his left cheek almost to his jaw line. His sailing skills are pretty poor, but he starts with enough levels in sailing to handle a Nao with Nao problems [insert groans here]. His battle skills, which are the highest of any character in the game, are what make him worth finding. If you want to play the game as a pirate, you NEED this guy. As soon as you're level 5 for sailing, he'll join you. Conrad spends much of the first two years in Europe, usually Genoa, but becomes very hard to track down after 1504. Get him early.

Cyran (Portugal)

=====

Age: 16 CHA: 65 WIS: 59 INT: 68 COU: 75 STR: 80 BL: 3 SL: 2

Cyran has on a blue and gold coat, has medium brown skin, and dark brown hair. His sailing stats are below average, but his battle stats are just slightly above. He makes a good navigator in a pirate fleet. If you can find him, and need somebody with what he has to offer, by all means, grab him. He likes to hang out in East Africa and Arabia.

Rinaldo (Pirate)

=====

Age: 26 CHA: 25 WIS: 23 INT: 17 COU: 44 STR: 60 BL: 1 SL: 2

Rinaldo has the same skin colour as Cyran, and is wearing a black hat and coat with red trim. He also looks like he just drove a nail through his foot, by the look on his face. He has the lowest stats for just about everything that matters, and is even more useless than Oswaldo. If you want a challenge, by all means add this disaster waiting to happen to your crew. He hangs out in East Africa, Arabia and the Spice Islands.

The Older, "Snooty" Mates

=====

I call them that because I'm so used to them saying "no" to me, and because many of them look rather snooty. Although they have high levels, they all have either average or below average stats, and are useless by the time they'll actually join you for sailing ships. Their advanced battle levels are their only practical feature.

Alfonso (Spain)

=====

Age: 31 CHA: 85 WIS: 72 INT: 75 COU: 80 STR: 68 BL: 10 SL: 10

Alfonso has an orange hat with a feather in it, a red and blue coat, a full black beard, and a very mean scowl on his face. All of his stats, except maybe strength, are average. Because his levels are so high, they'll almost never improve either. By the time you get Alfonso to join you, you won't need his high sailing level, but his level 10 battle skill can come in handy in a pinch, especially your first few battles. Alfonso can be found in Spain for almost all of the game, seemingly right up until the point that he'd join you if you asked.

Americus (Portugal)

=====

Age: 49 CHA: 74 WIS: 75 INT: 69 COU: 63 STR: 66 BL: 7 SL: 7

Americus is shot side on, with a weathered looking face, red hair, wearing a green hat and green and blue coat. Americus is none other than Amerigo Vespucci, the famous Italian navigator that renamed Columbus' discovery "America." There's a portrait of Vespucci in many history books that looks almost identical to his picture in the game. His stats are quite average, and his levels aren't anything special either. He makes a good first mate to cover up that scraggly old sailor in the corner, but not much else. According to history, he dies in 1512, but I'm not sure if that happens in the game or not. Americus travels the world randomly, but can usually be found in Europe.

Benedetto (Spain)

=====

Age: 25 CHA: 79 WIS: 83 INT: 65 COU: 74 STR: 69 BL: 5 SL: 4

Benedetto looks like Marco, sideburns and all, only eleven years older, minus the hat, and facing the other way. His skills are average, but his levels are nothing worth breaking your neck to get. If you want him, he tends to hang around Spain and Portugal for the first few years of the game, but then becomes rather hard to find.

Christopher (Portugal)

=====

Age: 49 CHA: 88 WIS: 79 INT: 73 COU: 82 STR: 74 BL: 8 SL: 6

I'm pretty sure this is supposed to be Christopher Columbus. In any case, he has a sour looking face, with blond hair, and a green and gold shirt. Your guess is as good as mine as to how a fifteenth century Italian navigator (who is often described in history books as having red hair) would acquire blond hair, but that hardly matters. If you manage to find him, pick him up. His stats are above average, and his higher levels make him a great replacement navigator if you lose one in a battle or storm. He also makes a great mate in a pirate fleet. Chris tends to hang out in the New World, but can be found in Europe from time to time, usually Antwerp.

Fernando (Portugal)

=====

Age: 20 CHA: 92 WIS: 80 INT: 75 COU: 80 STR: 75 BL: 6 SL: 5

Fernando looks like a stereotypical cartoon bad guy. He has really short black hair, a handlebar moustache, and a high collared blue and gold coat. His stats are above average, his advanced levels come in handy, and his low age keeps him from getting disloyal easily. Get him if you can. Unfortunately, Fernando, like Alfonso, likes to become scarce once you're finally of a level high enough to be his peer. He spends much of the game in Europe, but I always seem to find him in the Spice Islands.

Regis (Portugal)

=====

Age: 28 CHA: 72 WIS: 75 INT: 67 COU: 81 STR: 62 BL: 4 SL: 7

Regis has long red hair, with a thin moustache, and is wearing a green and gold coat. His stats are nothing special, and his loyalty likes to drop. He's only slightly less useless than Rinaldo or Oswaldo. Get him if you need a guy who can handle a galleon without having it drift all over the place. If you want him, try looking in Spain (Valencia or Seville) in 1504.

Vicente (Spain)

=====

Age: 38 CHA: 62 WIS: 70 INT: 58 COU: 62 STR: 73 BL: 5 SL: 6

Vicente sports a blue and green hat, a brown coat, and a very sinister looking smile. His stats are all below average, and his levels are nothing great either. He makes a good first mate if you're a pirate. If you still want him, he spends the early part of the game in Europe, but try looking in Asia later in the game when he'll actually join.

The Mate You'll Probably Never Get

=====

If you manage to get this guy to join you, consider yourself a very good player.

Dias (Portugal)

=====

Age: 50 CHA: 92 WIS: 95 INT: 78 COU: 83 STR: 65 BL: 28 SL: 28

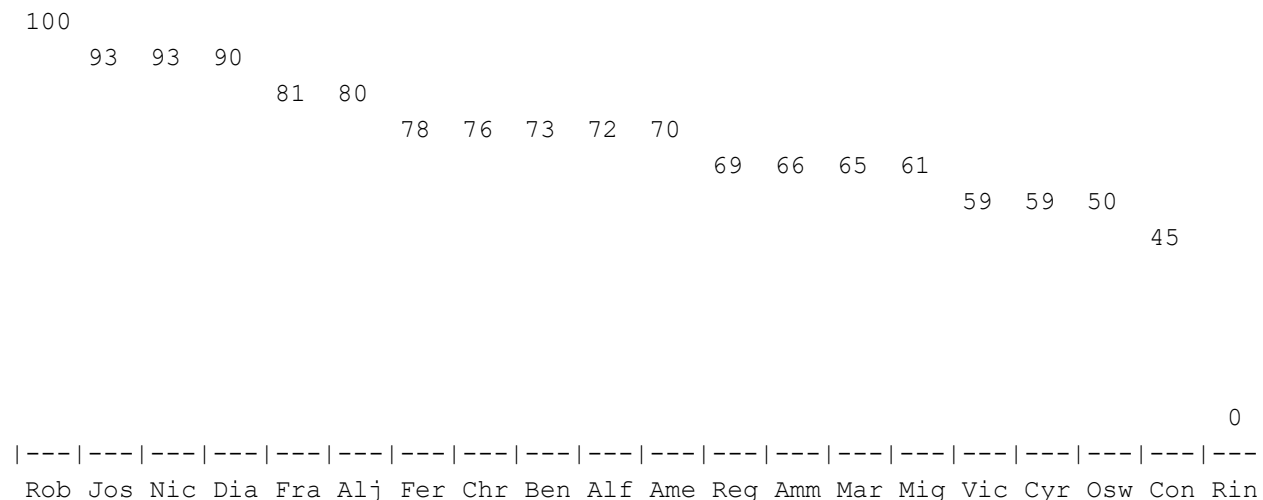
Dias has short black hair, a trimmed beard and moustache, and is wearing a red coat over a gold coloured shirt (Picture the "Captain" on a bottle of Captain Morgan rum). Even though he technically should have died two years before the game even started, my guess is that he's supposed to be Bartolomeo Diaz, the famous Portuguese explorer that finally managed to reach the Southernmost tip of Africa, named it the "Cape of Storms" and returned home quite against his will (his crew were becoming mutinous). His discovery was later renamed the "Cape of Good Hope". You will probably see him many times throughout the game, but until you're at almost the same level as he is for sailing and battle (i.e. NEVER), he won't join you. There is no doubt that Dias is the best character to get, but accomplishing just that is next to impossible. If you somehow manage to raise your levels high enough (and still haven't beaten the game) try looking for Dias in Pernambuco, he spends a lot of time there.

Mate Graphs

=====

In case you're one of these people who likes to see the bottom line, rather than the itemized list, here's a handy graph showing how well the mates are at sailing and battle. These graphs turn a blind eye to levels in sailing and battle, because I consider them a double edged sword: If a mate already has high levels, his stats aren't likely to improve, although he'll do better in the short term than a mate with lower levels. I've abbreviated the names, but I'm sure you can figure out who's who.

Sailing Skill



Battle Skill

100

94

74 73 73

69 66 66 61 61

53 50

47 46

35

23 22

4 4

0

|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
Con Mig Chr Cyr Fer Alj Alf Dia Reg Ben Vic Mar Ame Amm Osw Rin Rob Jos Nic Fra

Other Fleet Captains:

=====

There are fifteen other peaceful fleets on the sea, blissfully sailing around and generally doing nothing. Unless their country is at war with Portugal, or you've got a bad reputation as a pirate, they usually have something helpful to tell you. Trade ships will tell you where you can sell your cargo for the best price, while war ships will tell you where you can find a mate or two. Use the "negotiate" command from the sailing menu to strike up a conversation.

Portuguese	Spanish	Turkish
-----	-----	-----
Juan	Giacopo	Muhammed
Ramone	Luigi	Hashid
Frederico	Idelgo	Nader
Luciano	Emanuele	Ali
Pedro	Carlos	Omar

Of course, if you play the game as a pirate, these guys won't last long, and other captains will start appearing on the seas.

Spanish

Alberto	Alonzo	Americo	Andreas	Augusto
Baltazar	Baptista	Benito	Bernardo	Bovadillo
Calderon	Canalejas	Carlitos	Caspero	Cesareo
Chavez	Cortez	Diego	Dino	Domingo
Don Juan	Don Parma	Don Hugo	Duarte	Eduardo
El Duro	El Bravo	El Primo	El Bueno	El Toro
Emallio	Enrique	Federigo	Felipe	Fernandez
Filipo	Flores	Francesco	Geraldo	Gilbert
Godfredo	Gomez	Gonzalla	Guiellermo	Gustaf
Hector	Hernandez	Horatio	Jaime	Jorge
Julio	Leonardo	Leopoldo	Lopez	Lorenzo
Lucas	Luis	Manrique	Manuel	Marcano
Mario	Martin	Martinez	Mateo	Mendoza
Michel	Moncado	Morales	Pablo	Paolo
Pietro	Poncho	Recalde	Recalde*	Ricardo
Rodrigo	Rodriguez	Roduego	Romeo	Salvador
Sancho	Sebastian	Simancas	Stefano	Tomas
Trujillo	Valdes	Vasquez	Vittorio	Xavier

Yes, the name "Recalde" is in there twice. There are two guys with that name for some reason, but they don't have the same picture. Maybe Recalde in sixteenth century Spanish is like John in modern English, who knows?

Turkish

Abashad	Abbas	Abdul	Abul	Ahbud
Ahmed	Aishar	Akbar	Akim	Alanir
Aljeb	Almutar	Amadan	Amir	Amman
Arasheed	Asad	Atri	Bajet	Bakul
Chizil	Farak	Farhad	Fellik	Feza
Habib	Hadil	Harib	Hashim	Hassan
Hassein	Hussed	Hussein	Iben	Ibrahim
Ishmael	Jabbar	Jamaal	Jamil	Jasheed
Jatin	Jumad	Kahdil	Kahim	Kalil
Karim	Kasem	Kashim	Mafdi	Mahdi
Malwan	Mefamet	Mohamar	Muftadi	Muhangir
Mumahn	Mumal	Musa	Mussulman	Mustafa
Nasser	Navdib	Numan	Ozal	Pani
Panshur	Prashir	Prektar	Punjab	Rashad
Rasheed	Reza	Said	Salabim	Saliman
Salman	Samsari	Sandib	Selim	Sharam
Shareef	Sharim	Shavir	Tabul	Tahih
Tahlib	Talhari	Tasam	Tibil	Vasad

Pirates

=====

Pirates will prove to be either a major nuisance or hours of entertainment, depending on how you look at them. The first pirates you'll run into are the five gentlemen listed here. They're around from the beginning of the game, but probably won't bother you unless you provoke them (by talking to them).

El Drago	Gonzales	Gregorio	Morgan	Singleton
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Much later in the game, pirates will really start coming out of the woodwork. These guys may or may not just up and attack you, depending on the size and arms capacity of your fleet.

Angry Ali	Bickeroo	Billy Bones	Black Patch	Blacktooth
Blue Streak	Brighty	Briny Beau	Bully Bo	Burly Burt
Checkie	Cranky Kirk	Double Iron	Eel Face	Evil Eye
Fast Fritz	Gnarly Nate	Goldmonger	Greedy Lou	Green Gus
Gristlebait	Groggy Gus	Gusty Jake	Hackie	Hammerhand
Hearty Bart	Hollowhead	Hungry Hans	Ironjaw	Jolly Dirk
Lava Luke	Lazy Jack	Leadbelly	Leatherneck	Lightning
Lockjaw	Lucky Dino	Lumpy Lou	Mean Ole Mo	Mean Ivan
Mighty Max	Nasty Nate	Old Gunner	Pegleg Lou	Pepper
Poison Ice	Prankster	Queasy Kirk	Quickdraw	Quicksword
Razor Rick	Redbeard	Rotten Al	Rusty Dirk	Salty Sam
Scabby	Scarbrow	Scratch	Scurvy Dog	Sea Tiger
Seasick Sam	Shark Tooth	Shiver Jim	Silver Stan	Sinbad Sal
Skullface	Slashback	Slick Mick	Slipper	Smiley
Snarling Jo	Sneaky Pete	Snouter	Stinger	Stinkpot
Stubby	Tangle Fang	Tattoo Kid	Thunderclap	Tidal Tim
Timberfoot	Tiptoe Tom	Tricky Ex	Tripper	Turncoat
Warrior	Whirliwind	Whiskers	Wirebeard	Yellow Jack

WAITRESS LIST

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Why, you ask, did I compile this list of waitresses and the ports they're in?
Keep playing and you'll be glad I did.

Bonita - Veracruz (N15, W100)
Carlotta - Lisbon (N50, W10)
Clara - Mozambique (S15, E40)
Isabel - Genoa (N50, E10)
Julia - Alexandria (N35, E20)
Lucetta - Goa (N10, E75)
Marguerite - Seville (N40, W10)
Maria - Venice (N50, E10)
Matilde - London (N65, E0)
Mei Ling - Zeiton (N25, E115)
Nina - Hamburg (N65, E5)
Oharu - Nagasaki (N30, E125)
Olivia - Antwerp (N60, E0)
Patoria - Baghdad (N35, E40)
Paulina - Istanbul (N45, E20)
Preetha - Calicut (N5, E75)
Rosanna - Panama (N5, W85)
Selma - Mecca (N25, E35)
Sharee - Bordeaux (N55, E0)
Sharon - Pernambuco (S20, W40)

Guild Items

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Finally, the long overdue list of which guild sells what.

Alexandria : Telescope, Hawk Icon, Sextant, Sword
Antwerp : Eagle Icon, Telescope, Sextant, Dagger
Argin : Telescope, Speculum, Sextant, Nymph Amulet
Baghdad : Shining Amulet, Dragon Icon, Telescope, Sabre
Bordeaux : Sword, Hawk Icon, Sextant, Nymph Amulet
Calicut : Speculum, Shining Amulet, Sabre, Dragon Icon
Ceylon : Telescope, Speculum, Sextant, Nymph Amulet
Genoa : Telescope, Sextant, Falcon Icon, Sword
Goa : Sabre, Dragon Icon, Nymph Amulet, Telescope
Hamburg : Angel Amulet, Sabre, Telescope, Falcon Icon
Istanbul : Sextant, Angel Amulet, Sword, Telescope
Lisbon : Falcon Icon, Sextant, Dagger, Sword
London : Angel Amulet, Sabre, Sextant, Telescope
Macao : Chinese Sword, Dragon Icon, Gold Bracelet, Shining Amulet
Marseille : Sextant, Nymph Amulet, Telescope, Pearl Bracelet
Mecca : Speculum, Sextant, Shining Amulet, Dragon Icon
Mozambique : Telescope, Dagger, Eagle Icon, Sextant
Naples : Sabre, Nymph Amulet, Falcon Icon, Silver Rosary
Oslo : Telescope, Sun Amulet, Dagger, Hawk Icon
Panama : Telescope, Dagger, Sword, Sabre
Pernambuco : Telescope, Sextant, Sabre, Hawk Icon
Pisa : Telescope, Sextant, Dagger, Silver Rosary
Seville : Falcon Icon, Sextant, Sabre, Dagger
Valencia : Sun Amulet, Dagger, Telescope, Sextant
Venice : Speculum, Hawk Icon, Nymph Amulet, Sextant
Veracruz : Sabre, Hawk Icon, Sextant, Nymph Amulet
Zeiton : Chinese Sword, Dragon Icon, Gold Bracelet, Speculum

The closest place to Lisbon to get each item:

Falcon Icon - Lisbon
Hawk Icon - Bordeaux
Eagle Icon - Antwerp
Dragon Icon - Goa

Nymph Amulet - Bordeaux
Sun Amulet - Oslo
Angel Amulet - London
Shining Amulet - Muscat

Dagger - Lisbon
Sword - Lisbon
Sabre - Seville
Chinese Sword - Macao

Sextant - Lisbon
Telescope - Antwerp
Speculum - Venice or Argin

|=====|
| CHAPTER VII: FAQ |
|=====|

Here are some questions I've been emailed with.

Q: What are the differences among the three types of guns?

A: Simple: culverins and sakers are useless wastes of money, cannons aren't. If you'd like a clearer (and less sarcastic) explanation: Sakers have a range of one space, and are weak in power. Culverins have a range of two spaces, and are also weak. Cannons have a range of one space, but have high damage capabilities. So unless you're a masochist or otherwise enjoy having your boat blasted to splinters by pirates or that Spanish warship you seem to have annoyed, while you take three days to sink him with culverins or sakers, get cannons.

Q: What does investing do?

A: Investing increases the economic or industrial worth of a port. Doing this may cause the marketplace to start selling something they didn't have before, or the shipyard to sell larger ships. It also wins support for Portugal, and really annoys Spain and Turkey to the point where they'll start attacking you if you do it too often.

Q: How do I get into the palace to see the princess?

A: After the king asks you to the palace to do some errand for him, you can enter the palace whenever you want. Until the king asks for you, you get kicked out as soon as you walk in. Even after the king gives you a title, the chancellor might get nervous about you hanging around the palace, and will throw you out. As your rank becomes higher though, the odds that he'll throw you out become less and less.

Q: How do I get the king's permission to invest in Lisbon, Seville and Istanbul?

A: You can't. This is just Koei's way of keeping you (and the CPU fleets, I guess) from investing in another nation's capital. It wouldn't make much sense for a country to have support from a foreign port, but not it's own capital. It also keeps you from raising Seville's industrial worth that last 50 points, which would let you buy Heavy Galleons after only investing something like a

thousand bucks.

Q: What is a speculum, and where can I find one?

A: The word "Speculum" is Latin, and means mirror, reflector, copy... you get the idea. In terms of the game it lets you see your position on a map that covers about a nine screen radius. Very handy when treasure hunting. The guild in Venice sells this item, as does the one in Argin, and several guilds in Asia.

Q: The king sent me to deliver a letter to the king of Spain (or Turkey), but the guard at the palace won't let me in!

A: This is because you have done something to get whatever nation you're visiting upset with you, or your rank is too low. Just keep trying (he will eventually let you in)

Q: The king sent me to deliver a letter to the king of Spain (or Turkey), but these "gruff looking" guys at the harbour won't let me enter the town!

A: Ooo! You really got 'em riled up! This is because the nation is at war with Portugal. My advice here is to take a nice long trip to Asia, or somewhere where their navy won't find you, and hide out for a while until the hostilities are over. Either that or go back to the king of Portugal and tell him you won't deliver the letter. He'll pitch a fit, but in a month he'll be calling for you again to pick up some more of that grain he can't seem to get enough of.

Q: What do swords, amulets, and icons do?

A: Swords increase your attack power in battle when you board other ships, amulets reduce the damage storms and seaweed wreak on your fleet, and icons increase the accuracy (and therefore damage) of your cannons. Figureheads reduce the occurrences of disasters, in case you were wondering about those.

Q: How do I get the Venus figurehead?

A: I have no idea. I would guess that it's just random, kind of like when the guy at the Lisbon shipyard has a used galleon for sale.

Q: Who are the best mates to get?

A: This is a highly subjective question with as many answers as there are players. I almost always use Jose, Marco, Miguel and Conrad. A very well balanced group that's easy to put together early on. Marco's stats go up by leaps and bounds, and Jose's low battle skills don't matter too much when he's commanding a fully decked-out mahogany hulled heavy galleon with 100 cannons. KA-BOOM!! Here's some other good teams:

Explorer (high sailing skill): Jose, Nicolas, Roberto, Francisco

Pirate (high battle skill): Conrad, Miguel, Christopher, Fernando

Challenging (no skills whatsoever): Rinaldo, Oswaldo, Vicente, Francisco

In answer to the question though, if you want "the best", The answer is Dias, no doubt about it... that is if you can find him, and then if you can get him to join you. Since accomplishing both are just this side of impossible, I tend to concentrate on getting the younger mates.

Q: Who or what is Prester John?

A:
"Rumour had it that Prester John ruled over 72 states of a land devoted to Christianity. Many men sailed out under the auspices of the church to find this legendary kingdom."

That is straight out of the NES instruction booklet, page 41.

The Land of Prester John was a legend that started in the twelfth century, and was believed for hundreds of years. It was used as propaganda by the church to encourage young explorers to risk their lives searching out the world for this supposed utopia, claiming the lands they discovered for their homeland and the church. Although Prester John is mentioned in both the instruction booklet, and in the intro story to the game, there is no "Land of Prester John" to be found in this game.

Q: I can't get [insert mate name here] to join me, how can I?

A: Your sailing or battle level is too low. Until you're equals with whomever it is you want to join your crew, they'll refuse every time.

Q: How can I get Dias to join me?

A: Heh heh, Good luck. Dias is next to impossible to get, because he tends to hang out in ports a skazillion miles from Portugal, and has ridiculously high levels for battle and sailing, a whopping 28 for each. So, unless you sink the entire navy of Spain, and then make several (dozen) jaunts to Asia via South America, stopping to do a few laps around Antarctica to boost your levels, he'll never join you. Besides, by the time you get Dias to join you, there'll be nothing left for you to do that will warrant his super high levels and skills.

Q: Where is the port of Arabia?

A: Sometimes a waitress at a Ye Olde Inn will tell you that she thinks they sell a particular good in "Arabia." This means that you can find said good at a port near the Red Sea or Persian Gulf, like Baghdad or Aden. There is no actual port called "Arabia", Just as there is no one port called "Northern Europe" or "The New World."

Q: Where is the port of Athens?

A: I don't know why I keep getting asked this question. The capital city of Greece exists in the game's sequel, but you won't find it in this game. If it was (and it isn't), it'd be on the same screen as Istanbul or the one below it.

Q: What is the "lucrative trade route" you mentioned in the port list of Europe?

A: First make sure you've invested enough in Oslo for it to sell wood. What you do here is buy sugar in Lisbon, sell it in Bordeaux, buy grapes in Bordeaux, sell them in London, buy wool in London, sell it in Oslo, buy wood in Oslo, sell that in Hamburg, buy wool in Hamburg, sell it in Antwerp, buy porcelain in Antwerp, and then sell it in Lisbon. Very useful for Pirates who need to make some quick cash without sailing long distances. Here's a good one, sort of a tour-de-Italie, sent to me by Ricky Gonzalez:

"Majorca (Grain) --> Naples (Wool) --> Pisa (nothing) --> Majorca

By continuously buying up Grain from Majorca without selling, while continuously selling to Pisa without buying, their markets skyrocket and plummet, respectively. Naples's market also grows since the sold Grain is cheaper than the bought Wool. This cycle can net you about 10,000 a trip with two Galleon ships. But, the beauty is when after Pisa's prices are at 50% and Majorca's at 150%, you load up on Artwork and sell it all to Majorca. You usually have to make two trips to Lisbon to store all the sweet, sweet money you make."

What a dirty trick. I love it.

Q: What is the purpose of your fame rating?

A: The king of Portugal will call for you once it reaches certain levels. After you do enough favours for the king, you beat the game. Investing, battling other fleets, discovering ports, and doing errands for merchants and guild masters all

increase fame.

Gerry Wilton emailed me with this sneaky trick for gaining fame quickly: Instead of investing one ginormous pile of gold in one go, invest it in \$1000 instalments. After fifteen or so of these, the port will almost certainly be allied with Portugal, and you will have saved a good chunk of change. By "winning" a port over to your homeland you score about 400 fame points.

The higher your rank and fame, the more bartering power you have over merchants in Portugal-allied ports. If you say no to the shopkeeper (or that crook at the shipyard) when he tells you how much a unit of something costs, he may ask you how much you'd be willing to pay. Depending on your rank/fame, you can rip him off big time. Thanks to Alex Shovkoplyas for this great tip.

Q: What's so bad about the Arctic Ocean?

A: I recommend against using the Arctic Ocean because A: It's pointless, and B: It's potentially very dangerous. Let's start with item "A":

There are those who would claim that the Arctic Ocean is a faster route to the Orient. By using it instead of sailing around Africa, you might chop two or three days off the time it takes to sail to Nagasaki. That amounts to getting there about 4% faster. The only two places that the Arctic Ocean provides major shortcuts to are Eureka and Tanisk, which are both useless supply ports. There are exactly as many "screens" between Lisbon and Nagasaki (65 to be exact) if you take the Arctic Ocean as there are if you sail "the long way" around the tip of Africa. Draw a map and count them if you don't believe me. Besides, Africa has nice things like gold and ivory, and ports you can DO things in, other than buy supplies. The Arctic Ocean has things like ridiculous currents, monotonous landscape, and probable death by starvation off the Taymyr Peninsula after your fleet gets trapped.

To be more specific about the danger (Item "B"): The current and wind are both extremely fast in the Kara Sea, and constantly push your ships Eastward. There is a piece of land that juts out from Northern Russia at N85,E95 (the Taymyr Peninsula) that you can get trapped under, if your fleet isn't "powerful" enough to get free. Although I used to recommend resetting the game, what with it being likely that you'd never escape, Terry Rhodes emailed me with a neat trick that might get you free. Use the "go ashore" command, and then put back to sea. Usually a little surge will get you moving a bit before the current grabs you. Just keep going ashore and putting back to sea repeatedly to "crawl" up the coastline until you're around this horrible place. There's also few places similar to this on the Western coast of South America (found by *not* using the Strait of Magellan to get around the Southern tip), and this trick also works there. Or you could just stay clear of both Northern Russia and South America entirely, as both are fairly useless places in this game.

Q: [Port name] doesn't sell [good type]... but your list says it does...?

A: You need to invest more at the marketplace. Usually, once the port's economic worth is 350 or more, they'll sell everything they "should."

Q: Is \$60,000 all you can carry around at one time?

A: Yes. And the only way to "store" it is to return to Lisbon. The best way to sort of cheat this system is to have money tied up in valuable cargo, like gold, or to just invest it somewhere if you won't be needing it.

Q: Under what circumstances can I get [Spanish Captain's name] as a mate?

A: I used to think it would be only possible to hire the other captains once some of the original twenty mates were dead, but after systematically hiring and sending them to all to their doom on ships with no crew, I discovered that that theory was false. So I'm not 100% sure on this, but here's my new theory:

When you're on a treasure hunt, you usually end up going from port to port (to port) trying to find someone with either a map, or the name of someone who has the treasure on their ship. At each stop, you talk to either the waitress of the port, or to another character, usually one of the twenty mates. However, sometimes you end up talking to one of the Spanish or Turkish captains. After you're done chatting with them, check the "Find Mates" thing at the Ye Olde Inn. Lo and behold, there's the guy's name, and if your levels are equal or better than his, he'll join your crew. Thanks to Jack Doobie for shedding some more light on this business, as he found El Duro, and managed to hire him.

Q: What is the Strait of Magellan?

A: The Strait of Magellan is located at the Southern tip of South America. Fern^棒de Magalh^悰 ("Ferdinand Magellan", as we Anglophones seem to have dubbed him), who discovered the strait, named it "The Channel of All Saints", but his name is what we call it today. Magellan is also the guy who named the Pacific Ocean. It's basically just a short cut around the Southern tip of the continent, and the insane currents and winds to be found there. In the game, it's on screens (S70,W60) and (S70,W65).

Q: Can I put your guide on my website?

A: If you'd like to host this guide on your site, please email me first. It shouldn't be a problem. Here are my conditions for doing so:

- By hosting the guide, you are doing ONLY that. I own ALL rights to it, which means I can update, edit or REMOVE my guide whenever I want.

- The line in the copyright bit that says "Updates to this FAQ will ONLY be posted to www.rpgclassics.com" Means exactly that: I'm not going to keep a list of all the sites this guide ends up on and spend seven hours updating it every time I fix a spelling mistake.

- It is the responsibility of whoever HOSTS this guide on THEIR site to keep it current.

- The guide must be in its entirety, UNALTERED in ANY way, including the copyright bit. This means retaining the Canadian English spelling of words, and keeping dates written with ordinal numbers. It also means never appending a "version number".

Q: Why did you stop updating on Gamefaqs.com?

A: Gamefaqs' new automated update feature drives me up the wall. A guide is rejected for being 81 characters long on one line out of close to three thousand. I have ZERO patience for fussy computer programs. Besides, it's not like there's going to be any real need for an update.

Q: Can I translate your guide into [Language]?

A: A horribly outdated version of this guide has been up for years on a German website very much like gamefaqs.com without a single request for a German translation. There's little enough demand for *this* guide, but if you feel like pulling your hair out trying to translate my Canadian slang and idioms into Spanish or Portuguese, email me and we'll talk shop.

A Note About Heavy Galleons

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This gets into economics, something which I will readily admit is not my area of expertise. With that said, since originally writing this guide several years ago, my opinion of heavy galleons has changed somewhat. With their insane arms and cargo capacities, they may at first glance seem too good to be true: If you have a fleet of five of these things fully decked out with cannons and a hearty sized crew, you are for all intents and purposes **invincible**. No fleet - pirate, Spanish or otherwise - has a chance of defeating you. If you decide to build a trade ship out of one with 900+ space, you can sail for over a year without stopping for supplies, or haul a tremendous amount of cargo over extremely long distances. There are disadvantages to these vessels as well:

- They're as slow as cold molasses running uphill in January when close to land
- They have almost no mobility in battle
- They're expensive to maintain

The 900+ cargo space can be a double edged sword too. You can carry a sick amount of stuff, but it'll take you a month of Sundays to get rid of it all.

Let's say the fleet consists of five heavy galleon trade ships, 30 crew, 970 space. They're merrily floating about Lisbon harbour with just enough firearms in the holds to net us \$360,000 in Santo Domingo. Assuming the prices weren't too steep in Lisbon because we haggled the poor shopkeeper silly, let's assume we paid \$192,000 for 2400 crates. We load up with 300 barrels of food for a 40 day voyage (another five or six grand) and off we go. In the interests of round numbers, here's the expenses so far:

Cargo	Qty	Price	Cost
Firearms	2400	80 ea	192,000
Food	300	20 ea	6,000
			198,000

We sail to Santo Domingo and sell the firearms while at the same time packing the ships to the rafters with coral, say, 4000 barrels. This will cost about \$360,000, and in theory, bring in a little better than a million bucks in Europe. Because we brought enough food from home, we don't need to buy more. Going back to the storeman's notebook:

Cargo	Qty	Price	Cost
Firearms - Sold	2400	150	360,000 Revenue
Coral - Purchased	4000	90	360,000 Expenses

Now, what to do with all that coral? We have two choices. Sell it all in Lisbon in one fell swoop and go on our merry way, or spend the next ten months dispersing it all over Europe to earn a little better than twice as much. If we choose the former, we can sell our fill, lug the money to the palace, and come back for more. By doing this, we'll get about \$600,000. At the end of the day, we come out on top by a little better than \$400,000 not a bad six weeks work, and in fact, this is the more "economic" choice, if you consider that "time is money."

We could try selling it at other places in Europe, but doing so will require us to return to Lisbon (literally) seventeen times, *unless* we plan on investing the money. Assuming the average trip to and from a given port in Europe takes 20 days (Heavy galleons are very slow on the inland seas) that means we're going to spend almost a year selling coral, and the crew is going to eat about \$43,000 worth of food. By selling it abroad in ports with prices at an average of 90%, we'll clear approximately a million bucks after expenses. However, in that time, we could have loaded up with firearms, sailed to Santo Domingo and done the whole "sell it all in Lisbon" routine eight times over, earning 3.2 million.

Then again, we could always go straight from Santo Domingo to Pisa and trade all the coral for artwork, and sell *that* all over Europe, which would bring us out on top by about 1.5 million. Of course, being smart businessmen, we'd be hauling local goods back to Lisbon (like porcelain, wool or even grain), which would help with the profits, but we'd still come a little short of the 3.2 million.

The point is: If you want to invest, go with plan B. If you just want to amass more money than you'll ever need, plan A will get you there faster.

Making Your Own Map

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This can make the game interesting. First, take a BIG sheet of paper, a sheet of poster-board (I think that's what you Americans call it), or glue a few pieces of paper together to make one nice big sheet. Now, divide said sheet into a grid that's 72 x 37 squares big. Half-inch squares are perfect. Each of these squares corresponds to a screen in the game. Keep in mind that many of those are inaccessible, what with them being "land" and all. The square in the upper left corner of the sheet is (N90,W180). The one to its right is (N90,W175) and so on. The square in the lower right corner is (S90,E175). I'm sure you can fill in the rest of the numbers properly. Now mark a little X or something on the square at (N50,W10), which is Lisbon, and start your career in cartography.

All you do now is sail around (use a coin or bingo marker or something to mark where you are on the map if you like) and keep drawing what you see. When you're done which won't be any time soon, believe me - be sure to bust out the coloured pencils or markers and colour it up all fancy. Maybe put in some waves, boats or a sea monster or something on the ocean, or draw a house or castle for the capital ports. Be creative.

Selling Price Table

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This is how much the guy at the marketplace and his 49 identical twin brothers scattered throughout the world will pay you for goods you bring him. Please note that this table does not take specialty goods into consideration. For example, if you were to sell sugar in Lisbon (although why you'd try selling sugar in Lisbon I have no idea) you would only get 13 gold pieces per barrel when prices are at 100%, not the normal 45 gold pieces that a type A port would pay.

Good	Port Type:							
	A	B	C	D	E	F	G	H
Pepper	80	110^	52	35	64	42	20	2
Cinnamon	70	80^	32	43	40	30	20	3
Nutmeg	100	105^	30	28	32	28	30	3
Pimento	110	120^	35	30	25	15	30	4
Cloves	105	108^	42	29	30	30	20	4
Olive Oil	20	55	60^	38	58	18	2	10

Grapes	28	62^	30	30	25	20	40	15	
Sugar	45	49	50^	50^	48	50^	42	45	
Cheese	40	17	45	40	50	58	50	62^	
Grain	20	8	35	42^	40	9	5	6	
Gold	1000	1000	400	300	250	890	900	1050^	
Silver	120	120	80	280	100	380^	200	110	
Quartz	320	325	220	98	230	300	320	330^	
Coral	280	275	290	260	270	350^	120	105	
Ivory	300	350^	200	195	220	290	140	120	
Pearl	220	220	170	160	175	230^	110	120	
Cotton	80	110^	15	11	10	10	42	8	
Raw Silk	120	130^	40	40	50	80	90	85	
Wool	65^	55	12	16	21	14	10	16	
Cloth	40	40	84	89	80	85	92^	16	
Silk	140	150^	45	48	50	50	25	70	
Firearms	75	70	140	190	170	230	240^	205	
Wood	60^	58	35	10	18	60^	15	10	
Porcelain	105^	40	40	35	45	40	10	35	
Artwork	400^	400^	30	45	300	150	120	160	
Carpet	320	340^	140	120	115	30	50	75	
=====									

The best prices are marked with carat (^) signs.

Buying Price Table

=====

This is how much the marketplace owner will charge you for a barrel of whatever commodity it is that you're interested in. This table takes specialty goods into consideration, but be advised that not all ports of the same type sell specialty goods. For example: Lisbon and Seville are both type A ports. Lisbon sells sugar and Seville doesn't, thus making sugar a specialty good for Lisbon, not necessarily all type A ports. Specialty goods are marked with an asterisk beside their price. For information on which specific port of a particular type sells a specialty good, please see the port lists in Chapter V.

Good	Port Type:							
	A	B	C	D	E	F	G	H
=====								
Pepper								4*
Cinnamon								6*
Nutmeg								6*
Pimento					38*	30*		
Cloves								12*
Olive Oil	42					30		
Grapes	38	38*						
Sugar	25*	31*						
Cheese		35						
Grain	10*	12			5*	18		10
Gold			750	520*	400			
Silver							30*	
Quartz				180		105*		
Coral					98*			
Ivory			126*	105*				
Pearl							170	
Cotton	84*		30	25	22	20		15
Raw Silk							30*	
Wool	46*	47*				20		
Cloth	60	62						30*

Silk						45	
Firearms	100	105					
Wood		30*		28	44*		
Porcelain	60*	60				25	
Artwork	280*				160*	140	
Carpet					70		

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Some of the specialty good prices may be off by a gold piece or two.

The Best Deal Table

=====

In case you don't want to work things out yourself, here's a handy table to see where to pick up goods at the best prices, and then where to sell them for the best profit. Please note that this table takes things like investing into consideration. The port listed is the closest port to Lisbon (as best I can figure) that sells the good for the price listed. Of course, travelling from Lisbon all the way to Santo Domingo to buy cheap gold, and then lugging it all the way to India to sell it at the theoretical "best price" is hardly profitable, after factoring in the supplies needed for such a voyage, the possibility of storms around the Southern tip of Africa, not to mention the insane amount of time it would require returning to Lisbon eighteen times to deposit all the money at the palace. So take this table with a grain of salt.

Good	Buy in	Sell in	Type	Profit
Pepper	Calicut	4	B	110 106
Cinnamon	Ceylon*	6	B	80 74
Nutmeg	Amboina*	6	B	105 99
Pimento	Hormuz	30	B	120 90
Cloves	Ternate*	12	B	108 96
Olive Oil	Aden	30	C	60 30
Grapes	Lisbon	38	B**	62 24
Sugar	Lisbon	25	C	50 25
Cheese	Bordeaux	35	H	62 27
Grain	Guatemala	5	D	42 37
Gold	Santo Domingo	400	H	1050 650
Silver	Nagasaki*	30	F	380 350
Quartz	Aden	105	H	330 225
Coral	Santo Domingo*	98	F	350 252
Ivory	Mombasa	105	B	350 245
Pearl	Macao	170	F	230 60
Cotton	Goa	15	B	110 95
Raw Silk	Zeiton*	30	B	130 100
Wool	Aden	20	A	65 45
Cloth	Goa	30	G	92 62
Silk	Macao	45	B	150 105
Firearms	Lisbon	100	G	240 140
Wood	Sofala	28	F	60 32
Porcelain	Macao	25	A^	105 80
Artwork	Macao	140	A^^	400 260
Carpet	Aden	70	B	340 270

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* Indicates that this is the only port that sells this kind of good.

** Bordeaux sells grapes as a specialty item, so don't sell them there.

^ Venice sells porcelain as a specialty item, so don't sell it there.

^^ Istanbul and Pisa sell artwork... I think you get the idea.

Ships

=====

There are many different types of ship you can add to your fleet in this game, if you factor in all the variables you can fiddle around with.

Used Ships

For the first part of the game, it's best to rely on these ships. They're cheaper than building a new boat, and good for mates to build their sailing levels on.

Ship	# Masts	Sails	Power	Handling	Cargo	Crew	Arms	Durability	Price
Latin	1	3	75	100	70	20	10	30	900
Redonda	1	4	100	75	70	20	10	30	900
Bergantin	1	3	67	95	105	25	20	40	4050
Nao	2	4	88	60	310	60	30	50	11340
Carrack	2	4	77	57	420	90	40	60	13860
Galleon	3	4	72	48	490	160	50	70	24390

Building New Ships

This can be fun. If you factor in the six different hulls, the two types of sails, and the number of masts which can be put on a ship, there are 112 different (statistically at least) ships you can put together, all of which have different stats, and all of which have different prices. First you need to choose a hull. Here's how much they cost.

Hull	Teak		Beach		Oak		Mahogany		Cost Per Mast
	Cost	Dur.	Cost	Dur.	Cost	Dur.	Cost	Dur.	
Caravel	700	20	1050	30	1400	40	1750	50	300
Bergantin	2800	30	4200	40	5600	50	7000	60	300
Nao	5600	40	8400	50	11200	60	14000	70	2100
Carrack	7700	50	11550	60	15400	70	19250	80	2100
Galleon	10500	60	15750	70	21000	80	26500	90	3900
Heavy Galleon	12600	70	18900	80	25200	90	31500	100	3900

Next you need to supply the "particulars" of the ship that you want, such as how many masts and what kind of sails. Here are the stats for ships with ONE mast.

Hull	Masts	3-Point Sails		4-Point Sails		Capacity	Max. Arms
		Pow	Hand	Pow	Hand		
Caravel	1-2	75	100	100	75	100	20
Bergantin	1-2	67	95	90	71	150	20
Nao	1-3	60	90	80	67	400	40
Carrack	1-3	52	85	70	63	550	40
Galleon*	2-3	45	80	60	60	700	50
Heavy Galleon*	2-3	37	75	50	56	1000	100

* A galleon can't have one mast. But if it could, these would be its stats.

A ship with two masts gains 10% more power, but loses 10% handling.

With three masts, it gains 20% more power (than with one mast), but loses 20%

handling.

If you're with me so far and managed to pass grade 5 math, you should be able to see how a 3-masted heavy galleon with 4-point sails would have 60 power, 45 handling. You should also see how having a two masted caravel with four point sails is useless, since the power is already maxed out at 100, and you'd be losing handling, not to mention paying more for the ship.

Next, you need to tell the shipyard owner how many gun placements you want, and then how many bunks for crew. Then you name the ship, and that's it. The only thing you can do to change the stats of your ship once it's bought or built is to change the sails from three point to four point, or vice-versa.

If you analyse the stats, you'll see that a single masted, three-point-sail mahogany Nao, fully decked out with cannons, makes a pretty good "destroyer" type warship, for those wanting a little more of a challenge. Put a mate like Conrad or Miguel behind the wheel, and it'll do some respectable damage.

Distances

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Ever wonder how far it actually is between one port and another? I have a whole route distance calculation section that I had to take out (couldn't shrink it to 80 chars wide) which I can email you. Just ask for it. In the mean time, here's the distance (in screens) every port is from Lisbon:

Acapulco - 61	Aden - 48	Alexandria - 14
Algiers - 7	Amboina - 56	Antwerp - 4
Argin - 14	Azov - 17	Baghdad - 52
Bordeaux - 3	Calicut - 50	Cape Town - 30
Caracas - 22	Ceylon - 50	Chanchan - 46
Cochin - 49	Copiapo - 41	Da Nang - 59
Diu - 52	Eureka - 61*	Genoa - 12
Goa - 50	Guam - 69	Guatemala - 24
Hamburg - 6	Hormuz - 50	Injiga - 16
Istanbul - 13	Jamaica - 22	Java - 51
Kailua - 71	Leveque - 49	London - 5
Luanda - 23	Macao - 60	Madang - 58
Majorca - 10	Malacca - 53	Marseille - 10
Mecca - 52	Mombasa - 40	Mozambique - 39
Muscat - 49	Nagasaki - 65	Naples - 11
Nova Granada - 25	Oslo - 6	Panama - 24
Pernambuco - 20	Pisa - 11	Rio de Janeiro - 33
Rio Grande - 25	Ruwen - 25	San Jorge - 18
Santo Domingo - 21	Seville - 4	Sibir - 24
Sofala - 37	Sumatra - 50	Tanisk - 55*
Ternate - 54	Trebizond - 15	Tunis - 9
Valencia - 7	Venice - 14	Veracruz - 26
Verde - 10	Virginia - 14	Zeiton - 62

* Distance by using the Arctic Ocean.

Cheating Stuff

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Well, since you don't need the Game Genie or anything like that to do this, it technically isn't cheating... but if you say "no" to the stats you're presented with at the beginning of a new game 75 times (give or take), eventually a set that is all high sixties with like 93 bonus points will come around. Should make things a bit easier, especially if you're out to be a pirate. Please note that

this only works with the SNES and Genesis versions of the game, as far as I know. Thanks to Zed Omega for pointing out that this works with the Genesis version.

Are you sick of all the storms that end up getting you shipwrecked for weeks, and your ships "mysteriously disappearing" every time you try to get around the Southern tip of Africa? Just save the game on every screen. If you run into a storm, or something "mysterious" happens, just reset the game, load up your saved game, and keep going. Chances are pretty slim that it'll happen in the same spot again.

Black Waltz emailed me with this one: It's a good way to make some cash if you're not feeling seaworthy. In Lisbon, after having done at least one favour for the king, repeatedly visit the princess and unload ton after ton of flowers, gifts and sweet nothings on her until she says she will ask her father to support you. Come back the next day and ask the chancellor for support. He will say his majesty can supply up to x-number of gold pieces. Grab the money and head upstairs and start wooing the princess all over again.

Fun With Emulators

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Finding this game at your local video store nowadays is quite unlikely, since the game was never popular in North America (likely because it requires basic reading and math skills), and since it's almost 15 years old. The easiest (but still quite difficult) way to acquire this game is to find a working ROM image of it, especially if you find the SNES or Genesis one. Although I've never played it, the Genesis version is "the fastest" of the three versions, and has a few graphics not included in the Nintendo versions, according to Craig J. Ries.

Why Emulate?

- Two words: "Fast Forward." This game can be painstakingly slow at times, especially when crossing the Atlantic. Setting the frame skip rate to its max while sailing speeds the game up drastically.

- You can cheat like it's going out of style by using the save/load state feature of an emulator while gambling.

The save/load state feature also comes in handy when dealing with the king:

- Did you ever sail all the way to China only to find out that the king wants to see you? Well I have, and believe me it's annoying. Save state before you head out to sea. If you get to your destination only find out his majesty's insatiable appetite for grain is beckoning you home, just reload the state, and stick around Europe until he gets hungry.

- Here's a dandy: Have you ever come back from Santo Domingo with five heavy galleons jam packed with one and a half million bucks worth of coral, only to have the king want to see you? You go see him and lo and behold it's coral he wants this time. His royal highness will then proceed to tell you that the 4800 crates of the stuff that you risked your life to lug three and a half thousand miles across the stormy Atlantic "isn't enough." He needs you to get like six more crates, and he'll pay you "grandly" for it. He'll then "take what you have" and send you on your merry way. After you return from your expedition to the New World (again), he'll thank you, promote you, and give you two thousand dollars, which might cover the cost of half of the food your crew ate on the way over. Always save state before talking to the king.

- Most emulators have a Game Genie and/or Pro Action Replay built into them. Although there aren't many useful codes for this game, as far as I know.

Emulators can be found rather easily. Just go to your favourite search engine, and search for "SNES emulator" or whatever system you're looking for. After you scroll through the first fifteen sponsor sites that claim they have it, even though we all know perfectly well they don't (like eBay or amazon.com), you'll probably see something like "[Somebody]'s Emulation site." Just look around, you'll find it easily enough with a little work.

As for ROMs... good luck. You'll find tons of results, don't get me wrong there, but after you filter through all the hacker/porn/warez/paid sponsor sites and page after page (after page) of broken links, you might find a few working copies of popular games, like Mario and Zelda games and probably Final Fantasy anything, but finding Uncharted Waters will be a bit of a task. It's out there though. Keep trying.

I'm not going to get involved with the legalities (illegalities?) or ethics or video game emulation, so please don't email me asking for help finding emulators or ROMs, or for the emulators or ROMs directly, because all I can tell you is what I already have.

Gambling

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Ok. I'm really at the bottom of the barrel now. Here's how to play Poker & Blackjack. The best places to gamble are Istanbul and Seville, as they have the highest stakes.

Poker:

The object here is to get a better hand than any other player. After putting in an ante of five gold pieces, you are dealt five cards. Of said five, you can throw any or all away, and get replacements for them. After the replacements are dealt, you can either raise the bet, call (put in as much as the guy on your right so you can keep playing) or fold (give up). Once this goes around the table, without anybody raising the bet, you can either call or fold. If you call and have the winning hand, all the money on the table goes to you. Look for pairs, runs (straights), cards of a similar suit (flushes), or high cards, like aces and kings. Just do a search for "poker hands" at any search engine to find out more.

Blackjack:

You are dealt two cards. The idea is to come as close to, but not more than 21. Aces are worth either one or 11 (your choice), face cards are worth 10. If the two cards you have are less than 21, you can ask for another one (hit). If you're still less than 21, you can ask again. When you're finally ready to go, select stand. If the dealer has a higher number, if it's a tie, or if you go over 21, you lose. Otherwise you win. If you're dealt an ace and a face card, you automatically win.

Did You Notice?

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Here's a few "goofs" for the game. Please correct me if anything here is wrong.

- Many ports in the game (Seville, Mecca, etc) do not actually border the sea.
- The real city of Baghdad is almost 450 miles from the Persian Gulf!
- The port of Panama in this game is in Nicaragua (should be Panama).
- The port of Rio de Janeiro in this game is in Argentina (should be Brazil).
- The UK is completely the wrong shape, and most of Scotland is missing.

- The entire country of Denmark is missing!
- To be honest, pretty much ALL of Northern Europe is horrendously inaccurate.
- Amboina and Ternate aren't on the islands they "should" be on.
- The Bering Strait is WAY bigger than it should be, almost ten times too large.

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| CHAPTER IX - The End |
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Additional Credits

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More than a few people have emailed me with hints and tips for things that I either left out, or just plain didn't know about. Thanks to everyone who contributed.

First of all, a huge and long overdue thanks to Chris Hebert, who told me how to get heavy galleons.

Thanks to Craig J. Ries for pointing out that the speculum can be found in Venice. Sure beats going all the way to China, doesn't it! He also told me about the bonus graphics in the Genesis version of the game, and pointed out that heavy galleons aren't the easiest things to handle, and you should wait until level 10 or so before attempting to sail one.

Thanks to Alex Shovkoplyas for his tip on haggling with merchants.

Thanks to Black Waltz for his "easy money" tip.

Thanks to Ricky Gonzalez for that great "Italian" trade route.

Thanks to Terry Rhodes for his method of escaping from the Kara Sea's current, and for letting me know about similar places in South America.

Thanks to Gerry Wilton for his tip on gaining fame quickly.

Thanks to Punk Rock Hindu for pointing out that my coordinates for Mecca and the "screen of death" in the Arctic Ocean were a little off, for his "easy money in Asia" tip, as well as pointing out a few other geographical screw ups (mainly in Northern Europe) Koei made that I didn't mention before.

Thanks to Dustin Cole for pointing out that the speculum can be found in Argin, which is the same distance (at least screen-wise) from Lisbon as Venice, in case you don't feel like doing business with the Italians.

Thanks to Sahn Fatemi for inspiring me to add the bit about ship names.

Thanks to Jack Doobie, for discovering that the Spanish captain El Duro can be gotten as a mate, adding more fuel to this "Xavier as a mate" business.

Thanks to Zed Omega for pointing out that amulets reduce the damage that natural disasters cause, not the likeliness of one happening, as I had said before, and for pointing out that the "insane bonus points" glitch works in the Genesis version too.

The "Before You Email Me" Checklist

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Generally, I like getting email, so I'm not too picky. All I ask is that you kindly refrain from bringing up the following topics:

- Please don't ask me for a ROM image of the game, or where to find one.
- There are 70 ports, and I've listed them all. There are no others, period.

I'd also like to know what mates you like to get (and why), what you named your main character, as well as what you named your ships, just for fun.

Future Versions

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Barring some Earth-shattering new development, there will be no more updates to this guide except for the odd spelling correction or re-wording. If you have a question about something not covered, just email me.

Can You Help Me?

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A couple of years ago I was fiddling around with a hex editor (and a few other nifty programs) trying to see what makes this game tick, and I got stuck on a few things. For one, the byte that determines a port's "type" in most cases also determines the tileset it uses. However, Istanbul and Alexandria, both "Type A" ports (represented by a value of 0), use the "Type F" (value of 5) tileset. Where does the game store this information?

Did you notice that in every port, the same three people wander around aimlessly, depending on what type of port it is? All except for Nagasaki. The people in Macao and Zeiton (the other "Type G" ports) look different from their Japanese neighbours. Again, where is this "exception" stored in the game?

Also, in fiddling around with the graphics of the game (after driving myself batty figuring out how bitplanes work) I found the tiles for a penguin sprite. Where can this penguin be found in the game?

Anyway, the reason I bring all this up is because I was in the process of doing a ROM hack of the game, changing all the ports around, changing the goods, the mates, generally everything. The problem is I know only a limited amount about hex editing, and zilch about 65c816 (or whatever it is) assembly language. If somebody can point me in the right direction (no pun intended... if you even see the pun...) as to where any of the things I mentioned are to be found in that labyrinth of hex, please email me.

The End

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If you've been having trouble with the game, I hope this guide helped.

Of course, I'm Canadian, if my half British half American spelling ("tire centre") didn't already give that away, and I've written this guide exactly the way I'd have said it. If something I've written isn't clear (I know there's a few expressions I've used that contain French words), just email me and I'll try to rephrase things.

If you read this guide and liked (or hated) it, or if you'd like some help with something I didn't cover, please email me and I'll write back as soon as I can. I answer every email I get about this game, usually as soon as I read them.

Thanks for reading my guide!

Paul

citanes26@yahoo.com

