



are two ways mixed-in. Might come in handy for you as reader...

Note that only the upper four walkthroughs are TOTALLY revised, the other two still have to be done (but the main lines have been set out for you).

So if you complete the game in a different way than I have written it's not wrong. Also, I do not mention easy stuff, like: "Walk to building now, say yes" that kinda stuff. I just tell you the major parts of the story, it's your job to complete it.

If you want to look for a specific aspect of the game, just type CTRL+F and search for the thing you want. I have tried very hard to have a logical lay-out and chapter separation, but sometimes a single aspect could be put into three chapters, and I had to choose one. Just use the search function and find what you need. (for example: goddess, get rid, idin leis, mecca, flamberge)

By the way, the newer Uncharted Water series are called UW3: Costa Del Sol and UW4: Porta Estado. There has also been released a special UW2: New Horizons version, Chinese only, this game has got two extra story lines: Chinese and Indian. Not in English... :(

Note that UW3 and UW4 have only been released in Japanese, Chinese, Korean, Taiwanese and Malaysian. Any attempts to reach Koei about a release in English have failed, so don't bother me or them with it. You'll have to live with it or learn one of these languages. Some rumours go around the web about fans of the series are trying to translate it, but so far nothing concrete has come up. As soon as I know more I'll let you know.

BTW: The Japanese name for THIS game is: Daikoukai Jidai. Which is often translated as: Era of the Great Expeditions. (thanks foolerrant)

Christmas 2002: I got this e-mail from JCD, he tells me that UW5 is maybe being created as rumours go through the Chinese gaming group. He'll let me (us) know, what the developments are. It would be nice too, if they made it in English...

Stay tuned!

Summer 2004: Rumours go about a MMORPG based on UW2:NH!

(It will be released later 2005, as it is scheduled now)

If you have any comments, additions, questions or whatever, you can always send me an e-mail. Look for the address at the top of the FAQ. Please do ^ALWAYS^ add the version somewhere in your mail, because some sites still have older versions.

Keep in mind to just e-mail me, not the other three guys, they don't have anything to do with publishing the faq, they are just as you will be then; information gatherers.

For the newest, latest, freshest version, check:

<http://www.gamefaqs.com>

Other sites don't update often, if they update at all. So, before mailing me, look for the very newest version on [gamefaqs.com](http://www.gamefaqs.com)

Let's take some quotes from reviews from GameFaqs.com to see what gamers think of this game. Of course, if you got a nice quote for this game, come on in.

"Uncharted Waters: New Horizons is, by far, one the best RPG/Simulation games ever crafted for any platform."

"Everyone is focused on one thing: graphics. But UW:NH is

one of the many games that are still remembered for its gameplay, and NOT its visuals."

"Each character quest is long and engrossing, and is enough to keep you busy..."

"If you can withstand the learning curve and the graphics, you'll undoubtedly enjoy this game."

"I've been reading your excellent and ridiculously in-depth FAQ on UW:NH" (Alex Rabot)

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Before you get started (when you want to play the PC version), you should check if you have the following System Requirements:

One will need a i80386 PC (33 MHz CPU is more than enough), plus:  
MS-DOS 5.0+ or any compatible operating system (or Windows);  
at least 440 KBytes free conventional memory;  
at least 512 KBytes free EMS or universal (EMS/XMS) memory;  
at least 5 MBytes of free space on the hard disk (saved games);  
VGA display adapter  
an AT keyboard and a working mouse (latter not required).

Right...

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## Chapter List

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### CHARACTER WALKTHROUGHS

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He stocks his ship with maximum provisions and assigns the crew to 100% sailors. The Round Earth Society asks that he takes Professor Enrico Malione (Sail:1 Battle:1 -Accounting) to Zipangu and Joao accepts with the condition that it may take many years. Enrico agrees and signs on as bookkeeper. Rocco Alemkel (Sail:30 Battle:32 - Gunnery/Celestial Navigation) is sent by Leon to accompany Joao and turn him into a sailor. Rocco is "The Old Sailor" from Uncharted Waters. Butler Marco is the first mate recruited on Uncharted Waters and still serves Leon in this game. Save the game here!!!

On the first voyage from Lisbon Domingo Manana appears as a stowaway and is given a job by Joao. Joao sails northwest to find the supply port on Forel. Restock with food only. Continue west until land is sighted then turn north again. You must bear north and west around the point of land then turn east at the ice cap. A village is discovered at the extreme north east corner where you disembark and give food until friendship equals 65.

Save the game at this point. You will find the Saber toothed Tiger (when you don't find this, load the game in Lisbon and go along the Nile to find all the discoveries there, because it could be possible this discovery isn't chosen randomly at the beginning of your game). discovery and lose two members of your crew. You must plunder the village for food. (If additional men are lost, restart.) Sail and disembark at the closest coast south of the ice and "Search" for water. Load water equal to the amount of food on board then sail west and south to clear the point then head south for 5 - 6 screens. Turn east when you start to speed up and dock at Bordeaux.

Turn in the discovery at Bordeaux to Professor Mordes and collect \$100,000 (when you have done the Nile job, it will be less, around \$35,000). If you have too less money you can boost this by trading between Athens and Istanbul or do jobs at the guild. Look in the shipyard for a used sloop or LaReale. If these ships are not available here, save the game and sail to Nantes (north) or Lisbon and Seville to find one (if there isn't any here, wait till the next month). Be sure to buy 5-7 balms at the Item Shop before leaving Bordeaux.

Once a ship is found and outfitted (dragon figure, crew - 50, no guns), load 300 arms from Lisbon and take to Timbuktu in Africa and trade for ivory. If you have \$14,000 available, sail to Seville and rest until 2am, then visit the guild and purchase a Basterd sword. The King may start to asks favors, don't listen to this.

Take the ivory to Amsterdam in northern Europe and buy "Cartographer" skills from Mercator (around \$50,000) and sign a contract. Buy glass beads (200) while in Amsterdam and return to Africa.

Travel down the coast and discover villages up the river by Luanda. You will lose some crew at the river village so stop by Luanda for crew and provisions.

At some point in a pub (when your adventure fame has reached the 2000), Rocco says the Prince (Alberto) of Portugal has been kidnapped. Joao goes to the lodge and shipyard and rescues Domingo (who is actually the prince) from Pirate Antonio Kahn. A hard to win sword fight takes place here so save the game just before entering the shipyard. Not that it matters when you loose, but you'll gain battle experience points with it. Catalina Erantzo interrupts to save Joao's life even if he beats Kahn. She wants to fight Joao, but Rocco tricks her by sounding like Commander

Ezequiel and she leaves. They realize that Domingo is the Prince and return to Lisbon.

If in Africa, proceed around the tip of Africa discovering villages along the way. The DODO village MAY be on an island off the southeast coast of Madagascar. Look for this village as the Dodo discovery is also worth \$100,000. The first port up, the east coast of Africa is Sofala. Disembark here and trade the glass beads for gold. Be sure and save some money for food for the trip home.

Now return to Lisbon with Alberto and go to the castle, then save the game before entering the Franco house. Here you will encounter Pirate Kahn again in a sword fight. Beat the pirate and you will gain 1000 pirate points and battle level 2. You don't have to win again, only for the points. If you want to win, you should buy some armor in Copenhagen first.

Go to the palace and save Joao's father, Leon. Return to the Franco house and tell Leon "NO", that you would like to continue your sea travels and he gives Joao a Flamberge sword. Prince Alberto will accompany Joao to the dock, then you are free to trade and sail for Bordeaux with discoveries.

NOTE - To finish the game quickly, do not visit the King of Portugal. He will ask favors (bring discoveries) in return for royal titles. Unfortunately, the titles do not add to the adventure points which ultimately win the game.

Turn in the discoveries to Professor Mordes at Bordeaux and sell the Basterd sword at the Item Shop for \$10,000+ gold. Buy 2-3 more balms if needed. Sail to Amsterdam to trade and "Report" your sea travels to Mercator. You may deposit extra gold in the bank to earn interest. Also donate at the Round Earth Society. Take more glass beads from Amsterdam around Africa to Mombasa. Withdraw any money deposited and trade the glass beads for gold. Take as much gold as possible to Mecca and trade for carpet. Visit a pub when you have reached 8000 adventure fame and you'll be warned Catalina is after you. She will appear after some ports, but Rocco will subdue her so Joao can escape. Proceed north to Cairo and discover another village. Return to Mombasa to trade the carpet for gold.

Return to the Mediterranean and search for a "used" Venetian Galeass. Try in Seville, Genoa, Piza, Athens, Istanbul and Alexandria. One of these ports should have the ship. Remodel the ship for 400 crew and 0 guns. You may purchase and moor a used Sloop if one is found while searching for the Galeass. The Sloop is a good ship for long distance travel. Sell the Reale and pick up as many mates as can be convinced. Somewhere here they'll warn you again, but Rocco will fight her.

This will allow Joao to plunder more of Catalina's ships because while trying to recruit enough crew for the Galeass.

Equip weapons and assign crew on the Galeass to 15% sailors and the rest soldiers. Sail to the closest port and when at the dock to debark the dock master should ask Joao to "Set him up with Catalina." This is the clue to save the game as Cat will be waiting outside the port with 6-10 LaReales.

Joao should "Rush" attack her at sea without getting in a duel and will win the battle with the advantage of men. Sell all but one of Catalina's Reales at the shipyard and reduce men to a small number on each ship. You'll gain approximately 3 battle levels.

Sail to Lisbon and moor the Galeass and extra ships. Sail to Bordeaux and

turn-in the discoveries. Sail to Amsterdam and "report" the maps. If you have more than 23,500 Adventure Fame (or maybe when you just visit some ports, I'm not sure) Ali will appear in the pub or lodge and say that Lucia has been kidnapped by Catalina. Ali asks Joao to find Sapha (his long lost sister) and bring her to Istanbul. Joao goes back to Lisbon to the cafe and talks to Carlotta about Lucia. You SHOULD have lots of money by now, but money comes always in handy...

Joao must sail to Basra in the Persian gulf. It is the farthest port up the gulf. This is where Sapha works at the pub. She will not go with them, so Joao decides to go to Istanbul to tell Ali. Sail to Istanbul and find Ali in the lodge. Tell him about Sapha.

Sail around the north of Asia and discover things along the way. (Stellar sea cow) Sail down the coast of Asia and up the yellow river in China to discover several items and ports. Stop at Zeiton to buy a cat, lime juice and some more balm. Sail south through the islands to the top of Australia. Sail east and try to discover the Moa and Moai as you cross the Pacific. Round the southern tip of South America and sail up its eastern coast. (if you have done this already, just raise your Adventure Fame to +25,000)

Sail to Bordeaux and turn in discoveries, then to Amsterdam to "report". Adventure Fame should be 21,000 + at this point. Sail to Naples if you have \$600,000 to buy the Crusaders armor. Go in nay building after you have gained the +25,000 Adventure Fame and you'll see Ali again. He thanks Joao for finding Sapha and says Joao can find some answers to the secret of Atlantis in Massawa.

On the way to Massawa, stop in Timbuktu (Africa) to pick up the Crusaders sword at 2pm if you have an extra \$380,000 gold. Sail to Massawa and look in the Mosque. This will lead you to the palace where you meet Meconbe and Lord Taphali. They tell Joao that Turkey is about to attack Massawa and that the only way to save them is find the Staff of Poseidon. Return to Lisbon.

In Lisbon, Christiana asks Pietro Conti to find the staff for Joao and take it to Massawa. He agrees. At this point, Joao must kill some time as it takes a while for Pietro to find the Staff. One of the most constructive things for Joao to do is to invest in Bristol or Hamburg shipyards. This will make large and powerful ships available. Joao must have extra money for this because it takes (4) \$50,000 investments in Bristol to attain 1000.

At this level Bristol will build Sloops, Frigates and Barges. Joao's favorite ship is a Frigate, but a copper sloop would be very handy for an adventure and the Barge is a much more powerful ship for the final battle.

Joao can sail to his ship building port and invest, then sail to Massawa to talk to Taphli in the palace. This action will start the clock because at each shop in Massawa Rocco asks if Pietro has found the staff and Joao replies that "All that can be done is to wait." They should return to the ship port to invest again and stop by the African ports for some gold along the way.

Joao should sail to Lisbon and commission his Galeass and recruit (100) crew. Sail to Mecca just north of Massawa and "recruit" sailors to (400). Remember to assign the max percentage as soldiers. Any shop owner in the middle east should ask if they have heard that Turkey has started the attack

on Massawa (only when you have killed enough time, otherwise just rest some time). This is the signal that Joao should return to the palace in Massawa then meet Catalina again at the dock. Cat allows Joao to fight the Turks and the game should be saved at this point.

Joao must beat (2) Turkish fleets, between which Catalina interrupts and volunteers to help Joao attack the Turks. Upon returning to Massawa and going in any shop, Pietro shows up and presents the Staff. NOTE-Joao can use the saved game to continue to attack Turks and sell their ships for gold (he will need it), or take the staff to Taphali. If you have bought the Crusader stuff, it'll be a piece of cake, as they haven't got that much crew.

Taphali gives Joao the "Royal Crown". This is one of the lost treasures of Atlantis and worth \$150,000. Joao is finished in Massawa and may return to his ship building port to finish investment and build a "Barge" or "Full-Rigged Ship". At the dock in Massawa, Catalina approaches Joao for revenge one last time.

Enrico interrupts and asks why she seeks revenge and with the help of Pietro they convince her that Joao had nothing to do with her brothers death. She exits.

At the pub in the ship building port Enrico requests to be taken to Zipangu and Rocco says that Nagasaki would be the place to go. Prior to this point, Nagasaki and Sakai are not available to Joao. He should take a fast ship and sail to Nagasaki. Take a mapping route to Nagasaki and discover some items along the way. Joao comments on the beauty of the port and Enrico bids farewell at the dock. This is also an opportunity to make extra gold since silver, pearl and silk are very cheap in these ports. Joao should also buy an "Atakabune" ship in Sakai since this is a good ship for long-range discovery travel.

By the time Joao can return to his ship building port in Europe, his large ship will be ready. He should take this to Lisbon to "Moor". In Lisbon people will say that Joao has a letter at the Guild. Joao's Adventure Fame should be 41,000+ at this time. The letter is from Enrico and says cryptically that he has some news about Atlantis.

Joao sails for Sakia (where Enrico now lives) and sees him in the church. Enrico tells Joao that a Dutch map maker named Ernst Von Bohr told him that Neo-Atlantis is in South America up a large river. Joao returns to Lisbon as fast as possible to retrieve his battle ships and recruit crew.

Sail to Cayenne in South America and visit any shop. Rocco first says "Whew, we finally made it to south America, what do we do now?" Joao replies that he doesn't have the slightest idea.

Joao may have to sail around close to Cayenne a few times and attack Spanish or preferably Turkish fleets. When the time is right, Rocco says some people are running to the cafe. There they find Lucia being held captive by Pirate Rudolph. Joao must sword fight the pirate, and even if victorious, Catalina enters takes over the fight and allows Joao to escape.

At the dock, Lucia explains that she has been captive at Neo- Atlantis on the Amazon river built by Marquis Martinez in violation of the Treaty of Tordasillas. She escaped with the help of "an old man" (Raul Franco). Catalina enters and comments that she has learned that Martinez is the real murderer of her brother and is now seeking revenge on him. She knows that Commander Ezequiel is close by and Joao volunteers to explain the situation to him to allow them all to attack Martinez and his band of pirates at



Neo-Atlantis tomorrow.

Upon leaving the port, Joao explains the situation to Ezequiel and Catalina surrenders, then they move up the Amazon and the encounter the pirates. Joao must defeat (1) pirate fleet to win (hopefully for you, it's a pirate with a flagship that has less than 200 crew, because with the Crusader Equipment, you'll win the duel anyway). He may now "scrap" all his ships except a fast one and return to Lisbon and his father's house. His father has heard of Joao's victory and recommends to the King for Joao to take his place as Prime Minister of Portugal. This is the end of this game.

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#### 1146 Day Voyage

It was a red-haired female pirate, Catalina Erantzo, who saved Prince Alberto and myself from that evil pirate, Kahn. But it turned out that she was really after me. Only with Rocco's quick thinking and cunning subterfuge did we manage to escape.

At Massawa, I met the last descendant of the lost city of Atlantis, Tafari. After our meeting a fierce naval battle ensued, as I fought to protect Massawa from the Turkish forces.

At the port of Nagasaki, Enrico finally had to leave us. After so many voyages together, it was sad to part. But we wished him good luck with a smile as he was excited about beginning his studies in the land of Zipangu.

With the help of Catalina, I rescued Lucia from the clutches of evil pirates. After that, I decided to cooperate with Catalina and Ezequiel's Armada to stop Martinez's evil scheme.

At Lisbon, we were welcomed by the enthusiastic cheers of the crowd. It seems my father finally acknowledged that I am an experienced seafarer.

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## 2. Walkthrough CATALINA ERANTZO

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Age:18 Sail:8 Battle:10 Leadership: 80 Courage: 86  
Seamanship: 79 Swordsman: 92  
Knowledge: 65 Charm: 95  
Intuition: 52

#### Gunnery Skill

Spanish Naval officer. She leaves the Navy for a life of piracy to avenge the mysterious loss of her brother & fiancé.

Catalina is the only character who won't be called by a monarch to do favors. This makes her game the fastest of all, as all of her activities increase her fame.

Catalina begins her game by being called to Navy headquarters (which is at the right hand side of the castle) by Commander Ezequiel who tells her the sad news about her brother Michael and her fiancé Hernan being lost at sea. Their ship was wrecked or burned at Santo Domingo and no one survived.

Catalina must re-enter headquarters after talking to Ezequiel who will give her Michael's saber. She then goes to the cafe to have tea with Lt. Emilio

Sanude (Sail:8 Battle:11 -Gunnery/Celestial Navigation). They overhear two swabs talking about the disaster and say that rumor has it that Duke Franco's private battle fleet was responsible for the attack. Cat returns to Ezequiel to request ships and men to avenge her loss against the Francos, but Ezequiel refuses on the grounds that she would cause a war over a rumor.

Cat returns to the cafe and a "crazy philosopher" rides them about giving up, then she asks Emilio to come with her to the dock. At the dock he joins her mission (at gun point) and they steal a ship- a galleon she names the REBEL. The ship has (10) bars of gold on board which you can sell to help recruit another (50-60) sailors for the ship. Cat must also "Equip" her saber and "Assign" her sailors to 90% combat.

When she sails, they encounter Rapheal Selran of Portugal (a battle captain). She should defeat him by attacking without a duel and return to Seville to sell the Rebel and equip the Flemish galleon with maximum men and no guns. This ship will sail much faster than that the galleon can. In Seville, save the game, because Cat may be surrounded by "Gruff men", if captured, just restart to keep losing your money. Go to the dock and wait till 2 am, to go to the Item Shop and buy a Basterd sword.

Sail into the Mediterranean and attack another fleet, like a Turkish merchant or Portuguese (Yasale, Abduhl?). When docked at any harbor other than Seville, Cat gets the message that the Spanish fleet is after her. Stay close to a neutral port such as Algiers and dock after each battle to sell the captured ship and recruit sailors. This all to get more fame and get better in battling.

After the second battle with the Spanish Armada, the fleet catches fire and retreats. You can actually flee the second time, because you often won't have enough crew to fight them again. Catalina picks up Andreas Paella and he joins as mate. He was the 'crazy philosopher' at the pub in Seville.

After your fame in piracy has reached +5,000 you'll fight Pirate Kahn in a shipyard. You capture Joao and you have to flee, because Ezequiel is after you. Catalina's pirate fame should get to +8,000. She must attack any Spanish, Portugese (or Turkish) or Pirate fleet to increase fame, money and battle skill. In the pub, Cat will meet Bret Perot. He tells them Joao's location (Somewhere Italy? - Jaffa/Syracuse) and they take off after him.

In this port they will search first in the pub, if the bartender says he REALLY hasn't seen him, you have to wait some days, come back to the pub. The bartender will say he HAS seen Joao now, so go search building after building looking for Joao and eventually Cat will find Andreas and Emilio tied up in the Merchant shop. They tell her that "Monster Rocco" did the dirty deed. So they return to the port where they saw Bret and ask him again.

This time he tells them (after being choked by Andreas) that a Portuguese noble wishes Lucia to be secretly taken to the lodge in Ceuta and they will be told Joao's location again. She agrees.

They pick up Lucia in the pub in Lisbon and after dropping her at the lodge in Ceuta, find Perot in the pub. He tells them that Joao is in Alexandria.

In Alexandria, Otto Baynes shows up and convinces Cat that she has been tricked into kidnapping Lucia for Marquis Martinez of Portugal. She really has the butt at Perot now and Otto tells her that Perot is headed for the Black sea (beyond Istanbul). She can easily catch him and beat him in battle. He says that Lucia is across the world and that the Atlantic armies will

conquer the world.

Cat's pirate fame is now 15,000+ with a battle level of 11. On the next battle, Emilio says that a scum has been caught hiding on a captured ship. Catalina questions him and is told that Joao has sailed to Massawa to defend the locals against the Turks. She decides to go after him. To accomplish this, take her battleship, the crew must be reduced to (100). The Venetian should now sail for 45 days. If you want to beat enemies in duel, be sure to buy some armor in Copenhagen.

In Massawa they learn that Joao is called the "Savior". They find Joao and company at the harbor and challenge him. He requests to be allowed to fight the Turks before settling the score with Cat and she agrees. Emilio suggests joining the battle and they do.

Don't forget to hire more crew at Mecca (North-East) before fighting the Turks. To do this, just sail in the big group of Turkish fleets. This is a good chance to capture and sell several fleets and stock up on money if needed. Joao interrupts on the first battle and Catalina volunteers to assist in the battle.

After docking at Massawa after the battle, they are told that Joao is at the palace. Here Joao's companion Enrico questions Catalina about the circumstances behind her vengeance and they find out that the attack on her brother could not have been accomplished by the Francos since they did not own a fleet at that time. A explorer from Genoa called Pietro Conti verifies Joao's claims and Catalina lets them go.

She should now sail back to the Mediterranean and may stop at any port along the way for supplies. When your pirate fame has reached +30,000 go in any building, she is told that a Turkish merchant is looking for them at the lodge. Ali Vezas tells Catalina that Pietro wants to see her in Lisbon.

In Lisbon, at the Franco's house, Pietro tells Cat that Marquis Martinez is responsible for her brothers death. Raul Franco, Joao's grandfather, agrees with Pietro and tells Cat about Neo-Atlantis and how her brother was caught in this plot. They tell her that Martinez may be found in South America and that Commander Ezequiel is after her. You have to sail to South America now. When you go in any port, Emilio suggests sailing to every port. So that'll be the mission for now. After some ports (don't forget the northern ports of South America) Andreas says there's a fight in the pub. You'll end up fighting to Pirate Rudolph. Joao went to the harbor. After a conversation he agrees to ask Ezequiel for help in battling the pirates. When you go out of the port, Ezequiel will be waiting for you. He does fight with you and they sail after you up the Amazon river and encounter the pirates. After one battle, Martinez has gone up in flames.

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211 Day Voyage

I finally found my enemy, Joao. But unfortunately Commander Ezequiel interfered, and stole my chance to take revenge. In retrospect, however, I'm glad that I didn't defeat Joao then.

I was drawn further into the Franco family's affairs when I was tricked into joining a nobleman's plot. We kidnapped a girl named Lucia for him, but that turned out to be a serious mistake.

All of the signs had lead me to believe that the Francos were guilty. But



Be ready when they sail because a Spanish battle fleet (Bernal Loyola) will be waiting. Defeat this fleet and sail for Ceuta to sell the plundered ship. (defeating Loyola by duel is the easiest way to do this, you can buy equipment in Copenhagen and Lubeck, the Flamberge sword)

If you are not too aggressive you might meet up with Pietro Conti in a pub right here, but it isn't necessary to complete the game. It appears only to happen when you have a amount of pircay fame. So if you do not attack too much between this fight and the meet up with Catalina you might see him. Not that it matters when he tells you that the Spanish fleet has lots of gold aboard. (thanks Antonius Eko for this part)

At any shop in port, Matthew will want to drink again. Go to the pub first and then to the dock, the attendant will ask Otto to go to the merchants place to check out some 'ghosts'. At the merchants they find Andreas and Emilio, the mates of Catalina tied up in a sack. Catalina shows up and challenges them to a duel.

They convince her that they do not work for Joao and she agrees to have a cup of tea with Otto at the pub in two hours. At the pub she relates her story of revenge on the Francos and then leaves.

Otto should defeat a pirate fleet with Venetian Galeass so he can take this ship. (Khayr or Idin) He needs a Venetian or Galleon to attack Spanish and pirate fleets. He may also purchase a Venetian (if you have the gold). Before this you could also just hunt down some average pirates or Spanish merchant fleets (to get more money).

At this stage in the game, King Henry should be looking for Otto. He can see the King and not detract from his game since the king asks him to attack Italian fleets, which will only cost you -1 friendship point with Italy, so they won't get mad at you. This is how he gains pirate fame and may also attain royal rank. (if you can't get the Italians out of Genoa, treat them in the pub - see Cheats section for more details).

At about 30,000+ fame, the King is looking for Otto in a different way. He reminds him of his request to destroy the Spanish fleet and tells Otto he thinks he is ready to attack them. Go to the Guild to get information on the Spanish whereabouts. The Guild master tells him that the Spanish utilize a 3-point attack and that their fleets are docked at Nantes, Bordeaux and Seville. Otto and Matthew talk this over and decide to attack the Spanish before their fleets can converge and use the 3-point attack.

Sail to Nantes and you'll catch a couple of fleets at Nantes. When you beat one, Matthew realizes that the Spanish have departed for the Amazon river. Travel down the African coast and then west to Cayenne. A shopkeeper will tell them that a Spanish fleet has docked at Santo Domingo.

(Do not destroy the Spanish fleet before you get this message, otherwise the game will get stuck, as you will never be able to destroy it again)

Go catch this fleet, beat one and head back to Cayenne, since Matthew noticed the other ships went off. When you catch more Spanish fleets at sea -attack-, Catalina appears right away and convinces them to let the Spanish go free. Otto does this (much to the dismay of Matthew) and they sail back to Europe. Crew must probably be reduced to make it back to Europe against the current.

(You CAN beat all the ships if you wait for them close to the isle of Trinidad)

You must dock at a European port (except London and find Ezequiel Roberto

in the pub. He doesn't recognize you at first (and you don't recognize him), then offers to meet them for a show-down in 30 days off the coast of Bordeaux. You must agree and sail around until this date comes. Be sure to have good equipment (whether swordplay equipment or good ships and cannons, and of course enough crew).

Save the game just before the battle since Ezequiel is a tough customer. You, as a real knight, won't kill Ezequiel, but let him go. Don't give him a chance to be a knight, as he WILL kill you. Bastard. :)  
\*You can hire him afterwards, just check his whereabouts.

The last act is to return to London and report to the King. Gilbert attempts to defame Otto by telling the King that Otto let Ezequiel escape. Otto defends himself by telling of Ezequiel's honor and the King agrees and appoints Otto to the position of Admiral of the Royal Fleet.

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#### 286 Day Voyage

As King Henry requested, I began attacking fleets but jealous Lord Gilbert tried to hinder our success by keeping us poorly supplied. However, Matthew's sly trick brought me a state of the art Spanish Galleon. The acquisition of that mighty ship marked a turning point on our path to victory.

We came upon a notorious and beautiful female pirate named Catalina Erantzoz, who was bent on avenging the loss of her brother. She was in pursuit of a sailor named Joao, whom she held responsible for the dastardly deed. I couldn't help but admire her determination.

We learned of a Spanish fleet heading for Seville, transporting gold from the New World. We knew that if we successfully plundered that fleet, it would deliver a substantial blow to the fortunes of Spain.

We happened upon Ezequiel, Commander of the Spanish fleet, in a rather unexpected way. We vowed to have one final battle for the glory of our countries.

The final battle between our British fleet and the Spanish fleet has ended in triumph. We were victorious! The 'Invincible' Spanish fleet has been crushed. This means that I have fulfilled my mission. I have accomplished all that King Henry has asked.

---

#### 4. Walkthrough ERNST VON BOHR

---

Age:23	Sail:11	Battle:1	Leadership: 78	Courage: 62
			Seamanship: 92	Swordsman: 53
			Knowledge: 86	Charm: 90
			Intuition: 82	

Celestial Navigation  
Cartography

Dutch geographer. Hired by his cartographer friend Mercator, to explore far-off lands and make a map of the entire world.

Ernst starts out in Amsterdam with \$5000, a Caravela Latina and a first mate Hans Starten (Sail:10 Battle:2 -Celestial Navigation) all given to him

by Mercator. He should refit his ship to minimum crew (all sailors) and no guns to make the exploring voyage to the northwest for the "Saber-toothed cat" (see Discoveries section, if it isn't here, start the game again till it's there - randomly chosen). Be sure to have SOME lookout, otherwise you won't be able to see the village. The "Great Auk" discovery may also be available at the southern tip of Greenland. You can stop in Forel if necessary. Bring the discoveries to Bordeaux and Professor Mordes and look for an adventurers ship. Bring the maps to Mercator and when leaving Amsterdam, the 14 year old girl Paula shows up and asks to board the ship. Paula wants to find her homeland and tells her life story starting in Seville and melts Hans' heart. They let her aboard and continue their voyage.

Ernst is an adventurer and must increase Adventure fame to win the game. At this point, his fame should be approx. 2000. The Governor/General of Holland should be looking for him (for discoveries) and he can gain rank and play a slower game if desired, or ignore the Governor and play the fastest game (which is the best thing to do, because when turning discoveries to him you won't get money or adventure fame - things you both need).

Nothing will happen to Ernst through his quest except the occasional comment by Hans and Paula about their journeys. They should take several planned excursions to map areas and discover items. Trips can be classified as:

(try to sail the 'dark' map parts, where you haven't been yet)

The North Atlantic - around the eastern coast of North America to Africa and north to Europe.

The South Atlantic - down the coast of Africa then west to the tip of South America (do the Amazon river) and north to Europe.

Asia - Over the top of Asia then down the coastline by Japan, India, the middle east then the eastern coast of Africa and around to Europe.

Pacific - Over the top of North America then down the west coasts of North and South America then "around the Horn" to Europe.

Australia - Around Africa then east along the southern polar regions to Australia. Around Australia + Indonesia, then across the Pacific to the horn and to Europe.

The Nile - This is optional, but is nice to gain fame.

Actually this is the easiest scenario, as you just can sail around with a small ship for ages and you'll report your findings to Mercator and Mordes every now and then.

When a certain percentage of the world is mapped, Mercator will congratulate Ernst and finish the map. (although this is your quest, it isn't necessary to finish the game). If you have done the '6-sails', you could just go sailing to parts you haven't been (dark parts) to gain fame and have Hans say his thing (see next paragraph).

During the final journeys, Hans will comment that Paula and Ernst should get married. In the final scenario, Hans will say that he wishes to see Zipangu, which has been hidden for the entire game. This is the clue to proceed to Zeiton (or Hanoi) where they will be told that Zipangu is to the northeast. Now Nagasaki and Sakia can be discovered. The shopkeepers will confirm this, then Ernst will comment that Paula looks like the people of this land. They question her and she remembers a "Yellow Sea"

in her homeland. They question shopkeepers in Zeiton and are told that a yellow "river" exists to the north. Up this river, the city of Changan can now be discovered. In the Noble building in this town Paula finds her lost home and family.

Ernst invites Paula to continue to sail with him and she agrees as the game ends.

If you read the ending scene, you'll notice that Ernst says he would like to finish his task: making a complete world map. This is a bit dumb if you already did it. And by the way, wasn't this your original draft of sailing the oceans (and not Paula).

---

1149 day voyage

I set sail to map the world at the request of Mercator. But I soon found another quest, when I met a young girl at a port, named Paula. I was moved by her plea for my help and decided to help find her homeland.

I'll swear to the ocean, that I never forgot the original purpose of my journey. But it was hard to see her face, so hopeful before we reached a new port, so disappointed afterwards. It seemed that her homeland had vanished off the face of the earth! Where in the world could she be from .. ?

Zipangu that Hans had dreamed of turned out to be no golden country. But I wasn't disappointed because we finally got a clue to Paula's homeland.

It was as if her homeland was long waiting for her return because it had a wonderful gift for her; her family. I'm so happy to have helped her see her lifelong wish come true.

It may be natural for a man and a woman who went through times of happiness and hardships together to fall in love! "Would you like to go on a voyage with me, again?", I asked. Her smile was all the answer I needed.

---

## 5. Walkthrough PIETRO CONTI

---

Age:33	Sail:4	Battle:1	Leadership: 84	Courage: 53
			Seamanship: 80	Swordsman: 61
			Knowledge: 75	Charm: 81
			Intuition: 87	

### Celestial Navigation

Italian Adventurer. Roams the world in search of treasure and the unknown to pay for the debt his father left him.

Most of the merchants in Genoa accost Pietro for money until he goes to the harbor. The harbormaster (whom he also owes money) tells him that his friend (Camillo) is at the pub.

In the pub, Comrade Camillo Stefano (Battle:2 Sail:3 -Celestial Navigation, Bookkeeping) tells Pietro that Duchess Franco has agreed to pay their debts to work for her. They are suspicious but under the circumstance have no choice.



Camillo has a ship Pietro names the "Falcon" (Caravela Latina). You must go to Lisbon where they meet with Christiana.

The Duchess asks them to bring discovery reports to her and she will reward them. Pietro is suspicious and she admits that she also wants them to spy on Joao and report his condition to her periodically. They agree and she gives them \$5000 and takes care of their debts. She also gives him a telescope and sextant that used to belong to Leon Franco.

Remodel the capacity of the Caravela to minimum crew and max food then take off for the "Saber-toothed Tiger" discovery. Camillo suggests that they head for the Nile river for discoveries, but the faster method is the Tiger. Safe first in Lisbon, the Tiger could not be in your game, then do the Nile anyway. Then bring the discoveries to Butler Marco in Lisbon and be rewarded. Use this to purchase a Sloop or LaReale. Bordeaux usually has used Reales for sale. Don't forget to stock up on Balm (10) while in Bordeaux.

Next, stock glass beads (Amsterdam) and sail for Timbuktu. Discover any village along the way and trade the beads for Ivory. This will get you some money to not be bothering about that anymore.

Return to Lisbon with the discoveries, then go to Amsterdam in Northern Europe to sell the cargo and purchase cartographer's skills from Mercator. Sign a contract with him to gain extra fame and money.

Sail for Africa again and search the villages you come round. When you've attained 10,000+ adventure fame stop in any African port and go into the pub. The barkeeper will tell Pietro of the "Gold Medallion" and El Dorado then offers to sell a map to the medallion for \$2000 gold. Buy the map.

Ignore the Governor-General of Italy if you wish to play the fast game. The Governor will request discoveries, which will take Adventure fame points in return for Italian Rank. Which is useless.

When you've done some more discovering, go back to Amsterdam, at Mercators', save the game. Mercator can locate the map for you, but it'll cost you 2 gold ingots. By saving the game you can write down the location and restart to avoid paying the price.

Find the Medallion and discover villages along the way. Turn in the discoveries and maps to gain fame. Pietro may need to take a trip around Asia to gain more fame. During this trip, make money by trading at ports and gain fame through maps and discoveries. After finding the medallion, Camillo asks to see it when you're at the harbor. They admire the workmanship and vow to try to find El Dorado.

Head back to Lisbon (turn in your new discoveries), Marco says the Duchess is waiting for him. She introduces him to Joao who requests that he find the Staff of Poseidon and bring it to Massawa. Joao explains what the Staff is and why he needs it and Pietro accepts the challenge. At the dock, Camillo asks how they will find the Staff and Pietro says that something will happen on the way to Arabia.

At any port in the middle east, at the pub, the owner will tell them that the Fortune Teller in a port in the back of the Mediterranean (Jaffa, Alexandria) can tell them more about the Staff. Pietro can trade goods for gold by stopping by the east African ports to make money.

In the Mediterranean, the Fortune Teller will tell them to return to a pub

in the middle east.

In the middle eastern port, the pub owner gives them a map (after a long speech) which they can take to a Cartographer and again save the game to find the coordinates of the treasure (if you don't recognize the location on the map).

Pick up the staff and any discoveries along the way and bring it to Joao in Massawa. He will be waiting in the pub. Pietro asks him for information about El Dorado in return and Joao agrees then exits.

Go on gaining adventuring fame, and after reaching 40,000+ you will meet Ali Vezas at the dock (in Lisbon, where you probably reach the 40,000) and tells Pietro that Joao has asked him to find Pietro and tell him that El Dorado may be in the "Golden Country" of Zipangu (Japan). Pietro decides to go there and see.

In Japan, you must sail to two ports, Nagasaki and Sakai. At the dock in the second port, Ernst Von Bohr shows up and tells them that he has not heard of El Dorado either, but that their best bet is in South America around the Equator. In Cayenne, at the dock, an old man (Raul Franco - Leon's father) walks in and falls on the floor. He tells them the story of Neo-Atlantis and that he has been prisoner there for 10 to 15 years. Just before that he had discovered the legendary city of gold "El Dorado". At El Dorado he had taken a medallion and given it to some villagers. Pietro's medallion turns out to be the same one! Raul promises to draw them a map to El Dorado and they take Raul back to Lisbon to the Franco mansion to finish the game.

---

903 day voyage

I knew there were many wealthy families in Lisbon, but I didn't think there was such a generous one! Duchess Franco hired me and promised to pay off all of my debts. What a chance! It was the deal of a lifetime!

This world is full of liars and con artists. I paid a fortune at a cafe to get a map to El Dorado. I thought it would bring me fabulous riches, but all I found was one gold medallion. Oh well, at least it paid for the cost of the trip.

The Staff of Poseidon - now that was quite an adventure. I never thought that I would save someone's life until then. When I found it, I was very tempted to sell it to a Turkish lord. I knew it would be worth a lot.

One thing I've learned from my adventures is that life is full of surprises. Take my trip to South America - In search of the land of gold, I journeyed to the New World. The old man I saved was not only the long lost Raul Franco but also the legendary sailor who discovered El Dorado!

Now that my contract with the Franco family is finally completed, I'm thinking of heading out on a real adventure, going where \*I\* want to go. It's a big world out there. I'm sure that there are still magnificent treasures just waiting to be discovered by a guy like me!

---

6. Walkthrough ALI VEZAS

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have at least \$20,000 when you enter the dock, because Pietro Conti will show up and ask for a \$10,000 loan also. He tells his story and that his sponsor is Duchess Franco in Lisbon, then leaves.

This pays off all Ali's creditors. He must now increase his merchant fame by allying ports for Turkey. The Sultan will ultimately ask for additional favors (small lots of exotic goods or alliances with other ports). Sail level:3 -Merchant fame: 2500 on June 27, 1522. He has 500 crates of carpet on a Xebec and \$40,000.

Just before Ali's second royal title, the Sultan says, "I wish to see you on some particular business". The Sultan will explain Turkey's roll in the world picture and request that Ali expands the Ottoman empire with alliances. To do this, he gives Ali (50) gold ingots (\$500,000) and a free Tax-Free permit for the Ottoman.

When Ali makes alliances with (2) ports, the Sultan requests his presence. The Sultan's requests are good ways to add to Ali's Merchant Fame.

December 28, 1522

Sail:7 Rank: Baron Merchant Fame: 13,142 Gold: 100 ingots +

Approximately the next trip to Istanbul, the dock master tells Ali that Ladia has a new boyfriend. They go the cafe and Ladia introduces Joao Franco. He says he has a piratess after him named Catalina. Ali volunteers to replace his sail with Joao's to throw Catalina off if Joao will look for Sapha. He agrees and they leave. Catalina accosts him outside the port, but lets him go when she realizes that he is not Joao.

After several alliances, the dock master says that Ladia has something to talk to him about. He goes to the cafe and Ladia says that Joao has left word that Sapha is in Basra. Ali must go to Basra and talk to Sapha, but he can't convince her to come to Istanbul with them and that he is her brother. Salim falls head over heels for her and they leave and travel back to Istanbul to tell Ladia.

Next, the dock master in Istanbul tells Ali that Radino the Banker is looking for him. In the bank in Istanbul, he tells Ali that he has been transferred to the head office and must go the Venice. He wishes Ali and crew to take him there. They agree and at the bank in Venice, they meet Howell again. Howell tells them that he has loaned Pietro Conti some money and he wants Ali to get it back. Pietro also owes Ali some money so they agree to find him and collect. They must go to Lisbon and talk to Duchess Franco to find out where Pietro is. She gives them 60,000 - 80,000 gold for telling her about Joao and then tells them that Pietro is in Zipangu (Sakia).

When they return to Venice, the bank will take 40 of the 210 ingots given to them by Pietro. Keep allying ports at every opportunity.

They must now return to Istanbul and see the Sultan. He will give Ali (100) ingots to continue his travels. He may also asks the Sultan for gold and ships at each visit. See the Sultan a second time before leaving and he will request another favor.

Ali may store some of the money he is making in several ways. He can buy Venetian Galleasses, remodel them and MOOR them at Seville and Istanbul with 800 lots of gold on board. He can also purchase the Rune Blade, Crusader Sword, Crusader Armor, and Errol's Plate. Treasure in Timbuktu is also a good investment such as the Crown of Majesty and the Ruby Scepter.

When Ali's Merchant Fame is 40,000+, the dock master in any port will tell him that the Ottoman Empire is causing much hardship throughout it's domain and he accuses Ali of helping this cause by the alliances he makes with ports. Ali has a hard time believing this.

When this happens, they can return to Basra and visit Sapha again. This time she calls him brother and agrees to return to Istanbul with them if Ali will take Rustem the orphan with them. They return to Istanbul to tell Ladia and they come up with the idea to start an orphanage. They need a house and Ladia tells them of the house in Istanbul that Howell owns. They travel to Venice to see Howell and he tells them that he wants a lot of ingots. This may vary due to the amount of money Ali has by then. It is 500 ingots plus the amount of cash you have. It would be smart to buy tons of gold, so Howell doesn't know you actually have that money. It saves a lot of time completing the game.

Now the money that Ali has saved to buy the house. By Sept 1522, he should have 800+ ingots, or more than enough to meet Howells price. After paying Howell, they must return to the cafe in Istanbul to end the game.

-----  
870 day voyage

Salim and I fixed up the fated ship that washed ashore and decided to go into trading business. We had no money to start with, but I persuaded the townspeople with my promises of a tenfold return on their investment! An expensive promise, but I was feeling lucky. I knew I was on to something big.

It turned out I had quite a knack for trading. But before I knew it, my gold had multiplied. I repaid all my debts. Nothing could stop me now. I was ready to make my fortune.

At the cafe in the port of Basra, I finally found my sister, Sapha. Even though she couldn't accept me as her brother at first, I knew that someday she would...

I'm a lucky guy. Just as I grew tired of business, of thinking about profits day and night, I found a new cause to devote myself to - my orphanage. The smile of these orphans when I give them a home shines a light of hope to guide us through this crazy world. They've given my life new meaning.

-----END-----

The seven seas were full of dangers - pirates, storms and other sea monsters. Not every mate had the mettle to overcome the obstacles. But you, with your courage, wit, and strength of heart, have bested even the worst of foes. The tale of your voyage will be told for years to come.

-----  
7. Ports  
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Yeah, yeah, I already saw you thinking END? No there is a lot more here. And there are many more ways to complete the game with any character. I just wrote the shortest way. But the story lines are only just the beginning of the game, once you'll get the hang of it, you are bound to discover the complex gameplay with trading, pirating and the like.

This section is for all the ports... nothing more actually:  
with help by Mathieu Gauthier (noted down all the ports),  
& Christopher Bzik (he added all the stuff down there).

I've also added the co-ordinates of every port, so when you buy a sextant  
or a theodolite (Amsterdam or Mecca) you can sail to any port without  
searching (you do need a mate with celestial navigation though).

Of course, names of cities will change after ages of existence (like  
Constantinopel changed to Istanbul, before the game starts). But after  
1522 (the beginning year of the game) some cities changed their names, so  
to find some cities more easy, I have put the 'real' name behind it.  
Some names are just the local names (like Gdansk), although the name  
used in the game is still the same name used now in English (Danzig).

#### Legend

C:Capital - P:Portugal - S:Spain - T:Turkey - E:England  
I:Italy - H:Holland - N:Neutral - SP:Supply port

n: northern longitude - e: eastern latitude  
s: southern longitude - w: western latitude

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#### EUROPE

##### NORTHERN EUROPE

Narvik:SP - 73n 16e  
Bergen:H - 62n 4e  
Oslo:H - 62n 10e  
Lubeck:H - 56n 11e  
Danzig:H - 56n 18e (=Gdansk)  
Copenhagen:H - 57n 12e  
Riga:H - 59n 23e  
Stockholm:H - 62n 19e  
Hekla:SP - 60n 19w  
Dublin:E - 54n 6w  
Bristol:E - 52n 3w  
Amsterdam:CH - 55n 6e  
Antwerp:H - 53n 5e  
London:CE - 52n 0e  
Nantes:E - 48n 2w  
Bordeaux:E - 46n 1w  
Hamburg:H - 55n 9e

##### IBERIA

Lisbon:CP - 39n 10w  
Seville:CS - 37n 6w  
Barcelona:S - 41n 2e  
Valencia:S - 39n 0e

##### MEDITERRANEAN

Marseille:I - 43n 5e  
Genoa:CI - 44n 8e  
Pisa:I - 43n 9e  
Naples:I - 40n 13e  
Syracuse:I - 37n 10e  
Palma:S - 39n 2e  
Ragusa:I - 42n 17e (=Dubrovnik)  
Venice:I - 44n 13e  
Athens:N - 38n 23e

Nicosia:T - 35n 33e  
Candia:I - 35n 25e

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AFRICA

NORTH AFRICA

Ceuta:P - 36n 5w  
Algiers:N - 37n 3e  
Tunis:N - 37n 10e  
Tripoli:N - 33n 13e

WEST AFRICA

Madeira:P - 33n 17w  
Santa Cruz:N - 28n 17w  
Argin:N - 20n 18w  
Bathurst:N - 14n 18w (=Banjul)  
Bissau:N - 13n 17w  
Timbuktu:N - 15n 4w  
Abidjan:N - 6n 5w  
San Jorge:P - 5n 2w (=Sekondi-Takoradi)  
Luanda:P - 8s 12e  
Cape Town:SP - 31s 17e

EAST AFRICA

Sofala:P - 17s 35e (=Nova Sofala)  
Quelimane:N - 15s 37e  
Mozambique:N - 13s 40e  
Tamatave:SP - 16s 49e (=Toamasina)  
Malindi:P - 3s 40e  
Mombasa:P - 4s 39e  
Mogadishu:N - 3n 45e

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ASIA

OTTOMAN EMPIRE

Alexandria:T - 31n 29e  
Jaffa:T - 32n 34e  
Beirut:T - 33n 35e  
Istanbul:CT - 41n 29e  
Belgrade:SP - 45n 19e  
Trebizond:T - 41n 39e (=Trabzon)  
Kaffa:T - 45n 34e  
Azov:T - 47n 38e (=Rostov)  
Salonika:T - 41n 22e (=Thessaloniki)

MIDDLE EAST

Aden:T - 13n 46e  
Massawa (Aksum):T - 15n 41e  
Mecca:T - 21n 39e  
Cairo:T - 29n 33e  
Muscat:T - 24n 59e  
Hormuz:T - 26n 56e (=Bandar-e Abbas)  
Shiraz:T - 26n 53e (=Bandar-e Lengeh)  
Quatar:T - 25n 53e (=Doha)  
Basra:T - 30n 48e

INDIA

Diu:P - 25n 66e (=Karachi)  
Cochin:N - 10n 75e  
Goa:P - 14n 73e

Calicut:N - 12n 74e  
Ceylon:N - 8n 79e (=Colombo)

#### SOUTHEAST ASIA

Malacca:N - 4n 101e  
Pasei:N - 5n 96e (=Singkil)  
Bankao:N - 1n 105e  
Sunda:N - 3s 107e (=Jakarta)  
Dili:P - 5s 126e  
Banda:N - 3s 128e  
Amboa:N - 1s 125e  
Ternate:N - 2n 125e  
Mindanao:SP - 8n 126e (=Davao)  
Moresby:SP - 6s 145e (=Port Moresby)

#### FAR EAST

Hanoi:N - 21n 105e  
Macao:N - 23n 114e  
Zeiton:N - 26n 119e (=Fozhou)  
Changan:N - 35n 110e (=Xi'An)  
Nagasaki:N - 33n 129e  
Sakai:N - 35n 135e  
Ezo: SP - 42n 140e (=Hakodate)  
Lushun: SP - 39n 122e (=Luda)  
Guam:SP - 14n 143e  
(Remember: When playing ERNST Changan, Nagasaki and Sakai may not be available untill a certain point in the game, when playing JOAO the two Japanese ports will not be available untill a certain time.)

#### RUSSIA (Northern Side)

Dikson: SP - 81n 81e  
Tiksi: SP - 79n 129e  
Korf: SP - 61n 163e

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#### AUSTRALIA

##### AUSTRALIA, NEW ZEALAND & "The Tiny Isles"

Leveque:SP - 10s 125e  
Geelong:SP - 34s 141e  
Wanagunui:SP - 36s 171e  
Suva:SP - 14s 176e  
Tahiti:SP - 12s 154w

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#### AMERICA

##### ARTIC REGIONS

Nome:SP - 67n 166w  
Coppermine:SP - 72n 124w  
Churchill:SP - 56n 94w  
Forel:SP - 62n 40w  
Juneau:SP - 57n 138w  
Naalehu:SP - 19n 156w (=Honolulu)  
Cape Cod: SP - 37n 71w

##### CENTRAL AMERICA

###### Western Side

Santa Barbara:SP - 26n 120w  
Guatemala:S - 10n 95w  
Panama:S - 5n 85w

###### Eastern Side



Veracruz:N - 15n 100w  
Havana:S - 19n 87w  
Santo Domingo:S - 13n 74w  
Santiago:S - 15n 81w (=Santiago de Cuba)  
Porto Velho:S - 6n 85w (=Colon)  
Cartegena:S - 6n 81w  
Maracaibo:S - 7n 77w  
Caracas:S - 7n 72w  
Margarita:S - 8n 69w  
Jamaica: S - 13n 81w

#### SOUTH AMERICA

##### Eastern Side

Cayenne:N - 0s 56w  
Pernambuco:P - 11s 46w  
Rio de Janiero:P - 26s 50w  
Montevideo:SP - 37s 64w

##### Western Side

Valparaiso:SP - 35s 79w  
Mollendo:SP - 19s 78w  
Callao:SP - 11s 84w

So, these were the co-ordinates so you can find each of them very easy. But there is more to tell about ports, like: "Is there a guild?" or "What is the port's speciality?". The answers are given here and only here by our, my expert Christopher Bzik. The ports are listed alphabetically by the way.

Notes that come with these ports:

1. The trade specialty lists the item and a common price range. A line means there is no specialty in this port. An 'X' plus a product means you have to invest in the port first to get the product.

When between brackets (Gold) is given, it means the port also sells Gold, because you can make good profit of this, I mentioned it.

2. The shipyard is a graded section, and are graded as close to the start of the game as possible. Grades go like this:

F - does not build ships

D - builds small junky ships

C - builds average ships and has a decent selection of used ships

B - build respectable ships an has a good selection of used ships

(can include Galleon)

A - has everything B has, but had a Venetian Galeass as a used ship

A+ - Can build a Venetian Galeass, and usually has a top rate selection.

WP = "With Potential" - Ports that, if invested in, will produce great ships (Galleon, VG, Frigate and/or Barge, as well as Tekkousen)

3. Buildings: Y's indicate that a building is present. Blanks mean no building.

4. Under Cartographer, I have written Cart./C.Nav./Gun.

That means one can learn those skills here. (Cartography/Celestial Navigation/Gunnery)

5. A collector is someone who pays for Discoveries.

#### NORTHERN EUROPE, MEDITERENEAN

Port Name |Trade |Ship|Bank|Carto- |Coll-|For-|Church/|

	Specialty	yard	grapher	ector	tune	Mosque	
Amsterdam	Glass Beads 1-3	C	Y	Cart.			Y
Antwerp	Wool Cloth 60-65	C WP	Y	Cart.		Y	Y
Athens	Art 350-380	A+	Y			Y	Y
Barcelona	Rock Salt 50-53	C	Y	Cart.			Y
Bergen	---	D				Y	
Bordeaux	Wine 35-40	C	Y		Y		Y
Bristol	X Tin Ore 90-100	D WP					Y
Candia	---	D					Y
Copenhagen	Glassware 215-225	A	Y		Y	Y	Y
Danzig	---	D	Y			Y	Y
Dublin	---	D WP				Y	Y
Genoa	Silver 230-240	A+	Y			Y	Y
Hamburg	Dye 100-105	A WP	Y	Gunn.			Y
Istanbul	Carpet 210-225	A+	Y			Y	Y
Lisbon	Rock Salt 36-42	B	Y		Y		Y
London	Wool 50-55	C	Y			Y	Y
Lubeck	X Silver 195-215	D	Y				Y
Marseille	Perfume 125-135	D	Y			Y	Y
Nantes	---	C				Y	Y
Naples	Wool Cloth 77-85	A+	Y	C.Nav.			Y
Nicosia	X Copper Ore 100-110	D					
Oslo	Wood 95-100	D					
Palma	---	D		Cart.		Y	
Pisa	Silk Cloth 190-200	A+	Y		Y		Y
Ragusa	Dye 101-112	D					Y
Riga	Wood 85-90	D				Y	Y
Salonika	---	D					
Seville	Porcelain 105-115	B	Y			Y	Y
Stockholm	Copper Ore 95-105	C	Y			Y	Y

Syracuse	---	D			Y	Y
Valencia	Wool Cloth 65-70	D	Y		Y	Y
Venice	Glassware 215-220	A+	Y	Cart.	Y	Y

WEST, NORTH & EAST AFRICA

Port Name	Trade	Ship	Bank	Carto-	Coll-	For-	Church/
	Specialty	yard		grapher	ector	tune	Mosque

---

Abidjan	X Musk 93-100	F				Y	
Alexandria	Cotton Cloth 29-32	A+	Y		Y	Y	
Algiers	---	D				Y	
Argin	---	D	Y				Y
Bathurst	---	F				Y	
Bissau	---	D				Y	
Ceuta	---	F					
Luanda	X Coral 135-150	F				Y	Y
Madeira	Sugar 13-15	D				Y	
Malindi	Musk (Gold) 81-89	D				Y	
Mogadishu	X Ivory 97-107	F					
Mombasa	(X Gold)	D	Y			Y	Y
Mozambique	---	D	Y				Y
Quelimane	X Tortoise 50-60	F				Y	
San Jorge	Ivory 116-123	D	Y				Y
Santa Cruz	---	F				Y	
Sofala	Ivory (Gold) 103-110	D				Y	Y
Timbuktu	Ivory 72-77	F				Y	
Tripoli	---	D					
Tunis	X Iron Ore 105-112	D					

OTTOMAN EMPIRE, MIDDLE EAST, INDIA, SOUTHEAST ASIA, FAR EAST

Port Name	Trade	Ship	Bank	Carto-	Coll-	For-	Church/
	Specialty	yard		grapher	ector	tune	Mosque

---

Aden	Amber	D	Y				
------	-------	---	---	--	--	--	--

	127-140					
Amboa	X Nutmeg 5-6	F			Y	
Azov	---	D	Y		Y	
Banda	Nutmeg 3	F			Y	
Bankao	---	F			Y	
Basra	Cheese 8-12	C			Y	Y
Beirut	Carpet 240-245	D	Y		Y	Y
Calicut	Nutmeg 16-19	C	Y		Y	Y
Cairo	Art 225-235	C			Y	Y
Ceylon	Cinnamon 3-4	D	Y		Y	Y
Changan	Silk Cloth 20-25	F	Y		Y	
Cochin	---	D	Y		Y	Y
Dili	X Clove 4	F				
Diu	---	F				
Goa	Ginger 8-12	B	Y			Y
Hanoi	Coral 80-90	D				
Hormuz	X Ginger 35-42	D			Y	Y
Jaffa	---	D			Y	
Kaffa	X Iron Ore 98-108	D			Y	Y
Macao	---	B	Y		Y	Y
Malacca	Cinnamon 3	D			Y	
Massawa	X Pimento 33-38	F			Y	Y
Mecca	Musk 57-63	F	Y		Y	Y
Muscat	---	D			Y	Y
Nagasaki	Silver 40-50	C	WP			
Pasei	---	F				
Quatar	X Tortoise 38-45	D				Y
Sakai	Silk Cloth 16-21	B	WP	Y		
Shiraz	---	F	Y		Y	Y
Sunda	---	F			Y	
Tebizond	Cotton Cloth	D			Y	Y

Ternate	65-71 Clove 3	F			Y	
Zeiton	Silk 26-31	B	Y		Y	Y

SOUTH & CENTRAL AMERICA

Port Name	Trade  Specialty	Ship  yard	Bank 	Carto-  grapher	Coll-  ector	For-  tune	Church/  Mosque
Caracas	Vanilla 48-53	F	Y				
Cartegena	---	F				Y	Y
Cayenne	X Wood 68-78	F					
Guatemala	X Grain 9-11	F				Y	Y
Havanna	Vanilla 37-43	F	Y			Y	
Jamaica	X Sugar 18-25	F	Y			Y	Y
Maracaibo	---	F				Y	
Margarita	---	F					Y
Panama	---	F	Y				
Pernambuco	X Dye 40-45	F	Y				Y
Porto Velho	---	F				Y	
Rio de Janeiro	X Gold 450-525	F				Y	Y
Santiago	---	F				Y	Y
Santo Domingo	X Sugar 18-25	F	Y			Y	Y
Veracruz	X Gold 470-525	F					Y

8. Items

This section is dedicated to all the items that can be bought in Item Shops. When (\*) this is given behind the name of the item, it has to be bought at 2:00am, 2:20am or 2:40am in every port. When the (\*) is only given next to the name of a port, it only has to be bought at night in that particular port.

The items are sorted alphabetically and by category.

When you want to know what is sold in a port, use CTRL+F and type the name of the port to find them.

Your capability of seizing items from an enemy's fleet seems to depend on the quality of your battle equipment. When you are equipped with D-class equipment you won't seize any items, but with A-class you WILL seize (an) item(s). I'm not sure if this depends totally on battle

equipment, but at least it does partially. Further investigation needed.

If you sell items at the Item Shop, you can get a higher price for the goods when you first say 'No' to they shopkeeper. The new price he'll offer is 41% higher. The higher your luck, the more often he will pay this price. With a luck of 100, it is guaranteed that he will offer the higher price.

(Please keep in mind I have gone along every port myself and it took some hours to play... Wheew!!! Thanks Ed Wyn for make me doing this :)

---

#### Accessory

##### Aqua Tiara

###### Definition:

An intricately decorated tiara set with small but brilliant aquamarine stones.

Price: \$5000 Gold.

Ports: Antwerp. Mombasa. Nagasaki.

##### China Dress

###### Definition:

A beautiful, traditional Chinese dress, made of the finest Chinese silk.

Price: \$8000 Gold.

Ports: Macao. Changan.

##### Circlet

###### Definition:

A beautiful tiara highlighted by a large sapphire in its center.

Price: \$4000 Gold.

Ports: Hamburg. Athens. Rio de Janeiro.

##### Ermine Coat

###### Definition:

A luxurious coat made from the white winter fur of the rare ermine weasel.

Price: \$12,000 Gold.

Ports: Goa. Mombasa (\*).

##### Peacock Fan

###### Definition:

A beautiful fan made of long and colorful peacock feathers.

Price: \$3000 Gold.

Ports: Ceylon. Macao. Calicut.

##### Platinum Comb

###### Definition:

A fancy comb made of platinum and decorated with rare gems.

Price: \$10,000 Gold

Ports: Danzig. Argin.

##### Royal Crown:

###### Definition:

One of the lost treasures of Atlantis. The crown is made of gold and adorned with many precious stones. Quite simply, a priceless work of art.

Price: Can't be bought, is given to Joao Franco by Taphali.

Ports: Massawa.

##### Silk Scarf

###### Definition:

A colorful scarf made of fine silk.

Price: \$1000 Gold.

Ports: Cairo. Mecca. Macao. Changan.

Silk Shawl.

Definition:

A soft shawl made of the best silk from China.

Price: \$3000 Gold.

Ports: Mombasa. Hanoi. Changan.

Velvet Coat

Definition:

A velvet coat cut in the latest 16th century fashion.

Price: \$5000 Gold.

Ports: Genoa. Trebizond.

---

Armor

Chain Mail

Rate: Defense C

Definition:

An armor made of thousands of tiny interlinked steel rings. While it allows the wearer ease of movement, it doesn't offer the best protection.

Price: \$2000 Gold.

Ports: Copenhagen. Nantes. Venice. Cairo. Caracas.

Crusader Armor (\*)

Rate: Defense \*

Definition:

Armor that the famous armorer, Montaguinus made-to-order for Affonso, the founding king of Portugal

Price: \$600,000 Gold.

Ports: Naples.

Errol's Plate(\*)

Rate: Defense \*

Definition: Half plate armor made by the famous Copenhagen armorer, Errol. It provides greater protection than plate mail armor.

Price: \$300,000 Gold.

Ports: Copenhagen.

Half Plate

Rate: Defense B

Definition:

An armor with sheets of tough, thin steel plates that cover only the upper body. An improvement of plate armor, it's designed for more active naval combats.

Price: \$4000 Gold.

Ports: Copenhagen. Alexandria.

Leather Armor

Rate: Defense D

Definition:

A relatively inexpensive armor made of leather that has been hardened with animal grease.

Price: \$1000 Gold.

Ports: Hamburg. Danzig. Bristol. Barcelona. Naples. Istanbul. Tripoli.

Plate Mail

Rate: Defense A

Definition:

A step up from chain mail armor, this armor is formed by a combination of plate and mail. It offers better protection than Half Plate Armor.

Price: \$8000 Gold.

Ports: Copenhagen. Pernambuco.

---

Curved Sword

Japanese Sword

Rate: Attack A

Definition:

A very sharp sword made in Japan. It's especially effective for lashing attacks.

Price: \$20,000 Gold.

Ports: Nagasaki. Sakai.

Magic Muramasa(\*)

Rate: Attack \*

Definition: A treasured sword made in the 15th century by a famous Japanese sword smith, Muramasa.

Price: \$380,000 Gold.

Ports: Sakai.

Saber

Rate: Attack C

Definition:

A curved single-edged cavalry sword that is more effective for lashing than for thrusting.

Price: \$3000 Gold.

Ports: Lubeck. Athens. Trebizond. Ceylon.

Scimitar

Rate: Attack B

Definition:

A curved saber with an outer cutting edge. A great weapon for attacking, it's mainly used by Arabs and Persians.

Price: \$8000 Gold.

Ports: Cairo. Istanbul (\*). Alexandria (\*).

Short Saber

Rate: Attack D

Definition:

A light, slender sword used by cavalry. It's less effective in an attack than a Saber, but its low price makes it popular.

Price: \$1000 Gold.

Ports: Seville. Beirut. Tripoli. Calicut.

Siva's Sword(\*)

Rate: Attack \*

Definition:

A legendary sword that's believed to confine the power of Siva, the Hindu god of destruction. A powerful lashing weapon.

Price: \$280,000 Gold.

Ports: Calicut.

---

Emergency Item

Balm



Definition:

A perfumed oil believed to calm storms.

Price: \$1000 Gold.

Ports: Bordeaux. Barcelona. Beirut. Goa. Zeiton. Santo Domingo.

Lime Juice

Definition:

A great remedy for scurvy, the disease of poor nutrition that often troubles a crew during long voyages.

Price: \$1000 Gold.

Ports: Valencia. Syracuse. Athens. Algiers. Zeiton. Panama. Caracas. Cartagena. Santiago.

Rat Poison

Definition:

A poison to get rid of rats on a ship. Those pesky animals will feast on your precious food if you don't have a way to get rid of them.

Price: \$500 Gold.

Ports: Antwerp. Naples. Alexandria. Argin. Mozambique. Santa Domingo. Calicut.

---

Fencing Sword

Crusader Sword (\*)

Rate: Attack \*

Definition:

A special sword with razor-like sharpness made by the renowned swordsmith, Michelangelo.

Price: \$380,000 Gold.

Ports: Timbuktu.

Epee

Rate: Attack D

Definition:

A light sword with a sharp-pointed blade but no cutting edge, used only for thrusting in dueling. It's not very effective when it comes to attacking.

Price: \$2000 Gold.

Ports: Nantes. Marseille. Naples. Venice.

Estock

Rate: Attack B

Definition:

A sword developed to pierce the armor of a mounyed enemy. It has higher attack rate than a rapier.

Price: \$6000 Gold.

Ports: Lubeck. Marseille (\*).

Flamberge (\*) (thanks to Beerwolf and Markus Selander)

Rate: Attack A

Definition:

A long decorative sword with wavy edges. Its offensive capability is superior to both the Rapier and the Estock.

Price: It's given to Joao by his father. Or \$ 14,000 Gold.

Ports: Lisbon.(Joao) Lubeck. (normal)

Rapier

Rate: Attack C

Definition:

A light, slender, two-edged sword used only for thrusting. It came into use

after guns made armor obsolete.  
Price: \$3000 Gold.  
Ports: Bordeaux. Lisbon. Seville. Pisa.

---

#### Heavy Sword

Blue Crescent(\*)  
Rate: Attack \*  
Definition:  
A unique Chinese sword with a wide crescent-shaped blade. It's quite good for attacking, especially striking.  
Price: \$24,000 Gold.  
Ports: Zeiton. Changan.

Broad Sword  
Rate: Attack B  
Definition:  
A sword with a wide, straight, single-edged blade. It's especially effective for striking.  
Price: \$5000 Gold.  
Ports: Bristol. Dublin. Pisa.

Claymore (\*)  
Rate: Attack A  
Definition:  
A large two-handed sword from Scotland that may weigh up to 10 pounds. It's quite effective for striking.  
Price: \$15,000 Gold.  
Ports: Bristol. Dublin.

Cutlass  
Rate: Attack D  
Definition:  
A heavy, curved sword that historically has been used by sailors.  
Price: \$1500 Gold.  
Ports: Genoa. Salonika. Algiers.

Golden Dragon  
Rate: Attack A  
Definition:  
A unique Chinese sword with wide blade. It's quite effective for striking.  
Price: \$18,000 Gold.  
Ports: Hanoi.

---

#### Hidden Treasure

(remember, sometimes you do a favor for your king and you have to find him something, these are hidden treasures that can't be bought or sold, next to the price is the character I found the treasure with, mail me when others can do that to, or when you find new treasures - these items can't be found when they are not asked for! Plus, these treasures don't have standard places to show up, e.g. they are randomly placed on spots where normally a village exists, but not in your game)

Dark Crystal  
Definition:  
A crystal ball with a blue shadow in the center, measured 6 inches in diameter. Though it seems to have been used for astrology, its true purpose is unknown.

Price: Can't be bought, King Favor. (Joao)

Gold Medaillon

Definition:

A golden medaillon that may prove the existence of the legendary land of gold, El Dorado. It has a distinctive gold relief, crafted by the skillful hands of Incan artists.

Price: Can't be bought, Pietro Conti finds it along his story.

Obsidian Lithograph

Definition:

A semi-translucent black lithographed slate inscribed with indecipherable ancient letters. Possibly, it was used for magic.

Price: Can't be bought, King Favor. (Joao)

Poseidon's Staff

Definition:

A staff representing the power of the lost continent of Atlantis.

Price: Can't be bought, it is given to Joao by Pietro Conti.

Statue with Eyes

Definition:

A mysterious looking statue with three eerie eyes made of ruby, sapphire and diamond

Price: Can't be bought, King Favor (Ali).

---

Measuring Instrument

Quadrant

Definition:

A low precision instrument use for celestial navigation. It measures longitude and latitude.

Price: \$4000 Gold.

Ports: Hamburg. Lisbon. Genoa. Ragusa. Istanbul.

Sextant

Definition:

A high precision instrument used for celestial navigation. It measures longitude and latitude.

Price: \$8000 Gold.

Ports: Amsterdam. Venice. Alexandria.

Theodolite

Definition:

The most precise and reliable instrument used for celestial navigation. It measures longitude and latitude.

Price: \$12,000 Gold.

Ports: Amsterdam. Mecca. Athens (\*).

---

Straight Sword

Basterd Sword (\*)

Rate: Attack A

Definition:

A sword with a grip about 7 inches long. Wiilded with one or two hands, it's one of the most destructive and expensive swords in the world.

Price: \$14,000 Gold.

Ports: Stockholm. Seville.

Dagger

Rate: Attack D

Definition:

A short sheathed knife use for protection, wielding on 8 inch blade.

Price: \$500 Gold.

Ports: Stockholm. Dublin. Barcelona. Ragusa. Azov. San Jorge. Pernambuco. Margarita.

Long Sword

Rate: Attack B

Definition:

A long sword measuring about inches in length. It was very popular among medieval knights.

Price: \$4000 Gold.

Ports: Lubeck. Antwerp. Cartegena.

Rune Blade (\*)

Rate: Attack \*

Definition:

A sword with runes carved on the handle. Its destructive power is second to none.

Price: \$360,000 Gold.

Ports: Pernambuco.

Short Sword

Rate: Attack D

Definition:

A short sword with a 32 inch blade. Light and versatile, it's often use in close fighting.

Price: \$1000 Gold.

Ports: Stockholm. Bordeaux. Valencia. Syracuse. Goa.

---

Treasury

Candleholder

Definition:

An antique candleholder made brass.

Price: \$3000 Gold.

Ports: Nantes. Marseille. Pisa.

Crown of Glory

Definition:

A gold crown with delicate decorations.

Price: \$50,000 Gold.

Ports: Timbuktu.

Garnet Brooch

Definition:

A beautifully designed brooch set with beautiful garnets.

Price: \$20,000 Gold.

Ports: Panama. Venice (\*).

Gold Bracelet

Definition:

A wide, heavy, solid gold bracelet set with diamonds.

Price: \$15,000 Gold.

Ports: Timbuktu. Mozambique. Rio de Janeiro (\*).

Jade Jewelbox (\*)

Definition:

A tiny box carved out of jade.

Price: \$20,000 Gold.

Ports: Mozambique.

Malachite Box

Definition:

A small box cut out of malachite stone.

Price: \$8000 Gold.

Ports: Mombasa. Massawa.

Mermaid Bangle

Definition:

A dazzling gold bracelet decorated with beautiful opals.

Price: \$10,000 Gold.

Ports: Sakai. Jamaica. Macao (\*).

Ruby Ring (\*)

Definition:

A ring set with a large ruby.

Price: \$22,000 Gold.

Ports: San Jorge.

Ruby Scepter

Definition:

A scepter with a huge ruby size of an egg at the top.

Price: \$50,000 Gold.

Ports: Timbuktu.

Sapphire Ring (\*)

Definition:

A beautiful ring, set with a large sapphire.

Price: \$18,000 Gold.

Ports: Margarita.

---

Voyager's Aid

Cat

Definition:

Not only does a cat make a nice pet, but it'll keep your ship rat-free!

Price: \$2000 Gold.

Ports: Mecca. Zeiton. Nagasaki. Sakai.

Pocket Watch (\*)

Definition:

A handy portable watch. With it, you'll always know the correct time.

Price: \$2000 Gold.

Ports: Amsterdam.

Tax Free Permit (E) (\*)

Definition:

A permit issued by England. It gives one tax-exempt status when trading in ports allied with England.

Price: \$10,000 Gold.

Ports: Danzig.

Tax Free Permit (H) (\*)

Definition:

A permit issued by Holland. It gives one tax-exempt status when trading in ports allied with Holland.

Price: \$10,000 Gold.

Ports: Antwerp.

Tax Free Permit (I) (\*)

Definition:

A permit issued by Italy. It gives one tax-exempt status when trading in ports allied with Italy.

Price: \$10,000 Gold.

Ports: Syracuse.

Tax Free Permit (P) (\*)

Definition:

A permit issued by Portugal. It gives one tax-exempt status when trading in ports allied with Portugal.

Price: \$10,000 Gold.

Ports: Salonika.

Tax Free Permit (S) (\*)

Definition:

A permit issued by Spain. It gives one tax-exempt status when trading in ports allied with Spain.

Price: \$10,000 Gold.

Ports: Azov.

Tax Free Permit (T) (\*)

Definition:

A permit issued by Turkey. It gives one tax-exempt status when trading in ports allied with Turkey.

Price: \$10,000 Gold.

Ports: Tripoli.

Telescope

Definition:

An optical instrument that will help you find distant objects and ports at sea.

Price: \$5000 Gold.

Ports: Amsterdam. Lisbon. Seville. Istanbul. Tripoli. San Jorge.

---

## 9. Sailing

---

There are some things you might encounter while sailing:

(Most of these could be prevented if you have a Goddess figurehead - except for the Ghost Ship and St. Elmo's Fire)

Storms: West African coast, Japan, near Santo Domingo, and around Bay of Bengal (eastern India).

Giant Tentacle: near India (Goa).

St. Elmo's fire: near the southern tip of Africa.

Ghost ship: near Santo Domingo and Narvik.

Tornadoes: Central America (northeast of Veracruz).

Heavy fog: The Channel and at the Northwest Passage (between Canada and Greenland).

No wind area: at the eastern side of Magellan's Strait (near Falklands).

Missing ship: Philippines.

Firebirds: Nile or the Amazon river.  
Mermaids: Northern Baltich Sea and Banube River.  
Lost ship in fog: Northwest Madagascar.

The maximum speed you can get is 20 knots. This can only be sailed when leadership and seamanship are at least 98 for all commodores. Even so, the speed of your ships is a variable depending on these two stats.

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### 9.a Ships

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What's under here is all about the ships that you can sail in the game. Actually, you're the most of the time on a ship. So, if you really want to have an advantage in trading (cargo), adventuring (long traveling) or pirateering (guns), you should carefully choose your ship, that's why I have used Christopher Bzik's, but especially Tom King's "knowledge" about this part of the game, just the same way as I used Christopher's at the ports section. Thank you again!

Notes that come with the Ships:

1. All of these numbers are usually the stats that you find when buying a used ship of that sort or when you capture a ship (so, not when you buy a new ship).
2. Min/Max Crew is how many crew members there HAVE TO be on your ship and how many there CAN be on your ship.
3. Guns are maximums. When you buy them used, these values are lower often. But this is changeable.
4. Cargo is when you have no crew or guns at all and so have maximum space for your goods. This doesn't work, but you get the idea how big the ship is.
5. For those who don't know what Tacking is. Tacking is related to the ship's maneuver ability. The higher the number the better the ship is able to turn. Ships which can equal or exceed the tacking ability lack either the fire power or the cargo capacity. All ships with greater fire power have less tacking ability.
6. The Strength feature can't be exactly told because it differs to from what kind of material your ship is made. The differences are: Used, Teak, Ceder, Beech, Oak, Cupper and Steel. While Oak, Cupper and Steel can't be used on each ship, especially Steel which is only used to Tekkousens. So I have given the lowest Strength (Used) and the highest (Beech, Cupper or Steel) under this feature of the Ships.  
The letter right next to the number gives the best material of what this ship can be built (B=Beech, C=Cupper, S=Steel and U=Used).  
The Sloop can't be built in normal ports, you have to invest for it, although you CAN buy it as used ship.  
Strength is the same as Durability of the Ship.

---

Ship Name	Min/Max  Crew	Cargo	Guns	Tac-  king	Power	Strength
Atakabune	20-200	310	40	95	95	45-60 B
Balsa	5 -20	30	10	70	80	23-36 C

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Brigantine	15-60	120	20	90	70	30-48 C
Buss	50-200	320	40	50	60	53-84 C
Caravela Latina	10-40	80	20	90	75	23-36 C
Caravela Redonda	10-40	80	20	70	90	23-36 C
Carrack	30-160	470	50	60	80	38-60 C
Dhow	5 -20	50	15	90	75	23-36 C
Flemish Galleon	40-200	290	30	75	80	60-96 C
Galleon	45-200	550	70	60	65	60-96 C
Hansa Cog	5 -20	35	10	65	85	15-24 C
Junk	25-100	395	40	80	70	60-96 C
Kansen	10-60	175	20	100	100	23-30 B
La Reale	30-250	260	40	95	100	45-72 C
Light Galley	5 -30	90	10	100	85	30-48 C
Nao	25-120	340	40	65	85	38-60 C
Pinnace	5 -60	95	20	95	85	30-48 C
Sloop	5 -60	195	40	95	85	42-42 U
Talette	5 -20	55	15	70	95	15-24 C
Venetian Galeass	60-400	580	50	70	70	68-100C
Xebec	25-300	450	40	80	70	53-84 C

SPECIAL SHIPS (MUST BE INVESTED IN INDUSTRY TO BUY THESE)

Barge	40-450	610	120	50	65	72-100 C
Full Rigged Ship	45-500	750	150	50	65	72-100 C
Frigate	20-300	400	70	60	85	64-96 C
Sloop!	5 -60	195	40	95	85	42-60! C
Tekkousen	45-300	660	100	80	85	76-100 S

About the special ships: you must invest in the following ports, till the industry is 1000.

Tekkousen: Nagasaki + Sakai (also the only ports with Steel)

Full Rigged Ship: Antwerp + Hamburg

Frigate: Antwerp + Hamburg + Bristol + Dublin

Barge: Bristol + Dublin

Upgraded Sloop: Bristol + Dublin

Some Info about the Light Galley: (by JCD)

It has been ignored by a lot of people, but for exploration, it's a great vessel. A small brother to the LaReale if you will. If you make it a 5 crew 0 guns ship, and have your heart set on exploring only, it works great. Because it's a Sails and Oars ship, no wind is no problem. Also even inexperienced sailors can take it to pretty high speeds. Just get the balms stocked because it's easily sank by a storm.

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## 11. People

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Mates and waitresses.

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### 10.a Mates

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Of course, the mates in the game play a very important job in the game. Especially when playing a pirating game. I've listed all mates here to hire. Great help in this section goes out to LockeVanish, Dirtyferret, and Antonius Eko who 'collected' all the names of the mates, plus their nationalities and where they can be found.



Before, this list was divided in vagabond and 'beat-hire' sailors, but then Antonius told me something very interesting:

The mates are seperated in "Temporary Sailors" and "Permanent Sailors".

Permanent Sailors means sailors who his names, skills, faces, etc. are fixed (such as Victor Russell, Raphael Selran, Luka Ullman, etc.). Notice that their faces differ greatly to their counterparts. Each time you beat a permanent sailor, he won't be perished and will appear as a vagabond sailors nearby, or back to service in the next month. Beat-Hire technique is only applicable for these Permanent Sailors.

Temporary Sailors are the opposite, they're created every month each time the other temporary sailors "died in battle". Temporary sailors can be noticed by their "generic" faces. There are several common set of faces for British, Dutch, Spanish, Portuguese, Italian, and Turkish sailors (take some moment to distinguish these set of faces). Their names are also limited, picked up from the NAME.TBL file.

But take a notice, at the beginning of the game, Temporary Sailors' names (ex. Xavier Navarro, Bernal Loyola, Walter Lawrence, Leonie Van Fuyk, etc.) were not picked up from the that file...let's call these built-in Temporary Sailors.

If a Temporary Sailor is beaten, they'll just perished, assume that they're dead. They won't be found anywhere as vagabond sailors, nor returned to service. Their country will replace them with another random sailor by the next month. So, there's no way for players to recruit Temporary Sailors once they've gone out sailing. You must hire them in a pub or inn.

These Temporary sailors could well be vagabond sailors (in a pub/inn).

"Permanent - Vagabond Sailors" are vagabond sailors who at the beginning of the game were unemployed (ex. Gus Johnson, Benito Gomez, Antoine Fitch, Fritz Ramsey, etc). Their faces, stats, and skills are fixed. Also notice, that they have quite different faces.

I observed that I could never kill Permanent Sailors, no matter how many times I sank them. The would appear as a vagabond sailors nearby, then employed again some times after. On the contrary, I could never able to recruit Random Sailors, because they would just perished after their defeat and to be replaced by another Random Sailors.

Got it? No? Well, let's see what we have now.

"Permanent - Vagabond" found in inn/pub at start of game (sailing later).

"Permanent - Active" is sailing, can be beat-hired

"Temporary - Active" is sailing, can not be hired, only be killed

"Temporary - Vagabond" can be found in inn/pub or sailing (sporadic)

Next to these set-sailors, there are some sailors that appear with a random first and last name (taken from name.dat) and with various stats. You can hire these sailors when they are in the pub or inn, but I won't list them here, since their names are taken randomly.

(Stephen Goethel, Sadam Baba and Raymond Burke are examples)

You don't have to send in new mates, as I have them all right now, any new ones you find are probably total random sailors, for which I have no purpose in placing them here.

To hire the mates when they are sailing, beat them and go to the nearest port's pub or inn to hire them. You might not be able to hire the better ones untill you are better yourself. Keep in mind that some mates are almost always on the high waves and you'll need to look for them a long time (Leis and ad-Din, but they will search for you too).

Some info by Tom King & The Mad Hatter on this option (called beat-hire):

-From what I remember having read it still requires you to be high

enough in stats to hire him. It may take several times defeating him before you can hire him. I'd go ahead and check all the ports in the region to try to locate him.

-It works, but for some reason they can be elusive for awhile. They often get a new fleet right after the get beat down, and almost always get one when their country has a strong economy and/or a new month begins. The key as far as I know is to find them before the end of the month, so do your precision killing early in the month so to allow the maximum amount of searching time. And I don't think they necessarily end up in a port near the region in which you stomp them, so keep looking around. Perhaps in the area near their home port (eg. London for Colin Lowe), particularly northern Europe. Sort of a hit or miss process. [Maybe you should save and check all 'rich' ports in Europe and Southern America]

Permanent sailors do not always command the same type of fleet, they can -for example- be a Battle Fleet commander in January, but just as well a Merchant Fleet commander in July. Most of the times however, they seem to fit their skills.

The navigation level improves while sailing, every time this level increases, other stats are randomly increased as well (it seems).

#### Legend For Stats:

LD = Leadership	CelNav= Celestial Navigation
SM = Seamanship	Acc. = Accounting
KN = Knowledge	Neg. = Negotiating
IN = Intuition	Gunn. = Gunnery
CO = Courage	Cart. = Cartography
SP = Swordplay	
CH = Charisme	
LK = Luck	

The list is sorted by alphabet on first name of the mate.

Note that the city may not be correct, as it fluctuates, but the area (ex: Ottoman Empire, Northern Europe) is correct... almost always

\*\*\*\*\*

#### PERMANENT - VAGABONDS:

[So, these can be found at inns or pubs, or the beat-hire technique can be used when they are sailing, their stats will always stay the same]

#### Afmet Glanie:

Loyal to Turkey; Chief Navigator  
Found in the inn in Alexandria, Ottoman Empire  
(Easy to Hire)

#### Starting Stats:

LD 82 None.  
SM 79 Nav Level: 1  
KN 53 Bat Level: 1  
IN 78  
CO 83  
SP 58  
CH 66  
LK 88

#### Aloiji Jovanni:

Loyal to Italy; First Mate  
Found in the cafe in Seville, Iberia

(Some navigation skills required)

Starting Stats:

LD 61 CelNav + Neg.  
SM 85 Nav Level: 14  
KN 89 Bat Level: 9  
IN 60  
CO 70  
SP 86  
CH 76  
LK 61

Antoine Fitch:

Loyal to England; First Mate, Bookkeeper  
Found in the cafe in London, Northern Europe  
(Easy to Hire)

Starting Stats:

LD 85 CelNav + Acc  
SM 76 Nav Level: 2  
KN 51 Bat Level: 1  
IN 63  
CO 73  
SP 74  
CH 84  
LK 63

\*Fast learner.

Benito Gomez:

Loyal to Spain; First Mate, Bookkeeper  
Found in the cafe in Alexandria, Ottoman Empire  
(Good Navigation skills required)

Starting Stats:

LD 83 CelNav + Cart. + Acc.  
SM 70 Nav Level: 14  
KN 80 Bat Level: 12  
IN 71  
CO 65  
SP 88  
CH 83  
LK 77

\*Slow learner.

Bernardo Sanchez:

Loyal to Spain; First Mate  
Found in the cafe in Seville, Iberia  
(Some navigation skills required)

Starting Stats:

LD 73 CelNav + Neg.  
SM 75 Nav Level: 11  
KN 69 Bat Level: 7  
IN 78  
CO 64  
SP 54  
CH 76  
LK 79

Dante Paleira:

Loyal to Portugal; First Mate  
Found in the cafe in Naples, The Mediterranean  
(Easy to Hire)

Starting Stats:

LD 67 CelNav  
SM 79 Nav Level: 1  
KN 68 Bat Level: 1  
IN 61  
CO 76  
SP 66  
CH 65  
LK 61

Fernan Pinto:

Loyal to Portugal; First Mate  
Found in the cafe in Venice, The Mediterranean  
(Some navigation skills required)

Starting Stats:

LD 78 CelNav + Cart.  
SM 73 Nav Level: 12  
KN 77 Bat Level: 7  
IN 83  
CO 88  
SP 69  
CH 66  
LK 42

Fritz Ramsey:

Loyal to Italy; Chief Navigator  
Found in the cafe in Pisa, The Mediterranean  
(Easy to Hire)

Starting Stats:

LD 85 None.  
SM 71 Nav Level: 2  
KN 80 Bat Level: 2  
IN 75  
CO 80  
SP 77  
CH 76  
LK 85

Georg Scholl:

Loyal to Holland; First Mate  
Found in the inn in Goa, India  
(Easy to Hire)

Starting Stats:

LD 57 CelNav  
SM 71 Nav Level: 3  
KN 58 Bat Level: 4  
IN 78  
CO 67  
SP 83  
CH 71  
LK 76

George Eggel:

Loyal to Piracy; Chief Navigator  
Found in the cafe in Hamburg, Northern Europe  
(Easy to Hire)

Starting Stats:

LD 69 Gunn.  
SM 87 Nav Level: 1  
KN 73 Bat Level: 1  
IN 59  
CO 81  
SP 72  
CH 76  
LK 72

Gus Johnson:

Loyal to England; First Mate  
Found in the cafe in Athens, The Mediterranean  
(Easy to Hire)

Starting Stats:

LD 62 CelNav + Gunn.  
SM 66 Nav Level: 2  
KN 76 Bat Level: 3  
IN 84  
CO 89  
SP 67  
CH 72  
LK 54

Hamid Lal:

Loyal to Pircay  
Found (?)  
Hire (?)

Starting Stats:

LD 72 CelNav + Gunn.  
SM 66 Nav Level: 9  
KN 71 Bat Level: 15  
IN 81  
CO 52  
SP 76  
CH 89  
LK ??

Jacob Walweik:

Loyal to Holland; Bookkeeper  
Found in the cafe in Bordeaux, Northern Europe  
(Easy to Hire)

Starting Stats:

LD 64 Acc.  
SM 52 Nav Level: 5  
KN 82 Bat Level: 3  
IN 53  
CO 88  
SP 77  
CH 67  
LK 51

\*Jacob is the only sailor that I know of that can switch between piracy and sailing for his country (Holland). Every time you sink

him, he can switch between these.

Lawrence Edwards:

Loyal to England; Chief Navigator  
Found in the inn in London, Northern Europe  
(Some navigation skills required)

Starting Stats:

LD 51 Gunn. + Neg.  
SM 88 Nav Level: 7  
KN 84 Bat Level: 9  
IN 66  
CO 62  
SP 52  
CH 79  
LK 60

Luka Ullman:

Loyal to Spain; Chief Navigator  
Found in the inn in Barcelona, Iberia  
(Easy to Hire)

Starting Stats:

LD 87 None.  
SM 87 Nav Level: 1  
KN 52 Bat Level: 2  
IN 74  
CO 82  
SP 85  
CH 72  
LK 65

Miguel Solis:

Loyal to Portugal; First Mate  
Found in the inn in Lisbon, Iberia  
(Some navigation skills required)

Starting Stats:

LD 84 CelNav + Neg. + Gunn.  
SM 73 Nav Level: 7  
KN 77 Bat Level: 6  
IN 84  
CO 84  
SP 54  
CH 86  
LK 64

Nicolo Montagna:

Loyal to Italy; First Mate  
Found in the cafe in Genoa, The Mediterranean  
(Easy to Hire)

Starting Stats:

LD 79 CelNav  
SM 79 Nav Level: 8  
KN 65 Bat Level: 5  
IN 70  
CO 74  
SP 73  
CH 78

LK 56

Patrick Toman:

Loyal to Holland; First Mate  
Found in the cafe in Amsterdam, Northern Europe  
(Some navigation skills required)

Starting Stats:

LD 82 CelNav + Cart.  
SM 57 Nav Level: 7  
KN 52 Bat Level: 9  
IN 51  
CO 57  
SP 86  
CH 84  
LK 50

Pilly Reis:

Loyal to Turkey; First Mate, Bookkeeper  
Found in the inn in Istanbul, Ottoman Empire  
(Nearly impossible - 50+ navigation points needed)

Starting Stats:

LD 80 All.  
SM 100 Nav Level: 60  
KN 100 Bat Level: 50  
IN 100  
CO 68  
SP 52  
CH 74  
LK 100

Robert Donahue:

Loyal to Piracy; First Mate  
Found in the cafe in Sofala, East Africa  
(Some navigation skills required)

Starting Stats:

LD 69 CelNav + Gunn.  
SM 67 Nav Level: 9  
KN 62 Bat Level: 12  
IN 62  
CO 73  
SP 89  
CH 82  
LK 86

Zaganos Bei:

Loyal to Turkey; Bookkeeper  
Found in the inn in Cairo, Middle East  
(Easy to Hire)

Starting Stats:

LD 51 Neg.+ Acc.  
SM 58 Nav Level: 2  
KN 87 Bat Level: 1  
IN 82  
CO 61  
SP 88  
CH 61

TOTAL PERMANENT - VAGABONDS (21)

\*\*\*\*\*

TEMPORARY - VAGABONDS

[You can only hire them when they're not sailing, once they are beaten they disappear, so don't beat them if you want to hire 'em]

Al Fasi:

Loyal to Turkey; Bookkeeper  
Found in the inn in Azov, Ottoman Empire  
(Easy to Hire)

Starting Stats:

LD 73    Accounting  
SM 67    Nav Level: 2  
KN 89    Bat Level: 3  
IN 81  
CO 63  
SP 86  
CH 89  
LK 74

Alonzo Oreida:

Loyal to Spain; Chief Navigator  
Found in the inn in Lisbon, Iberia  
(Easy to Hire)

Starting Stats:

LD 59    None.  
SM 65    Nav Level: 1  
KN 80    Bat Level: 1  
IN 71  
CO 68  
SP 53  
CH 64  
LK 77

Ambroise Enger:

Loyal to Holland; Chief Navigator  
Found in the cafe in Ceylon, India  
(Easy to Hire)

Starting Stats:

LD 81    None.  
SM 77    Nav Level: 1  
KN 77    Bat Level: 2  
IN 55  
CO 78  
SP 84  
CH 59  
LK 54

Amerigo Bassio:

Loyal to Italy; Chief Navigator  
Found in the inn in Kaffa, Ottoman Empire  
(Some navigation skills required)



Starting Stats:

LD 83 Gunn.  
SM 74 Nav Level: 7  
KN 76 Bat Level: 8  
IN 60  
CO 77  
SP 64  
CH 83  
LK 72

Anthony Morgan:

Loyal to England; Chief Navigator  
Found in the cafe in Bristol, Northern Europe  
(Easy to Hire)

Starting Stats:

LD 66 None.  
SM 87 Nav Level: 2  
KN 67 Bat Level: 1  
IN 68  
CO 65  
SP 53  
CH 78  
LK 41

Antonio Pintado:

Loyal to Piracy; Chief Navigator  
Found in the cafe in Santo Domingo, Central America  
(Easy to Hire)

Starting Stats:

LD 70 None.  
SM 44 Nav Level: 1  
KN 65 Bat Level: 1  
IN 87  
CO 82  
SP 75  
CH 46  
LK 67

Carmine Ragussa:

Loyal to Italy; Chief Navigator  
Found in the cafe in Algiers, Northern Africa  
(Easy to Hire)

Starting Stats:

LD 54 None.  
SM 68 Nav Level: 5  
KN 71 Bat Level: 5  
IN 79  
CO 67  
SP 79  
CH 58  
LK 0 !!

Cisco Alvarez:

Loyal to Portugal; Chief Navigator  
Found in the cafe in Pernambuco, South America  
(Easy to Hire)

Starting Stats:

LD 51 Gunn.  
SM 74 Nav Level: 5  
KN 67 Bat Level: 5  
IN 54  
CO 57  
SP 64  
CH 74  
LK 68

Cizzaro Fedeliti:

Loyal to Piracy; Chief Navigator  
Found in the cafe in Marseille, The Mediterranean  
(Easy to Hire)

Starting Stats:

LD 85 Gunn.  
SM 62 Nav Level: 1  
KN 68 Bat Level: 2  
IN 80  
CO 74  
SP 70  
CH 59  
LK 81

Diego Fagundes:

Loyal to Portugal; Chief Navigator  
Found in the cafe in Valencia, Iberia  
(Easy to Hire)

Starting Stats:

LD 53 None.  
SM 83 Nav Level: 6  
KN 64 Bat Level: 6  
IN 65  
CO 76  
SP 81  
CH 88  
LK 83

Henry Mancine:

Loyal to Piracy; Chief Navigator  
Found in the cafe in Mombasa, East Africa  
(Easy to Hire)

Starting Stats:

LD 60 Gunn.  
SM 72 Nav Level: 2  
KN 58 Bat Level: 3  
IN 61  
CO 78  
SP 70  
CH 43  
LK 11

Ivan Soledad:

Loyal to Piracy; Chief Navigator  
Found in the cafe in Veracruz, Central America  
(Easy to Hire)

Starting Stats:

LD 54 Gunn.  
SM 75 Nav Level: 1  
KN 43 Bat Level: 3  
IN 54  
CO 78  
SP 84  
CH 75  
LK 29

Jack Diffson:

Loyal to Piracy; Chief Navigator  
Found in the cafe in Nagasaki, Far East  
(Easy to Hire)

Starting Stats:

LD 71 CelNav + Gunn.  
SM 71 Nav Level: 5  
KN 54 Bat Level: 8  
IN 58  
CO 62  
SP 79  
CH 41  
LK 88

Klaus Shouten:

Loyal to Holland; Chief Navigator  
Found in the inn in Amsterdam, Northern Europe  
(Easy to Hire)

Starting Stats:

LD 75 None.  
SM 61 Nav Level: 5  
KN 76 Bat Level: 6  
IN 80  
CO 53  
SP 62  
CH 88  
LK 56

Louis Fareiro:

Loyal to Portugal; First Mate  
Found in the cafe in Stockholm, Northern Europe  
(Easy to Hire)

Starting Stats:

LD 58 CelNav  
SM 55 Nav Level: 1  
KN 62 Bat Level: 1  
IN 64  
CO 58  
SP 53  
CH 63  
LK 5

Manuel Melgoza:

Loyal to Portugal; Chief Navigator  
Found in the cafe in Calicut, India  
(Easy to Hire)

Starting Stats:

LD 65 None.  
SM 83 Nav Level: 2  
KN 67 Bat Level: 2  
IN 79  
CO 60  
SP 78  
CH 71  
LK 15

Omar Kashani:

Loyal to Spain; First Mate  
Found in the cafe in Caracas, Central America  
(Some navigation skills required)

Starting Stats:

LD 64 CelNav + Gunn.  
SM 78 Nav Level: 6  
KN 81 Bat Level: 5  
IN 84  
CO 59  
SP 61  
CH 86  
LK 10

Richard Huxley:

Loyal to Piracy; Chief Navigator  
Found in the cafe in Jamaica, Central America  
(Easy to Hire)

Starting Stats:

LD 51 Gunn.  
SM 69 Nav Level: 1  
KN 48 Bat Level: 2  
IN 83  
CO 87  
SP 67  
CH 50  
LK 75

Roberto Almanzan:

Loyal to Portugal; Chief Navigator  
Found in the cafe in Genoa, The Mediterranean  
(Easy to Hire)

Starting Stats:

LD 75 None.  
SM 52 Nav Level: 2  
KN 75 Bat Level: 1  
IN 56  
CO 69  
SP 79  
CH 54  
LK 88

Sabino Balboa:

Loyal to Spain; First Mate  
Found in the cafe in Mecca, Middle East  
(Easy to Hire)

Starting Stats:

LD 87 CelNav + Neg.+ Gunn.  
SM 77 Nav Level: 13  
KN 60 Bat Level: 8  
IN 62  
CO 85  
SP 87  
CH 71  
LK 43

TOTAL RANDOM - VAGABOND (20)  
TOTAL VAGABOND (21 + 20 = 41)

\*\*\*\*\*

Information for \*active\* sailors, gathered at start of game, 1522:  
(where \*active\* sailors is the same as non-vagabond) These  
are permanent and temporary!

\*\*\*\*\*

PERMANENT - ACTIVE SAILORS:  
[Use Beat-Hire technique]

NAME: Andrea Glimani AGE: 21  
FLEET: Battle LOYAL TO ITALY  
SKILLS:  
Navigation Level: 9 Leadership: 89  
Battle Level: 10 Seamanship: 66  
-Celestial Navigation Knowledge: 74  
-Cartography Intuition: 57  
+Gunnery Courage: 89  
-Accounting Swordsmanship: 78  
-Negotiation Charm: 78

NAME: Colin Lowe AGE: 18  
FLEET: Merchant LOYAL TO ENGLAND  
SKILLS:  
Navigation Level: 17 Leadership: 89  
Battle Level: 13 Seamanship: 85  
+Celestial Navigation Knowledge: 70  
+Cartography Intuition: 88  
-Gunnery Courage: 72  
+Accounting Swordsmanship: 67  
-Negotiation Charm: 83

NAME: Esteban Ortega AGE: 23  
FLEET: Merchant LOYAL TO SPAIN  
SKILLS:  
Navigation Level: 14 Leadership: 73  
Battle Level: 15 Seamanship: 54  
+Celestial Navigation Knowledge: 78  
-Cartography Intuition: 82  
+Gunnery Courage: 78  
+Accounting Swordsmanship: 55  
+Negotiation Charm: 87

NAME: Garcia Alvarão AGE: 28  
FLEET: Battle LOYAL TO PORTUGAL

## SKILLS:

Navigation Level: 14	Leadership: 77
Battle Level: 16	Seamanship: 75
+Celestial Navigation	Knowledge: 89
+Cartography	Intuition: 78
+Gunnery	Courage: 55
-Accounting	Swordsmanship: 85
-Negotiation	Charm: 52

NAME: Giovanni Aldente AGE: 21

FLEET: Merchant LOYAL TO ITALY

## SKILLS:

Navigation Level: 15	Leadership: 50
Battle Level: 16	Seamanship: 64
+Celestial Navigation	Knowledge: 81
+Cartography	Intuition: 71
+Gunnery	Courage: 86
-Accounting	Swordsmanship: 51
+Negotiation	Charm: 64

NAME: Guido Benzo AGE: 28

FLEET: Merchant LOYAL TO ITALY

## SKILLS:

Navigation Level: 16	Leadership: 75
Battle Level: 17	Seamanship: 50
+Celestial Navigation	Knowledge: 64
+Cartography	Intuition: 65
+Gunnery	Courage: 61
-Accounting	Swordsmanship: 75
+Negotiation	Charm: 72

NAME: Hernan Chavez AGE: 29

FLEET: Battle LOYAL TO SPAIN

## SKILLS:

Navigation Level: 16	Leadership: 88
Battle Level: 16	Seamanship: 63
+Celestial Navigation	Knowledge: 75
-Cartography	Intuition: 83
+Gunnery	Courage: 71
-Accounting	Swordsmanship: 65
-Negotiation	Charm: 89

NAME: Hugo Montoya AGE: 29

FLEET: Battle LOYAL TO SPANISH

## SKILLS:

Navigation Level: 16	Leadership: 65
Battle Level: 17	Seamanship: 72
+Celestial Navigation	Knowledge: 54
-Cartography	Intuition: 71
+Gunnery	Courage: 53
-Accounting	Swordsmanship: 63
-Negotiation	Charm: 55

NAME: Hugo Oljack AGE: 31

FLEET: Merchant LOYAL TO HOLLAND

## SKILLS:

Navigation Level: 13	Leadership: 64
Battle Level: 15	Seamanship: 82
+Celestial Navigation	Knowledge: 85
+Cartography	Intuition: 73

-Gunnery Courage: 62  
+Accounting Swordsmanship: 56  
+Negotiation Charm: 54

NAME: Idin Leis AGE: 32  
FLEET: Battle LOYAL TO PIRACY (HOLLAND)  
SKILLS:

Navigation Level: 16 Leadership: 78  
Battle Level: 30 Seamanship: 66  
-Celestial Navigation Knowledge: 86  
-Cartography Intuition: 70  
+Gunnery Courage: 74  
-Accounting Swordsmanship: 85  
-Negotiation Charm: 68

NAME: Jacques Broom AGE: 26  
FLEET: Battle LOYAL TO HOLLAND  
SKILLS:

Navigation Level: 13 Leadership: 78  
Battle Level: 15 Seamanship: 69  
+Celestial Navigation Knowledge: 50  
+Cartography Intuition: 69  
+Gunnery Courage: 51  
-Accounting Swordsmanship: 56  
-Negotiation Charm: 60

NAME: Joseph Eastman AGE: 35  
FLEET: Merchant LOYAL TO ENGLAND  
SKILLS:

Navigation Level: 14 Leadership: 50  
Battle Level: 15 Seamanship: 51  
+Celestial Navigation Knowledge: 81  
+Cartography Intuition: 73  
-Gunnery Courage: 73  
+Accounting Swordsmanship: 54  
+Negotiation Charm: 81

NAME: Juan Santana AGE: 29  
FLEET: Merchant LOYAL TO SPAIN  
SKILLS:

Navigation Level: 13 Leadership: 62  
Battle Level: 16 Seamanship: 65  
+Celestial Navigation Knowledge: 83  
-Cartography Intuition: 60  
+Gunnery Courage: 62  
+Accounting Swordsmanship: 59  
+Negotiation Charm: 78

NAME: Julian Felmer AGE: 21  
FLEET: Battle LOYAL TO HOLLAND  
SKILLS:

Navigation Level: 12 Leadership: 68  
Battle Level: 8 Seamanship: 83  
+Celestial Navigation Knowledge: 61  
-Cartography Intuition: 52  
-Gunnery Courage: 56  
-Accounting Swordsmanship: 62  
-Negotiation Charm: 85

NAME: Khayr ad-Din AGE: 36

FLEET: Battle LOYAL TO PIRACY (ITALY)

SKILLS:

Navigation Level: 18	Leadership: 93
Battle Level: 32	Seamanship: 76
+Celestial Navigation	Knowledge: 70
+Cartography	Intuition: 79
+Gunnery	Courage: 89
-Accounting	Swordsmanship: 93
-Negotiation	Charm: 41

NAME: Louis Costa AGE: 32

FLEET: Merchant LOYAL TO PORTUGAL

SKILLS:

Navigation Level: 17	Leadership: 80
Battle Level: 17	Seamanship: 51
+Celestial Navigation	Knowledge: 86
-Cartography	Intuition: 89
+Gunnery	Courage: 52
+Accounting	Swordsmanship: 89
-Negotiation	Charm: 59

NAME: Marwan Hazan AGE: 17

FLEET: Merchant LOYAL TO TURKEY

SKILLS:

Navigation Level: 14	Leadership: 76
Battle Level: 17	Seamanship: 70
+Celestial Navigation	Knowledge: 59
-Cartography	Intuition: 60
-Gunnery	Courage: 73
+Accounting	Swordsmanship: 89
+Negotiation	Charm: 88

NAME: Mohammed Syarook AGE: 28

FLEET: Battle LOYAL TO PIRACY (PORTUGAL)

SKILLS:

Navigation Level: 20	Leadership: 87
Battle Level: 31	Seamanship: 78
+Celestial Navigation	Knowledge: 78
+Cartography	Intuition: 66
+Gunnery	Courage: 85
-Accounting	Swordsmanship: 92
-Negotiation	Charm: 76

NAME: Palah Abdul AGE: 27

FLEET: Merchant LOYAL TO TURKEY

SKILLS:

Navigation Level: 17	Leadership: 71
Battle Level: 14	Seamanship: 65
+Celestial Navigation	Knowledge: 87
+Cartography	Intuition: 79
-Gunnery	Courage: 85
+Accounting	Swordsmanship: 77
+Negotiation	Charm: 86

NAME: Raphael Selran AGE: 36

FLEET: Battle LOYAL TO PORTUGAL

SKILLS:

Navigation Level: 15	Leadership: 77
Battle Level: 15	Seamanship: 64
+Celestial Navigation	Knowledge: 83



-Cartography Intuition: 74  
+Gunnery Courage: 73  
-Accounting Swordsmanship: 73  
-Negotiation Charm: 79

NAME: Rashid Jabbar AGE: 28

FLEET: Battle LOYAL TO TURKEY

SKILLS:

Navigation Level: 14 Leadership: 83  
Battle Level: 16 Seamanship: 63  
+Celestial Navigation Knowledge: 80  
+Cartography Intuition: 58  
+Gunnery Courage: 60  
-Accounting Swordsmanship: 67  
-Negotiation Charm: 68

NAME: Robert Wilde AGE: 26

FLEET: Battle LOYAL TO ENGLAND

SKILLS:

Navigation Level: 14 Leadership: 77  
Battle Level: 15 Seamanship: 64  
+Celestial Navigation Knowledge: 73  
+Cartography Intuition: 67  
+Gunnery Courage: 69  
-Accounting Swordsmanship: 54  
-Negotiation Charm: 65

NAME: Siddarth Kebin AGE: 20

FLEET: Battle LOYAL TO TURKEY

SKILLS:

Navigation Level: 13 Leadership: 69  
Battle Level: 15 Seamanship: 84  
+Celestial Navigation Knowledge: 74  
-Cartography Intuition: 62  
+Gunnery Courage: 85  
-Accounting Swordsmanship: 72  
-Negotiation Charm: 83

NAME: Simon Sekeira AGE: 24

FLEET: Battle LOYAL TO PORTUGAL

SKILLS:

Navigation Level: 14 Leadership: 74  
Battle Level: 15 Seamanship: 74  
+Celestial Navigation Knowledge: 86  
+Cartography Intuition: 53  
-Gunnery Courage: 77  
+Accounting Swordsmanship: 71  
+Negotiation Charm: 86

\*Skills are progressive with YOUR stats He is always one level ahead of your nav/battle level.

NAME: Tonio Burciaga AGE: 32

FLEET: Battle LOYAL TO SPAIN

SKILLS:

Navigation Level: 16 Leadership: 79  
Battle Level: 17 Seamanship: 51  
+Celestial Navigation Knowledge: 73  
+Cartography Intuition: 69  
+Gunnery Courage: 77  
-Accounting Swordsmanship: 71

-Negotiation Charm: 86

NAME: Ulgu Ali AGE: 35

FLEET: Battle LOYAL TO PIRACY (SPAIN)

SKILLS:

Navigation Level: 21 Leadership: 52  
Battle Level: 28 Seamanship: 79  
+Celestial Navigation Knowledge: 62  
+Cartography Intuition: 88  
+Gunnery Courage: 60  
-Accounting Swordsmanship: 74  
-Negotiation Charm: 59

NAME: Victor Russell AGE: 42

FLEET: Battle LOYAL TO ENGLAND

SKILLS:

Navigation Level: 16 Leadership: 73  
Battle Level: 13 Seamanship: 56  
+Celestial Navigation Knowledge: 53  
-Cartography Intuition: 66  
+Gunnery Courage: 51  
-Accounting Swordsmanship: 64  
-Negotiation Charm: 74

NAME: Vilem Hein AGE: 30

FLEET: Battle LOYAL TO HOLLAND

SKILLS:

Navigation Level: 15 Leadership: 55  
Battle Level: 15 Seamanship: 89  
+Celestial Navigation Knowledge: 86  
+Cartography Intuition: 64  
+Gunnery Courage: 88  
-Accounting Swordsmanship: 69  
-Negotiation Charm: 68

NAME: Vittorio Dorio AGE: 28

FLEET: Battle LOYAL TO ITALY

SKILLS:

Navigation Level: 27 Leadership: 83  
Battle Level: 30 Seamanship: 73  
+Celestial Navigation Knowledge: 87  
+Cartography Intuition: 55  
+Gunnery Courage: 71  
-Accounting Swordsmanship: 68  
-Negotiation Charm: 77

NAME: Walid Kemal AGE: 36

FLEET: Battle LOYAL TO TURKEY

SKILLS:

Navigation Level: 15 Leadership: 67  
Battle Level: 17 Seamanship: 72  
+Celestial Navigation Knowledge: 68  
-Cartography Intuition: 52  
+Gunnery Courage: 53  
-Accounting Swordsmanship: 58  
-Negotiation Charm: 77

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TEMPORARY - ACTIVE SAILORS:

[Hire them when in pub/inn, beat 'em and they'll die]

NAME: Afmed Muhiddin AGE: 32  
FLEET: Battle LOYAL TO TURKEY  
SKILLS:  
Navigation Level: 11 Leadership: 72  
Battle Level: 12 Seamanship: 64  
+Celestial Navigation Knowledge: 68  
-Cartography Intuition: 62  
+Gunnery Courage: 68  
-Accounting Swordsmanship:84  
-Negotiation Charm: 75

NAME: Alfonse Anlade AGE: 31  
FLEET: Battle LOYAL TO PORTUGAL  
SKILLS:  
Navigation Level: 9 Leadership: 59  
Battle Level: 11 Seamanship: 82  
+Celestial Navigation Knowledge: 75  
-Cartography Intuition: 84  
-Gunnery Courage: 52  
-Accounting Swordsmanship:78  
-Negotiation Charm: 85

NAME: Bernal Loyola AGE: 19  
FLEET: Battle LOYAL TO SPAIN  
SKILLS:  
Navigation Level: 11 Leadership: 65  
Battle Level: 11 Seamanship: 67  
+Celestial Navigation Knowledge: 50  
-Cartography Intuition: 52  
+Gunnery Courage: 51  
-Accounting Swordsmanship:86  
-Negotiation Charm: 83

NAME: Carlos Aragon AGE: 37  
FLEET: Merchant LOYAL TO SPAIN  
SKILLS:  
Navigation Level: 10 Leadership: 58  
Battle Level: 8 Seamanship: 87  
+Celestial Navigation Knowledge: 50  
-Cartography Intuition: 58  
-Gunnery Courage: 56  
-Accounting Swordsmanship:67  
+Negotiation Charm: 77

NAME: Charles Grafton AGE: 32  
FLEET: Battle LOYAL TO ENGLAND  
SKILLS:  
Navigation Level: 11 Leadership: 82  
Battle Level: 10 Seamanship: 64  
+Celestial Navigation Knowledge: 58  
-Cartography Intuition: 50  
+Gunnery Courage: 59  
-Accounting Swordsmanship:56  
-Negotiation Charm: 68

NAME: Columbo Vacca AGE: 45  
FLEET: Battle LOYAL TO ITALY  
SKILLS:

Navigation Level: 9      Leadership:      67  
Battle Level:      9      Seamanship:      81  
-Celestial Navigation      Knowledge:      56  
-Cartography      Intuition:      61  
-Gunnery      Courage:      50  
-Accounting      Swordsmanship:      62  
-Negotiation      Charm:      78

NAME:      Diego Souson      AGE: 36  
FLEET:      Battle      LOYAL TO PORTUGAL

SKILLS:

Navigation Level: 9      Leadership:      51  
Battle Level:      11      Seamanship:      74  
-Celestial Navigation      Knowledge:      63  
-Cartography      Intuition:      64  
+Gunnery      Courage:      50  
-Accounting      Swordsmanship:      83  
-Negotiation      Charm:      89

NAME:      Duarte Silveira      AGE: 30  
FLEET:      Battle      LOYAL TO PORTUGAL

SKILLS:

Navigation Level: 8      Leadership:      85  
Battle Level:      8      Seamanship:      57  
-Celestial Navigation      Knowledge:      80  
-Cartography      Intuition:      81  
-Gunnery      Courage:      52  
-Accounting      Swordsmanship:      73  
-Negotiation      Charm:      52

NAME:      Edmund Harvey      AGE: 36  
FLEET:      Merchant      LOYAL TO ENGLAND

SKILLS:

Navigation Level: 9      Leadership:      83  
Battle Level:      8      Seamanship:      52  
-Celestial Navigation      Knowledge:      77  
-Cartography      Intuition:      68  
-Gunnery      Courage:      68  
-Accounting      Swordsmanship:      71  
+Negotiation      Charm:      62

NAME:      Gabriel Canolli      AGE: 26  
FLEET:      Battle      LOYAL TO ITALY

SKILLS:

Navigation Level: 11      Leadership:      69  
Battle Level:      12      Seamanship:      86  
+Celestial Navigation      Knowledge:      51  
-Cartography      Intuition:      62  
+Gunnery      Courage:      71  
-Accounting      Swordsmanship:      74  
-Negotiation      Charm:      52

NAME:      Gordon Hendrick      AGE: 33  
FLEET:      Battle      LOYAL TO HOLLAND

SKILLS:

Navigation Level: 8      Leadership:      61  
Battle Level:      10      Seamanship:      57  
+Celestial Navigation      Knowledge:      56  
+Cartography      Intuition:      88  
+Gunnery      Courage:      81



## SKILLS:

Navigation Level: 11	Leadership: 81
Battle Level: 11	Seamanship: 78
-Celestial Navigation	Knowledge: 57
-Cartography	Intuition: 83
-Gunnery	Courage: 87
+Accounting	Swordsmanship: 70
-Negotiation	Charm: 55

NAME: Louis Scott

AGE: 20

FLEET: Merchant

LOYAL TO PIRACY (TURKEY)

## SKILLS:

Navigation Level: 11	Leadership: 68
Battle Level: 16	Seamanship: 76
+Celestial Navigation	Knowledge: 77
-Cartography	Intuition: 61
+Gunnery	Courage: 73
-Accounting	Swordsmanship: 78
-Negotiation	Charm: 59

NAME: Luigi Mangia

AGE: 28

FLEET: Battle

LOYAL TO ITALY

## SKILLS:

Navigation Level: 20	Leadership: 75
Battle Level: 21	Seamanship: 60
+Celestial Navigation	Knowledge: 86
+Cartography	Intuition: 89
+Gunnery	Courage: 69
-Accounting	Swordsmanship: 76
-Negotiation	Charm: 81

NAME: Malik Yasale

AGE: 25

FLEET: Merchant

LOYAL TO TURKEY

## SKILLS:

Navigation Level: 10	Leadership: 57
Battle Level: 8	Seamanship: 61
-Celestial Navigation	Knowledge: 79
-Cartography	Intuition: 70
-Gunnery	Courage: 76
+Accounting	Swordsmanship: 84
+Negotiation	Charm: 55

NAME: Marion Glotis

AGE: 29

FLEET: Merchant

LOYAL TO HOLLAND

## SKILLS:

Navigation Level: 10	Leadership: 89
Battle Level: 11	Seamanship: 89
+Celestial Navigation	Knowledge: 52
+Cartography	Intuition: 88
-Gunnery	Courage: 65
+Accounting	Swordsmanship: 59
-Negotiation	Charm: 72

NAME: Maurice Laiden

AGE: 35

FLEET: Merchant

LOYAL TO HOLLAND

## SKILLS:

Navigation Level: 12	Leadership: 62
Battle Level: 11	Seamanship: 50
+Celestial Navigation	Knowledge: 58
+Cartography	Intuition: 82

-Gunnery Courage: 66  
+Accounting Swordsmanship: 75  
-Negotiation Charm: 55

NAME: Pierre Lugulan AGE: 37  
FLEET: Merchant LOYAL TO PIRACY (SPAIN)  
SSKILLS

Navigation Level: 9 Leadership: 86  
Battle Level: 12 Seamanship: 74  
+Celestial Navigation Knowledge: 80  
-Cartography Intuition: 55  
-Gunnery Courage: 81  
-Accounting Swordsmanship: 50  
-Negotiation Charm: 77

NAME: Ricardo Zapata AGE: 25  
FLEET: Merchant LOYAL TO SPAIN  
SKILLS:

Navigation Level: 8 Leadership: 60  
Battle Level: 10 Seamanship: 61  
-Celestial Navigation Knowledge: 88  
-Cartography Intuition: 55  
-Gunnery Courage: 86  
+Accounting Swordsmanship: 70  
-Negotiation Charm: 89

NAME: Ropao Feleira AGE: 20  
FLEET: Battle LOYAL TO PORTUGAL  
SKILLS:

Navigation Level: 11 Leadership: 50  
Battle Level: 12 Seamanship: 82  
+Celestial Navigation Knowledge: 68  
-Cartography Intuition: 59  
-Gunnery Courage: 63  
-Accounting Swordsmanship: 80  
+Negotiation Charm: 84

NAME: Sallah Iskal AGE: 42  
FLEET: Battle LOYAL TO TURKEY  
SKILLS:

Navigation Level: 9 Leadership: 73  
Battle Level: 8 Seamanship: 65  
-Celestial Navigation Knowledge: 69  
-Cartography Intuition: 89  
-Gunnery Courage: 66  
-Accounting Swordsmanship: 58  
-Negotiation Charm: 81

NAME: Santino Amadio AGE: 45  
FLEET: Merchant LOYAL TO ITALY  
SKILLS:

Navigation Level: 12 Leadership: 81  
Battle Level: 10 Seamanship: 78  
-Celestial Navigation Knowledge: 56  
-Cartography Intuition: 84  
-Gunnery Courage: 60  
-Accounting Swordsmanship: 74  
+Negotiation Charm: 56

NAME: Thomas Grisham AGE: 39

FLEET: Merchant LOYAL TO ENGLAND  
 SKILLS:  
 Navigation Level: 8 Leadership: 64  
 Battle Level: 11 Seamanship: 55  
 +Celestial Navigation Knowledge: 58  
 -Cartography Intuition: 51  
 -Gunnery Courage: 86  
 -Accounting Swordsmanship: 64  
 +Negotiation Charm: 86

NAME: Walter Laurence AGE: 35  
 FLEET: Battle LOYAL TO ENGLAND  
 SKILLS:  
 Navigation Level: 8 Leadership: 66  
 Battle Level: 8 Seamanship: 64  
 -Celestial Navigation Knowledge: 67  
 -Cartography Intuition: 51  
 -Gunnery Courage: 50  
 -Accounting Swordsmanship: 66  
 -Negotiation Charm: 85

NAME: William Clive AGE: 38  
 FLEET: Battle LOYAL TO ENGLAND  
 SKILLS:  
 Navigation Level: 11 Leadership: 52  
 Battle Level: 10 Seamanship: 72  
 +Celestial Navigation Knowledge: 77  
 -Cartography Intuition: 57  
 +Gunnery Courage: 73  
 -Accounting Swordsmanship: 78  
 -Negotiation Charm: 55

NAME: Xavier Navarro AGE: 41  
 FLEET: Battle LOYAL TO SPAIN  
 SKILLS:  
 Navigation Level: 9 Leadership: 50  
 Battle Level: 10 Seamanship: 55  
 -Celestial Navigation Knowledge: 66  
 -Cartography Intuition: 66  
 -Gunnery Courage: 59  
 -Accounting Swordsmanship: 79  
 -Negotiation Charm: 75

NAME: Yazid Shabbaz AGE: 27  
 FLEET: Merchant LOYAL TO TURKEY  
 SKILLS:  
 Navigation Level: 12 Leadership: 70  
 Battle Level: 11 Seamanship: 77  
 +Celestial Navigation Knowledge: 65  
 -Cartography Intuition: 85  
 -Gunnery Courage: 77  
 +Accounting Swordsmanship: 52  
 +Negotiation Charm: 51

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SCENARIO CASES:

[Sometimes, you can beat a built-in scenario character, like Joao with Cataline, or when you beat Roberto Ezequiel.]

NAME: Antonio Kahn AGE: 44



FLEET: Battle                    LOYAL TO PIRACY

SKILLS:

Navigation Level: 7	Leadership:	81
Battle Level: 16	Seamanship:	78
-Celestial Navigation	Knowledge:	89
-Cartography	Intuition:	73
-Gunnery	Courage:	68
-Accounting	Swordsmanship:	80
-Negotiation	Charm:	70

Joao Franco - no stats yet

Roberto Ezequiel - no stats yet

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STORY CHARACTERS:

(I think it's useless to give their stats, as you HAVE TO take them, whether they're good or not.)

Andreas Paella:

Loyal to Spain; First Mate  
Found after battle with Spanish in Catalina Erantzo's story  
(You get him after destroying the second Spanish ship)

Camillo Stefano:

Loyal to Italy; First Mate, Bookkeeper  
Found at the start of Pietro Conti's story  
(Join you after meeting him in the pub)

Domingo Manana:

Loyal to Portugal; Chief Navigator  
Found as a stowaway on Joao Franco's ship  
(After sailing from Lisbon, he's found)

Emilio Sanude:

Loyal to Spain; First Made  
Found at the start of Catalina Erantzo's story  
(Joins you after talking to him into taking the Spanish Galleon)

Enrico Malione:

Loyal to Portugal; Bookkeeper  
Found in the Round Earth Society in Joao Franco's story  
(Joins you when you agree in taking him to Zipangu in the Round Earth Society in Lisbon)

Hans Starten:

Loyal to Portugal; First Mate  
Found at the start of Ernst von Bohr's story  
(Joins you in Mercator's house)

Mathew Roy:

Loyal to England; First Mate  
Found at the start of Otto Baynes' story  
(Win or Lose duel in pub)

Rocco Alemkel:

Loyal to Portugal; First Mate  
Found at the start of Joao Franco's story  
(Joins in your father's house)

Salim Jahan:

Loyal to Turkey; First Mate  
Found at the start of Ali Vezas' story  
(Joins after you help fix his ship)

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## 10.b Waitresses

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When you first encounter them, the waitresses don't like you a lot. In fact, the only thing they'll be willing help you with is: "Ask Info - Job Info": If you select this option when you have a quest to find something, the waitress may tell you where to find the item that you need. Of course, she might not always tell you the best location for the item. Often she'll tell you to go halfway around the world, when there is a much closer source of the good. Anyway, you'll be better off just using this faq than the waitresses.

But when they start liking you (by getting gifts or hearing your stories) you could also get some investigation in 2-4 days.

Whether she likes you or not, depends on what the fortune teller says:

1. As long as you are in this port, you won't have good luck in love.
2. Take action. No one gained love by just waiting for it to happen.
3. Continue your effort, and your love will be accepted.
4. It seems a girl called %s is in love with you.

Here are the kinds of fleets of other nations you can ask about (In parenthesis are the numbers of such fleets each nation can maximum have):

Merchant(4) - The traders who sail from port to port and make investments and try to make alliances with foreign ports. They generally sail around in weak merchant ships: Nao, Carrack, Xebec, and the like. You won't be spending much time to these suckers.

Convoy(2) - Counterintuitively, these guys do NOT guard the merchant fleet. Instead, they are the hunters who go sailing around looking for enemies of their nation. If you've angered the country enough, it could be you that they are looking for you. These guys of course tend to sail around in warships: Galleons, Flemish Galleons, Buss, the occasional Venetian Galeass, and interestingly Xebec.

Voyaging(3) - These guys can be found cruising along behind merchant fleets to protect them, though more often than not, they will be slower and be thousands of miles behind the fleet they are supposed to be protecting.

Asking about pirates gives:

Buccaneers(4) - These pirates are fairly weak, tending to impersonate merchant fleets. Although they will occasionally show up in European waters, they are based in various cities around the Caribbean and tend to spend most of their time there, often just sitting in a port, so it may not be worth going all that way just to hunt them down.

Corsairs(2) - The Corsairs (led by Khayr ad-Din and Idin Leis) are based in Algiers and sail around in fleets of powerful Venetian Galeasses and unlike the other pirates who mostly stay at home, will try to hunt you down anywhere in the world.

Privateers(3) - Armed with mid-sized warships (Galleons and such), the privateers, like the Buccaneers are really no threat, since they don't actively pursue you. They also like to spend most of their time at home, but at least they are a little easier to catch, since they

all hang out in Tunis and one will pop out for a bit of air every couple of weeks. If you should sink one, the replacement will pop up in Algiers, eventually migrating back to Tunis, if you let them live that long.

Ask Info - Port Info: Will share a tiny bit of trivia about the port you are currently in. Interesting maybe, but probably not of any practical benefit. Certainly not worth wasting expensive jewelry to get, unless you have nothing better to spend your money on. (I'm too lame to look everything up, if you come up with a list, it's certainly going to be here somewhere)

The waitresses can fall in love with you, but this has no use at all.

There are 4 different types of waitresses in the game:

1. Likes Stories: These girls like stories and nothing else. Tell them a story and they'll say something like: "Wow, that's so exciting!" For variety, you could tell them a few stories every visit, and tell different stories each time if you like, but it doesn't really matter. You can walk into the bar, tell them about Stonehenge 30 times and they will be madly in love with you. If you give them accessories or treasure, they will say "Oh, I am so happy!", but they're just being polite in hopes of getting more stuff from you.

2. Likes Accessories: These girls only like accessories. If you give them one, they will say something like, "Oh, I am so happy! Do I look pretty?" Note that any accessory will do. More expensive items will sometimes give you a slightly greater increase in affection, but not enough to justify the cost, so you're probably better off with inexpensive items unless you're short on inventory space. They either like all accessories or no accessories. If told a story or given a treasure, they will say "Wow, that's so exciting!", or "Oh, I am so happy!", but again, they don't really mean it.

3. Likes Treasures: These girls have expensive tastes and like expensive jewels. Give them a treasure item and they will tell you "Oh, I am so happy! It's very shiny and quite pretty." As with the accessory girls, any treasure will do and more expensive items will sometimes give better boosts, but not to justify the cost. For example, 5 royal crowns (50,000 gold), 5 mermaid bracelets (10,000 gold), or 15 brass candleholders (3,000 gold) would get you about the same effect.

4. Likes everything: Stories, treasure, or accessories will all please these girls. They'll express detailed interest in stories just the way the story only girls do and when given a treasure or accessory will say, "Oh, I am so happy! Thank you so much!". But, just because they'll accept material goods doesn't mean you should give them any, as stories are much cheaper, unless all you want is a nice smooch.

Note that even if a girl doesn't really like treasure or accessory items, giving them will have at least a small impact on their affection. It is usually better to give them something they want however. Even stories may have some effect (I was able to get a girl who already liked me to give me the port info, just by telling her stories), however, you would probably need to tell several hundred of stories to get anywhere, if it is possible (I gave up in the 100-200 range).

Alexandria - Layla: Everything  
Amsterdam - Melanie: Everything  
Antwerp - Johanna: Stories

Argin - Tisa: Treasure  
Athens - Helen: Stories  
Banda - Titis: Accessories  
Barcelona - Leticia: Treasure  
Bordeaux - Elaine: Treasure  
Ceuta - Jamila : Treasure  
Changan - Mei-Yi: Everything  
Genoa - Theresa: Treasure  
Goa - Aruna: Stories  
Hamburg - Claudia: Stories  
Havana - Isabella: Treasure  
Istanbul - Ladia: Everything  
Lisbon - Lucia: Everything  
London - Lillian: Treasure  
Malacca - Rukia: Treasure  
Marseille - Mathilda: Accessories  
Margarita - Lupe: Everything  
Mecca - Salma: Accessories  
Nagasaki - Onatsu: Stories  
Riga - Natasha: Accessories  
Rio de Janeiro - Silvia: Treasure  
San Jorge - Tobia: Everything  
Sofala - Shani: Everything  
Stockholm - Viveka: Everything  
Venice - Francesca : Accessories

Random Additional information:

Lucia in Lisbon will start out 'In love' with Joao. Ladia in Istanbul starts out liking Ali and will fall in love with him when he impresses her by repaying her loan. Catalina, for some strange reason, can't get girls to fall in love with her at all, though gifts and stories will get them to like her well enough to share info and whatnot.

The bars in New Horizons are closed from 4am to 8am and are open at all other times, 365 days a year and the waitresses are on duty, meaning that they are working 140 hour work weeks and have at most 4 hours to sleep, bathe, etc. No wonder they are so happy when you give them clothes, they probably haven't had a chance to buy a new outfit in decades.

Mei-Yi in Changan and Aruna in Goa appear to have red eyes, a color that is not natural in human beings, neither are they albino. Furthermore, Mei-Yi has ears (well, one ear, the only visible one) that look suspiciously pointy. One can't help wondering if they have some sort of supernatural or demonic origin. Of course, maybe it's just that the 140 hour work week has left them all bleary and red-eyed, but anyway, I'd be cautious about letting them kiss you.

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11. Discoveries

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This one is dedicated to ... Discoveries?  
Yes, rightly, I have listed all the discoveries here.  
With permission I've taken them from:  
<http://uncwnh.8m.com/main.htm>  
by Tri Laksmana

But as I know you can't click links in texts, and you don't want any more time spilled, so here is the list (actually I had to turn a table into a simple text "table", so I did 'some' work).

Remember that in one game, there will be only, randomly picked, 49 villages, and so 49 discoveries. So you won't find all of these...

To find a discovery, use CTRL+F and type the discovery you are looking for.

No	Lat-Long	Location	Discovery	Value
1	12s-139e	Carpentaria Bay	Kiwi	B
2	30s-148e	New South Wales	Koala	B
3	28s-126e	Southern Australia	Ayers Rock	B
4	37s-144e	Tasmania	Tasmanian Devil	C
5	26s-113e	Western Australia	Frilled Lizard	A
6	16s-116e	Western Australia	Kangaroo	A
7	12n-98w	Guatemala	Popol Vuh	B
8	19n-102w	Gulf of Mexico	Jade Mask	C
9	12n-90w	Honduras	Guatavita Lake	C
10	20n-112w	Mexico	Monument of the Sun	A
11	13n-105w	Mexico	Crystal Skull	A
12	25n-116w	Mexico	Mexican Beaded Lizard	B
13	15n-109w	Mexico	Stone Face	C
14	8n-92w	Nicaragua	Mural of Marnalico	B
15	4n-86w	Panama	Stone Ball	C
16	0s-41e	Kenya	Mandrill	B
17	36n-102e	Huanghe River	Panda	A
18	41n-110e	Huanghe River	Great Wall	A
19	35n-113e	Hunaghe River	Qian Ling	A
20	39n-107e	Huanghe River	Hedgehog	C
21	39n-139e	Japan	Namahage	B
22	35n-138e	Japan	Toro Ruins	C
23	38n-125e	Korea	Plant Worm	C
24	18n-72e	Malabar Coast	King Cobra	D
25	25n-65e	Pakistan	Mohenio-Daro	B
26	14n-93e	Andaman Isles	Inle Lake	C
27	10s-48e	Madagascar	Chameleon	D
28	20s-50e	Mauritius Island	Dodo	*
29	30n-48e	Persian Gulf	Burning Water	B
30	24n-37e	Red Sea	Papyrus	C
31	31n-29e	Nile Delta	Rosetta Stone	D
32	19n-24e	The Nile	Crocodile	C
33	5n-33e	The Nile	Pteranodon	C
34	14n-32e	The Nile	Nubia Pyramid	C
35	11n-36e	The Nile	Tessisat Falls	C
36	10n-31e	The Nile	Baobab	C
37	27n-31e	The Nile	Khufu Pyramid	C
38	0s-32e	The Nile	Victoria Falls	D
39	38n-128w	California	Prairie Dog	B
40	29n-122w	California	Bison	C
41	35n-77w	North Carolina	Passenger Pigeon	C
42	29n-82w	North Carolina	Totem Pole	D
43	43n-94w	The Mississipi	Niagara Falls	A
44	33n-98w	The Mississipi	Venus' Flytrap	C
45	66n-28w	East Greenland	Great Auk	B
46	88n-93w	Ellesmere Island	Mammoth	*
47	88n-66w	Northwest Greenland	Saber-toothed Tiger	*
48	51n-1w	England	Stonehenge	D
49	80n-119w	Melville Island	Blue Whale	A
50	76n-179e	Vrangel Island	Stellar's Sea Cow	B
51	30s-25e	Cape of Good Hope	Big Zimbabwe	C
52	31s-19e	Cape of Good Hope	Diaz's Monument	C
53	48s-82w	Chile	Vampire Bat	C

54	1n-83w	Columbia	Terracotta Figure	C
55	20s-77w	Peru	Lake Titicaca	B
56	10s-85w	Peru	Temple of the Sun	B
57	25s-67w	Salado River	Giant Ground Sloth	*
58	30s-63w	Salado River	Clay Monster	B
59	25s-67w	Salado River	Anteater	B
60	56s-80w	Strait of Magellan	Leon Penguin	C
61	7s-77w	The Amazon	Archaeopteryx	A
62	2s-75w	The Amazon	Balsa	B
63	5s-83w	The Amazon	Gold Frog	B
64	0s-70w	The Amazon	Matamata	B
65	5s-66w	The Amazon	Pororoca	B
66	11s-77w	The Amazon	Tarantula	C
67	8s-61w	The Amazon	Anaconda	C
68	4s-61w	The Amazon	Amazon Water Lily	C
69	9s-73w	The Amazon	Piranha	D
70	7n-65w	Trinidad	Iguana	C
71	35s-66w	Uruguay River	Toucan	B
72	7n-70w	Venezuela	Cactus	D
73	3n-107e	Borneo	Pitcher Plant	C
74	0s-117e	Celebes	Stone Buddha	B
75	5s-120e	Flores	Komodo Dragon	A
76	3s-105e	Java	Borobudur	A
77	5s-111e	Java	Python	B
78	3s-136e	New Guinea	Greater Bird of Paradise	A
79	7n-95e	Sumatra	Hornbill	B
80	12n-102e	Thailand	Angkor Wat	B
81	11n-97e	Thailand	Ayutthaya's Buddha	C
82	13n-126e	The Philippines	Durian	A
83	15n-122e	The Philippines	Tree Snake	C
84	22n-108e	Vietnam	Kalavinka	B
85	35s-127w	Easter Island	Moai	*
86	13s-117w	Fiji Island	Nasiped	D
87	5s-96w	Galapagos Island	Giant Tortoise	A
88	6n-151e	Nauru Island	Indo-Pacific Cowrie	A
89	35s-175e	New Zealand	Moa	*
90	9n-135e	Palau Island	Fruit Bat	B
91	6s-12e	Congo	Armadillo	C
92	1n-7e	Congo	Diggo's Monument	C
93	1s-17e	Congo River	Moquele Mubembe	B
94	12s-10e	Namibia	Quagga	C
95	12n-2e	Niger River	Ant Hill	C
96	15n-2w	Niger River	Clay Mosque	C
97	0s-24e	Congo River	Moonbow	D
98	89n-88e	Northern Ice Sea	Aurora	A

Note: Thanks to Markus S, I found the last village that contains the beautiful ice miracle, Aurora. Thank you! In a single game can only be found 49, so don't question me, when some villages don't pop up.

Here are all the definitions of the Discoveries (when you want to alter them, look in the Cheat section for more information).

#### Stonehenge (Ruins)

Prehistoric monument, consisting of rings of stones, with the outermost ring made up of large stone columns. Believed to have been an astronomical observatory.

#### Rosetta Stone

Black basalt slab bearing the same inscription in three languages- ancient

Egyptian hieroglyphics, a simpler ancient Egyptian writing system, and Greek.

#### Khufu Pyramid

Tomb of the Pharaoh Khufu, a pyramid measuring 481 feet high with a square base 756 feet wide. The four sides face the north, south, east and west.

#### Crocodile

Fierce amphibious predator armored with hard leather skin, the crocodile sometimes reaches a length of 20 feet. With its powerful jaws, it can rip into livestock animals and even humans with one bite.

#### Nubia Pyramid

Pyramid built by the ancient Cush in northern Africa. Though it's relatively small, with a 30 by 30 foot square base, it has distinctively steep sides.

#### Tessiat Falls

This remote waterfall is 140 feet high and is found near the source of the Blue Nile.

#### Baobab

Huge tree with many useful qualities. The bark can be used to fashion rope or cloth, the fruit is edible, and the trunk itself is so large it can be used for storage or even shelter.

#### Pteranodon

A dark-colored bird whose bat-like wings measure 6 feet across. It's noted for its large beak and sharp teeth.

#### Victoria Falls

Believed to be the source of the Nile River. The Zambezi River plunges 400 feet into the lake, forming Victoria Falls.

#### Diogo's Monument

A tall stone monument with inscriptions in Latin, Portuguese, and Arabic. Erected when Diogo Cam discovered the Congo.

#### Ant Hill

These small ant castles, in their various shapes, often surpass the architectural feats of man.

#### Clay Mosque

Supposedly, the ruins of a golden city in the Sahara. Time has taken its toll, but the work of conscientious desert dwellers have helped preserve the ancient structure.

#### Armadillo

Animal with bony plates on its back. When threatened, it curls up to cover its soft unprotected abdomen.

#### Moquele Mumbembe

The locals of Lake Tele have claimed to have seen this dinosaur from time to time. It's believed to be herbivorous and about 15 feet long.

#### Moonbow

A rainbow that shines gold and white in the dark night. Legend says that this beautiful, mysterious vision brings good luck to those who see it.

#### Quagga

A horse-like creature related to the zebra, but with no stripes on its hind portion. It takes its name from the sound it makes, {Kwahaha.}

#### Diaz' Monument

Stone monument at the Cape of Good Hope on the southern tip of Africa. It was erected by Bartholomew Diaz and remains a symbol of brave sea adventurers.

#### Big Zimbabwe

The name means [large rock house.] It proves that there was once a glorious dynasty in this area.

#### Mandrill

Monkey with a colorful face resembling that of a human. It has a beard, purple bottom, and a short tail.

#### Dodo

A bird the size of a turkey, with a large hooked bill. Its wings are very small, making it incapable of flight.

#### Chameleon

Lizard with the amazing ability to change its color to match its surroundings. It's quite adept at capturing insects with its long and sticky tongue.

#### Papyrus

Tall water plant that was used to make a form of paper in ancient Egypt.

#### Burning Water

Strange black liquid that springs out from underground in desert areas. It has a bad smell and burns easily.

#### Mohenjo-Daro

Ruins of a city dating from the time of the Indus civilization. Built around a dome-shaped Buddhist shrine on a hilltop, this city probably was a commercial center during the Bronze Age.

#### King Cobra

The world's largest poisonous snake. When disturbed, it extends its ribs behind its head to form a flaring hood.

#### Inle Lake

The people who live here have built their homes and fields on the island that floats on the surface of this lake.

#### Ayutthaya's Buddha

One of many busts of Buddha found in Siam, which has several temples and statues dedicated to him.

#### Hornbill

Friendly large-billed bird that makes a hissing sound to intimidate its enemies. It sometimes grows up to 60 inches in height.

#### Angkor Wat

Ruins of a temple constructed by Khmer during the 12th century. The name means [temple of the capital].

#### Kalavinka

A bird of legend said to have the face of a beautiful girl. Its sweet singing can make people forget everything, even their own names.



#### Plant Worm

A strange insect which transforms itself into a fungus during the summer. It is highly valued in China as a tonic and an elixir.

#### Toro Ruins

Ruins of farming villages dating from around 300 B.C. The villages had rice fields orderly divided by strong ridges and storehouses with elevated floors.

#### Namahage

Fabled demons that kidnap and devour bad children. The legend is told in a traditional festival where men disguise themselves as demons to scare the town's children.

#### Qian Ling

Empress Zetian Wuhou's tomb. A hill with a circumference of 25 miles was turned into this huge tomb where all her treasures are buried.

#### Great Wall

1500 miles long and averaging 25 feet high, this truly is a great wall. It was constructed over many generations by Chinese rulers as a defense against raids by nomads in the north.

#### Hedgehog

A small mammal with an arsenal of long prickly spines on its back. It rolls itself into a ball when threatened.

#### Panda

A large bear-like black and white animal found at high altitudes in mountainous regions. It's friendly and feeds on bamboo.

#### Passenger Pigeon

A beautiful pigeon with slate blue wings and a russet breast. They migrate in large flocks every spring. People say that this species will never become extinct. (Or will it?)

#### Totem Pole

Large wooden pole carved with the designs of animals. It symbolizes the status of the chief, and is sometimes used as a sign of the tribe.

#### Jade Mask

A mask encrusted with small pieces of jade. Its eye holes give it a somewhat ominous appearance.

#### Guatavita Lake

A holy place for the Muisca, who throw gold and emeralds into the lake when their new king ascends the throne.

#### Cactus

Spiny, fleshy plant that grows up to 6 feet tall. This unique plant is well-adapted for arid climates.

#### Iguana

A large scaly lizard, measuring about 6 feet in length. The row of leathery spines on its back make it look like a fierce dinosaur, but it's actually a gentle creature.

#### Venus' Flytrap

Insect-eating plant with a jaw-shaped flower that bears sharp spines and

secretes a sweet liquid. Once its jaws snap shut they won't reopen until the prey has been digested.

#### Niagara Falls

A magnificent waterfall, about 158 feet high and 3010 feet wide. Ancient people must have thought that the edge of the earth looks something like this.

#### Amazon Water Lily

An aquatic plant with giant floating leaves and large flowers. The leaves measure over 6 feet in diameter and are so strong that they can bear the weight of a small child.

#### Anaconda

A gigantic serpent. Adults may grow 19 feet long and weigh as much as 235 pounds. They are found near the water and crush their victims by constricting them in their coils.

#### Pororoca

An enormous tidal wave that occurs during the new moon in April. Locals say that huge waves may reach over 16 feet high and wash everything away from the shore.

#### Matamata

A spiny turtle with a large diamond-shaped head and an irregular, rugged shell.

#### Balsa

A primitive vessel used for local inter-tribal trading. This raft has a grass hut mounted on top and uses a square sail.

#### Piranha

The terror of South American rivers. It is not uncommon for these groups of fish to devour people or domesticated animals that try to cross their river.

#### Tarantula

A large hairy poisonous spider that feeds on birds and small animals.

#### Archaeopteryx

A reptilian bird thought to be an ancestor of today's birds. It had four legs and was unable to fly, but it is believed that this bird-reptile could glide.

#### Gold Frog

A tiny frog with beautiful golden skin that secretes a mysterious poison. Locals believe that this rare frog will guide one to a legendary land of gold.

#### Toucan

A loud-squawking bird with a huge, brightly colored beak. It feeds chiefly on fruit.

#### Clay Monster

A clay figure of a monster with a large head and fangs.

#### Giant Ground Sloth

A slow-moving, hairy mammal with sharp claws. Rumor has it this 20 feet tall creature walks upright and feeds on leaves and branches.

#### Anteater

A toothless mammal with powerful claws on its front feet and a long tongue that comes in handy for catching ants - the mainstay of its diet. Its long tail accounts for half of its 6 foot length.

#### Leon Pinguin

A flightless goose-sized bird that uses its wings to swim. Found in large flocks, it was discovered by the Portuguese navigator, Leon Franco, about 20 years ago. Well, that's what some people say.

#### Vampire Bat

A large bat with a 12 inch wingspan. It uses its sharp teeth to make a shallow wound on its prey, secretes a liquid to prevent the wound from closing, and feeds on its blood.

#### Lake Titicaca

The world's highest lake at an altitude of 12,500 feet in the Andes Mountains. The Aztecs believe that a god lives in this lake.

#### Temple of the Sun

A pyramid-shaped shrine in the central Andes, with distinctive frontal stairs climbing 33 feet to the top.

#### Terracotta Figure

This large sculpture represents a legendary hero worshipped by local tribes. Its sculpting technique and intricate design prove that this area has a highly advanced culture.

#### Stone Ball

A perfectly spherical stone measuring about 6.5 feet in diameter. Its use is unknown.

#### Mural of Marnalico

A mural of warriors and hunting gods.

#### Popol Vuh

A manuscript of Mayan legends, describing their philosophy, cosmology, and history.

#### Crystal Skull

An elaborately sculptured crystal skull used for generations in rituals by tribal leaders.

#### Stone Face

A stone bust excavated from Tenochtitlan.

#### Monument of the Sun

A round stone monument symbolizing the sun and the seasons. It represents the Aztec people's concept of the universe.

#### Mexican Beaded Lizard

A large lizard with black and yellow bead-like scales. Its secret weapon is its ability to produce poison in its mouth.

#### Bison

A large wild bull that can weigh almost a ton. It is hunted for both food and its hide, which can be used to make leather. Such great numbers roam the plains that it's hard to imagine them ever becoming extinct.

#### Prairie Dog

Ground-dwelling squirrel-like mammals 11 -16 inches long. They make their home underground in a complex system of interconnecting burrows with many entrances.

#### Borobudur

The ruins of a major Buddhist monument. It consists of eight diminishing tiers of terraces connected by stairways. The walls of the corridors are lined with intricately carved relief sculptures.

#### Python

A giant snake that can grow over 33 feet long in the jungle. After constricting and suffocating an animal, the python swallows its prey whole.

#### Komodo Dragon

A giant slow-moving lizard found only in secluded parts of Indonesia that can grow up to 10 feet long. It uses its long, sharp claws and jagged teeth to attack animals even as large as a small deer.

#### Kangaroo

Its long fat tail and powerful hind legs help this animal hip-hop along. The newly born infants, still small and pinkish, crawl into a pouch on the mother's belly and remain there during infancy.

#### Frilled Lizard

A lizard with a large umbrella-like frill. It rises up and opens the frill to intimidate enemies and runs away only on its rear legs.

#### Ayers Rock

A legend says that there is a humongous red monolith in the center of this continent.

#### Tasmanian Devil

A 30 inch long nocturnal animal that feeds on small animals and carrion. It hides in the cracks of rocks and trees.

#### Koala

A tree-dwelling marsupial mammal that only eats the leaves of the eucalyptus tree. Koala young spend their first 6 months in their mother's pouch, feeding on predigested eucalyptus leaves.

#### Kiwi

Named for its cry, this is a flightless, nocturnal bird with a small head and a long, slender bill that has nostrils near the tip. It uses its highly developed sense of smell to find its food.

#### Greater Bird of Paradise

The male of this beautiful bird has a yellow head, long tail and dark-green throat, but the female has only short feathers and is rather dull in color.

#### Stone Buddha

A huge statue of Buddha carved out of the side of a mountain.

#### Pitcher Plant

A plant that feeds on insects by trapping and digesting them in its pitcher-like leaves.

#### Tree Snake

A slender snake about 3 feet long. The name comes from the fact that it

makes its home in trees.

#### Durian

A fruit that is covered with sharp needles. Some say that it is the most delicious of all tropical forest fruits, but it smells so bad that most don't dare taste it.

#### Moa

An ostrich-like bird incapable of flight, measuring over 10 feet in height. Its massive and well-developed hind legs help it run very fast.

#### Great Auk

A flightless bird about 30 inches long that makes its home near Greenland. Fishermen hunt this bird for its tasty meat.

#### Aurora

A luminous atmospheric phenomenon seen in the night sky. Its awesome curtain-like display is constantly changing. While it's something special to see, the magnetic storms that occur with it can disturb your compass.

#### Stellar's Sea Cow

A large water mammal about 10 feet long. The head resembles a seal and its rear part has a fish-like shape. Locals say its meat is delicious.

#### Blue Whale

The largest animal in the world, sometimes reaching a length of 30 meters and weighing over 150 tons.

#### Mammoth

A legendary giant elephant with a coat of brown wool and long tusks that curve upward.

#### Saber-toothed Tiger

A large carnivorous animal about 6 feet long. Its enormous, blade-like upper teeth extend 7 inches below its lower jaw.

#### Fruit Bat

Just as the name suggests, this bat lives off of fruit. It is a very rare delicacy at tables throughout the area.

#### Indo-Pacific Cowrie

A rare snail with a beautiful shell that lives deep in the sea. Its shell is used as an amulet by tribal leaders and shamans in the area.

#### Nasiped

A creature rumored to resemble a mouse that walks upside down using its highly developed nose. This odd creature is probably fantastical.

#### Giant Tortoise

A large, slow-moving tortoise that can weigh as much as 500 pounds. Its domed shell sometimes grows as long as three feet and serves as protection for its elephant-like skin.

#### Moai

Giant stone statues ranging from 15 to 60 feet high. They're carved with large faces, long ears and short bodies.

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Thanks to Scaly Lizard for the subsections of (t)his section.  
Thanks to Chris for the Trading Chart (check it out, it's \*neat\*).

"Let it not be said that he was a cheese merchant." --Commodore Ruthless

Trade, and the world trades with you. Money is the key to anything you want to do in the world of the 1520s. All scenarios must start the game trading, forsaking the blast of War and the glory of Discovery. In fact, Trade is what makes possible the other two joys of Uncharted Waters: New Horizons, kicking butt and exploring the dark waters. These are the calling of the true Commodore.

But every character from pirate to cartographer must make some cash to get going, and must make that cash fast. I have some good early-game trade routes for each of the scenarios, but the rest of this section is geared towards the theory behind the trade routes listed here. Early in the game, you might start out with Wool and Raisins before you can finance a decent trip to the Bosphorus. Later, you learn that Art and Carpet are the foundation upon which you make the transition from a "starter kit" fleet of sloops and cogs to a more mature fleet of Naos, Galleons and La Reales.

Trade strategy changes throughout the game, and so this section is divided into a few parts, each devoted to a different phase of the game. First, though, here is the nugget that you'll must certainly like, the 6-Month Money Machine:

This is the best trade route in the advanced stages of a game (when you are able to do it with large, fast ships like Frigates or Tekkousens, and you are an Earl or higher social rank, and when you can afford a tax permit from your King):

--=SIX MONTH MONEY MACHINE=-- (by Scaly Lizard)

Start on April 1st or October 1st with a fresh tax permit.

Go to Lubeck and buy Silver. Sell it right back to them, until you stop making a profit. You want to have about one-quarter of your fleet's carrying capacity full of Silver.

Go to Amsterdam. Buy as many glass beads as you can carry and still have food for a 15-day sailing trip. Unload some Glass Beads at the West African ports where you stop for food and water. Try to get 90 gp or more per lot of Glass Beads.

Go to SouthEast Africa. Sell the remaining Glass Beads for cash, and then sell the Silver to depress the price of Gold, then buy Gold really cheap. Do this in small enough lots to manage the economy, but large enough lots to maximize your profits (50). Repeat until your holds are full of Gold. You can get the price of Gold down to around 130 gp per lot.

Go to India. Sell the Gold for Pepper and Cinnamon (in Ceylon). Keep a small amount of Gold to manipulate the price of Silver later on in Nagasaki. Go to the Far East. Sell the spices and load your holds with 60% Porcelain, 20% Silver (from Nagasaki) and 20% Silk Cloth (from Sakai).

Go back to India and sell the Porcelain and Silk Cloth for Linen. Again, by selling small amounts of Silk Cloth, you can keep the prices of Linen low, and the Porcelain is just more profit for you.

Go back to East Africa and sell the Linen for a profit and load up on Gold, using the Silver from Nagasaki to keep the price of Gold low.

Back to Nagasaki. Sell Gold for Silver.

Back to East Africa. Sell Silver for Gold.

Return to Lubeck with your Gold. Sell it for 1650 gp per lot by using small Silver purchases to keep their buying price for Gold high.

Go back to Amsterdam to load up on Glass Beads, go find a Tax Permit, and

you're off to the races. It should be very close to April 1st or October 1st.

You should earn about 60 million gp per circuit using this trading route, with a large enough fleet. I definitely recommend getting ten well-made Tekkousens as soon as possible. They are as fast as Frigates, and larger. With 10 Teks, you can carry 9500 lots of cargo easily. Another important reason to seek out the Tekkousen is that with five of them, with 100 guns on each, you can beat any fleet on the sea. I once used 3 Teks to beat a fleet of 8 Flemish Galleons. I sunk them all, because I'm like that. Who needs to confiscate cargo when you know the secret of the Six-Month Money Machine?

If you use ten Tekkousens, the finest boats from Japan, you can reliably do the route twice a year, with time to take care of some business in Europe and the Mediterranean. If you want the highest profits possible, you need a tax-free permit and you need all the cities on your route to be solidly invested-in. For hyper-profits, I usually leave Europe in early April or early October and go straight to East Africa, making a few stops along the way for food and to sell the Glass Beads for a profit in West Africa. Selling Silver for a loss, or only a small profit, is the key to the whole enchilada. When you depress the prices of Gold by selling enough Silver, you can make over 1500 gp profit on every lot. Wow!

A tax permit bought in Europe on April 1st will expire on October 1st. To maximize a six-month trade route, go Europe-East Africa-Nagasaki-East Africa-Nagasaki-East Africa-Europe, selling Glass Beads and Silver for Gold in Africa, selling Gold for Silver in Nagasaki (using Silver purchases to make them buy Gold at 1350 gp), then back to Africa to sell the Silver for more Gold. Selling the Japanese silver in Africa will only net you about 50 gp or less per lot, but the profits when you bring the gold back to Nagasaki are about 1200 per lot, a damn good trade-off. Each leg of this itinerary should take you about 1 month, if you have Teks or La Reales or well-captained Frigates.

Unfortunately, Full-Rigged Ships are just a little too slow. It takes them about 7 months to do the cycle, which throws everything off track because you either have to leave Europe with a Tax Permit that won't last you the whole trip, or you have to visit Nagasaki only once per cycle, and have a month of wasted time every half-year hanging around in Europe waiting for a fresh Tax Permit. This lost time makes the Full-Rigged less profitable, despite its huge holds and despite the fact that it's a kick-ass boat. I got to admit that I always keep a fleet of Full-Riggeds as my War Fleet, docked half in Lisbon and half in Seville. With maximum Carronades and Goddess figureheads, they rule the waves.

Speaking of moored ships, as soon as I'm at the point where I can afford it, I customarily build the following fleets as an insurance policy against whatever the game may throw at me:

War Fleet: 10 Full-Riggeds in Lisbon (5) and Seville (5), outfitted with 300 crew bunks, max guns, Goddess figureheads.

Explorer Fleet: 10 La Reales in London (5) and Amsterdam (5), outfitted with no guns and 40 bunks, Goddess figureheads.

Trade Fleet: 10 Tekkousens in Genoa (5) and Istanbul (5), outfitted with 50 bunks, no guns, Goddess figureheads.

Obviously, I fill the holds of every moored ship with Gold, so I have a multi-million-gp nest egg that cannot be touched by any disaster or misfortune.

If you leave Europe on April 1st and time it right and don't dawdle, you can do the route from Africa to Nagasaki twice before your tax permit expires.

You can then return to Europe to renew your permit, but now with a load of gold worth 15 million at Lubeck (with 10 Tekkousens full of gold), and be ready to buy a new permit on October 1st.

This six-month cycle can net you over 60 million gold pieces each time, with good luck and the right crew on the right boats. That's a billion gold pieces every eight years, which is more money than you could ever hope to spend, even if you had every barmaid in the world begging for trinkets.

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## 12.a Trade Routes

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It's like, everyone knows that you can make some money with the Istanbul-Athens route. But what are really profitable routes that make you a billionaire in no-time. Well, check these out yourself and add some if you'd like. maic\_groels@hotmail.com (again, if you didn't know yet)

^O^ Genoa-Madeira aka The Expensive Metal Route (by Daniel Kee)

1. Buy Silver in Genoa, buy in a lots of 50 (The magic number ;)
  - Buy until the market rate is maximum (150%)
2. Sell at Maderia or any other port in West africa
  - First you need to invest so Gold is available in Market.
  - Sell the Silver in lot of 50 (The magic number again)
  - Sell until the market rate is minimum (50%)
  - Buy the Gold as much as you can at one time.
  - Sell Silver until the market rate is minimum (50%)
  - Buy the Gold (at 400-420) as much as you can at one time again.
  - Repeat until cargo is full.
3. Sell gold in Genoa.
  - Sell the Gold as much as You can at one time.
  - Buy the Silver in lot of 50, get the market to 150%.
  - Sell the Gold as much as You can at one time (max is at 1500).
  - Buy the Silver in lot of 50, get the market to 150% again.
4. Repeat and get rich very fast!

Well, the funny thing is the silver selling is always losing...

But the large profit margin of sell gold can cover the lost. Let say you got cargo space of 400, earn profit around 900. Per trip you'll get  $400 \times 900 = 360000$ . Very profitable route eh?

Initial cost will be: Intital around Gold  $420 \times 400 = 168000$ . Invest of 4-5 times to get gold =  $5 \times 50000 = 250000$  Total up to = 418000.

^O^ Lisbon-Madeira-West Africa aka The Cheap Route (by Daniel Kee)

For start off, with a small ship of cargo space of 60-80...

Buy olive oil at Lisbon and sell off at Madeira. This is a good trade.

But by the time the Olive Oil price is around 2x the price of sugar (economical value also contribute to the factor of market be able to cope with the flow of trade volume), so the market price of sugar will drop a lot. You can buy sugar and sell it in any other West Africa port (actually selling sugar at these port is around 60+, being a better price than around 40+ at Lisbon & ports around Iberia) to balance it off. No initial investment cost.

The inital money to start will be oliveoil  $80 \times 34 = 2720$ , sugar  $80 \times 20 = 1600$ .

Profit margin per turn =  $(40 \times 80 + 60 \times 80) - 2720 - 1600 = 3680$

a very good trade route for beginners...

Also the trade route for Rock Salt and Porcelain is good, but for just around 20 turns.

The profit margin per turn =

$(60 \times 80 + 130 \times 80) - (110 \times 80 + 35 \times 80) = 3600$  almost the same...

^O^ Istanbul-Athens aka The Grandpa Route (by Daniel Kee)



Ah... who can forget the Good old carpet and Art trade?

But anyway, there is a lot of money involved...

Let say ship cargo at 80... Means, Profit margin is

$(400 \times 80 + 330 \times 80) - (215 \times 80 + 310 \times 80) = 58400 - 42000 = 16400$

The initial fee to reach this profit is 42000 gold...

at the beginning of the game, you can't do that...

you can make your money grow faster by buying and selling other lower price but profitable items like copper ore, woods, & etc with fish,

grains & etc... But You can use the market influence to make the margin

even bigger : (remember the magic number "50"?) I prefer Istanbul at 150% and Athen at 50% Profit margin is about :

$(550 \times 80 + 240 \times 80) - (265 \times 80 + 165 \times 80) = 63200 - 34400 = 28800$

(Actually there is a balance somewhere that both side will profit and the profit margin at maximum but you'll have to experiment on it... The figures above is just a guide line, it might not be secure for every game.

This method will cause one of the port to be at 50% so the food and ship building cost will be minimum. The reason I prefer Athens at 50% is :

- 1) Athens have potential to reach maximum industry and economy value.
- 2) I prefer to sell item at Highest possible price.

^O^ Amsterdam-Timbuktu aka Mosquito->Elephant Route (by M.D. Muff)

You start off with Glass Beads at \$2-3 in Amsterdam and take them to Timbuktu (Africa) and sell them in lots of 50 or 100 depending on the capacity you have available, for around \$25-30, and this drops the market rate, also the market rate can never go below 50%, so you will always be making a profit off your Glass Beads. Buy as much Gold as you can carry, do this for each ship, emptying your Glass Beads in exchange for Gold, and take it back to Northern Europe for huge profits.

Need: Large capacity for trade. I used Otto Baynes for this and I had (1) Frigate and (5) Barges for the trip, using the Frigate as a supply ship and the Barges filled with cargo. I started off with around 25 gold bars. The trip takes about 20 days down and 20 days back and I ended with 1,034 gold bars after two (2) trips.

Note: Works best when you have a Tax-Free Permit for Holland (from Antwerp \$10,000) and a Tax-Free Permit for what-ever country you are from. Would work best if you were Ernst, but any character can make around 1,000 gold bars with-in 2-3 months.

^O^ Santa Cruz-Lubeck aka Become Huge While Staying Small Route  
(by Edwin Spence)

In the beginning, scoop up Santa Cruz, a small, neutral island port on the Westcoast of Africa. It might not look like much but after investments of max. X3 (150,000 gold) it sells gold. With La Reales at first and later Frigates, you can make the trip from Lubeck to Santa Cruz in under 20 days, with a 50 crew/100 water/100 food and 200 cargo La Reale/400 cargo Frigate. This equals to an unbroken trade run exchanging silver for gold. If you can tweak the market with a few double buys of silver, you can get silver for 140 with bargaing and sell in Santa Cruz for 160. The real money maker is the gold though. I was buying at 460 and selling at 1150. Because it was metal for metal, the market never went berserk and the trade route could be ran for ever. In three months with 4 La Reales and two Frigates, I made 5 Million. I have no idea what you could do with a full fleet of fully rigged ships but the potential would be huge. Because I am a chicken I ran the fast Frigates but I had plenty of provisions left both ways. With 100 crew, 200 food and water, no guns, I figured you would have 700 for gold and silver. Times ten, 7000 X 690 profit on gold, it would be 4.8 million and more in a 40 day unbroken trip. You would be filthy rich in two years.

^O^ Rio-Lubeck aka Alternative 1000 Ingots Metal Trip

It is possible to get about 1000 ingots during one trip. But there are some requirements to achieve this:

- \*you should have 10 Full-Rigged Ships - all of them with minimum crew and minimum guns (eg. 0)
- \*you should have as high rank as possible (the higher the rank, the bigger the profit will become)
- \*recommended to have a tax free permit
- \*Lubeck and Rio de Janeiro should be allied with your nation
- \*you should have some money to start with (500 ingots)
- \*the economy rate in Lubeck and Rio should be high enough that they sell respectively silver and gold

Start in Rio. First buy the supplies to make it to Lubeck. Go to the market of Rio. Buy as many gold as one ship can take (1000). When you check the market rate for jewelry, it will be above 100%. So sell 100 pieces of gold - the rate will drop. Now continue selling 100 gold pieces till you're out of it.

The market rate now is around 70%. Again fill one ship full with gold. Repeat the procedure above, by selling 100 gold lots each time. The market rate is now 50%, and can't go lower. Now, the gold is very cheap. But there's more. Here we go:

The trick is to keep the price of gold low. And when you have filled one ship with gold, the market rate will increase 4%. But this can be decreased by selling 100-200 lots of gold. So, fill one ship with gold (let's call this ship 'first') and see the market rate go to 54%. Sell some lots (100-200) to let it drop till 50% again. Now fill the second ship. Then the rate will increase, so sell some of the gold on 'first'. Do this again and again, so that ship 'first' will get empty. Now you have 9 ships of gold and one with supplies. Save here, in case pirates attack you and will be in history books over the world :)

Go to Lubeck in Northern Europe. This port is the best, because the buy gold for the highest price. And it sells silver. Unload every water and food you still got and buy 100 lots of silver. Buy 100 lots again and again till the ship is full. The market rate now should be 130%. Now, sell ALL your silver at once and repeat the buying procedure till the market rate is at 150%. The price for gold should be around 1600 per lot. When you have sold all the gold from one ship (at once), buy 100 lots of silver, to get the market rate at 150% again. Repeat this, till none of the ships has got any gold. Count your profit :)

Buy one ship full with silver and go back to Rio. Let the rate drop till 50% and repeat everything. You've got 1000 ingots profit.

^O^ Hamburg-Oslo-(Copenhagen) aka Short East Sea Route  
Buying dye in Hamburg, sell it in Oslo and buying Wood there. Back to Hamburg, and sell the Wood. It's also good to buy Glassware in Copenhagen after dropping the price by selling Dye and Wood. Those three commodities are in the same category (Other), so you can enjoy the rise and the fall of the price for my benefit.

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12.b Trade Chart

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This nice chart has been set up by Chris Bzik.

Item	Iberia	N.Euro	Medit.	N.Afr.	Otto.	W.Afr.	E.Afr.	M-East	India	SEAsia
FarEast	C-Amer.	S-Amer.								



Wool	75	60	25*	30*	60*	10	8	15*	20	18	23
15	12										
Flax	40	40	42	10*	30	14*	10*	30	3*	20	14
20	25										
Coral	280	285	265	270	300	80	60*	80	70	20*	55
70*	100										
Amber	300	305	320	300	300	90*	120	310	290	210	
250	280	270									
Ivory	280	290	280	260	290	45	40	70	90	120	
300	120	110									
Pearl	310	320	300	270	240	70	75	60	40	35	
30*	105	95									
TorShel	120	130	110	80	85	15	50	65	20	10*	20
40*	30*										
Copper	180	170	175	160	60*	30	40*	75	30*	70	50
40	42										
Tin Ore	100	110	90	95	100	20	25	60	55	25*	35
22	22										
IronOre	190	70*	185	170	190	35	35	120	130	50	
140	35	30*									
GlassB.	2	2	2*	2	2	50	100	2	2	2	2
2	2										
Dye	50*	130	125	100	50*	60	20*	120	140	20	
200	15*	20									
Porcel.	120	55*	130	110	100	40	30	35	200	40	
12*	50	50									
GlassW.	230	220	230	230	230	50	105	35	300	95	
450	50	50									
Arms	100*	100	100	100	100	140	160	240	230	190	70
180	170										
Wood	130	100	125	100	40*	20	25	120	22	18	15
28	30										

^Explanation goes like this^

This list provides you the 100% (maximum) selling prices for a product in that particular area. Example: Clove can be sold for 140 anywhere in Iberia per lot. If there's a asterisk (star) after the price it means you can also buy the product in that area. Example: Cheese and Fish are sold in Iberia (keep in mind, that you may need to invest to actually buy it).

Important thing is: specialty items. Like, Art from Athens. Although this list lets you know Art can be sold in the Mediterranean for 400 per lot, this CAN'T be done in Athens, as it is a specialty product.

For a list on specialty items, check the Ports list, in section 7.

The main usage for this guide is when you're traveling from A to B, and you want to trade around with the goods. Let's say you go from S. America to SE Asia. You can check what is sold expensive in SE Asia, and then get that in S. America.

Keep in mind that these aren't BUYING prices, but SELLING prices. So the buying prices will be some higher than the selling prices of the items.

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## 12.c Investing

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Investing your hard-earned cash in a port sometimes seems like a waste of money. Actually, it is one of the most important things you can do in the game for long-term success. Investing in a port's Industry has the following

benefits:

The Port Industry level goes up one point for every 300 gp you give, up to a maximum of 50,000 gp per month, which nets a gain of 163 points. 49,800 gp gets the same result, so save yourself a few bucks.

The city's favor towards your empire increases, which can have a snowballing effect of good things if the port allies with your king.

If allied, you get lower prices in the port, and the economic power of your king gets greater, which increases the size of the gifts he can bestow on you.

Your Fame goes up and this can attract the attention of your king, progressing you along your scenario and gaining you social advancement.

The vulnerability of the port to foreign investments luring it away from your king is reduced. 10,000 gp invested in a port at 100/100

(Economy / Industry) has more influence over their favor than the same 10,000 gp invested at a port which is 500/500, and even less at a 1000/1000 city.

The port will offer a better class of ships, both new and used. Every port shuffles their stock of used boats at the end of every month.

The port can offer higher quality figureheads and guns.

Investing in a city's Economy has most of the benefits above, as well as:

Your Fame in Trade goes up, which increases your Charm, which gets you better prices at every marketplace around the world.

The port will offer more commodities for sale, and will run out of their specialty less often. It is a rude surprise when Athens runs out of Art.

The city's economy will recover more quickly from the effects of your trading.

The maximum economic strength rating a country can have per region (this is if every country in the world is at 1000/1000 and 100% ally to your home country):

Europe -- 9195 (playing as Portugal)

West africa -- 3000

Middle east -- 3000

Southeast Asia -- 8000

New World -- 5000

East Africa -- 3000

Middle East -- 3000

Far East -- 6000

If you invest a lot in each area, eventually the computer will give up investing partly. They will give up America, East/West Africa, Far East and Northern Europe (this one with a very little exception).

The Mediterranean will be of every country's main interest, but the Middle East, India and Southeast Asia are also being invested in.

What's very strange is that it is your OWN country that is not investing in any port, except for Mediterranean ports. It seems like your country doesn't see the challenge anymore, since there is no urge. They only seem to be competing for the Mediterreanean.

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### 13. Incredibly In-depth Trading

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Section completely done by Sacly Lizard. Maybe it is a little TOO in-depth, but you can see/read for yourself. Just check it out if you are keen on

money or already have everything done in the game. Anyway, it'll get you the ins and outs of the economy in UW2:NH

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### 13.a Early Game

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(The rest of this all is done by Scaly Lizard)  
OK, with that out of the way, let's look at the trading system in Uncharted Waters: New Horizons in a bit more depth, and learn how you can squeeze it for cash. You start with some cash, but not even close to enough to make Idin Leis interested in you. You have to get more, and you can't do it by piracy right out of the gate, unless you have a suicide wish. Make sure to visit every building in your home capital multiple times until no one offers you any more money, except if you are Ali, in which case you don't want to take cash from the innkeeper, so you'll get a cat instead. Try to buy another boat as soon as you can. If you came here for a quick fix to get your young commodore financially fluid, here are the best Early Game trade routes for each character:

Pietro:

Ragusa - Buy Dye  
Venice - Sell Dye, Buy Glassware  
Ragusa - Sell Glassware, Buy Dye

Ali:

Istanbul - Buy Carpet  
Marseilles - Sell Carpet, Buy Perfume  
Athens - Sell Perfume, Buy Art  
Istanbul - Sell Art, Buy Carpet

Joao and Catalina:

Lisbon - Buy Salt  
Bordeaux - Sell Salt, Buy Raisins  
London - Sell Raisins, Buy Wool  
Amsterdam - Sell Wool, Buy 1/2 Iron, Buy 1/2 Glass Beads  
Lisbon - Sell Iron, Buy Salt  
Madeira - Sell Glass Beads, Buy Sugar  
Lisbon - Sell Sugar, Buy Salt

Ernst and Otto:

Same as for Joao and Catalina, but you should start the cycle by buying Wool in London.

These routes should allow you to break out of the Caravela Latina you've been dragging around in, and at least get you up to a few Naos or Carracks with a decent figurehead.

The best trade route depends on how far along you are in the game. Athens-Istanbul is a great way to make early-to-midgame cash. Sugar-Perfume-Wool is a good trade route for stability and long-term profits, even if the margins are lower per lot. Gold is the ultimate commodity and the trade in it must be joined as soon as you can. The thing you need to understand is how and why a trading route becomes unbalanced, and the best ways to keep a trade route healthy.

As a general rule, making as many stops as possible is better for profits, until you are trading in goods which are valuable enough that express trips between ports yields bigger profits.

Buy as much as you can of the initial commodity for your character as listed above. The basic idea is to enter into a trade route that will be profitable enough for you to build a crew and fleet strong enough to carry you into the midgame phase of your scenario. If you start the game with the Eastern Routes (Athens-Istanbul-Marseilles and Venice-Ragusa), then by the time you exhaust these routes you should be able to move to the Western Route with 3 to 5 boats. By the same token, if you start out riding the Western Route (Lisbon-London-Amsterdam-Etc.), then when this route gets unprofitable, you should be able to score big on the Eastern Routes with 3 to 5 boats. If you're Ali, then you will find that the Art/Carpet racket gets out of hand quickly. Prices get whacked and you are no longer able to make a profit. Take a break for a few months and work Pietro's route, to let Athens and Istanbul calm down. The same in reverse holds true for Pietro's scenario. The idea is to mix it up for maximum profits over the long haul.

If you are working the Western Route out of the gate, then you are advised to start the cycle in either Lisbon or London, and outfit your ships to be able to sail for ten days. Starting the route in Amsterdam (by loading up with half Iron and half Glass Beads) tends to throw the route out of kilter faster than a start in London or Lisbon. You will need 10 days of sailing range to reach Madeira, which is straight southwest from a point on Iberia just North of Lisbon.

When I say "throw a route out of kilter" or when I talk about exhausting a route, I am expressing the essence of trading in Uncharted Waters: New Horizons. When you sell a commodity in a city, their buying and selling prices go down. When you buy a commodity in a city, their buying and selling prices for every commodity go up. This effect applies double to other commodities in the same category as the one you are selling or buying. Thus, if you sell 50 lots of Glass Beads in Madeira, the price they charge for Sugar goes down a bit, but if you sell 50 lots of Rock Salt there, then the price for Sugar goes down much more.

Of the commodities that can be sold or bought in the world, only a few are available in each city. The more you invest in the economy of a city, the higher the Economy level will go, and thus they will sell more commodities. As a port's Economy level goes up, its economy will recover faster from the effects of buying and selling. By this I mean that all accounts are settled at the end of each month. It is at this time that the effects of your investments will be applied to the city's Industry and Economy. At certain thresholds, more commodities will be offered and better ships and figureheads and guns will be available. Also at this time, the prices for every commodity will readjust back towards the "normal" level of 100%. Depending on how much trading has gone on in the port in the past month, this process of readjustment may take only one month, or several months. This is the basic drawback of the Athens - Istanbul route. The two cities are so close to each other that you can make the trip many times per month, and the route as a whole cannot possibly readjust faster than you can pump money out of it.

In a way, this facet of the game is one of the subtle things that make UW:NH highly replayable. If you sell lots of Art in Istanbul, then the buying price for Art will go down. Simple enough. If everyone in Istanbul is selling Art nowadays (Art which they bought from you), then the price of everything else in Istanbul will go down, including Cotton and Dye. But the price for Carpet will be affected more. Unfortunately, there is simply not enough demand for Art in Istanbul itself to absorb the huge shipments you can run over from nearby Athens. This means that the Turkish merchants must work their own internal trade routes to get rid of the Art you bring, perhaps by dispersing it out to the Balkans or Syria (places that you can't

go), and this process takes time. When you sell 1000 lots of Art to the merchants in Istanbul, a month later they may still have 600 lots in stock, waiting for buyers in the Caucasus to show up. Of course, they will be less interested in another 1000 lots of Art. If the city is left alone for several months, then the price index will creep back to normal, but you don't have several months, do you? Since Istanbul is a capital, you cannot invest in it to help the economy repair itself. You can only pump their buying price for Art up again by purchasing other commodities. Fortunately, Carpet is in the same category as Art, and happens to be Istanbul's specialty.

Finding a pair of cities whose specialties are in the same category opens the door for market manipulation on a grand scale. The price you pay for a commodity depends on your social status, the price index of the city, the skill of your bookkeeper, whether you have a tax permit and your luck, but by buying and selling other commodities you can more directly manipulate the prices at a marketplace. If you buy 1000 lots of Art in one transaction at Athens, the price for Art will jump, and their buying price for Carpet will jump accordingly. A purchase or sale of as little as 50 lots, though smaller, will affect the prices of commodities almost as much as a whopping 1000-lot transaction. With 4 or 5 50-lot purchases of Silver in Lubeck, for example, you can drive the price that they will pay for Gold through the roof - to 1650 gp per lot! Thus, it is easy to see that by a series of small Carpet sales in Athens, you can drive the price you'll pay for Art way down. Sometimes it is to your advantage to take a loss on 200 lots of Carpet to reap huge profits on 2000 lots of Art. The trick is to find the balance point that will keep a trade route healthy.

In the case of Lubeck, you do not care about the economic health of the city. You are not interested in buying Silver cheaply; you just want them to pay through the nose for Gold. Most of the time, however, you have to take into account the stability of the markets in the cities on your route. Say you have a cargo capacity of 100 lots. If you go to Athens and load up on Art at 360 gp per lot, you are pumping 36,000 gp into the local economy. When you trade it at Istanbul for Carpet at 254 gp per lot, you are only putting 25,400 gp back into the local market. Obviously, filling your fleet to the brim at each port puts the Athenian economy out of whack faster than Istanbul's. To make matters worse, the Port Economy of Athens starts out at only 640, which means it will take longer for the city to absorb the shipments of Carpet you sell there. Both of these factors (price of Art vs. Carpet and the differing Economy levels) make the trade route very unstable.

We now see that even though Art and Carpet are in the same commodity category, and even though they are the specialties of their respective ports, this route is still not a one-to-one trade. Add to this the fact that your profit margin is high on this route, which means that you can increase your cargo capacity very quickly, and you are on the road to disaster. Athens will often run out of Art to sell to you, until you have invested the Port Economy up quite a bit. You will have to take a loss on more and more lots just to keep your profits at an acceptable level. In short, you see rapidly diminishing returns as you increase your carrying capacity. This is what I mean when I call a trade route "out of whack".

An example of a one-to-one trade route would be buying Cotton in Amsterdam at 54 gp per lot, selling it in London, then loading up on Wool in London (in the same category as Cotton) at 54 gp per lot, then selling the Wool for a profit back in Amsterdam, then rinse, repeat. Since Amsterdam pays 60 gp per lot for Wool, this would seem to make a tidy profit for the beginning trader. The cities are very close to each other, the prices are low enough



for a poor character with only a small boat to break into, and the profits are steady. Amsterdam and London are also equals in Port Economy (700 and 720), so this is the perfect early game trade route, right? Unfortunately, no. The catch is that London also sells Cotton, for 54 gp per lot, and thus pays very little (20 gp) for imported Cotton. Even if you buy many small lots of English Wool to drive up their demand for your Dutch Cotton to the point where you make a profit on it, the premium you pay for Wool at the now-expensive Thames docks wipes out your earnings. If London did not sell Cotton, then this would indeed be an ideal and nearly inexhaustible trade route. Oh well, back to the drawing board.

There are over two dozen economically perfect one-to-one trade routes in the game, but none are good for the early game because:

- the distance between the ports is great, or
- profits are low (10 gp per lot or less), or
- one or both ports must be heavily invested in to produce the desired goods, or
- or they are located in Asia or the Americas, where nobody sells good boats.

In fact, they aren't so good for the middle or late game either, because you have better things to do than chasing down exotic routes that deep into the game.

The best early game trading strategy is to run either the Western European or Eastern Mediterranean route, depending on your character, building to about 3 - 5 ships with 500 to 1000 lots of cargo capacity, then switching to the other route, which so far is untapped. This should earn you enough cash to upgrade your fleet considerably.

Each of the two beginning routes (excluding Pietro for the moment) has unique advantages and drawbacks. The Western Route involves much more sailing, which lets you and your crew rise in Navigation level and other Abilities, and the time you spend shuttling between ports lets the ports on your trip recover their economic health naturally month by month. The profits per month are lower than the Eastern Route, but it keeps you near Antwerp and Bordeaux, which are cities that you will want to have invested up to 1000 in Economy and Industry by the time you reach the midgame.

Other drawbacks are that you need to keep more space available for food, and you visit 3 capitals, so you need to be nice to at least 2 rival empires. When Otto, Catalina, Joao or Ernst get to 500 - 800 in cargo space, they should go plunder the Eastern Route.

The Eastern Route yields greater profits per month, but as we learned above, it is very unstable. It can be done with used boats that are cheap, fat and slow, but doesn't give much experience to you or your mates. If you need to let Athens and Istanbul cool off for a while, you have many options, like involving Marseilles or Beirut in the circuit, or doing the Venice - Ragusa run for a while. Pietro should do this right away, then join the Art for Carpet trade when he gets up over 100 in cargo space. When either Ali or Pietro gets up to 800 to 1000 in cargo capacity, they should go do the Western Route and should be in a position to pour some cash into Antwerp and Bordeaux to prepare for the midgame.

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### 13.b Midgame Game

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To know when you are ready to graduate into the midgame, you should have a set of goals. No matter where you begin your scenario, this is a good set of goals to have in mind for moving from the early game to the midgame:

6 or 7 quality mates, a good mix of bookkeepers and gunners.

5 or 6 well-built (not used) La Reales from Antwerp or Bordeaux. The La Reale is a good fighter and trader, and it excels at running away too. Antwerp and Bordeaux invested up to 1000 in Industry and Economy. If you arm your ships, don't bother with anything less than Cannons. If you can't afford Cannons, then don't fight: run away until you can buy Cannons. Figureheads should be upgraded to at least Dragon. If you're going to war, have 200,000 gp in cash and you should have A-level or \*-level armor and sword. If you're going trading, you should have 1.5 million gp (150 gold ingots), and you should know where to get a tax permit. If you're going exploring, you should have 500,000 gp. You should not owe money to anyone anymore.

The midgame is when you decide whether you will concentrate on piracy, trade or adventure. The wise commodore combines some of all three while concentrating on one talent. You must also now decide whether you want to romp through your scenario to complete the game as soon as possible, or if you want to try to play the game as if you were trying to take over the world. If you have achieved the goals above, you will have the means to get as much cash as you need for any task, whenever you want, by using the Gold trading techniques of the Money Machine.

If you are trying to rebuild the world as to shape the approaching Renaissance in your own image, then see the World Domination section. Either way, when you have graduated to the midgame, then you are primarily interested in advancing your scenario, which means three things: fetching things, fighting people and building your empire. There is no better way to gain the attention of your king than winning cities to his control. This gets you social ranking, which propels you along your scenario. You need a fleet ready for anything, and the La Reale is the best boat there is for the tasks in the midgame. End of Argument.

Not only is the La Reale the second-fastest boat on the planet, but also with a cargo hold that can be over 400 lots, she can take you where you want to go and pay for herself along the way. The only drawback to the La Reale (the ONLY ONE) is that she can hold only 40 guns, if you're thinking of making trouble. Actually, 40 guns ain't bad, since the La Reale can always just run away if you get into a tight spot in combat. Available in Nantes, Bordeaux, Scandinavia and most Baltic Sea ports, the La Reale is quick, maneuverable, and low-maintenance. The low minimum crew makes it ideal for long voyages, making exploration a snap. The fact that she sports both sails and oars doesn't leave you at the mercy of the currents or winds, which is helpful for digging into coastal nooks and river systems. The cargo space speaks for itself, and the speed also makes up for captains who are, shall we say, not so sharp a tack, making the La Reale perfect for training mates.

Midgame trading is largely dictated by your king, as you try to make money while finishing the tasks, which drive your scenario. If you are sent to pick something up in SouthEast Asia, fill up on Cinnamon in Malacca, which can fetch 130 gp per lot profit in Europe. Coral from Amboa or Nutmeg from Banda can bring good money. If you are sent to the New World, bring back Vanilla from Caracas or Havana, or Gold from Rio de Janeiro or Veracruz. When you have enough money to keep 1,000,000 gp in the bank, you can support a fleet of 10 ships with a crew of 500 indefinitely as long as you can visit a bank once a month to collect interest. But while you can reach a food/crew equilibrium at 1 million gp, you will still need cash from trading to upgrade your fleet.

I suggest that you trade during the midgame to get enough money to build and

outfit a fleet of Frigates from Antwerp. Set them up with maximum guns, and go raise some hell. When your Fame in Piracy is as high as you need, moor the Frigates and take the La Reales out for some speedy adventuring. When you need to trade, it should depend on your scenario's demands. If you need raw cash, work the Money Machine while working on a fleet of Tekkousens. If you want ultimate Piracy Fame, trade just enough Gold to get the best fleet and armaments, then let the profits of privateering sustain your expenses. When out adventuring, head back to Europe every six or eight months to cash in your discoveries and the goods you have found around the world. Here are some things that are worth bringing back to Europe:

Vanilla from Caracas and Havana

Gold from Rio, Veracruz and East Africa

Musk from Mecca

Amber from Aden

Ivory from Mogadishu, San Jorge, Timbuktu and Sofala

Silk Cloth from Chang-An and Sakai

Silk from Zeiton

Pearls from Sakai and Zeiton

Art from Hanoi and Nagasaki

Cinnamon from Ceylon and Malacca

Nutmeg from Banda

Clove from Dili and Ternate

Pepper and Tea from India

The midgame is for taking time to hire mates wisely, gathering various serious "power boats" into formidable fleets, putting money away into untouchable resources, advancing to high rank in the Court and getting your credentials as an adventurer and warrior together. You should be building a base of experience among your crew by rotating them into and out of various commands, so that when you finally get up to ten Tekkousens, you have at least nine mates with enough experience to handle them. Trading works into this overall strategy by making you money while you are doing tasks, and making you more money when you are waiting for your king or your scenario to contact you.

In sum, worldwide trade involves the cities mentioned above for the best profits. You can achieve more in the midgame by running a fleet of La Reales, and storing a fleet of 5 boats (large used and cheap) in Istanbul for whenever you need a quick cash infusion in the European Theater. When you are in War mode, and are planning on spending some quality time whacking every fleet you see, you should be hanging around Europe most of the time anyway, so plan on spending one month out of every year spent at War doing the Athens-Istanbul route. This keeps your fortune increasing for the day when you will be shopping for Tekkousens.

As with the early game, the midgame must be spent laying the foundation for later stages. The rewards of the late game are great, but so are the costs. You should be starting to get some key cities throughout Asia and Africa invested up towards 1000/1000. You should be taking great care to preserve your luck by saving the game frequently and upgrading every boat to the Goddess figureheads. Speaking of Luck and the Goddess, there is a way to see your luck by visiting a fortuneteller, but she can only narrow it down to the nearest 25%. A more accurate way to judge your luck is to invest in Antwerp up to 1000/1000, and then try to buy figureheads at the shipyard there. Try it 1000 times. Add up the number of times that you are offered the Goddess figurehead. That is your Luck rating, on average. In theory, you can get a more accurate reading of your Luck by doing it 10,000 times and dividing the result by 10, but I have not done this.

Just as there are signposts to tell you when you are entering the midgame

and must adjust your strategy, there are guidelines for when you are graduating into the late game. You should have achieved the following things:

You should have a social rank of Earl or better.

You should control at least 10 serious ships which you had custom built brand new, and this doesn't include the La Reales. This includes Tekkousens, Frigates, Full-Riggeds and Barges.

You should have at least 200 gold ingots at your disposal.

You should have control (100% loyalty and 800/800 or better) of the following cities: Antwerp, Bordeaux, Lubeck, Athens, Madeira, San Jorge, Luanda, the Six Golden Cities of East Africa, Goa, Ceylon, Ternate, Nagasaki and Sakai.

You should know where Capetown and Batavia are.

You should have 12 to 13 mates with multiple skills, including a competent bookkeeper. Hire new random sailors with accounting and negotiation.

Your boats with guns should only carry Carronades, and you should not have any figurehead lesser than the Goddess.

You should be in the later stages of your scenario, i.e.: learning about Atlantis, finding Joao, building an orphanage, finding your sister, etc.

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### 13.c Late Game

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The late game affords two choices: you can quickly complete your scenario, or you can investigate everything the world of Uncharted Waters: New Horizons has to offer. If you choose to defeat the game quickly, you should not have a need to trade. Your midgame should provide enough cash for you to end the game whenever you like. If you choose to extend the game, however, you may find some interesting trade techniques that you can employ. Because the late game is either very short or very long, I'll concentrate on the long version to expose some of the deeper concepts about the trade system in UW:NH.

If the game were strictly historically accurate, slaves would be a commodity available in West and East Africa. Thank goodness the programmers did not include such a commodity! But, the fact is that a lot of wealth was made on exports from Africa in the 1500's, so to model that part of the global economy, the game's designers substituted Gold.

Diamonds may be a girl's best friend, but a Trader's best friend is Gold. The huge costs that you incur throughout the game to upgrade your fleet to La Reales then Galleons, then to Frigates then Tekkousens, not to mention the financial black hole of investing in Africa, Asia and the Americas are costs that can only be met by trading in Gold and Silver. Some West African and South American ports will sell Gold when coaxed, but the most reliable source is East Africa. In the Advanced Game, when you have decided to play the world instead of just playing a scenario, East Africa is the most important place in the world. All six cities of East Africa will sell Gold, once they get up to about 400 or so in Port Economy level. I haven't nailed down the exact Economy level yet, because I usually just want Gold, Now. While on investing trips before anyone'll sell you Gold, don't be afraid to pick up Ivory and Coral in East Africa, both of which will turn a tidy profit in Europe.

Concentrate your investments on Mombasa and Mozambique, because they have banks, then in Quelamine and Sofala because they are closest to Europe. For a guaranteed invitation to the palace for a social rank advancement, invest a region (Middle East, SE Asia, India, Far East) into allegiance to your

empire. Become a Duke as soon as possible. Finish out your fame in Piracy to 50,000 by smacking the big pirates around. The capturing of cities by investment is an ongoing process that consumes simply enormous amounts of gp, and can only be financed through trade, not piracy. You need the power of Gold, and you need to leverage that power to make you rich.

Do not underestimate the power of Tax Permits and social rank in trading. A Duke with a good bookkeeper and a Permit is going to get the lowest possible price, period. When trading in Gold, you need every advantage you can gain.

You will want to run 10 Tekkousens ideally, and have one boat set up with no guns and the bare minimum crew, to maximize the cargo hold. It may be useful to store a Barge in Amsterdam and pick it up on the way to Lubeck when selling Gold in Europe. You want to use small purchases or sales to drive prices as far as they can go in your favor, and then use your biggest ship to make a huge transaction. For instance, a fully laden fleet of 5 Frigates can use a Full-Rigged Ship to sell their cargo of Gold in only four transactions, limiting the number of lots of Silver, which you have to take a loss on.

To make the Six Month Money Machine work right requires some tight sailing. You must know just where to turn South West from Iberia to hit Madeira, know just how far East of San Jorge you must go before turning due South East to hit Luanda, and how far North of Madagascar you sail before you turn North East so you'll hit India before you run out of food. Once you've got it down, though, you'll have enough cash to do anything. If you choose to delay the end of your scenario for whatever purpose, you enter the Advanced Game.

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#### 13.d Advanced Game

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A common objective of the advanced game is to invest in as many cities as you can, to ally them with your king and increase their power to 1000/1000. I've shown you how to squeeze the Gold trade for huge cash, but if you want to go off investing for a few years, then I'd recommend that you pick up your fleet of La Reales. They are fast enough that you can run through hundreds of millions of gp (100,000 per city per month!) in a few years. Inevitably, you'll have to go back and hunt for Gold.

During your long absences, rival fleets will have time to woo some of the town councils of your Mediterranean and European cities away. Politicians just don't stay bought, I guess. You need a rhythm to your game, a schedule for maximum effect. You may find that you can remain "in the field" for longer periods if you adjust your travel strategy. For instance, the developing world in Asia and South America require huge amounts of gold to lift them to respectability. You can remain in a position to hit SE Asia every month by splitting the region in half. Visit the eastern island cities once a month, while running some goods up to the Far East. Then once the eastern towns are up to snuff, run a route from the western cities of SE Asia and India. Nutmeg from Amboa or Banda sold in the Far East brings a good profit. Pepper from any SE Asian port will earn 50 gp per lot in the Far East. On the return trip, bring Silver from Nagasaki, which will earn 150 gp per lot in SE Asia.

Likewise, the Middle East is an area that requires much investment and lots of sailing to lift up. The region may be broken in two as well, with the Persian Gulf cities visited once a month, amidst a trade route from East

Africa to India. India will pay well for Gold, just not as much as Europe and Nagasaki. Then switch to the Red Sea and Arabian Sea cities while maintaining the East Africa-India route. You'll get filthy rich, and possession of the Middle East as well.

Of course, you could just gather up a ton of money and set up a route to visit each city in SE Asia or the Middle East once a month, but such a route to cover all the cities in South East Asia is very difficult. This means that you'll have to cut a couple of cities out, and spend the same five months getting them invested in. If you choose to visit a handful of cities, combined in a trade route, for five months, you get money to support the huge sums you have to drop into towns, and your crew gets lots of sailing experience, much more than making a stop every few days.

If you want, you can do this with warships and sink any interlopers. The rhythm you should be in ought to allow you to grab about ten cities before heading back to tend to European matters. This allows for about a year between visits to your king. If you are wise, you'll time these visits to occur in March or September. When you have retaken some cities (they always go for Antwerp) and sold a bunch of Gold and you are ready to leave Europe, consider where you'll be heading. If you're going to get some of the Middle East, bring a load of Arms from Lisbon or Seville. If you're going towards the Far East, bring lots of Glassware from Copenhagen, which can bring 220 gp per lot in any Far Eastern city.

When you are investing in South or Central America, Sugar bought in Jamaica or Santo Domingo can get you a 70-gp profit in any other American port. This is very useful, because Veracruz takes a lot of attention before they'll part with their Gold. When they do, though, you can easily set up a Gold-Silver trade route with Caracas, Rio de Janeiro, Pernambuco, Maracaibo, Cayenne, Cartagena and Margarita. Rio can also sell Gold, when their scores are raised up a bit. The fact that these ports are so widely distributed around the New World naturally lends itself to involving trade in your investing excursions, and you can still bring the customary load of Gold back to Europe when you are ready.

There are so many cool things in the game that are historically accurate, like the effects of weather on sails vs. oars, and how the weather at sea changes in some areas in certain months of the year. Another one is that the best profits in trading are had by bringing odd things back to Europe and the Mediterranean. Spices, Pearls, Art, Vanilla, they are all valuable and sexy in Europe, but you really need to be carrying Gold when you return every year or so. The rhythm that works best for me when I'm trying to subjugate the world is a 12/6 rotation. Twelve months at sea in a route that gets ten cities, then six months around Europe, reinvesting and kicking butt.

West Africa, well, West Africa doesn't seem to ever need attention. Just stop in a different WA town for food every time you round the horn, and dump 100,000 gp into the place. Eventually, you'll have them all without trying, except for that damn Timbuktu. You'll have to try for that one. Try to get there at the end of a month, so you can hit them twice in just a few days.

If you are trying to complete the World Map, another common objective of the Advanced Game, don't bother to trade. Just get lots of money, and La Reales. If you want to crush all enemy fleets, then don't bother to trade either, just sell a captured boat now and then if you need the cash.

What is World Domination? Simply put, it is the military, economic and political subjugation of as many ordinary folks as possible. Since the highest social rank you or I could achieve in Uncharted Waters: New Horizons is the level of Duke, to truly dominate the world you must sadly let your monarch take all the credit while you become the real power behind the throne, an Uberduke, the Kingmaker.

World Domination is possible through two methods: The Easy Way and The Hard Way. And even the Easy Way is still pretty hard. Because I'm a pirate, I'll tell you the Hard Way here, and I'll tell you The Easy Way if you send me five bucks.

These results were achieved on the Sega Genesis machine, without using any cheats, except for the trick where you take your very first 1,000 gold pieces to the Round Earthers and give 10% of you cash away ten times. They say that this increases your luck, but I'm not sure if it's just superstition. Just in case, I do it anyway.

#### THE HARD WAY

This method to world domination works best with Ernst the Cartographer, or Ali the Trader as your character. The other scenarios all chase you around and hound you until you finish the game. How would you like someone to tell you how to get to Atlantis? Sounds cool, but what if they told you three thousand times? Not so cool anymore.

Otto will work with this method as well, but as Otto, you have the little disadvantage of not being able to go to your palace in the later stages of the game (doing so would end the scenario). This will be a problem if you will be wanting a tax free permit. If you choose Ali, money is the name of the game. You must earn and invest large amounts of money to rise to the rank of Duke, and this also speeds up your quest. The drawback to dominating the world with Ali is that to get the AI to stop nagging you about your mission you must go to the banker in Venice and ask about buying the orphanage. The banker will ask for 5 to 10 million more than you have, whether you have 1 million g.p. in cash or 100 million g.p. From then on, though, you must keep your cash on hand lower than the asking price for the orphanage, or else the AI begins the nagging again.

Also, when playing Ali, you run the risk of not being able to go to your home in Istanbul if you hit the wrong button late in the game. With not a single doubtful plank in my fleet, I recommend playing Ernst the Cartographer if you want to dominate the Earth and have fun doing it. While all the characters start out with different stats, suited to their scenarios, Ernst starts the game as generally good at everything, and he's a fast learner. His scenario is easy to complete, the tasks Ernst must perform to become a Duke are going to help his stats in just the way you need, and once he has completed a World Map, his scenario leaves him alone, provided Ernst never goes to Chang-An in the Far East (and thus wins the game).

Near the beginning of the game, when you have 600 gp to spare, go to a guildhall and ask for information about the incomes of the six European empires. The important number is at the top left, the empire's monthly income. This info is free from the various Kings themselves, but things may change before you can visit all 6 capitals, and of course, some Kings may not like you very much as the game progresses. The monthly income is

an indicator of how many of the world's 100 cities are allied with that empire, and the economic strength of those cities. But it is more than that.

The six Kings, contrary to their appearances, don't just sit on their thrones all day sipping wine and pestering the dancing girls. They give their fortunes away to merchant fleets and send them around the world to invest, adding cities to their empire and strengthening the ones they already own. In short, you gotta spend the cash to raise your income. The income rating of an empire is the key to how much their merchant fleets can invest in a port, how large the fleets themselves are, and what kind of ships they contain. The size of an empire's monthly income also determines how far from home their merchants will travel, and how strong their battle fleets will be.

After you complete Ernst's scenario (without going to Chang-An), the game's AI will leave you alone to wreak havoc on a global scale, and remember that the measure of domination can be gauged by your country's income, compared to that of your rivals. If you succeed, your empire -ahem, your King's empire-will have more than a hundred-to-one ratio over the other five empires combined.

The other drawback to playing as Ernst is that you cannot get your hands on the Tekkousens they sell in Japan until late in your scenario, so you'll be better off relying on La Reales to complete your quests. Luckily, the large and incredibly swift La Reale is the perfect boat for Ernst (besides the Tekkousen, which is the perfect boat, period.) It is faster than a goat through a suet-soaked phone book and it converts easily between warship and trading ship. Ernst and four good mateys should be able to acquire 5 La Reales by investing in Bordeaux, Nantes or any Baltic Sea port.

I do not recommend hiring more than 4 mateys before the scenario tells you where Chang-An is. You can only have a staff of 30 mateys, and the longer you play, the better the vagabond sailors you meet will become. I suspect that the game uses Simon Sekeira and others like him to gauge the level of mateys who are offered to you for hire in Europe. Besides, the captains of the fleets you conquer can often be found for hire, and you want to hire them if you can, for the navigators employed by your rival empires are often skillful and lucky.

When you can buy Tekkousens, do so. Outfit them for 200 crew and 100 guns, and equip them with Carronades, available with luck in 1000-level ports. Buy your Tekkousens new, and as strong as you can get them. Five well-equipped Tekkousens can kick any booty on the sea. With this mighty war fleet, you must now attack any vessel you see, except those of your chosen empire. It may be useful at this point to defect to a stronger nation than Holland - Portugal and Turkey are both easier to promote worldwide.

To find out which ships you should be attacking, cultivate the waitresses throughout the world. This is easy to sustain, because every fleet you kill off gives you an item that drives waitresses wild. I don't know if it's coincidence or a programmer's trick, but the waitresses seem to respond better to a captured item than a store-bought one. I believe that every waitress in New Horizons has her price, but I confess that there are two whom I have never charmed.

Even though Ernst starts with such low courage and seamanship skills, don't be afraid of combat because the Tek is almost unbeatable at sea. I once took out 8 Flemish Galleons with three Tekkousens. Six months after discovering Nagasaki and Sakai (and investing them both up to 1000/1000), you should



be a Duke with 10 Tekkousens and pretty good luck from donations to the Round Earthers. The rest is a matter of work.

Your money worries will be gone forever, because 10 Teks can earn 10 million gold pieces a month. Ten Teks can win 100 sea battles for you (the key is to switch flagships every few months and buy one new boat every year). The nearest guildhall will tell you which empires are your main rivals, so attack their fleets first. Waitresses will rat them out to you, giving their strengths and destinations. Take care to sink the enemy's flagship by Carronade fire rather than by dueling the captain. This way, your foe will show up for hire somewhere, where you should hire him immediately. Remember that former captains who become employable mates are often of higher quality than vagabonds, and hiring him will force his empire to build a new fleet with a less-experienced captain. When the empire builds a new fleet to replace the one you whacked, it will be smaller in size, with smaller boats. Every country tries to have 4 merchant fleets active, but most cannot afford that. If you keep hiring their best sailors, eventually, your rivals will have to scrape the bottom of the commodore barrel.

After a year of chasing down rival fleets, do the Mogadishu-Nagasaki (gold-silver) trade route to get the money you'll need to take over the world. As you claim alliances by investing in cities, especially those in the Mediterranean and Europe, the economic power of your nation will grow, while the power of the other empires shrinks. The speed of the Tekkousen allow you to invest and maintain your control over ports faster than your rivals can chip away at your cities. The power of the Tekkousen allows you to speed up your conquest by violence. You should be able to get control over the cities of Europe in a few months, if you are fast and wealthy. This will dramatically alter the world economy. Not only will your empire's income grow, but also the actions of the other empires to slow you down will be pitiful. Remember that your nation also runs 4 merchant fleets, which are essentially working for you. They scurry around the world shoring up your investments, helping you to maintain your -err, your King's-- empire. Since your King will have many times the investing power of the other nations, your "henchman" fleets will have more impact in the ports they visit. A city at 1000/1000 is far more difficult for an enemy fleet to invest away from you, and they will have less money to do it. This vicious cycle is the key to keeping the other European powers on their knees while you seal their fates.

Now it's time to get medieval on their asses, economically speaking. Pour cash down the gullets of the developing economies of Africa, Asia and the New World. As always, hammer all enemy fleets, making every other nation hate you. But with 5 Tekkousens, who cares? While investing, you should settle into a rhythm which has you in Europe every six months to renew your tax-free permit and shore up the cities you own. Spend the bulk of your time investing cities around the world up to 1000/1000, while taking side trips to wring the gold-silver markets in Europe, Africa and Asia for incredible profits. If you run low on gold, check out my patented Six Month Money Machine cycle on the Trade Routes page, which can net you 120,000,000 gold pieces a year.

It should take a few years to do, but you should end up with all of Africa and Asia invested up to 1000/1000, control of Europe, and a hundred million gold on hand. It would be wise to take every third or fourth six-month cycle to shore up investments in Europe and generally kick butt there to keep things in hand. Once every couple years, take time out to go around the Americas to claim them for your King and bust up any trade rings your rivals may have set up there. Slowly, your empire's monthly income will

balloon to 40,000, while those of your rivals will shrink to around 200. Your 4 allied merchants will be as deadly as warships through sheer monetary clout, preventing the resurrection of any other empire. For fun, try knocking off one of your henchfleets. Your King will rebuild it lavishly, as much as a glory to himself as a tribute to your leadership. Eventually, in 6 to 8 years, you should own over 90 1000/1000 cities. I mean your King will own them. Remember him?

You can now retire to a sunny coastal town and direct the world's traffic of goods and arms via whispers in your King's ear. Every few years, take eight months to reinvest and kick some more butt, lest your subjects -ahem, your King's subjects-don't forget who you are. You may sleep your nights away in the Inn and gamble every day in the Café, quietly running a global empire from your villa outside town. That's Domination, learned something today, again...

#### THE EASY WAY

The easy way to World Domination is simpler, almost cheating, but takes quite a bit more time in game years and in playing time (millions of button clicks).

Simply make money. Lots and lots of money.

Don't bother with combat; it takes time away from trading. Finish Ernst's scenario, without going to Chang-An, and get up to 10 Tekkousens or Frigates. Full-Riggers are nice and big, but they're slower and can't keep up with the Six Month Money Machine. In the long run, the speed of a Frigate or Tek earns more than the bulk of a Full-Rigged. Go from Home to Mogadishu to Nagasaki to Mogadishu to Nagasaki to Mogadishu to Lubeck to Home.

After a few years of steady cash hounding, when your personal fortune is in the hundreds of millions, check at a Guild Hall for the incomes of the various empires. Your empire's monthly income will have shot up to an astounding half billion gold pieces, instead of tens of thousands, turning your King's other 4 merchant fleets into hammers of prosperity. You can just sit back and let them do the work for you, although this will take decades, believe me. It seems that your vast personal fortune has become entwined with the well being of the nation, ensuring that the other empires will mathematically need several thousand years to break your stranglehold on the Earth. L'etat c'est moi.

That's Domination, and it's easier, but it's monotonous. I suppose you could spend the time on a quest for every waitress in the world, or assembling an all-star crew and maxing out all their abilities. Still, it's nice to know that you can take over the world with a combat level of 1/0000.

Again, lots (tons) of information by Scaly Lizard. I owe this dude. Let's honor him. Haha.

Phew... that was a lotta info. Hope you got it all right up in ye brains!

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#### 14. Defecting

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Right now, this is the only chapter that is part of the piracy fame section of this faq. Maybe I'll add some more later on, in the unforeseen future that is. Well, defecting, here it is.

I noted the characters that were used during the Defecting research,

although it might not matter who you use during these acts of treason.  
Thanks Antonius for this one!

(Playing as Otto.)

When my relationship with England become -90s (red or hostile) by attacking English fleets, I could no longer gain friendship or even lower the hostility by attacking other countries fleets. Investing in port won't make it turn to England, but become neutral instead. In this condition, Otto is stateless.

(Playing as Joao.)

As soon as the Friendship rate turned minus, your rank will be removed automatically. But the Nationality is still unchanged until the Friendship rate around -20. When it hit -40s, the original Nationality is changed to Piracy. When you reverse the treason, your Friendship rate becomes positive again, your Nationality is restored. But NOT your rank.

(Playing as Otto.)

In my initial observation, there are two ways to redeem this "treason" and be an Englishman again. First, is by let myself being captured by gruff-looking people in an English port or let yourself being captured by the palace guard. Captured by gruff-looking people (and lose 3/4 of your gold) will make the hostility reduced to minimal, and I could visit the king again. But I did not yet conduct a research in this.

When I let myself be captured by the palace guard (losing 4/5 of your gold), payed all of my "treason". The friendship was reset to 0, but it still wasn't enough. When I attacked foreign fleets, I still didn't get my friendship with England increased. I need to Defect to England (in this case, it's more sensible as re-proclaim my citizenship). My rank was reset to Commoner again.

For maximum measure, I ask another Letter of Marque. But Matthew reminded me that I had had a Marque, and it seemed the King also didn't present me a new one. Afterwards, my action in sinking enemy fleets was acknowledged again by England, and my friendship with England could be raised again to 100.

During this wandering or "stateless" period, the built-in scenario was suspended. Even though I got a Fame of Piracy up to 30,000, there's no advancement in the scenario. But when I was fully back to England, the scenario was resumed. (So, if you want to lose your scenario...)

As long as our friendship with the country is above a certain point, it's possible to regain the friendship by simply sinking other countries fleets. Such "small" treason could still be compensated easily by making good services afterwards. At -45 you can still purge your treason by sinking foreign ships. If you come below -45 (say -80) you cannot be friends with your own country anymore.

(Playing as Joao.)

Rank is not a single valid predictor for Defect. I attained a rank up to Earl (by raising the fame in Piracy instead in Adventure). But I haven't been able to defect, as the option still not active. When Joao attained a rank of Viscount, the option was active. But it was turned off again when Joao was a Marquis. Then, when Joao was a Duke, it was active again. In Stateless condition, I observed that the Defect option is active.

(Playing as Joao or Ernst.)

Remember that you will get rid of the scenario by defecting. When playing

as Joao or Ernst you will not be able to get to Nagasaki, Sakai or Changan when you defect to another country, since these three ports will only be visible when you make progress in your scenario.

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## 15. Various Info

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Here are all small sub-sections, that are too small to be a stand-alone section, but needed some attention nevertheless. By the way, feel free to send in your personal info, or anecdotes (that really help), and I'll consider placing them (which won't be the point, when they're useful).

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### 15.a Skills

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This part is about skills. You'll be probably thinking: "Skills?". Yes, skills. You know them, they are in your 'profile' when you choose Mate Info. There are five skills, here they are:

- Celestial Navigation
- Cartography
- Gunnery
- Accounting
- Negotiation

I will be listing in this section what you need to learn a specific skill, how much it costs to learn one and WHERE you can learn one.

In this chapter will also be listed where you can sell your discoveries, and where you'll get the most money for these things.

#### CELESTIAL NAVIGATION:

When you (or one of your mates) has the skill Celestial Navigation (CNav.) he will be able to let his ship sail faster than the normal speed of the ship. You can also use Auto Sail (or one of your mates). If you want to use a theodolite, quadrant or sextant, you need also the CNav. skill (or one of your mates again).

#### What do I need for it?

High Intuition ability is necessary to learn Celestial Navigation, you need at least an Intuition skill of 70.

#### Where can I learn it?

Celestial Navigation can only be learnt in Naples with Professor Juliano.

#### CARTOGRAPHY:

When you have learnt Cartography you can't do more than others actually. But the thing is you can sign a sort of contract with a cartographer so you can "explore" the unexplored lands and tell them to your 'master'. You get money for it, so that's the point.

#### What do need for it?

High Knowledge is necessary to learn Cartography, you got to have a Knowledge of at least 75.

High Intuition ability is also necessary to learn the skill Cartography. You must have at least an Intuition of 75.

#### Where can I learn it? Where can I sign a contract for Cartographer?

You can learn Cartography in Amsterdam with Mercator, in Antwerp with Gerard de Jode, in Barcelona with Diogo Ribeiro, in Palma with Olives and in Venice with Giovanni Verrazano. You can either learn the skill or sign a contract with these men.

But be aware, when you sign a contract with somebody don't sign one with another cartographer or your adventure fame will drop eventually.

#### GUNNERY:

When you have the skill of Gunnery, your (gun) fights will be better, you can shoot farther, better and harder. You do more damage to say it short. But not only your cannon skills improve, also your general battle skills, with the exception from Swordfight, which is a skill apart.

What do need for it?

High Courage is needed when you want to learn Gunnery, you have to got a Courage of at least 80 to learn Gunnery.

Where can I learn Gunnery?

Gunnery can only be learnt in Hamburg with Dr. Wolf.

#### ACCOUNTING:

When someone has the accounting skill, he knows where to sell the goods you have for the highest price (not when Ali has it, because you ARE him, but I mean a Bookkeeper, like Jacob Walweik). You can use the Log of Goods option for this.

Where can I learn Accounting?

Accounting can't be learnt.

#### NEGOTIATION:

When somebody has got the Negotiation skill, he is able to negotiate with a trader in a port about the sell or buy price. This comes really in handy when you like to make some profit trading. Because you buy lower and sell higher.

Where can I learn Negotiation

Negotiation can't be learnt.

Here are also the percentages of the amount of gold you get when selling a discovery.

-Bordeaux	100%
-Lisbon	100%
-Alexandria	80%
-Pisa	60%

So when you have a discovery where you get 10,000 for in Bordeaux. You'll get that in Lisbon too. In Alexandria 8,000 and in Pisa 6,000.

It's the best to get a contract in Bordeaux or Lisbon.

#### COMBAT LEVEL

The highest combat level you can achieve is 100, but Simon Seikera (sp) can get 101, but it took forever to get above that and I got bored. Oddly, at high combat levels (40+) you seem to lose some of your advantage. Lower level opponents (like lvl 8 and such) hit you as hard as an equal would, while you retain your huge advantage vs higher level opponents (30+).

Your cannon damage still improves though. I had a tekk with 100 carronades and I could almost sink galleons (80 hull) in one shot. The most I ever

did was 77 in one shot, but that is more than enough to sink any merchant fleet, including buss and xebecs.

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## 15.b Villager Help

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Finally, what you've all been waiting for (y'right). Villager Help. You could also keep on bugging those annoying 2 women and 2 men that wander in every town. But reading these few things before playing (or within playing) is really useful. If you don't know it already, which is very likely to be.

<If I forgot something, please do not hesitate to report it>

:Give an inexperienced navigator on the job training, and assign him to be the chief navigator. His skills will improve quickly!

(This is not true, check Readers Info section for more detailed view)

:Trading Glass Beads from Amsterdam with Ivory from Timbuktu is very profitable.

:There is a famous cartographer named Mercator in Amsterdam.

:Iron Ore from Cairo and Amber from Aden are a good trade.

:Diogo Ribeiro in Barcelona will pay an arm and a leg for new geographical information.

:If you complete a 'Debt Collection' mission, your fame in both piracy and trade will increase.

:A really simple yet profitable trade route exchanges Dye from Ragusa with Glass ware in Venice.

:The Duke of Modena in Pisa is notoriously stingy.

:There is a cartographer called Giovanni Verazzano in Venice.

:Duke Franco in Lisbon is looking for information on exotic things.

:If your captain has 'Gunnery' skills, the destructive power of your guns will substantially increase.

:Did you know that the way the winds affect sailing depends on the type of ship?

:If you don't know what to do next, visit a fortune teller and ask her about your life.

:Count Morie in Copenhagen is looking for information on exotic things.

:To prepare for battle, increase the ratio of your crew for 'Combat' by using the 'Assign Crew' command.

:Make sure your mates know how much you appreciate them - don't scrimp on their 'Wages'! Underpaid mated can't help but feel disloyal.

:Changing how much 'Rations' you give to your crew will affect their 'Health' - 90 is the average.

:Professor Juliano teaches the skill of 'Celestial Navigation' in Naples.

:If you have less men than the number of guns, the power of your guns will be reduced.

:If you are short of crew, use the 'Assign Crew' command and increase the ratio for 'Navigation'.

:There is a man called Ranajame who is looking for information on exotic things.

:It's a good idea to trade Iron Ore from Kaffa with Art from Athens.

:Gerard de Jode in Antwerp is a skilled cartographer.

:The 'Rearrange' command will determine the initial location of the ships in a battle.

I think this is all... if you find more villagers' help, please mail me.

There are many readers (don't read many as 100 :) that send in useful stuff for the FAQ. And as a ode to them, here is my thank you. Especially the anecdotes are really funny, because most of them really are useful.

Again, feel free to send in more (because I won't write ANY of this part), to maic\_groels@hotmail.com

#### BIG SPENDER 'N FIGHTER (by Kryssander)

This is a lovely little trick that is usable by ALL characters. As soon as you get your first lul (where you can choose your own way, like doing nothing) in the game... (for Otto and Catalina this is after most of the major battles in the start) go trading and build yourself up to 100-150 ingots as fast as you can (I recommend Istanbul carpet - Athens art, myself), then go and find Antwerp and Hamburg. Invest in the shipyards for the maximum until the industry reaches 1000 in both and then purchase yourself Full-Rigged ships and a second hand one if possible (it should be). When you get your first one, refit it for max cargo, 45 crew, 0 guns, 1115 cargo from memory and sell your other ships. Now go and start trading again until your second (and 3rd, etc. ) are finished and refit to trade and purchase new ones. (it is possible to have 1000 ingots within 4 hours of starting the game using this method. From here refit your fleet of massive ships to suit your purposes, Trade, Exploration, Piracy. I find a trio of 500 crew/150 cannon ships is more than a match for all but the toughest of fleets although this does require all other ship to go as food/trading vessels in order to support such a huge fleet.

#### NO BALMS? NO PROBLEMS (by Jesse Lawrence)

This is kinda a common-sense thing for those who want to weather out a storm and don't have any balms (yeah, common sense, like I'm one to talk, me going out with a 10 man Latina and taking on a 6 galleon Spanish battle fleet, I found out this wasn't like pirates, where you assault a 300 soldier fort by yourself and win because you beat the captain in a duel). When your first mate goes out and says "The sky's looking ominous" or "The clouds are looking blacker than a raven's wing cap'n" you have about 1 second to land on shore before he says "It's a storm cap'n! The waves are tossing the ship about!" and to land, just go to the anchor, put the flag on clear, open land. After beaching yourself, simply "wait" out the storm until the mate says. "We've weathered the storm somehow cap'n." Of course, you move rather slowly doing this, and you might run down on food, but it's better than your ship capsizing (think I spelled that right) oh, btw, this only works on land, if you're in open sea, no balms, and a storm approaches, put your head between your legs and kiss your arse goodbye.

#### =Addition to Balms by JCD=

The storms, if you do not have balms, can be avoided by simply sailing around the area. One of the most troublesome areas is West Africa. Just take your ship out to where the screen changes scenes in the middle of the Atlantic and sail down on the other side and come back when you feel that you've sailed far enough. You can save on those balms. But you cannot avoid the Caribbean and Japanese storms this way obviously.

#### UNCHARTED WATERS 5 BEING CREATED??? (by JCD, thanks)

I have got some unconfirmed rumors about Uncharted Waters 5. Its development has been going for around a year or so now. The features rumored are: 8 Main characters: Chinese, Japanese, English, Italian,

Portugese, Spanish, Dutch, and a Spanaird in the New World. You can also create your own character with random storylines. There are 8 major physical attributes, and 10 skills you can learn. All other main characters will appear as NPCs. You can also walk in the cities a la UW:NH. It also has the ability to acquire a wife (or husband) and have kids to continue your legacy, like in UW3: Costa Del Sol. Also you can use flags to signal your other ships, bribe other navigators or captains from other fleets, and have your mates stolen away. Kings may pay your fleet to attack other country's fleets. Food cargoes are now perishable after a while. You can defect to other countries and have 300 treasures that you can find, including weapons, books, armor, amulets, etc. etc. You can pay porters to transport your cargoes over land (for a price of course). And you can trade in cities that are landlocked. Your nationality define what ships you can buy, and you can even get ships up to 6000 tonnes. It's unconfirmed but it has been reported many places in Asia. I may provide a link (in chinese) where I found the site.

#### EASY SUPERFLEETS (by Will Moore)

If you ally most/all of the ports in the world with you, strange things start to happen in the game. After a few months of sending out regular fleets (carracks, galleons, galleases), it seems the other countries will run out of money. They start sending out fleets of only little ships (tallettes, dhows, etc). If you continue to prey upon the fleets, eventually they will even send out fleets with some little ships and some "super" ships. I have seen them send out Frigates, sloops, barges, and Tekkousens. I have never seen a Full Rigged, but it is possible. The Tekks are also bugged to have a maximum of 360 men on board. These ships are generally in a merchant fleet, making it very easy to take them.

Another thing is that once you ally all the ports in a region with your home country with 1000/1000, the pirates in the area must strike it rich. Pirate fleets will sail around in unusual fleets (see above) but will carry insane amounts of gold, insane like millions. Since they are sailing in ships like dhows and so forth, one cannon shot (110 gold pieces) can send them to the bottom no problem. Of course, sometimes the pirates sail around in very, very strong fleets, like the merchants mentioned above.

#### --> The Tonio Burciaga Superfleet

In the earlier Otto game, Tonio Burciaga's fleet has 10 Venetian Galleases. But that time you have to deal with the closer merchant fleets. After sinking them, Tonio is gone quite far off. After that I took almost all Spanish ports, consequently their revenue dropped drastically. Then, Tonio was "grounded" in the pub and never went to the sea.

I think the computer is confused, because the revenue rate of Spain is very low, and logically they couldn't afford to operate a fleet consist of full Venetian Galleases.

I tried to persuade Tonio to sail by treating him many many times, but it's been no good. Until 8 years in the gameplay period, he was kept as a landlubber. Then suddenly, he appeared again in his full force, although his country that time was very poor. That what's looked like a Superfleet (Although so far, I've never met with Merchant Superfleets or any enemy fleet with Tekks in it). In my conclusion, the Superfleets are the remains of the enemy strong fleets in the past, which were kept "grounded" for some period.

(This case is only an example, it could happen with more sailors)

#### ATTACK AT NIGHT (by Antonius Eko)

You can engage a battle at night. But this trick only works with enemy battle fleets (pirates or other countries) which are looking for you.



You must approach the enemy battle fleet as usual and choose Gossip, instead of Battle. If they're looking for you, they'll say "And you know what? You're my next prey", or "Unlucky fool! You don't know who I am!", and the battle begins, however with a little disadvantage, because the enemy will have the first turn (not a big deal though, if we have heavy battleships).

However, another condition is also applied here. If the enemy is not really aggressive, the newly started battle would be instantly terminated due to sunset, but only if the battle occurred between 20:00 to 23:40 (note that the clock in the battle-mode uses 24-hours system). If the battle occurred at midnight (0:00) or afterwards, it will go on normally. On the other hand, if the enemy is aggressive enough, they'll engage you anyway.

#### DEFEAT PIRATES EASILY (by Antonius Eko)

It appears that when your country is relatively rich compared to other countries, Pirate fleets will have terribly weak ships. We all know that Ad-Dhin and Leis have superships in the beginning of the game (Venetian Galleases), but when your country is booming their ship quality will fall dramatically. This also holds for other countries' fleets.

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## 16. Oddities

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Here you can read some funny things that are in the game, but you'd never found out.

For no real reason, I've divided this into three parts:

- a: Quirks - oddities discovered around the globe
- b: World Domination - not as easy as it sounds

But first, here are some things you will need to know if you want to go seriously digging around in the sixteenth century world of New Horizons: Travel time between East Africa and South East Asia is quicker during the monsoon months, and from Europe to the New World it is best to go during the spring.

Besides the 1 to 10 ships you have with you, you can only have 30 ships including those ones stored in the European capitals AND the ones you have on order at ports around the world. In fact, if you have 30 boats stored in Europe, no port in the world will build a new ship for you. And if you should have 30 boats on order in 30 different port cities, no Capital in Europe will store your boats. The moral to the story is to never forget about a ship, like I did once, and you won't have to go around the world for several months looking for it, like I did. (of course you can save the game first, go looking for it, and when you found it, load the game).

The best early-game bookkeeper is Al Fasi. You usually can't hire mates with higher navigation levels than yourself, but Al Fasi is a wimp and he works cheap. But he's not so good, so as soon as you can, you should hire Zaganos Bei. Mr Z is pricey and skittish, and may threaten to quit a few times, but stay with him. He knows Accounting and Negotiation and he learns quickly. Later in the game, you may encounter some good vagabond sailors that have both accounting and negotiation. These mates could prove very valuable. Remember that you cannot fire a matey, and they never die in combat. Unless they choose to quit, you're stuck with them. Because you can only have thirty mateys on staff at any time, don't hire who you don't need, for as your skills grow, the sailors for hire in Europe

grow more skilled as well.

Thanks to MrC, he told me that you CAN get rid off a mate, here's how:

1. Place him on a ship with a very small durability rating (like a Hansa Cog), sail near the coast where storms are (West Africa) and when a storm approaches, let it rage. It will eventually sink that ship, losing the mate, it's crew and cargo. (Be sure not to lose any other ships.) Of course, even the smallest ship will cost around a thousand gold coins, so that must be weighed against the wages you would be paying out. (If you're a pirate and can get a small ship for free, then the cost is negated.)

But, this won't happen every time. Sometimes the mate doesn't sink with the ship, but is rescued (by who? right. by you). You still lose the ship, crew and cargo. So, I would save the game somewhere near a storm and then, sail in it again and again, till he is gone.

2. Check the Fortune Teller about your mate. If she says that he does not have good feelings for you, get him a cheap ship of his own. Sometimes (maybe usually?) he will steal the ship and disappear. Again, cost is a consideration.

Speedy fleets are always important, and building up your mateys is the way to get the crewmembers zipping along. Luckily, this is as easy as feeding goats. Simply buy the 10 biggest boats you can find, remodel them to the lowest crew capacity and highest cargo space possible, and sail them for as long as possible. Expect scurvy to attack the crew at 50 to 80 days of sailing, depending on your luck and figureheads. Carry lime juice for the scurvy, but be prepared to put in to port when the scurvy bouts come more frequently, because scurvy always kills, even with lime. To gauge your travel time, count the actual days, as the at-sea day counter is usually one day off. Here's the deal with experience points for navigation: regular navigators, the Chief Navigator and the Bookkeeper each get points equal to the square of the days spent continuously at sea. So 1 day nets one point, two days earns 4 points, five days at sea earns 25 points, etc. The experience points earned by you, your captains and your First Mate are double the regular amount. No matey may gain more than 9800 points for a single voyage, so 70-75 days is the most you should ever push your crew. Although in the early levels it is common for a matey to jump more than one level at a time, after level 17 the threshold for advancement is 9720 points, so it is very rare to jump 2 levels in one trip later in the game. Advancing in Navigation levels will raise your mateys' stats in Leadership, Seamanship, Knowledge and Intuition. A matey's luck, the invisible stat below the Charm, can never be changed. Combat experience points can only be gained by your captains and only when they sail into a fight. Your First Mate gets nothing and neither does your Chief Navigator or any of your regular navigators. Advancing in combat levels is the only way to raise a matey's Courage and Swordsmanship stats, but I'm still investigating the system for gaining combat experience. For all I know, it is keyed to the number of cannonballs fired or the casualties inflicted in hand-to-hand combat. When I know, you'll know, so get off my stern.

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#### 16.a Quirks

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When you sail long enough, you see a lot of strange things, from harmless manta rays to the dreaded luck-sucking Ghost Ship. Tornadoes dump your

goods, sirens steal your sailors, and birds burn your boats. But there are weirder and more sinister things going on in the 1500's, such as...

#### ---The Lubeck Silver Racket

If you are a Duke and have some time to kill, you can beat the citizens of Lubeck at their own game. This lovely Baltic Sea port boasts pale blue waters, abundant eel, and an incredibly dumb populace. If your country owns Lubeck and you have a tax-free permit, they're even more gullible. Since a permit is free to a Duke, put a competent Bookkeeper in charge and go to the marketplace in Lubeck. Buy silver for as low as they'll go, then prepare to swindle their glockenspiels right out from under them. without leaving the shopkeeper's sight, sell the same silver right back to him for a profit. It must be lonely up near the Arctic Circle...

#### ---The Trouble With Roberto And Louis

All mateys have unique combinations of skills, attributes and luck which govern how well they perform and how fast their skills go up with time. Unfortunately some men are sent to sea because they were dropped on their heads as children. Such is the case with Roberto Almanzan and Louis Costa. If you are foolish enough to hire them, pray that they try to quit, because these two mateys are residents of the plains beyond Mount Learning Curve. Today, they would be given 'protective custody' in a 'nurturing institutional environment'. In 1522 it was probably legal to kill them, and when they still can't sail a dinghy after forty years of training, you will probably want to crush their tiny little heads as well.

#### ---Not-So-Simple Simon

There sails a man whose boot I could not fill, try though I might. His name is Simon Sekeira, and he can often be found sailing a Portuguese fleet. If you see him, do yourself a favor and kick his butt, take his fleet, and go immediately to a cafe to gossip and find out where he might be for hire. I used this technique to hire Idin Leis and Khayr Ad-Din the pirates when I got sick of them jumping me all the time. If you are lucky enough to hire Simon, you will find that he is almost never lower in skills than you. It seems he grows in experience and stats just as you will do. It's the thing he does. Try appointing him as you Bookkeeper (he's a great one) and you will be gaining experience points twice as fast as he is, for you are a captain. Every time your navigation level passes his, the next time Simon advances a level, he will vault up by three levels at once, whether he earned them or not. No one knows why he does this- is he some kind of witch, or just reeealy competitive?

#### ---Disappearing Carmine

Carmine Ragussa is a pretty good sailor, but not THAT tough to hire him, the trick with Carmine is to KEEP him as your mate. But have you ever asked to a Fortune Teller about him? Probably not, or you haven't recognized this oddity. Because the Fortune Teller says that he is destined to befall terrible things. This WILL happen to him. If you sail the South Pacific his ship will disappear and you will never see him again...

#### ---The New Year's Eve Party

You are invited to the closest tavern to see the programmers' idea of a joke. Try going into a cafe at 11:00 pm on December 31st some year. If there is a waitress, chat her up and shower her with gifts. Buy treats for your entire crew. Gossip and gamble the night away with your mateys. When you leave the cafe, it should be 11:30 or 12:00 midnight or 12:30 am. Instead, you may find that several hours have slipped by. If not, go directly to the inn and leave a 9:00 am wake up call with the clerk. When you wake up, it will be 9:00 am, but you may find that it is the morning of January 4th, and you have slept for over three days! Bottoms up!!

---Baby, You're A Rich Man

The maximum monthly earnings at the bank is 29,126 gold pieces. The maximum assets you may amass, including cash on hand, bank deposits, sale values of items, and the sale values of boats and goods you control is slightly less than six hundred and eighty six million gold pieces.

---Name it, Giovanni Jovanni

There's a funny little quirk at the start of Catalina Erantzo's story. When she goes into the cafe with Emilio after hearing about her brother and fiance, she overhears two sailors talking about the incident. Well, it looks like good ol' Bernardo Sanchez and Aloiji Jovanni, but Bernardo calls Aloiji "Giovanni" instead. Like the merchant Giovanni Aldente. Now, either Mr. Sanchez can't properly pronounce Mr. Jovanni's last name (since they are of different nationalities), or this man speaking with Bernardo is Aloiji's elusive brother. (eg non-existing)

On a side note, they are the one's that hint on the "Black Beard" code.

---Hamid Lal is a weirdo

If you hire Hamid Lal and go around Caracas, South America, you get to fight him. The funny is, Hamid is using the exact ships as you have, you even get to have a special window to look at the exact names of the ships you have. If you choose to duel, you get to duel with yourself wearing Basterd sword and half-plate mail.

---The Cocktail "Joao joining Catalina"

when you play Catalina, before the final battle in South America, challenge the Spanish and Joao for battle. Then sail back to Europe and find Joao in Stockholm. He's very hard to hire but it is possible, and man, he's worth the freaking sum he asked! (100 in anything but charm, with a Nav. level of 23! The only problem is he didn't know gunnery).

It's not the only thing. When you sail with Joao back to Lisbon (just to f\*\*k with Franco), you will find one more ship in your fleet, a frigate, the one Joao used to sail. It has 180 men with 0 health, no cargo, no captain (a strange symbol in its place, it look like Rocco if you ask me) and 180 men navigation, 90 lookout and -90 combat (what does that mean?).

---Absence Rate

Countries normally replace their sunken merchant fleets with new ones the next month, but sometimes they don't. Playing as Otto and checking for 301 consecutive months, this was the Absence Record

Portugal	: 11 (3.65%)
Spain	: 0 (0%)
Turkey	: 4 (1.33%)
Italy	: 14 (4.65%)
Holland	: 25 (8.31%)

This may differ when playing with other characters.

---Maximum Overload

Sometimes a pitiful merchant fleet consist of Hansa Cog and Nao, carrying an impossible amount of cargo. Sometimes more than 2000 in quantity for each Water and Food (not including Lumber, Shots, and also goods if any). Such a quantity where those type of ships could never be able to carry. In my observation, such impossible cargo condition are only happen with Holland merchant fleets that only have Hansa Cogs and/or Naos.

Do you know these real things to see? I mean, things your character can't

see, but you can. This is just a small list of funny things in landscaping, ports or buildings. (Thanks Dante, this is a funny sub-sub-section)

- The Stone Faces on Easter Island, even if the discovery won't be made.
- If you fight two fleets at once, the supporting one will disappear after battle. But not when you sink the main one with gunnery. The supporting one will be considered sunk.
- Guild missions (piracy hunting, debt collecting, letter delivery) are failed when you save your game
- Could Count Morie get his hair back with Hair Tonic?

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## 17. Game Options

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In this part of my Guide to UW2:NH I will be mentioning all the options that can be chosen at the right part of your screen. I know that you don't even use half of them (not more than twice a game), but in case you need to know something you don't where to find, look here!

### FLEET

#### -Fleet Info

In this part of the Fleet section you can see all the ships you own, this is the biggest part of the screen actually. In the bottom left corner you can see a picture of yourself (how nice), together with your name Navigation Level and you Battle Level. At the right of all this you can see some features about your fleet. Some of these are there but don't seem to be thought over well. Tacking e.g. is just the tacking of your Flagship (if you have only one ship) and if you have more than one ship, it will be the tacking of your second ship (no matter how many ships you own). This is the same with Power.

With the Durability skill this isn't so random. The amount is just the Durability of the Ship that has the lowest Durability of all.

Crew is just the amount of all your Crew members on all the ships together.

The same with the Guns, just how many Guns on all the ships together.

Then, the last record is Battles, this is how many battles your ships have fought (not fled). When you buy a new ship, and that is your only ship, it will be 0. But when you buy a used ship, the game picks a random battle amount. Often about 75 battles.

#### -Ship Info

When you choose the Ship Info option you can see the individual options of all your ships. At the upper left corner you can see a picture of your ship, next to it there is a picture of your figurehead (if you have one). Then, in the upper right corner, you'll see how many food, water, lumber and shot you have.

Under the picture of your ship is the name of the ship with what sort of ship it is. Under that is the captain of the ship, what kind of guns you have, what the minimum crew is, how many crew members you have signed to Navigation, Lookout and Combat. At the bottom left corner is also the percentage of your ship that is filled and the maximum speed of your ship in Knots.

Under the things that are stored in your ship is a list of stats from the ship with their maximum. These are Durability, Tacking, Power, Crew, Health (of your crew on this ship), Cargo and Capacity (Crew+Cargo+Guns).

Note: When you want to know what Tacking is, go to the Ships section.

#### -Rearrange

Here you can make your ships sail in a different order, not that this

really matters, only when you want another flagship (the ship YOU control).

#### -Scrap

If you want to get rid of a ship when you are sailing, you can use this ship (e.g. when you're going to slow). When you're in a port, I should sell the ship, because you'll get money for it.

#### -Cargo Info

If you have stored goods (not food, water, lumber and shot) in your ship, you can see them here. Really a useless option, by my knowing.

#### -Log of Goods

Comes really handy when you want to make a profit by trading and have a mate who has the skill of Accounting. Because when you make him Bookkeeper, he will tell you where you can sell your goods at the highest prices.

#### -Transport Goods

This is for when you want to transport anything from one ship to another.

### CREW

#### -Change Captain

When you have more mates than ships, you can change the captain of a ship, when doing this a Captain will gain more Experience points for sailing. If you need somebody who is a captain, but has accounting skills you should make him not a captain, but a Bookkeeper, since he can't be both.

#### -Change Job Duty

Here you can make you mates do different jobs, these are First Mate, Bookkeeper and Chief Navigator. I suggest you hire at least three mates to fill in these jobs. Be sure that the Bookkeeper has got Accounting skills and your Chief Navigator Celestial Navigation.

#### -Transfer Crew

Just when you feel the need to transfer crew members from one ship to another.

#### -Assign Crew

There are three kind of jobs that your crew can work. The first is Navigation and the more crew members you have here, the faster you will go. The second is Lookout, the more you have here, the farther you will be able to see (great when you are on an adventure trip). The third and last is Combat. The more you have here, the more crew members of other ships you can beat when fighting from ship-to-ship.

#### -Wages

Here you can change the Wages of your mates. Although you can't change it if they don't want it. And you can't make it less either.

#### -Rations

You don't have to give your crew the 100% Food and Water that they want, you can give them 90% of it, and they still won't get sick. If you give them less than 90% they WILL get sick and die eventually. So just put the ration of both of these to 90%. Although I'm not sure if they're gonna like you for it. Maybe more crew members will stay at a village when you do this...

### INFO

-Mate Info

Coming... (not soon :)

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## 18. Cheating

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- \* Name your character as Black Beard. Black as first name and Beard as last name. Now pirates won't attack you. Except from the two big ones. You know them.
- \* To get people out of ports: Go in the port where your enemy is and buy him treats. He thinks you like him and will leave. Now go to the sea and attack him.
- \* To hire mates that have a fleet. Beat them and go ask/look in pubs and lodges of nearby ports. They'll be there, or otherwise, the dudes over there know where he hangs out. (only applicable to permanent sailors)
- \* To gain quick piracy fame, have a heavy attacking fleet, and attack other fleets. When they ask for mercy, reply with YES. Do it again... and again, and again and you will be a true pirate. Or not.

### HOW TO GET RID OF SCENARIO

Once, I played as Catalina, and after I survived the second battle and got Andreas Paella as another follower, I proceed to London then I defect to England. Then I found, if we defect to other countries before the character scenario finished, the scenario will be terminated. Even if my fame in Piracy was at maximum, there'd be no progress in the scenario. You can wander wherever you want without any necessity to comply with the scenario. There's no hindrance in the rank, the new king will give you missions to boost the rank as usual.

But I found a bug here. As I defected to England, consequently I became a part of British Navy, and for most parts the game treated me as a Briton. The hostility rate with Spain is 100. And after some victories to British Navy, the friendship (or support) from England is 100. The tension between England and Spain was heated, as I sunk Spain fleets one after another. Surprisingly, the game still "considered" me as a Spain for some parts. The British Battle Fleets were chasing me!! And when they intercepted me, the commodore foolishly said, "You're from England, our sworn enemies!" If I sank them, the friendship rate with England would be reduced. However, the defection maybe very useful for characters who has no hostility with other countries, and the player want to get rid from the given scenario to wander as they want.

Here I have a sort of cheat, but actually you don't cheat on the game. It's to change the definition with the Discoveries. This is how to do it: Open the file Colony.dat (this works only when playing the PC Version as you see) and there are all the Discoveries, you can alter the definition easily now. DO THIS AT OWN RISK!!! Make a back-up file!!!

Jordan Kong emailed me this little thingie that might come in handy for really save-addicted PC-players:

- To save your games, I believe currently the games can save upto 10+ stages. I had this method where you can keep your game save in the

safety place. Backup this copy of file [KOUKAI2.DAT], you can restore this file to reload your previous saved games. This file apparently keeps all your saved games stage. You can bring this file to any place and plug into your friends folder and continue to play your saved game.

- PS. Backup the original [KOUKAI2.DAT] file always.

If you play with an emulator, you can easily cheat your way through the game, just go gambling in the pub and save just before you bet your maximum bet. If you lose, just reload, if you win, save the game and start all over again.

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#### 18.a Hex editing

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I noticed some rumours going one about HEX editing and what you can do with HEX editing to the game. I myself aren't such a programming expert who knows how to do all that kind of stuff, but if anyone knows the where and how and what, please tell me, and I'll add a section here.

That is, if it is called cheating...

Thanks to Damien for explaining to me what HEX editing really is. This section is therefore almost totally written by Damien.

#### .How To Get Infinite Food & Water (USING ZSNES EMULATOR)

The exact version of ZSNES I use is 1.36, but this method should work for all versions. This Code is hard to find, because the value of what food and water you have is not the value of the code in hex. The value is times ten. So if you have 100 food and 100 water, the value you would enter would be 1000 food, and 1,000 water in the search box. To get all the codes, I would have to play with each character, have 9 ships, and then I could get them. And it's possible that each ship has a different value, not just what number ship it is. So I ain't going to do the work. I think there are about 8 ships in the game, so that would an immense amount of work to put into a game that is outdated, but good overall. So I will explain how to do it, making your life easier. When you go to the search option in the cheat tab on your ZSNES program, click on "EXACT VALUE SEARCH" and whatever amount of food or water you have, times that by ten and that is the value of what you have. So if you have 100 food and 125 water, you would have to enter 1,000 and continue the search by increasing/decreasing the amount of food you have, and 1,250 and do the same for the water. This is easiest if you use the ZSNES "Save State" and "Load State" (By default, it is the F2 button to save, and F4 to load). Then all you have to do is type your amount of food or water, and use the "Load State" button to go back to a previous value and then type that one in, and you will have it in like 2 or 3 tries.

#### .Always Get a 5 card Charlie in Black Jack (READ NOTES)

7E085115

7E085100

Note about above Code: This code is a pain in the ass, but it's cool to see what they say if you get a 5 card Charlie (It's actually 7 cards, but whatever). First, I don't know if this will work for any other platform, I have the ZSNES, so I don't know about any other emulator. But It WON'T work for Game Genie, you need to be able to toggle this on/off. Second, when you enter the code, save it and turn both codes off (Toggle). Then go and play Blackjack. When the dealer deals you the first two cards, toggle the code back on. Then just keep accepting "Hits" until you have 7 cards, the first 2, and the extra 5. As soon as the screen comes up with his talking box, hit the Escape button on your keyboard and toggle it off immediately. If you wait until he finishes what he has to say, the game



will lock up (Freeze). It's a royal pain in the ass, but it's cool to see, and a good way to get some quick gold. You walk away with over 100,000 gold if you do this until the dealer refuses to play anymore, which is another cool thing to see.

.Start with Rune Blade (READ NOTES)

7E419D44

7E419E4A

.Date is always Jan. 1st, 1522 (Start of Game Date) (READ NOTES)

7EA05B00

7EA05C00

.How to get rid of mates

Set their loyalty to 0 (may not work to all mates)

NOTES: These codes were made using the ZSNES (Version 1.36) SNES emulator.

I know they work with this program, and should work for any earlier or later versions of ZSNES. However, I make NO claims as if these work for the actual SNES game with the use of the Game Genie cheat peripheral. I doubt most codes would that I make, because the Game Genie didn't allow you to store codes, and that's why they are one time use codes. But the ZSNES saves your codes so the value is always what you set it at. If you are using the "Start with Rune Blade for the emulated version, then when you enter this code you will always have it, even if you sell it. If you actually have the original SNES game, then it's a one time use, so to sell it multiple times you would have to enter the code, play and sell it, save the game, and repeat. If you're using the "Date Freeze" code, then you MUST use the emulator version, because Game Genie won't save the changes, it only changes it one time.

TIPS ON HACKING CODES FOR U.W:N.H. WITH THE ZSNES PROGRAM: If you are using this program, I can easily explain how to get certain codes I will not hack, because it would take an immense amount of time. I am going to explain what the values are in hex for certain things, like "Ship HP", "Men On Ship", etc. Now read carefully: I will not explain how to use the cheat finder, it's simple and explained in the "READ ME" text when you download ZSNES. But I will explain what you'll need to know to get you started. If you're searching for the value of your ships HP points (Red number in battle), the value is a 1 - 256 1/100 ratio. So if you have 49 on one of your ships, the exact value would be 12,544.49. Being it is less than .5 (Half), you round down mathematically and you have 12,544 as the code value you're looking for. If the value of your ships HP is say 100, then 256 1/100 times 100 would equal 25601. Because after a decimal number gets to at or above .5 (Half), it is rounded up...mathematically. So do as the program needs you to do and increase/decrease the HP, and then type in the new value. BUT REMEMBER, you must add the HEX value, not the value showing on your game. You'll have to do the math yourself. All computers have a scientific calculator on them, so it's no big deal. On to the men you have on your ship. The men you have on your ship is at a 10 to 1 ratio. In other words, for every man you have on your ship, you times that number by 10. So if you have 100 men on a specific ship, the Hex value would be 1,000 in decimal numbering (regular counting) and 3E8 (In actual Hex). Next, you have supplies. What I mean by supplies is food & water. The supplies are at a 10 to 1 ratio. Look above for the definition of a 10 to 1 ratio. And last, is generic supplies, which are Lumber and Gun Powder. These are at a 1 to 1 ratio I think, so you only have to enter the number of what you actually have...NO MATH!!! If you have 100 Gun P. & 100 Lum. then enter 100 for each.

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18.b Game Genie Codes  
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I think you all know what these kind of codes are. You need some kind of machine for it to attach that on your SNES and then you can fill in these cheats. Note: Use them at your own risk.

I'd like to thank Tony Hedstrom (t\_hedstrom@yahoo.com) for making them.

NOTE:

All of these codes must be used at the start of a new game.

JOAO Codes

BA6D-873D

Joao starts with 156 Leadership instead of 78

EC6D-873D

Joao starts with 250 Leadership instead of 78

B16F-8D4D

Joao starts with 150 Seamanship instead of 75

EC6F-8D4D

Joao starts with 250 Seamanship instead of 75

B46F-8D1D

Joao starts with 146 Knowledge instead of 73

EC6F-8D1D

Joao starts with 250 Knowledge instead of 73

CC6F-8DCD

Joao starts with 170 Intuition instead of 85

EC6F-8DCD

Joao starts with 250 Intuition instead of 85

C06F-8D3D

Joao starts with 164 Courage instead of 82

EC6F-8D3D

Joao starts with 250 Courage instead of 82

C06F-8F4D

Joao starts with 164 Dueling Skill instead of 82

EC6F-8F4D

Joao starts with 250 Dueling Skill instead of 82

846F-8F1D

Joao starts with 178 Likeability (Charm) instead of 89

EC6F-8F1D

Joao starts with 250 Likeability (Charm) instead of 89

-----  
CATALINA codes

F660-841D

Catalina starts with 24 Sail level instead of 8

9D60-841D

Catalina starts with 80 Sail level instead of 8

F360-84CD

Catalina starts with 30 Battle level instead of 10

1060-84CD

Catalina starts with 100 Battle level instead of 10

CD60-8D1D

Catalina starts with 160 Leadership instead of 80

EC60-8D1D

Catalina starts with 250 Leadership instead of 80

B360-8DCD

Catalina starts with 158 Seamanship instead of 79

EC60-8DCD

Catalina starts with 250 Seamanship instead of 79

6460-8D3D

Catalina starts with 130 Knowledge instead of 65

EC60-8D3D

Catalina starts with 250 Knowledge instead of 65

1660-8F4D

Catalina starts with 104 Intuition instead of 52

EC60-8F4D

Catalina starts with 250 Intuition instead of 52

CA60-8F1D

Catalina starts with 172 Courage instead of 86

EC60-8F1D

Catalina starts with 250 Courage instead of 86

8660-8FCD

Catalina starts with 184 Dueling Skill instead of 92

EC60-8FCD

Catalina starts with 250 Dueling Skill instead of 92

8360-8F3D

Catalina starts with 190 Likeability instead of 95

EC60-8F3D

Catalina starts with 250 Likeability instead of 95

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ALI codes

CD6D-E41D

Ali Vezas starts with 160 Leadership (instead of 80)

EC6D-E41D

Ali Vezas starts with 250 Leadership (instead of 80)

CA6D-E4CD

Ali Vezas starts with 172 Seamanship (instead of 86)

EC6D-E4CD

Ali Vezas starts with 250 Seamanship (instead of 86)

C66D-E43D

Ali Vezas starts with 168 Knowledge (instead of 84)

EC6D-E43D

Ali Vezas starts with 250 Knowledge (instead of 84)

646D-E74D

Ali Vezas starts with 130 Intuition (instead of 65)

EC6D-E74D

Ali Vezas starts with 250 Intuition (instead of 65)

1C6D-E71D

Ali Vezas starts with 106 Courage (instead of 53)

EC6D-E71D

Ali Vezas starts with 250 Courage (instead of 53)

906D-E7CD

Ali Vezas starts with 84 Dueling Skill (instead of 42)

EC6D-E7CD

Ali Vezas starts with 250 Dueling Skill (instead of 42)

CD6D-E73D

Ali Vezas starts with 160 Likeability (instead of 80)

EC6D-E73D

Ali Vezas starts with 250 Likeability (instead of 80)

-----  
GENERAL codes

EC63-543D

Start a new game with \$250 gold

D063-574D

Start a new game with \$1,024 gold

4563-574D

Start a new game with \$9,984 gold

EC63-574D

Start a new game with \$64,000 gold

D763-571D

Start a new game with \$196,608 gold

FD63-571D

Start a new game with over one million in gold!

EE11-742B

This makes it so if you bet 500 and you win, you get over 10 million back (by BlueJeff)

Because of the GREAT help of Tony, I'll place a link to his site here:  
<http://www.angelfire.com/games2/codehut>

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### 18.c Pro Action Replay Codes

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Although I don't have many send in yet, here are some Pro Action Replay Codes (which also work when playing the emulated game).

7E5BE964

You crew amount will always be 100, no matter what you do.

7EFDE964

The friendship amount with villages will always be 100, so you don't have to entertain them to get a discovery (don't know if stealing affects this).

7EF49601

The enemy's HP stays at 1 turn on before duel, after strike turn off to finish your opponent in a duel.

7E08670A

HERE IT IS!!! The code to get the Goddess figurehead available where-ever and always. WARNING: The following code should not be turned ON until AFTER you're already in the shipyard menu and turned OFF BEFORE you leave the menu or the game WILL freeze. (Yes, that's annoying, but better than nothing at all)

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### 19. Frequently Asked Questions

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Thanks to Keegantfeel (or however his/her name is), he/she asked me a question which made me create this section. Actually its name shouldn't be Frequently, but just One Time Asked Questions, coz if you ask something which can be helpful to other players, I'll mention it here. If you just got good information, send it too.

I've sorted out the questions because it'll become too many. Otherwise you can't ever find what you are looking for. There are separated in several sections.

\*\*\*\*\*

#### SAILING & BATTLING

Q: How do I stop scurvy? (by Keegantfeel)

A: Buy Lime Juice, this can be bought in several cities, after using this item, your crew will be fit again. Nantes is one of the cities, Algiers is also one.

Q: How can I beat other ships? (claim if you want to)

A: To beat other fleets, you need a good amount of crew, and/or lots of cannon balls and a good sword and shield. (good fighting and

battle skill is also handy).

There are three ways of defeating:

- 1 Kill all the crew on the flag ship of the opponent, to do this, you need more crew (or at least not very less than the enemy), and better battle skill comes in handy, because you will kill more crew of him, then he will kill your (if he has more ships, it's tough to do this).
- 2 Defeat the captain in a duel, to do this, propose a duel when you attack the flag ship directly, he only accept this when he has less crew aboard. If you have a better sword and armor, it's almost sure you'll win, but dueling skills are required (battle skill) and just hit the right attacking/defending moves.
- 3 Bombard them to the bottom of the ocean. You'll need some cannon balls to make this. You either destroy the ship, or kill all the crew, so...

Q: In Uncharted Waters 2, there is a better weapon than the cannon, I forgot what it was called unfortunately, what I wanted to ask if you know when they sell this weapon. Also, aside from the regular figureheads, there is another type, 2 of them in fact. I also don't know when they sell these better figureheads. Can you help?  
(by Strider & LOTS o' others)

A: First off, I'll start with a list of figureheads (in order of usefulness) Seahorse, Commodore, Unicorn, Lion, Giant Eagle, Hero, Neptune, Dragon, Angel, Goddess. The first 8 are available almost everywhere (although there are a few ports I've noticed do NOT have the Dragon until you are able to get the Angel or Goddess). And a list of guns (also in order of usefulness) Saker, Demi-culverin, Culverin, Cannon Pederer, Demi-cannon, Cannon, Carronade. The first 6 are available at any shipyard, and since there's only one special type of gun, it seems easier to get than the Goddess figurehead.

Ok, now to the questions of where and how to get them.... I know for a fact they are available in Venice, Hamburg, Antwerp, and Athens. So I have reason to believe they are available in ANY non-capitol shipyard. However, there are a few things you must do to be able to purchase these elusive Angel and Goddess figureheads. And Carronades for guns.

1) The industry level of the port must be 1000. (This in and of itself makes getting them at capitol cities impossible since you cannot invest in the shipyards there) Some have speculated that having the economy of the port at 1000 helps... I can say I've personally bought Angel figureheads and Carronades when the economy was in the 900's ... So, it may require the economy to be 1000 for the Goddess.

2) Your character's luck must be at the max... Luck is an unseen attribute of your character but you can judge it's level when you go to a fortune teller and ask about 'Life' I'll explain how to increase your luck in a bit down here.

3) YOU (meaning the player) must have patience. Even if the above factors are correct, they are NOT available 100% of the time. You have to keep bugging the shipyard worker until he says "We have a great selection today." (or something similar) And even then, most of the time he will only offer the Angel... so keep bugging him until you get the Goddess.

Now onto how to increase your luck. There are disputes about the actual method, but the root action is the same. Donate money to the church or mosque (PC version) or Round Earth Society (SNES and Genesis versions).

The actual amount of money you donate is not as important as the PERCENTAGE of your cash on hand you donate. Luck also fluctuates throughout the game so you may find that you have to donate money at more than one stage of the game to keep your luck at 100.

I conducted the following test in the SNES version (with an emulator, since I know which memory address was the 'Luck' for the character I was using I could check and modify it's value) ...

If your luck is: ... The fortune teller will say:

- 0 - 24 "Oh. I see an ominous shadow across your face. You may be doomed to have a difficult life."
- 25-49 "Your fortune doesn't look very bright. Be careful, and watch out for accidents."
- 50-74 "You have an average fortune. But remember, you are the one who carves your own destiny."
- 75-99 "You have a good fortune. Have more self-confidence."
- 100 "What a strong fortune! You have nothing to fear in this life."

Quotes are from the SNES version. They may not match exactly in the PC version (although I think they are the same as the Genesis version).

\*Thanks Scott Zielinski for telling me that SNES=PC quotes\*  
And remember, your luck should be at 100 to "unlock" the special figureheads and guns. If anyone out there knows the exact quote from the PC version please email me and I'll include it.

I also tested different percentages and charted the luck increase.

I started with 58 luck and 1,000,000 gold on hand. (easy number to work with percentages) donated an amount, noticed the increase and then reloaded the game for the next try. (Again, this test was on the SNES version on an emulator, I make no claims as to how it will work with the PC version)

#### Percentage of Cash on Hand donated - Luck increase

- 
- Less than 10% - None
  - 10% - 1 point
  - 11% - 2 points
  - 12% - 3 points
  - 13% - 14 % - 4 points
  - 15% - 16% - 5 points
  - 17% - 20% - 6 points
  - 21% - 25% - 7 points
  - 26% - 33% - 8 points
  - 34% - 50% - 9 points
  - 51% and up - 10 points

Thanks to qwikblade for this USEFUL info.

Q: How do I get fast battle experience?

A: To get more battle experience you'd better shoot ships to kill them, save the flagship for last to kill them all. If you have gunnery and good guns this goes way faster and your battle experience will rack up very quickly. If you can achieve carronades then you are even able to take ships out with one shot.

Q: What is the best way to duel?

A: I got many questions about this one. In the section Villager Help

you can find what block works against what attack. To win a duel you must first check which blade your opponent has got. Then you can check this faq to see which attack is most effective with that kind of blade. Just keep on blocking that attack, as the opponent will use that attack most frequently. And if he uses an other attack it won't do much damage. For you own attacks, keep using the specialty of your blade, as the computer player doesn't know whether you keep on using the same attack or switching between the three possible attacks.

\*\*\*\*\*

#### TRADING

Q: Where can I find Amber and Copper Ore? (by Pingh)

A: Aden will give you the best price on amber as this is her specialty. Any port on the West African coast will produce amber if the market is developed enough. An investment of 5 ingots is usually enough.

Copper is the specialty in Stockholm (Northern Europe), and Nicosia (south of Turkey), though you may have to invest in the market place to see it offered. Copper is also the found in the ports of the Ottoman Empire around the eastern edge of the Med, and the Black Sea (Alexandria, Beirut, Istanbul, etc.) East African ports also sell copper at about the same price it is sold in Stockholm (about 90). The Ports in India will sell copper for around 70. The only place to sell copper for a profit is Northern Europe and the Med. (answer by UWNH Topica Members)

Q: I am currently using Ali Vezas, and the King told me to go get him some carpet... your faq said to have some before he asks that but unfortunately I read the faq after the king told me to go find carpet. So I go to the item store in Istanbul and they say they're closed cuz one of their guys has the plague, so I can't get any carpet.. to my knowledge, only Istanbul sells carpets. (by David)

A: At first I wanna say that you don't really have to improve in royal rank. So actually you can just play on, don't care for the Sultan. But if you really want to it's easy. Istanbul is NOT the only port where you can buy carpet, as a matter of fact there are a couple of other cities.

You could try the Middle-East area or Mecca, but you have to sail a long time when being in Istanbul, so go to Beirut, it's the most east port of the Mediterranean Sea, near Jaffa. Here they sell carpet usually. If not so, invest maximum amount of money in the market (=10 ingots) and wait till the first day of the next month, now there should be Art & Carpet in the Market. If not again, go to the Middle-East after all (it's not very likely this happens). (answer by UWNH Topica Members)

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#### CHARACTER SPECIFIC

Q: Can you do royal favors with Pietro Conti for the King of Italy? (by Andre Leclerc)

A: Yes you can do favors for Italy's ruler. However, Pietro usually has a very high adventure rating, so the king usually asks for discoveries. If you prefer to sell discoveries rather than give them away, you will need to build up either his trade or piracy fame.



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IN-GAME QUESTIONS

Q: I'm given a job by the King/Sultan and I don't know where to get the product?

A: If you go to a pub and try to treat a couple of times you might get an answer from some of the guys in there. Usually it's an area, not the exactly place. (answer by UWNH Topica Members)

Q: I've found a village, what am I supposed to do now?

A: When you see a village for the first time, be sure always to check out it's secret, every village has one. If you forget this couple of times, you won't ever find the ones back that you haven't checked. How do you find the secret? This is very easy. Just use 'search', actually this will only work with D Discoveries, like the Stonehenge. When it is a C-Star Discovery, you'll need to entertain the villagers first, to get them help you in your search for the secret. To do this use the 'entertain' button, this'll improve their friendship with 5 and will reduce your food amount with 5 also. Keep this in mind! You have to raise the friendship until 10-20-30-40-50 or 65. Just check the search option after every number of ten, to save your food stock.

Q: I'm doing a favor for the king/sultan, and he asks me to find an item, where can I find it?

A: This isn't as hard as it seems, go to a Guild, where you can get normal jobs, like defeating pirates or trading goods, as well. Ask the man for a job, and he'll say you could get info in another port. When you go to the guild in this port, the guy will tell you who has the map to find the item needed. When you go to the pub in that port and treat the fellas in the pub they will tell you where your man is. (when you're in a capital go somewhere else, the pub fellas won't tell you anything)  
Now comes the hardest part, when you got the map you'll have to find a piece on the world that looks exactly like the one on your map (where the 'x' is marked). This is often in Africa or South America. When you have found the right place, go ashore right where the 'x' is. Now use the search option (default finding is clear spring or nothing), now you'll find the needed item to return to your king. When you can't find the spot, let it locate by a cartographer, you can save before locating it and you know where it is for free.

Q: How can I make some fast money?

A: Well, there are several trade routes, I'm looking for all of them now, but the easiest and shortest is Istanbul-Athens. Buy Carpet (for the lowest price of course) in Istanbul, and sell it in Athens, then you have to buy Art there (low price) and sell it in Istanbul, go on till you have reached your wished amount of gold.  
Remember that when a good is sold in a port very often, the buy price will drop and you will make less money (or don't make any money at all). To see how to make more (not-so-fast) money, look in the Trade section)

Q: What are lumbers for? (forgot who asked this, claim it, if you want to)

A: Lumbers are to repair your ship by yourself. When you get in a storm, your ship gets damaged and you although you can reject it with balm, your ship will be damaged a bit. You can go to a shipyard, but if you don't want to/don't have to time/or don't see one, go ashore somewhere on the land and repair your ship (if you HAVE lumbers).

Q: What are the criterias / exp/ level(?) needed to recruit a pirate after we defeat them in battle? They'll keep on saying how they want an experienced navigators and so on and whatever. I still haven't bothered to get any navigators except the two you get by story-line since I'm using Cat. I just want pirates in my fleet. (by Brujah)

A: Just go find them and try to recruit them every time your experience levels go up a few levels. If you can beat them up in battle, you're probably pretty close to being able to recruit them. Pilly Reis is the only one that really takes a whole lot of experience to recruit... but it's worth the wait, he has like 110 experience levels combined. (answer by UWNH Topica Members)

Q: Since Pietro is Italian, all of the good Turkish ports have been blockaded, so that I cannot enter them. This includes the gold mines like, Istanbul and Alexandria. While the disadvantage in trading can be avoided, I have been told by the cafe owner in Massawa that I can get more info on the Staff of Poseidon from the fortune teller in Alexandria. But I can't get into Alexandria! (by Christopher)

A: Well, actually when you have a blockade by some country, it quite easy to get past it. The only thing you have to do is wait till it is night, somewhere between 7:40pm and 4:20am and enter the port you want to get in. But, be aware! People in buildings can steal parts of your money! Do it this way, and you can enter an port you like without get blocked.

Q: What has the amount of money Pirates have got to do with other things?

A: Like country's fleets depend on the amount of cities it owns. The amount of pirate ships (and their gold) depends on your amount of cities. The more cities are allied to your country, the more pirates and the more gold they have.

If you think about this, this is very logical, since all other enemy battle (+merchant) fleets will be gone if you own ALL cities and there would be no one to battle with.

Q: How many ships will other countries have?

A: This depends on the Revenue. With a max of 1000, the higher the Revenue (to be seen at the guild), the more ships, with a maximum of 4 trade ships and 5 battle ships. (2 convoy, 3 voyaging)

Q: What's the point in investing?

A: See the Investing subsection 11.c (you get 2000 trade fame as well)

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#### OUT-GAME GENERAL QUESTIONS

Please, don't expect me to know what to do when your sound doesn't work, I should say, buy the original game, because I'm no computer expert.

Q: I can't play Duels, every time the game shuts itself down.

A#1: Do this at own risk and make a back-up file.

Open notepad and open the file c:\config.sys find the line that begins with Device=NOEMS, change this to Device=c:\windows\emm386.exe

If this doesn't work, try to delete NOEMS from the Device line and it might work also. (This one actually works more often then the above)

You may try this in combination with Answer 3.

A#2: This is an emm386 problem, nothing to do with copy etc. To play the game in windows, right click on the command file (koei) and choose

the memory tab. I can't remember the exact configuration required but you can add both EMS and XMS when running the game. That should fix your problem, if setting both at once doesn't work, try using either one of those.

- A#3:
- 1) Click START, RUN, type "msconfig", OK
  - 2) Click on the "System.ini" tab
  - 3) Expand the folder that reads "[386Enh]"
  - 4) scroll down and UNCHECK the item "EMMExclude=<variable>"
  - 5) REBOOT
  - 6) Right Click Koei.exe, and click the MEMORY tab
  - 7) The EMS section is now available, make sure it is set to AUTO
  - 8) Play UWNH

You may try this in combination with Answer 1.

Q: Sometimes, after a duel with another guy, all the graphics screw up, what can I do about it? (by Pingh)

A: If you are using an emulator, try these:

When using the ZSNES emulator, than this problem will show up. Try to find the SNES9x, that one works much better.

You can also download the whole game, at [uwnh.freesevers.com](http://uwnh.freesevers.com), you don't need an emulator anymore.

If you aren't using an emulator, try to find the newest DirectX, I believe it's 8.0 right now. (1.91 faq version) (answer by UWNH Topica Members)

Q: Where can I actually download the game (by Desmond Lee & Sudragon)

A: Well, if you had looked down here, you could've found the answer right away, but as long as nobody looks at the links, you won't find it. That's not true, when you take a look at one BIG search-site, you'll find this page immediately. I'll give you the direct link to the file, so it will begin downloading right away:  
<http://leonid.future.ee/pub/uw2nh.zip>

Q: How do I take a screenshot (I want everybody to know how rich I am?)

A: This can't be done with the game, but Windows has got a good alternative for this. Use the 'Print Screen/Sys Rq' key just above the 'Insert' key on your keyboard. Now you can take one screenshot at a time. Go to a drawing program, like Paint and 'paste' the image there. Save it, and you'll have a nice screenshot, because the game won't crash when using ALT+TAB, you can do this multiple times, without quitting and restarting the game.

Q: How do I use the Game Genie Codes? (read two chapters above this one)

A: Genie Codes can only be used when having the game on SNES, or you play the game on an emulator (you haven't got that, I think). If you have the Game Genie, you DO know how they can be used, don't bother it for you right now.

Q: I've saved the game in a port, but when I go out of it, there comes a storm that I can't get out of and I'm out of Balm as well. What am I supposed to do?

A: First, be sure to always carry about 10 Balms with you, so this won't ever happen to you. But if you really can't get out of the port, just stay in the Lodge for 1 or 2 months and you should be able to get out

of it, if not you're very unlucky (and a bit stupid not have bought Balm).

Q: I can't hear any sound in the full game version, using Win2000. (by Rio)

A: There is no answer, since Win2000 has no DOS sound drivers installed. Just put up some other music, the UWNH music isn't so great after all, so it doesn't really matter.

Q: I've done everything there could be done in the game, are there other games that look like UWNH?

A: Yes there are. I list them here:

-Patrician 2 & 3

-Pirates (Gold)

-Celtic Tales: Balor of the Evil Eye (no sailing at all, a Koei game)

-Sea Dogs 1 & 2

(answer by UWNH Topica list members)

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## 20. Links

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Here are some game-related sites placed:

The Best UWNH Site EVER -- <http://uwnh.freesevers.com/>

Official Koei Games Site -- <http://www.koeigames.com>

Some Vague Images -- <http://www.vgmuseum.com/newhorizons.html>

More Images -- [http://www.gaming-intelligence.com/artwork/  
games/uw-nh.html](http://www.gaming-intelligence.com/artwork/games/uw-nh.html)

Villages List -- <http://uncwnh.8m.com/main.htm>

UWNH Nirvana -- [http://www.geocities.com/scalylizard.geo/  
newhorizons/index.html](http://www.geocities.com/scalylizard.geo/newhorizons/index.html)

UWNH Dedicated -- <http://www.uwnh.net>

Bulletin Board -- <http://www.tek-world.com/board>

Other Faqs of Uncharted Waters 2: New Horizons (mine is the best, anyway :)

--[http://www.gamefaqs.com/computer/doswin/file/new\\_horizons.txt](http://www.gamefaqs.com/computer/doswin/file/new_horizons.txt)

(by PuppyChiFlower)

--[http://www.gamefaqs.com/computer/doswin/file/new\\_horizon\\_changes.txt](http://www.gamefaqs.com/computer/doswin/file/new_horizon_changes.txt)

(by PuppyChiFlower) SNES to PC Changes

--[http://www.gamefaqs.com/console/snes/file/  
uncharted\\_waters\\_new\\_horizons.txt](http://www.gamefaqs.com/console/snes/file/uncharted_waters_new_horizons.txt) (by XYou)

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## 21. Credits

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Here some stuff about the persons and corporations that helped me:

(just in order the helped me, from the beginning till now)

The names with a \* before them, provided ^great^ help.

*Mr. Jerry Webber	Again! For making the main-line walkthrough, so I could revise it and get out the many mistakes.
CJayC @ GameFaqs.com	Placing this faq at GameFaqs.com (first to have it)
Koeigames	Making this super game and helped me accomplishing it
Dan Simpson	For lay-out, stuff, and made me doing faq-writing
Leonid Malikov	Made me solve the game (+general information)
Tony Hedstrom	Providing me the Game Genie Codes
Keegantfeel	Made me creating Frequently Asked Questions
Other webmasters	For also placing this FAQ

UWNH Topica Members	They helped me with a lot of the questions
*Mathieu Gauthier	Provided me (almost) all the names of ports
Ed Wyn	Notified me of five not listed ports and brought up the idea of adding the chapters: Items and Discoveries
*Tri Laksana	For providing the list with all the Discoveries
*Scaly Lizard	Letting me add his Oddities of the game to the faq Plus: provided HUGE trade and world dom. sections
Jon Nicholson	For let me adding two items (Errol and Muramasa)
Arc~en~ciel	Letting me know that Blue Crescent exists and for brought up the idea of where to buy cartographer & gunnery skills and who pays best for discoveries
*The Mad Hatter	Helping me with many questions (UWNH Topica Member)
*Chris(topher) Bzik	Added a lot of additional information(ports & ships)
Beerwolf	Letting me know that I forgot the Flamberge
*Tom King	Provided me information about ships (+gen. info)
BlueJeff	Gave one GameGenie Code
SW (MrC)	How to get rid off mates (mistake in Odds section)
Markus Selander	Added the final 98th village + info on the Flamberge
Nelson	Send in 3 Pro Action Replay Codes
Dustin Lien	Let me know that something was wrong with the Odds
Travis	Send in an Anecdote
Steven Savoy	Gave me some little info on the Ships
Jacob Walker	Blue Crescent is also in Changan
Janke24	Nice story: 1000 ingots trip; Rio - Lubeck
*LockeVanish	Provided *ALL* Waitresses names plus Mates' names and their whereabouts (+2 quirks)
Qwikblade	Finally: Goddess, Angel, Carronades info to get them
Daniel Kee	Some trading profit lists (3)
Chaud	Added Item: Obsidian Lithograph
JCD	Various info (UW5 being created???)
Scott	Fortune Teller's quotes on PC are the same as SNES
*DirtyFerret	A Lot of Stats for Free Mates
Ubby	Gave me an item
Dante	Came up with the idea for 'Funny List'
*Antonius Eko	Quite some changes and adds to the faq
M.D. Muff	Trade Route Amsterdam-Timbuktu (Mosquito-Elephant)
Will Moore	Economic Power, Combat Power, Ship adds, Gold Power
Dan Holder	Raymond Burke + Sadam Baba
Jordan Kong	Save code
Damien	Hex editing sub-section
Rudy Abdul Gafar	Stehpan Goethel as mate
Raymond	An untruth, general tip
Edwin Spence	Another trade route (Santa Cruz-Lubeck)
Josseppi	Hamid Lal quirk
Paul Dickinson	Good load of waitress info

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## 22. Version History

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Version 1.0 (21 October 2000) 55,0 kb  
Original Version

Version 1.1 (25 October 2000) 56,8 kb  
Changed something in the top  
Added some enters to clear the faq up  
Added other faqs of mine  
Cleared up a bit more  
Added three permissioned sites

Version 1.15 (28 October 2000) 57,1 kb

Added a site where this FAQ may be

Li'l Changes

Version 1.5 (4 November 2000) 60,0 kb

Added a lot of Game Genie Codes (by Tony Hedstrom)

Added one site that is permission given to

Version 1.6 (21 November 2000) 61,0 kb

Added the new chapter "Frequently Asked Questions"

Added a question to that section

Added two permission given sites

Minor Changes

Version 1.65 (13 December 2000) 61,4 kb

Added a new Frequently Asked Question

Removed ICQ, I don't use it anymore, so don't send anything

Bit moved round 'N changed

Version 1.7 (16 December 2000) 62,3 kb

Changed the second question, well actually the answer

Not even really small changes

Version 1.75 (22 December 2000) 63,3 kb

Added two new questions

Version 1.8 (30 December 2000) 64,6 kb

Added a bunch of Game Genie Codes for ALI VEZAS

Added a link to Tony Hedstrom (for all the help)

Cleared up a bit

Version 1.85 (4 January 2001) 65,1 kb

Added a new question (REALLY important one)

Version 1.9 (January the 8th 2001) 65,6 kb

Added a couple of Game Genie Codes

Version 1.91 (January the 20th 2001) 66,5 kb

Added ONE whole site to the permissioned ones

Changed something around

Version 1.95 (February the 15th 2001) 68,3 kb

Added two questions/answers

Version 1.96 (March the 11th 2001) 71,0 kb

Added all the ports listed in the game (by Mathieu Gauthier)

(I'll add lots of other things that have to do with ports...)

Fixed some mistypes

Version 2.0 (March the 22nd 2001) 72,6 kb

Added all the co-ordinates to the ports

Version 2.01 (April the 23rd 2001) 73,5 kb

Added the ports: Naalehu, Tahiti, Suva, Guam and Juneau with their  
co-ordinates (help from Ed Wyn)

Added my ICQ number for the wannabees

Came up with the idea of placing ALL the items and discoveries (Ed Wyn)

Version 2.05 (May the 3rd 2001) 81,2 kb

Removed ICQ immediately, it sucks  
Added three questions, all thought up by myself!  
Added two chapters: Items and Discoveries  
Added 25 Items  
Added the port: Hamburg (just dumb I forgot that one!!!)

Version 2.1 (May the 6th 2001) 85,2 kb  
Added all the items that can be found (at normal times)  
Changed some Ports Info, because it was wrong

Version 2.11 (May the 7th 2001) 86,0 kb  
Changed the Main Info  
Rewrote lots of beginning "info" at the top of sections  
Started to test my walkthroughs

Version 2.2 (May the 11th 2001) 103kb  
Added one question, by myself  
Added all the discoveries, wheew!!! by Tri Laksana  
Added some credits (3 actually)  
Added new chapter "Oddities" by Scaly Lizard  
Added two more links  
Still working on walkthroughs (and 2am items)

Version 2.3 (May the 21st 2001) 108kb  
Added five more Items (send me more!!!)  
Added three new questions to the 'FAQ' (send me more!!!)  
Revised Joao Franco's walkthrough totally (now it's perfect)  
Began revising Cat's walkthrough

Version 2.31 (May the 27th 2001) 109kb  
Added one question  
Added some copyright info and ONE CRUSH SITE (DON'T VISIT THESE!!!)  
Added one permissioned site

Version 2.32 (May the 31st 2001) 110kb  
Added three items  
Changed my nickname to Eastpolar (there were too many Mikes on GameFaqs)

Version 2.35 (June the 13th 2001) 120kb  
Got out a couple of 50 typing mistakes  
Added the new chapter: Skills  
Added 8 new items  
Added one permissioned site  
Added two new questions to the 'FAQ'  
Combined 'Cheat Codes' and 'Game Genie Codes' to Cheat Codes + de-section  
Added System Requirements  
Added new chapter: Ships  
Enlarged the section Ports a huge bit  
Rearranged the sections 7-11

Version 2.4 (June the 18th 2001) 135kb  
Added one question  
Added the Ships  
Added Christopher's e-mail address  
Added one Oddity  
Cleared up the Oddities section  
Updated the Skills  
Created the 'Game Options' section  
Added one item (Flamberge)  
Added some to the notes

Added two credits

Added to the notes by the Ships, what Tacking is

\*Next Update: -FAQ section cleaned up  
-Cat's Walkthrough revised  
-More Ports by Christopher  
-ALL the Ships

Version 2.5 (July the 23rd 2001) 143kb

Added one site where this faq can be found

Updated the Ports list with lots of additional information (and ports too)

Cleared up the Ships alphabetically

Added Tekkousen and Full Rigged Ship

Updated Ship Stats (thanks Tom)

Cleaned the FAQ section (you'll find things lot easier now)

Added Tom and Jerry (removed accidently) on top (sounds fun :)

Added a site down here

Fixed something with the odds (MrC thanks!)

Added all the ports with their specs

\*Next Update: -Cat's Walkthrough revised  
-because the above was too late, Otto will also be revised  
-if I have time :), it takes lots of time

Version 2.6 (August the 12th 2001) 163kb

Added a site down here

Revised Catalina's Walkthrough finally (there were rather what mistakes)

Changed Copyright info

Finally added the 98th village, thanks to Markus S.

Removed all the 'helpers' on top, this doesn't work (except Christopher)

Added all the Discovery definitions

Added a 'Cheat'

Added more Flamberge info, thanks to Markus S. again

Changed some to the Notes at the top

Added the sub-section 13.a Villager Help (nothing there yet, though)

Added Dark Crystal item

Added another two sites down here

Changed the answer to the King Favor question

Added all the prices of the Goods to the Ports List

Changed Skills to Various Info

Added the subsection 11.a 11.b 11.c

Added some Mates info

Format Changes to the Notes

Began revising Otto's walkthrough

Lots of Li'l Changes

Version 2.7 (March the 28th 2002) 172kb

Came up with another question + answer

Added another answer to the duel question

Created new Sub Section 11.d Readers Info + Anecdotes (that really help)

Listed sites down here alphabetically

Changed a lot at the top; it's clearer now

Added Pro Action Replay Codes

Finally got the right 'Angel + Goddess' answer

More Ships info

Changed info about 'Get rid of Mate'

Added Pro Action Replay Code: ALWAYS Goddess Figurehead

Added an anecdote: 1000 ingots trip

Wow! Real Copyright Notice! Check it out!

Wrote another FAQ, in the shameless self promotion

Many Minor Changes

! Celebrated 1st birthday of this FAQ :) !



\* Promise: Otto's walkthrough WILL be revised in the next update.

Version 2.8 (July the 30th 2002) 247kb = 84 print pages

Added 3 FAQ-questions

Added \*ALL\* the Waitresses in the Mates section

Added \*ALL\* the mates (copyright, haha)

LockeVanish. Thanks for doing the above 2 things

Added \*-credits (for the BIG helpers)

Completed the 'Villager Help' section (some useful info, really)

FINNALLY, really good answer to the Goddess + Carronades question to get it

Divided section Oddities in two parts (REAL parts)

Added about 1 MB to the Trade section (thanks Scaly Lizard!!!!!!)

Added Trade Section (it's gonna be grande)

Divided the Trade section into five(!) parts. It was too big to handle.

Yup, the World Domination section has got some good strategies (thanks S.L.)

Added another two questions

Another duel answer

Added two links

Yoopi!!! Revised Otto's walkthrough (after a year), maybe Ernst's next??

\*BIGGEST UPDATE EVER\* (to Scaly: "Thanks!")

Version 2.9 (August 9 2002) 271kb

Added two quirks by LockeVanish

Forgot Daniel Kee's trading lists, they're here now

Added a cheat

Err... Bohn? It's Ernst von Bohr

Revised Ernst's walkthrough (..easy)

E-v-e-r-y single matey in the game, #106 (non-vagabonds too)

Version 2.91 (August 22 2002) 271kb

Updated the sites that may have this one

Changed e-mail address: maic\_groels@hotmail.com

Version 3.0 (March 24 2003) 282kb

Added Item: Obsidian Lithograph (thanks Chaud)

JCD let me know: UN5 being made, storm solve and Light Galley info

Scott told me that the PC quotes from the Fortune Teller are same as SNES

Some info about the beat-hire mateys

Added Gamers-Realm site to permissioned ones

What's HEX editing part... in cheats section

Some kind of duel glitch solve... combination... whatever

Every \*stat\* of Single Matey! (thanks Dirty Ferret!)

Added FAQ Stats, all the way down

! Celebrated 2nd anniversary of the FAQ :)!

Version 3.1 (July 7 2003) 287kb

Small Changes (tabs and spaces and words)

Added 'Things To Be Done' at the Bottom with Faq Stats

Added item: State with Eyes

Added pre-section: General Game Watch-outs

Added the 'Funny List' at Oddities

Changed Otto's walkthrough around

Diamond Crown/Danzig Stairway

More changes that can't even be noticed

Added supply port Cape Cod (how dumb...)

Added 7 sailors I missed in the 'sailors with jobs' list (again: stupid)

Japanese name NOW AVAILABLE, haha.

Added another Trade Route (Amsterdam-Timbuktu)

Version 3.11 (July 8 2003) 291kb

Added Trade Chart by Chris Bzik  
Added subsection Trade Routes (it got too extended)

Version 3.2 (July 2 2004) 304kb

Added some words at the top  
Added question about Dueling  
Revised some small parts  
Chris Bzik did a complete read-through, noticed mistakes. THANKS!  
Something on Hidden Treasures  
Split up of the Trade section(s) (a-f was way TOO many)  
Something about Maximum Economic Power  
Some maximums and extremes by Wil Moore  
Added two mates  
Save Code  
Hex editing

Version 3.3 (July 1, 2005) 328kb

Some minor changes, as always  
Added Stehpan Goethel as mate  
Untruths that villagers speak  
General tip added  
Added some things to be investigated  
Santa Cruz-Lubeck trade route  
Added a lame ass cheat  
Massive Mate Update (thanks Antonius)  
New Reader Info  
Version story  
Added (2) quirks and cheat  
Hex edit  
Some waitress info  
Some additions to the Otto story (vs. Spain)  
Some info on selling items  
How to get rid of scenario cheating  
Hamid Lal is a weirdo  
Added 'easy pirate beating'  
Edited investing by others  
Hire Joao with Catalina!!  
Good lump of waitress info  
Some additional Superfleet info  
Processed 22 e-mails with valubale info  
\*Celebrated 4th birthday of this FAQ\*

Version 3.4 (July 7, 2005) 330kb

Cleaned up some useless info  
Added Basterd Sword as item (quite dumb, it IS in the walkthrough)  
Done the church 'checklist' of Europe  
Checked every port on '2am' items, check!  
Revised Pietro's walkthrough  
Cleaned up some more crap (I even removed some parts)  
Did some layout changes to make it more clear (chapter split-up)  
Defecting  
Added trade route  
Added some additional info to mutliple parts  
Done a mate runthrough again, hopefully it is 100% correct now

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23. Copyright Info

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<http://www.gamefaqs.com>

<http://DLH.Net> (version 1.95)

<http://www.gamers-realm.com>

<http://www.gamesover.com>

<http://www.the-spoiler.com>

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Please mail me about this, when you are viewing this faq on a site that isn't listed, e-mail me, because I WILL be pissed on them.

Sites that may not contain this faq (ever):

<http://www.gameunited.com> (They said the site was down, crap)

I've written faqs for:

PC -- Broken Sword: Shadow of the Templars (also PSX + GBA)

-- Ultimate Soccer Manager 2 (1996-1997 season)

-- Uncharted Waters 2: New Horizons (also SNES + Genesis + PSX)

SNES -- FIFA International SOCCER

These can be found at:

<http://www.gamefaqs.com/features/recognition/4815.html>

(together with some reviews I've written)

FAQ STATS:

Words: 54.460

Pages: 128

THINGS TO BE DONE:

- MAYOR LAY-OUT review (anyone ideas?), it's getting all mixed up I guess

-maybe some more specific storm ideas

-trade routes (excellent ones)

-some more info on specific port 'things'

-'hidden treasures' that are asked by a royalty

-need still to complete 1 walkthrough (but i'm doing it myself)

-completing the 'game options', just to have it, not really special

-General Watch-Outs

-Scaly Lizard's Story shortened

-Swordfighting formula?

-Does type of ship influence seamanship/leadership increases (not for xp)

-Linkage of ports with other ports (wormholes)

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Now, it's the END...

Or is it? Will it be?

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