# Uncharted Waters: New Horizons Market/Shipyard FAQ

by FatRatKnight

Updated to v1.16 on Jul 7, 2016

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Hello, I hope there will be less confusion in the future.

those who were familiar with my old board name.

I had wanted to fool around with this game for a bit. Mainly, see what's in most of the internal data. I had shared some of this information on the board already, but decided a text file would best serve to deliver the information.

This file in particular shows most of data I was able to extract from the game itself, relating to ports, as of this time. A good portion of the lists were machine-generated, but I still did some minor edits and some lists manually.

There's plenty of numbers in here. If you ever wanted some exact information, this FAQ is one place to look.

A quick list of every port.

#ID - The index number internal to the game to refer to the port. You will never see this in the actual game, but I include it to show why I sorted the ports as I did.

Port Name - I sure hope the title is enough to explain it!

Location - The coordinates as translated from the internal game data.

Specialty - A particular product not normally sold in the area. There are 67 ports with specialties, 33 without any. Note, when the Price Index of the type of the Specialty is 140% or more, it's not sold, no matter the Economy. This Price Index has little to do with the \*General\* Price Index.

Price - The specialty cost, at 100% price index and without the 20% taxes applied. Do note that selling the specialty to the port is worth 50% of this value, instead of the usual for the market type. Adjust by price index, of course.

Req. - Amount of Economy needed before the specialty becomes available. Note, there are several ports that begin the game with enough Economy to already sell it -- I'm merely listing the requirement as a formality; I mark such products with an asterisk \* to indicate this fact. There are 25 ports that need investments before they can sell their specialty.

Eco-T - When the game begins, the number is how much Economy the port has. The lowercase letter indicates what type of market the port uses. Economy helps by letting the Market sell more items, allowing you to recruit more crew at a cafe, and expands on figureheads and cannons.

Ind-T - When the game begins, the number is the Industry of the port. As well, I include an uppercase letter to indicate what type of shipyard the port has. Industry helps by allowing better ships to be built, having ships get built faster, and has an effect on what cannons are available. Sprt - Who the port supports and how much, at the beginning of the game. This changes quite a lot with investments. It may help to know if you're going to anger a foreign nation by investing the port's support away from them.

I use t	hese letters	to	identify w	hich nat	ion:
P =	Portugal	S	= Spain	T =	Turkey
E =	England	I	= Italy	H =	Holland

			tion Specialty				
			9W Rock Salt				
			6W Porcelain				
	Istanbul		28E Carpet				
	Barcelona		2E Rock Salt				
# 4	Algiers		3E				
	Tunis		10E Iron Ore				
# 6	Valencia		OW Wool Cloth				
# 7	Marseille		5E Perfume				
# 8	Genoa		8E Silver				
# 9	Pisa	43N	10E Silk Cloth	170	*400:620	c 540	E 100I
#10	Naples	40N	13E Wool Cloth	68	*200:630	c 640	E 100I
#11	Syracuse	37N	15E				
#12	Palma	39N	2E		:290	c 285	A  98S
#13	Venice	45N	13E Glassware	180	*300:740	c 730	E 100I
#14	Ragusa	42N	18E Dye	92	200:150	c 140	E 100I
#15	Candia	35N	25E				
#16	Athens	38N	24E Art	310	*300:640	c 540	E  0
#17	Salonika	41N	22E		:110	e 120	E  0
#18	Alexandria	31N	29E Cotton Cloth	25	*200:720	e 700	F 100T
#19	Jaffa	32N	35E		:140	e 150	F  95T
#20	Beirut	33N	35E Carpet	210	300:270	e 250	F 100T
#21	Nicosia	35N	33E Copper Ore	88	400:150	c 160	F  98T
#22	Tripoli	32N	13E		:420	d 400	F  90T
#23	Kaffa	45N	34E Iron Ore	85	400:340	e 350	F  35T
#24	Azov	47N	38E		:110	e 115	F  20T
#25	Trebizond	41N	39E Cotton Cloth	58	*100:360	e 370	F 100T
#26	Ceuta	35N	5W		: 85	d  90	A 100P
#27	Bordeaux	45N	1W Raisins	32	*200:600	b 580	D  80E
#28	Nantes	48N	2W		<b>:</b> 560	b 570	D  80E
#29	London	53N	0E Wool		*100:720		
#30	Bristol	52N	3W Tin Ore	75	350:320	b 380	B 100E
#31	Dublin	54N	7w		:370	b 350	B  93E
#32	Antwerp	53N	5E Wool Cloth	52	*300:660	b 670	C 100H
#33	Amsterdam	55N	6E Glass Beads	3	*100:700	b 730	C 100H
#34	Copenhagen	57N	12E Glassware	190	*450:530	b 510	D  98H
#35	Hamburg	55N	10E Dye	85	*400:600	b 620	C  95H
#36	Oslo	63N	10E Wood				
	Stockholm	62N	19E Copper Ore		500:480	b 470	D  85E
#38	Lubeck	55N	10E Silver		500:320		
	Danzig	56N	18E				
	Riga	59N	23E Wood				
	Bergen	62N	5e				
	Caracas	7N	72W Vanilla				
	Cartegena		81W				
	Havana		87W Vanilla			-	
	Margarita	7N	69W				
	Panama	5N	85W			-	
#47	Porto Velho	6N	85W		: 60	g  75	K  95S

1#10	Conto Domingo	1 1 ANT	7 / 54	Curren	10	200.150	~ 1 6 0		0001
	Santo Domingo			-	18	200:150	-		
				Gold	400	400: 80	2		0
		13N		Sugar	18	200: 60	-		
		10N		Grain	10	90: 70	-		
	Pernambuco				35	250 <b>:</b> 215			
#53	Rio de Janeiro	25S		Gold					
#54	Maracaibo	7N							
#55	Santiago	16N	81W			: 80	g 105	K	0
#56	Cayenne	0S	57W	Wood	60	100: 70	h  65	K	0
#57	Madeira	33N	17W	Sugar	12	*100:240	f 230	H 1C	)0P
#58	Santa Cruz	28N	17W			: 90	f  80	H	0
#59	San Jorge	6N	2W	Ivory	100	*200:210	f 190	H 10	)0P
#60	Bissau	13N	17W			: 85	f 100	H	0
#61	Luanda	8S	12E	Coral	120	100: 90	f  75	H  9	)6P
#62	Argin	20N	18W			:200	f 185	H 10	)0P
#63	Bathurst	14N	17W			<b>:</b> 75	f  60	H	0
#64	Timbuktu	15N	4W	Ivory	60	*100:430	f  35	H	0 1
1#65	Abidjan	6N		Musk	80	200: 90			0 1
	-	17S		Ivory		*100:390	•		
		3S		-		*150:370			
		3N		Ivory					0
	2	4S					•		
		13S							
	1								
	-	15S		Tortoise Shell					
		14N		Amber			-		
•		26N		Ginger			-		
•		15N		Pimento		300: 90	-		
•		29N				*400:510	-		
•		30N		Cheese		* 50:480	2.		
		21N		Musk			-		
#78	Quatar	25N		Tortoise Shell			-		
#79	Shiraz	26N					-		
#80		24N							
#81									
#82	Cochin	10N	75E			:130	k 120	G  9	)0P
#83	Ceylon	8N	80E	Cinnamon	4	* 50:180	k 210	G	0
#84	Amboa	1S	125E	Nutmeg	5	70: 50	1  50	G	0
#85	Goa	14N	73E	Ginger	10	*200:540	k 560	G  8	35P
#86	Malacca	4N	101E	Cinnamon	3	* 50: 90	1  95	G	0
#87	Ternate								0
				Nutmeg					0
#89				Clove					0
									0
									0
-				Nutmeg					0
									0
-	Zeiton								0
	Macao								0 1
	Hanoi								0
	Changan								0
	-								
				Silk Cloth					
	Nagasaki								
						ľ	·	I	
	Port Name								
	Hekla				, the	ere are R	C		
	Narvik			_			-		
	Cape Town								
lo c	Belgrade	I H OIN	ТОГ	nave one str	uctul	le, une			

S 4	Tamatave	16S	48E	Harbor.
S 5	Dikson	81N	81E	
S 6	Lushun	39N	122E	As a Supply Port, their use
S 7	Leveque	10S	125E	is simply to let you dock to
S 8	Mindanao	8N	126E	restock water, food, lumber,
S 9	Tiksi	78N	129E	and gunpowder. Prices are
S10	Ezo	42N	140E	always 100%, so don't worry
S11	Geelong	34S	141E	about ever spending 22 gold
S12	Guam	14N	143E	per barrel of food instead
S13	Moresby	6S	145E	of 20 gold.
S14	Korf	61N	163E	
S15	Wanganui	36S	171E	
S16	Suva	13S	176E	
S17	Nome	67N	166W	
S18	Naalehu	19N	156W	
S19	Tahiti	12S	154W	
S20	Juneau	57N	138W	
S21	Coppermine	72N	124W	
S22	Santa Barbara	26N	120W	
S23	Churchill	55N	94W	
S24	Callao	11S	84W	
S25	Valparaiso	35S	79W	
S26	Mollendo	19S	78W	
S27	Cape Cod	37N	72W	
S28	Montevideo	37S	63W	
S29	Forel	63N	39W	
+		+	+	

#### 

Markets can be found in every port. Not counting the supply ports, naturally. If you plan on making any wealth, you will likely visit one of these at some point.

Here are the most profitable options:

- Buy Goods
  - -> You'll be presented with various things to buy!
- Sell Goods
- -> Drop off your cargo here, hopefully for a profit! - Invest
- -> Improve the Economy! Bring support to your country!
- Market Rate
  - -> Read the prices and Price Index of anything you want.
  - -> Note, 140% or more of this sort of Price Index, not the \*General\* Price Index, makes Specialties run out.

Product - Name of goods for exchange at the Market.

Market Types - Which market types sell the product. A capital letter indicates a specialty at some port in that type.

BuyPric - 100% Price Index, tax-free, no-discount cost to purchase this product. It is a range, showing the cheapest and most expensive found at any port. Sell Price - 100% Price Index value to sell this product. It is a range, showing the lowest and greatest amounts you can sell this product at. Additionally, I identify the Market Type that would pay the high price indicated. A ? is used when there is more than one Market Type that sells at the listed high price. The low price does not count specialties.

ItmType - Type of product. Buying or selling the product will use this type's Price Index, as well as affect it greatly. The other 9 Price Indices may also be affected, but not to such a great extent, and does not affect the type of item you're exchanging. A type's Price Index at 140% or higher stops the related specialty from being sold.

Product	Market Types  BuyPric	Sell Price  ItmType
+	++++	++ A table with
Clove	kL   4~ 25	3~ 160 b Spice   condensed info.
Cinnamon	KL   3~ 4	2~ 150 e Spice   This is to give a
Pepper	kl   3~ 15	2~ 140 b Spice   better idea about
Nutmeg	KL   3~ 15	3~ 110 b Spice   what you're
Pimento	gh J   20~ 25	2~ 70 c Spice   buying is worth
Ginger	JKlm  3~ 25	2~ 70 b Spice   and where's the
:Vanilla	: GH : 35~ 40:	: 10~ 320 m:Special: best place to
:Tea	: k m: 20:	: 6~ 220 b:Special: sell them.
:Coffee	: j: 35:	: 5~ 340 e:Special:
:Cacao	: f : 50:	: 5~ 110 b:Special: While the sheer
Sugar	FG   12~ 18	45~ 90 m Food   data in the below
Cheese	ab e J   10~ 30	12~ 50 h Food   sale table and
Fish	abcd fg i lm  10~ 25	3~ 35 e Food   Market Type
Grain	bc e Gh k   10~ 25	4~ 55 i Food   details will tell
Olive Oil	a cd j   10~ 35	5~ 60 f Food   you most of this
Raisins	aBc   32~ 40	10~ 70 m Food   stuff, it won't
Rock Salt	A de g ij   18~ 60	5~ 65 ? Food   give the overview
:Silk	: M: 25:	: 28~ 240 b:Fabric : quite like looking
:Cotton	: bc e jk : 15~ 65:	: 5~ 55 i:Fabric : over this table.
:Wool	: Bcde j : 30~ 70:	: 8~ 75 a:Fabric :
:Flax	: dfik : 8~35:	: 3~ 45 b:Fabric :
Cotton Cloth	ab E j   25~ 70	14~ 85 g Cloth
Silk Cloth		30~ 260 b Cloth
Wool Cloth	ABC j   45~ 68	15~ 90 ? Cloth
	a   80	
Linen Cloth	a cd f k m  25~ 50	15~ 70 i Cloth
:Coral	: Fg i 1M: 50~120:	: 20~ 300 e:Gem :
:Amber	: f J :110~220:	
=	: F I : 60~100:	
	: m: 60:	
:Tortoise Shell	: ghIJ l : 30~ 60:	
Gold		150~1100 b Jewelry
Silver	•	100~ 260 b Jewelry
	: BC e i k : 60~100:	
:Tin Ore		: 20~ 110 b:Ore :
:Iron Ore	•	: 30~ 190 ?:Ore :
Art	C J m 120~310	_
Carpet	E j   75~210	_
Musk	F IJ   50~ 80	_
Perfume	C j   50~105	_
:Glass Beads	: Bc : 3:	: 2~ 100 i:Other :

:Dye	:aBC e gHi	: 35~120:	15~ 200 m:Other :
:Porcelain	:Ab	m: 30~100:	30~ 200 k:Other :
:Glassware	: BC	:180~190:	$35\sim$ 450 m:Other :
:Arms	:a	: 120:	70~ 240 j:Other :
:Wood	_: B e H	: 60~ 82:	15~ 130 a:Other :
+	-+	++-	+

The following table shows the entire list of goods and how much you get for selling them at all 13 Market types, using 100% prices. This table does NOT include how much you need to pay to buy them, but it will show whether there exists any ports that would sell them to you, as noted.

\* means that the market type can sell this item
! means that some ports within that type have it as a specialty

Product	aaaa	bbbb	cccc	dddd	eeee	ffff	_aaaa	hhhh	iiii	_;;;;	kkkk	1111	_mmmm
Clove	140	160	150	145	110	45	55	50	25	30	**12	!!!3	30
Cinnamon	120	130	120	110	150	40	45	50	20	28	!!10	!!!2	40
Pepper	80	140	120	100	75	40	30	35	20	22	***5	***2	50
Nutmeg	95	110	100	95	90	45	40	45	25	18	!!13	!!!3	45
Pimento	60	55	70	65	60	45	***5	***7	20	!!40	15	2	3
Ginger	55	70	65	60	65	40	30	25	20	_!!35_	!!14	_***2_	**10_
Vanilla	220	250	200	180	280	10	!!70	!!70	10	15	12	12	320
Теа	200	220	200	180	160	20	25	30	16	90	***8	6	***8
Coffee	5	5	5	320	340	15	30	20	12	**15	6	5	5
Cacao	105	110	95	75	85	**10	20	15	10	5	5	5	5_
Sugar	45	49	48	50	50	!!60	!!80	85	65	50	68	70	90
Cheese	**20	**15	40	35	**15	45	45	50	45	!!35	15	12	20
Fish	**10	**10	**10	**10	35	***5	***8	10	***7	20	15	***5	***3
Grain	32	***8	***8	25	***7	50	!!35	**15	55	15	***4	4	5
Olive Oil	**10	38	**15	**12	42	60	30	25	15	***5	8	10	7
Raisins	**20	!!58	**20	40	15	30	35	30	35	10	45	45	70
Rock Salt	_!!65	65	65	**45	**20	22	_**15_	50	***6	**12	5	6	5_
Silk	180	240	160	110	140	38	40	37	28	100	75	40	!!50
Cotton	50	**20	**15	40	**40	45	50	52	55	***5	**10	16	18
Wool	75	!!60	**25	**30	**60	10	15	12	8	**16	20	18	23
Flax	40	45	42	**10	30	**15	20	25	**10	30	_***3_	20	14_
Cotton Cloth	**40	**35	65	65	!!60	75	85	82	80	**14	30	38	40
Silk Cloth	220	260	!200	120	180	80	90	88	80	110	85	42	!!30
Wool Cloth	!!70	!!90	!!65	45	90	15	20	18	20	**22	59	42	70
Velvet	**50	90	75	65	95	85	70	68	80	115	220	40	310
Linen Cloth	_**25_	65	**30	**35	60	**17	65	67	70	65	**18	32	**15_
Coral	280	285	265	270	300	!!80	**70	100	**60	80	70	**20	!!55
Amber	300	305	320	300	300	**90	280	270	120	!310	290	210	250
Ivory	280	290	280	260	290	!!45	120	110	!!40	70	90	120	300
Pearl	310	320	300	270	240	70	105	95	75	60	40	35	**30
Tortoise Shel	1_120	130	110	80	85	15	**40	**30	_!!50_	_!!65_	20	**10	20
Gold	1000	1100	1000	900	1000	*300	!250	!270	*150	950	1050	1020	900
Silver	240	_!260	.240	240	200	180	140	*100	170_	170	180	190_	.200
Copper Ore	180	!170	!175	160	**60	30	40	42	**40	75	**30	70	50
Tin Ore	100	!110	90	95	100	20	22	23	25	60	55	**25	35
Iron Ore	190	**70	185_	!170	!190	35_	35_	**30	35_	_120	130_	50	140
Art	400	400	!400	300	400	80	120	130	70	!320	200	100	**80
Carpet	300	350	300	170	!150	110	105	100	120	**30	35	45	52
Musk	120	130	120	100	140	!!60	35	42	!!55	!120	130	65	140
Perfume	110	130	!100	120	120	90	50	60	95	**28	135_	55	_160_
Glass Beads	2	!!!2	***2	2	2	50	2	2	100	2	2	2	2

Dye	**50	!130	!125	100	**50	60	**15	!!20	**20	120	140	20	200
Porcelain	!120	**55	130	110	100	40	50	50	30	35	200	40	**12
Glassware	230	!225	!230	230	235	50	50	50	105	35	300	95	450
Arms	*100	100	100	100	100	140	180	170	160	240	230	190	70
Wood	130_	!100	125_	_100	**40_	20_	28	!!30	25	_120_	22	18_	15_

3.2-----

In greater detail, I will list out the individual market types. Which ports and their specialties and Economy are listed, as well as the basic stuff sold across all such ports.

Port # - Name of port. Type of Market is shown in header.

Location - Numbers and letters that represent coordinates.

Specialty - What specialty the port sells, if any.

Price - The tax-free, 100% Price Index cost to buy the product. Taxes, haggling for a lower price, and Price Index all affects how much you pay. Specialties can be sold back to the port at 50% value. Non-specialties have their specific sale prices which have nothing to do with these numbers.

Req - Required Economy before the product is available. I use \*\*\* when the specialty is already available from the beginning of the game, or when the general product has a requirement of 0.

Eco - Economy of the port when the game begins. It tends to go up with investments, either from you or other fleets.

Avail - How many products are available from the start of the game, out of how many the port can ever offer.

Port	a Locat	ion Specialty	Price	Req:Eco	Avail	Market a	Req Pri
+	-+	+		:	+	+	-++
Lisbon	39N	9W Rock Salt	38	***:780	10/10	Cheese	***  30
Seville	37N	6W Porcelain	100	***:770	10/10	Fish	***  20
Barcelon	a 41N	2E Rock Salt	45	***:590	8/10	Olive Oil	***  28
Valencia	39N	OW Wool Cloth	n 56	***:320	7/10	Raisins	300  36
+	-+	+		:	+	Cotton Clot	h ***  70
						Velvet	500  80
						Linen Cloth	***  50
						Dye	600 120
						Arms	750 120

+----+

Port	b Locat	ion Specialty	Price	Req:Eco	Avail	Market b	Req Pri
+	+	+		:	+	+	++
Bordeaux	45N	1W Raisins	32	200:600	6/ 8	Cheese	***  25
Nantes	48N	2W		:560	5/7	Fish	***  20
London	53N	0E Wool	45	***:720	7/ 8	Grain	***  20
Bristol	52N	3W Tin Ore	75	350:320	4/8	Cotton	***  45

Dublin	54N	7W		• • •	4/	<i>'</i> 1	Cotton Cl	OUII 4	
Antwerp	53N	5E Wool Cloth	n 5	2 ***:66	50 6/	8	Iron Ore	7	00 1
Amsterdam	55N	6E Glass Bead	ds	3 ***:70	0 7/	8	Porcelain	7	50
Copenhage	n 57N	12E Glassware	19	0 ***:53	80 6/	8	+	+-	+-
Hamburg	55N	10E Dye	8	5 ***:60	0 6/	8			
Oslo	63N	10E Wood	8	2 ***:19	0 5/	8			
Stockholm	62N	19E Copper Ore	e 8	0 500:48	80 5/	8			
Lubeck	55N	10E Silver	17	0 500:32	20 4/	8			
Danzig	56N	18E		:37	0 4/	7			
Riga	59N	23E Wood	8	0 ***:15	50 5/	8			
Bergen	62N	5e		:14	45 4/	7			
		tion SpecialtyP:		-				_	
	+	+		:		+ +-		++	+
Marseille	+	5E Perfume	105	***:350	7/9	+ +-    I	Fish	++  ***	+ 25
Marseille Genoa	+  44N  44N	5E Perfume 8E Silver	105 190	***:350 ***:750	7/9 9/9	+ +-    I    C	Fish Grain	+ <b></b> +   * * *     * * *	+ 25  18
Marseille Genoa Pisa	+  44N  44N  43N	5E Perfume 8E Silver 10E Silk Cloth	105 190 170	***:350 ***:750 ***:620	7/9 9/9 9/9	+ +-    I    C	Fish Grain Dlive Oil	++   * * *     * * *     * * *	+ 25  18  30
Marseille Genoa Pisa Naples	+   44N   44N   43N   40N	5E Perfume 8E Silver 10E Silk Cloth 13E Wool Cloth	105 190 170 68	***:350 ***:750 ***:620 ***:630	7/9 9/9 9/9 9/9	+ +-    I    C    C	Fish Grain Dlive Oil Raisins	++  ***   ***   ***   300	+ 25  18  30  40
Marseille Genoa Pisa Naples Syracuse	+   44N   44N   43N   40N   37N	5E Perfume 8E Silver 10E Silk Cloth 13E Wool Cloth 15E	105 190 170 68	***:350 ***:750 ***:620 ***:630 :240	7/9 9/9 9/9 9/9 9/9 5/8	+ +-           (     ( 	Fish Grain Dlive Oil Raisins Cotton	++  ***   ***   300   ***	+ 25  18  30  40  38
Marseille Genoa Pisa Naples Syracuse Palma	+   44N   44N   43N   40N   37N   39N	5E Perfume 8E Silver 10E Silk Cloth 13E Wool Cloth 15E  2E	105 190 170 68 	***:350 ***:750 ***:620 ***:630 :240 :290	7/ 9 9/ 9 9/ 9 9/ 9 5/ 8 5/ 8	+ +-         C    C    F    C	Fish Grain Olive Oil Raisins Cotton Nool	++  ***   ***   300   ***   600	25  18  30  40  38  65
Marseille Genoa Pisa Naples Syracuse Palma Venice	+   44N   44N   43N   40N   37N   39N   45N	5E Perfume 8E Silver 10E Silk Cloth 13E Wool Cloth 15E  2E  13E Glassware	105 190 170 68  180	***:350 ***:750 ***:620 ***:630 :240 :290 ***:740	7/ 9 9/ 9 9/ 9 9/ 9 5/ 8 5/ 8 9/ 9	+ +-     F     C     C     F     C     F     C     F     T	Fish Grain Dlive Oil Raisins Cotton Nool Ginen Cloth	++  ***   ***   300   ***   600   ***	25  18  30  40  38  65  50
Marseille Genoa Pisa Naples Syracuse Palma Venice Ragusa	+   44N   44N   43N   40N   37N   39N   45N   42N	5E Perfume 8E Silver 10E Silk Cloth 13E Wool Cloth 15E  2E  13E Glassware 18E Dye	105 190 170 68  180 92	***:350 ***:750 ***:620 ***:630 :240 :290 ***:740 200:150	7/ 9 9/ 9 9/ 9 9/ 9 5/ 8 5/ 8 9/ 9 5/ 9	+ +-             (C     C     [     [     [     C	Fish Grain Olive Oil Raisins Cotton Nool Ginen Cloth Glass Beads	++  ***   ***   300   ***   600   ***   400	25  18  30  40  38  65  50  3
Marseille Genoa Pisa Naples Syracuse Palma Venice Ragusa Candia	+   44N   44N   43N   40N   37N   39N   45N   42N   35N	5E Perfume 8E Silver 10E Silk Cloth 13E Wool Cloth 15E  2E  13E Glassware 18E Dye 25E	105 190 170 68  180 92 	***:350 ***:350 ***:620 ***:620 ***:630 :240 :290 ***:740 200:150 :180	7/ 9 9/ 9 9/ 9 5/ 8 5/ 8 9/ 9 5/ 8 5/ 8	+ +-             (C       C       [     [     [   +-	Fish Grain Dlive Oil Raisins Cotton Nool Ginen Cloth	++  ***   ***   300   ***   600   ***   400	25  18  30  40  38  65  50  3
Marseille Genoa Pisa Naples Syracuse Palma Venice Ragusa Candia	+   44N   44N   43N   40N   37N   39N   45N   42N   35N   38N	5E Perfume 8E Silver 10E Silk Cloth 13E Wool Cloth 15E  2E  13E Glassware 18E Dye	105 190 170 68  180 92  310	***:350 ***:750 ***:620 ***:630 :240 :290 ***:740 200:150 :180 ***:640	7/ 9 9/ 9 9/ 9 5/ 8 5/ 8 9/ 9 5/ 8 5/ 8 9/ 9	+ +- 	Fish Grain Olive Oil Raisins Cotton Nool Ginen Cloth Glass Beads	++  ***   ***   300   ***   600   ***   400	25  18  30  40  38  65  50  3

 |Port d|Location|SpecialPrice Req:Eco Avail| |Market d |Req|Pri|

 +----+

 |Algiers|37N 3E|----- 

 3E|----- 

 ----:160 3/6| |Fish |\*\*\*| 25|

 |Tunis |37N 10E|Iron Ore 90 600:130 3/7| |Olive Oil |\*\*\*| 35|

 |Tripoli|32N 13E|----- 

 ----:420 6/6| |Rock Salt |300| 60|

 |Ceuta |35N 5W|----- 

 ---: 85 3/6| |Wool |400| 70|

 +----+

 |Linen Cloth|400| 50|

e|Location|Specialty Price Req:Eco Avail| |Market e |Req|Pri| Port 210 \*\*\*:810 9/ 9| |Cheese |\*\*\*| 30| |Istanbul |41N 28E|Carpet |Salonika |41N 22E|----- --- ---:110 2/8| |Grain |\*\*\*| 14| |Alexandria|31N 29E|Cotton Cloth 25 \*\*\*:720 9/9| |Rock Salt |300| 55| |Jaffa |32N 35E|----- --- ---:140 2/8| |Cotton |200| 65| |Beirut |33N 35E|Carpet 210 300:270 3/ 9| |Wool |400| 60| |Kaffa 85 400:340 5/ 9| |Copper Ore|500|100| |45N 34E|Iron Ore |47N 38E|----- --- ---:110 2/ 8| |Dye |400|115| Azov |Trebizond |41N 39E|Cotton Cloth 58 \*\*\*:360 6/9| |Wood |300| 70| 

 |Port
 f|Location|Spect Pri Req:Eco Avail|
 |Market f
 |Req|Pri|

 +-----+
 +----+
 +----+
 +----+

 |Madeira
 |33N
 17W|Sugar
 12 \*\*\*:240
 3/ 7|
 |Cacao
 |300| 50|

 |Santa Cruz|28N
 17W|---- ----:
 90
 2/ 6|
 |Fish
 |\*\*\*| 25|

 |San Jorge |
 6N
 2W|Ivory 100
 \*\*\*:210
 3/ 7|
 |Flax
 |\*\*\*| 35|

 |Bissau
 |13N
 17W|---- ----:
 85
 2/ 6|
 |Linen Cloth|300| 45|

Luanda	8S	12E Coral 12	0 100: 90	2/7	Amber	300 220
Argin	20N	18W	:200	2/6	Gold	400 700
Bathurst	14N	17W	<b>:</b> 75	2/6	+	-++
Timbuktu	15N	4W Ivory 6	0 ***:430	7/7		
Abidjan	6N	5W Musk 8	0 200: 90	2/7		
+	-+	+	:	+		

Port	g Loca	ation Special	Pri	Req:Eco	Avail	Market g	Req Pri
+	+	+		:	+	+	-++
Havana	19N	87W Vanilla	35	***:210	5/7	Pimento	200  20
Panama	5N	85W		:160	2/6	Fish	***  15
Porto Velho	6N	85W		: 60	1/ 6	Rock Salt	300  40
Santo Doming	go 14N	74W Sugar	18	200:150	2/7	Coral	100 120
Veracruz	15N	100W Gold	400	400: 80	1/ 7	Tortoise Shel	1 350  60
Jamaica	13N	81W Sugar	18	200: 60	1/ 7	Dye	200  35
Guatemala	10N	95W Grain	10	90: 70	1/ 7	+	-++
Santiago	16N	81W		: 80	1/ 6		
+	+	+		:	+		

Port	h Loca	tion Special	Pri	Req:Eco	Avail	Market h	Req Pri
+	+	+		:	+	+	+
Caracas	7N	72W Vanilla	40	***:220	4/6	Pimento	150  20
Cartegena	6N	81W		:190	3/ 5	Grain	***  25
Margarita	7N	69W		: 40	1/ 5	Tortoise	Shell 150  55
Pernambuco	11S	45W Dye	35	250:215	3/ 6	Silver	250 150
Rio de Janei	ro 25S	50W Gold	380	450: 45	1/ 6	Iron Ore	300  90
Maracaibo	7N	77₩		:120	1/ 5	+	+
Cayenne	0S	57W Wood	60	100: 70	1/ 6		
+	+	+		:	+		

Port	i Loca	tion Specialty	Price	Req:Eco	Avail	Market i	Req Pri
+	+	+		:	+	+	-++
Sofala	17S	34E Ivory	90	***:390	8/ 8	Fish	***  20
Malindi	3S	39E Musk	70	***:370	8/ 8	Rock Salt	200  18
Mogadish	u   3N	45E Ivory	85	150: 90	2/ 8	Flax	150  30
Mombasa	4S	39E		:380	7/7	Coral	*** 120
Mozambiq	ue 13S	40E		:180	3/ 7	Gold	300 550
Queliman	e  15S	36E Tortoise Shel	1 45	200: 60	2/8	Copper Ore	e 300  80
+	+	+		:	+	Dye	250  40
						+	-++

Port j Loca	tion Specialty F	rice	Req:Eco	Avail	Market j	Req Pri
+	+		:	+	+	-++
Aden  14N	46E Amber	110	250:210	6/10	Coffee	150  35
Hormuz  26N	56E Ginger	25	300:100	3/10	Olive Oil	***  10
Massawa 15N	41E Pimento	25	300: 90	3/10	Rock Salt	300  20
Cairo  29N	32E Art	190	***:510	10/10	Cotton	***  15
Basra  30N	48E Cheese	10	***:480	10/10	Wool	***  30
Mecca  21N	39E Musk	50	***:500	10/10	Cotton Clot	n 200  32
Quatar  25N	52E Tortoise Shell	. 35	150:130	3/10	Wool Cloth	200  45
Shiraz  26N	53E	·	: 70	3/ 9	Carpet	400  75
Muscat  24N	58E	·	:180	4/91	Perfume	400  50
+	+		:	+	+	-++

|Port k|Location|SpecialPrice Req:Eco Avail| |Market k |Req|Pri|

								T						
1 1 1 1	25N													
			Cinnamon								**			
			Ginger											
			Nutmeg											
									Li	nen Clo	oth 15	)  3(	0	
									Co	pper Oi	ce  30	0   6	0	
									+		+	-+	-+	
rt l	Loca	tion	SpecialPr	ice	Req:	Eco	Ava	ill	Ma	rket l		Rea	Pri	l
+		+			:			+	+			+	+	ŀ
			Nutmeg											
			Cinnamon											
			Clove											
			Nutmeg											
			Clove											
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			Specialt											
			Silk											
						••••	180	1/	/	lied			1 20	
noi	22N	105E	Coral											
			Coral  Silk Clo		70 *	**:	300	7/	8	Fish		* * *	10	
angan	35N	110E	Coral  Silk Clc  Silk Clc	th	70 * 20 *	**:	300 580	7/ 8/	8   8	Fish  Linen	Cloth	***  100	10   25	
langan Ikai	35N  35N	110E 136E	Silk Clo	oth oth	70 * 20 * 15 *	**:	300 580 120	7/ 8/ 8/	8   8   8	Fish  Linen  Pearl	Cloth	***  100  100	10   25   60	   
hangan Akai Agasaki	35N  35N  33N	110E 136E 129E	SISilk Clo SISilk Clo	oth oth	70 * 20 * 15 * 35 *	** • • • • • • • • • • • • • • • • • •	300 580 120 210	7/ 8/ 8/ 7/	8   8   8   8	Fish  Linen  Pearl  Art	Cloth	***  100  100  400	10   25   60  120	   
hangan akai agasaki	35N  35N  33N	110E 136E 129E	S Silk Clo S Silk Clo S Silver	oth oth	70 * 20 * 15 * 35 *	** • • • • • • • • • • • • • • • • • •	300 580 120 210	7/ 8/ 8/ 7/	8   8   8   8   8	Fish  Linen  Pearl  Art	Cloth Lain	***  100  100  400  300	10   25   60  120   30	     
hangan akai agasaki  3 3 The are The ba The Pr - Pric The 20 Haggli - This - If t	35N  35N  33N + the se p tice the se In 0% ta .ng t s is 1 stradi	110E 136E 129E  factco rice Index co xes; he pr based ng in	S Silk Clo S Silk Clo S Silver	oth oth  affec coduc type penc z Taz (5% gn/ne	70 * 20 * 15 * 35 * - How ct th ct; T e of ding <-fre per; eutra	**: **: **: **: **: **: **: **: **: **:	300 580 120 210  cces 210  re 1, a gold ermi arts,	7/ 8/ 7/ of r list nywł exc t ge at	8  8  8  + ced here than 25% act	Fish  Linen  Pearl  Art  Porcel + hases: up then from S ged in rid of for no s like	Cloth Lain  50% ~ 3 one sa it. rank) you ha	***  100  100  400  300 +	10   25   60  120   30 +	     + <1
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hangan Akai Agasaki  3 Se are The ba The Pr - Pric The 20 Haggli - This - If t - Maxi	35N  35N  33N + the ase p cice ce In 0% ta .ng t s is is cradi .mall	110E 136E 129E  factc rice Index dex c xes; he pr based ng in y eff	S Silk Clo S Silk Clo S Silver +	oth oth 	70 * 20 * 15 * 35 * - How ct th ct; T e of ding <-fre per; eutra 1're	**: **: **: **: **: **: **: **: **: **:	300 580 120 210  cces 210  re 1, a gold ermi arts,	7/ 8/ 7/ of r list nywł exc t ge at	8  8  8  + ced here than 25% act	Fish  Linen  Pearl  Art  Porcel + hases: up then from S ged in rid of for no s like	Cloth Lain  50% ~ 3 one sa it. rank) you ha	***  100  100  400  300 +	10   25   60  120   30 +	     + <1
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hangan akai agasaki  B The ba The Pr - Pric The 20 Haggli - This - If t - Maxi re's th The ba The Pr	35N  35N  33N + the se p ice ice is is ice is is is is is is is is is is is is is is i	110E 136E 129E  factc rice Index dex c xes; he pr based ng in y eff ctors ale p Index rice	SISILK Clo SISILK Clo SISILK Clo SISILVET 	th oth oth offector oductor pencetor (5% (5% (5%) (5%) (5%) (5%) (5%) (10) (10) (10) (10) (10) (10) (10) (10	70 * 20 * 15 * 35 * - How ct th ct; T e of ding k-fre per; eutra 1're	**: **: **: **: **: **: **: **: **: **:	300 580 120 210 210 210 210 210 210 21	7/ 8/ 7/ of r list nywł exc t ge at it	8  8  8  + crk - burc cred here bhan 5% act i, o	Fish  Linen  Pearl  Art  Porcel + hases: up then from S ged in rid of for no s like r have	Cloth Lain  50% ~ 3 one sa it. rank) you ha a Boo3	***  100  100  300 + 150% ale.	10   25   60  120   30 +	     + <1
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Type Price Index:

- Seen through Market Rate -> Any product type.
- Determines buying and selling prices of related products.
- Greatly affected by same-type trades.
- Slightly affected by cross-type trades.
- Slightly changes when the month changes.
- Affects General Price Index through an averaging formula.
- You can't buy related specialty if 140% or more.

The Price Index will change slightly and randomly at the end of the month. It will change more dramatically when you buy or sell the goods. The type of goods you sell will affect its Price Index greatly, but will also have a small effect on all other Price Indices as well.

Note, this is broken into two pieces. As outlined above, there is a single-type change, and "All Ten" change as well. They work off of different formulas, as follows:

Single-type: 1% per (500 + Economy) gold; Max of 10% All Ten : 1% per 1000 gold ; Max of 3%

The Single-type and "All Ten" will stack: The adjustment to Price Index of whatever type you're exchanging can change by up to 13% -- 10% from Single-type and 3% from "All Ten".

If you wish to change "All Ten" as rapidly as possible, just buy or sell in stacks worth 3000 gold or slightly more. If you want the 13% change to one Price Index, then stop at whatever (500 + Economy)\*10 is. For reference, a 1000 Econ port needs 1500 gold for 1% in Single-type, so 10% needs 15000 gold.

There are two bugs in the game when dealing with price changes.

When buying, the game doesn't count past 65535, as it wraps back to 0 and continues from there. Essentially, use a calculator to find what you're spending MOD 65536, and that is the actual effect on Price Index. For some reason, selling goods does not trigger this bug.

When selling, it calculates single-type, then calculates "All Ten" changes as if the single-type Price Index was always in place. This means that getting slightly more than 3000 gold in a single sale might instead only give 2% change to "All Ten" instead of 3%. Buying stuff won't trigger this.

Odd bugs, aren't they? Keep them in mind if you really want to optimize Market prices.

The General Price Index is simply the average of all ten Price Indices, and has no effect on the Market itself. But this percentage will affect the prices of ships found in the Shipyard and cost of supplies found in the Harbor. With the 3% "All Ten" and 10% Single-type, you'll see a 4% change in the General Price Index. If you are easily hitting this maximum, you can break your purchases or sales in pieces in order to change the Price Indices more dramatically. A single sale may only have the 13% change to that one type at most, but sell in smaller stacks, and if you have enough, it's possible to shift the 150% Price Index down to 50% without leaving the Market.

There is a problem with high prices, though. At Price Index of 140% or more for a specialty (\*NOT\* the General Price Index! Look at the specific type), the Market will no longer offer the specialty until the prices drop once more. You can wait until the month changes and hope it drops enough, or sell a bunch of goods to get it to show up again.

### 3.3.2 >>>> Taxes

- \* Increases costs of purchases by 20%.
- $^{\star}$  No, does not help you when you are selling.
- \* Having a Tax-free Permit of the same nation skips this.
- \* Neutral ports also apply this, although unmentioned.
- \* Does affect "change in Price Index" due to purchases.

For the 20% taxes, it simply raises the prices by 20%. This never helps you when you are selling, though why should it? Every Trade Master in allied ports will constantly remind you of this fact. Even neutral ports apply the taxes, despite never telling you.

There's only one real way around the taxes: You need the Tax-free Permit of the nation the port is allied to. This thing deletes itself from your inventory at the start of April or October. If the port is neutral, there's no such Permit that lets you get around those taxes.

There's two ways to get a Tax-free Permit: Walk up to the ruler himself and ask for one, or seek one out at 2 AM in specific item shops.

Of course, if you have no rank, asking your king, sultan, or governer-general for one is impossible. You need to be a Page at the very least. Your ruler will ask for a large sum of money at first, but with higher ranks, asking for a Permit gets cheaper. It becomes free at Viscount, rank 6. Foreign rulers still ask for money if you ask them.

### 3.3.3 >>>> Haggling

As for haggling, the process is simple: You pick a product,

the Trade Master gives a price, you say NO, then you can offer your own price. If it's "reasonable", the Trade Master will accept. If not, he may give a counter-offer.

The boundary of what is "reasonable" uses your rank. If you are trading in a port outside of your nation, your rank is ignored, giving you only a minimal discount at best.

More precisely, the "reasonable" boundary is 2.5% per rank. Go beyond this, and the Trade Master may counter-offer 1.25% per rank. With the right skill on you or your Bookkeeper, one of you will automatically chime in with a discount of 5% per rank. This automatic offer is always accepted.

The mentioned right skill is as follows:

- Main character has Negotiation skill
  - Only way is to start as Joao or Ali.
- Have a Bookkeeper with Accounting skill
  - Anyone can find one somewhere and assign him!

You don't need BOTH at once. Just having one is fine.

If the Trade Master is unable to give a counter-offer, then the skills will not "activate", and you can't get the 5% per rank discount. This generally happens when the 1.25% per rank counter-offer fails to even save you over 1/2 gold. A rankless character would be unable to take advantage of Negotiation for prices 40 gold or less, for example.

### 3.3.4 >>>>> Abusing discount mechanics

Finally, it is possible to haggle a discount for an item, then sell it right back to the same Market without even so much as walking a single step, let alone leave the Market, and get a profit from it. Wool of [Market e] is notorious for this fact, as its buy/sell prices are 60/60.

Thing is, it's a combination of mechanics:

- \* Some buy/sell prices are spaced too close together.
- \* Buying raises prices, perfect for selling right after.
- \* Selling lowers prices. Now make your purchases!
- $\star$  You can haggle for some discount for purchases.
- \* Taxes discourage this, but a Permit can bypass taxes.
- \* There are no checks in the game to stop this.

But dealing with money troubles is half the fun of this game. You won't stoop so low as to exploit flaws in the design of the game, will you? ... Okay, sure. Go ahead. The game won't ever penalize you for doing this.

~~\//\\//\\//\\//\\//\\//		~~\//\\//\\//\\//\\//\\//\\//
4/\\//\\//\\//\\//\\//\\//	SHIPYARD DATA	/\\///\\///\///\///\///\///\///\////
~~\//\\//\\//\\//\\//\	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	~~\//\\//\\//\\//\[SY25]

The shipyard is found in every port other than supply ports. This is where you go whenever you wish to tinker around with ships or plan to invest in the Industry of the port.

Its list of commands are as follows: - New Ship -> Build a new ship from scratch. Takes several days... - Used Ship -> Ready-made ships for use right away. - Repair -> Repairs a ship fully, costs 20 gold per point repaired. - Sell -> Pick one of your ships to get rid of for cash. - Remodel - Figurehead -> Fit a nice figurehead. Good luck for storms! - Guns -> Cannons for a ship. - Load Capacity -> If the ship's configuration isn't right for you... - Rename -> Didn't like the name you gave it? Rename for free! - Invest -> Improve the Industry! Bring support to your country! 4.1-----<br/>List of Ships -----<25tk> Name - What the ship is called. Any questions? Price - The price of the ship, with Beech hull and 100% General Price Index. Price can be adjusted as follows: \* 50.0% ~ 150.0% = General Price Index \* 80.0% ~ 140.0% = Ship material (120% is Copper) \* 81.0% ~ 100.0% = Haggling (uses Charm; 81% based on 95 Charm) S-Yard type - What types of shipyard this ship can be built in. There are 11 types, represented as capital letters. Req. - Required Industry needed to build the ship. Du - Durability of a Beech-hull ship. Picking other hull types will adjust this in steps of 10%, either up or down. Interestingly, it is also the maximum number of days to build the ship, at 0 Industry, if that were ever possible. Tac - Tacking stat of the ship. Useful for headwinds. Pow - Power stat of the ship. Easier to hit top speed. Cap. - Total capacity of the ship, including cargo, crew, and guns. When building or remodeling a ship, some of this is to be reserved for crew and guns, with the rest dedicated to cargo. Crew - Minimum and maximum bunks for crew. The minimum is also the least number of men required to navigate the ship without problems. Even the minimum listed does take from the capacity, so while I do state the Balsa has 50 Cap., at least 5 of that 50 must be reserved for crew bunks.

Gun - Maximum number of guns the ship can hold. You need to set the space reserved for guns ahead of time, like with crew. UsedCfg - The configuration for used ships. The left number is bunks for the crew and the right number is spots reserved for guns. Notably, used Light Galleys and Tekkousens have an unusually high crew capacity, above the normal maximum you get for new/remodeled ships. This still takes from the total capacity, however.

\*\* - Markings which state how the ship handles winds. There is a letter from A to E, where A handles headwinds the best, to E which handles it the worst. That is the rough idea. As well, a ship marked with an o will treat any winds less than 3 as though it is 3. These ships have visible oars in their pictures.

	Price S-Yard		-		-	
+	+   1200 A					10  15: 5 B
Hansa Cog	1300  CD	:	100 20:	65: 85	60: 5~ 20:	10  20: 5 B
Light Galley	1400 A DEF	GH :	100 40:	100: 85	120: 5~ 20:	10  30: 10 Ao
Tallette	1400  E	:	200 20:	70: 95	80: 5~ 20:	15  15: 10 B
Dhow	1800	G :	300 30:	90: 75	70: 5~ 20:	15  15: 5 B
Caravela Latina	2400 A C EF	:	200 30:	90: 75	120:10~ 40:	20  30: 10 A
Caravela Redonda	2400  B D	н:	200 30:	70: 90	120:10~ 40:	20  30: 10 B
Buss	20000  E	:	700 70:	50: 60	500:50~200:	40 150: 30 E
Brigantine	10000 A	К:	400 40:	90: 70	180:15~ 60:	20  45: 15 A
Flemish Galleon	34000 A DEF	:	400 80:	75: 80	500:40~200:	30 180: 30 Do
Nao	30000 ABCDEF	H K:	500 50:	65: 85	450:25~120:	40  80: 30 C
Xebec	44000   F	G :	500 70:	80: 70	600:25~300:	40 120: 30 B
Venetian Galeass	64000  EF	:	500 90:	70: 70	950:60~400:	50 320: 50 Do
Carrack	40000 ABC EF	H K:	600 50:	60: 80	600:30~160:	50 100: 30 C
Pinnace	6000  D	К:	550 40:	95: 85	150: 5~ 60:	20  40: 15 A
La Reale	40000  D	:	600 60:	95:100	450:30~250:	40 160: 30 Bo
Galleon	60000 ABCD	К:	800 80:	60: 65	800:45~200:	70 180: 70 E
Sloop	16000  B	:	850 50:	95: 85	250: 5~ 60:	40  40: 15 A
Frigate	224000  BC	:1	1000 80:	60: 85	650:20~300:	70 180: 65 B
Barge	300000  B	:1	1000 90:	50: 65	1000:40~450:	120 270:120 C
Full-rigged Ship	320000  C	:1	1000 90:	50: 65	1200:45~500:	150 300:120 C
Junk	16000	I :	300 80:	80: 70	500:25~100:	40  75: 30 B
Kansen	2000	J :	200 30:	100:100	250:10~ 60:	20  60: 20 Ao
Atakabune	14000	J :	400 60:	95: 95	500:20~200:	40 160: 30 Co
Tekkousen *	140000	J :1	1000 90:	80: 85	1100:45~300:	100 360: 80 Co
+	+	+-	++	+	+	++

A note about Tekkousen: You are never asked for what material to build the Tekkousen with; It is always Steel, whether you like it or not. The listed price is the Beech price, assuming that's even possible, for purposes of used ships and remodeling. Steel (140%) sets the price to 196000.

? - Sailing type.
Hd - Headwind. No ship is 100% efficient here.
SH - Side Headwind. It's only 45 degrees away from the worst.
Cr - Crosswind. Its push is on your sides.
ST - Side Tailwind. There's never a faster option than this.
Tl - Tailwind. Direct push. Some ships don't handle this well.

|?|Hd:SH:Cr:ST:Tl| This table is about those A B C D E marks
+-+--+--+--+--+ on the right side of my previous table.

|A| 8:10:10:10: 8| Effectively, a 10 here means that 100% of |B| 7: 9:10:10: 9| the ship's Power is used, 9 means only |C| 6: 8:10:10:10| 90% is used, and so forth. |D| 6: 7: 9: 9: 8| |E| 4: 6: 8:10:10| A high Navigation Level can make up for +-+--+ poor winds or low Power. Type #; Ports - List of ports under that shipyard type. Location - Coordinates. Easy enough, right? Industr - Industry of the port and how many of that type's ships are available without needing to invest. Type # Shipyard - List of ships available in this shipyard. Req. - Needed industry for the type to offer building a new ship of that kind. |Type A; Ports |Location|Industr| |Type A Shipyard |Req.| |39N 9W|770 7/8| |Balsa |Lisbon | 100| |37N 6W|810 8/8| |Light Galley | 100| Seville 
 |Barcelona
 |41N
 2E|540
 6/8|
 |Caravela
 Latina
 200|

 |Valencia
 |39N
 0W|300
 3/8|
 |Brigantine
 | 400|
 |39N 2E|285 3/8| |Flemish Galleon | 400| |Palma |35N 5W| 90 0/8| |Nao | 500| Ceuta +----+ |Carrack | 600| Pretty standard. There is a |Galleon | 800| Light Galley here, if you want. +-----+ |Type B; Ports |Location|Industr| |Type B Shipyard |Req.| |53N 0E|740 3/7| |Caravela Redonda| 200| |London |Bristol |52N 3W|380 1/7| |Nao | 500| |54N 7W|350 1/7| |Carrack |Dublin | 600| +----+ |Galleon | 800| London can't be invested. If you |Sloop | 850| want the Barge, you'd need to work|Frigate |1000| |1000| on Bristol or Dublin to get it. |Barge +----+ |Type C; Ports |Location|Industr| |Type C Shipyard |Req.| Antwerp |53N 5E|670 4/7| |Hansa Cog | 100| |55N 6E|730 4/7| |Caravela Latina | 200| |Amsterdam |Hamburg |55N 10E|620 4/7| |Nao | 500| +----+ |Carrack | 600| Amsterdam can't be invested. At |Galleon | 800| |1000| least Antwerp and Hamburg are |Frigate better developed, so it won't take [Full-rigged Ship | 1000 | as long to get the Full-rigged. +-----+

|Type D; Ports |Location|Industr| |Type D Shipyard |Req.|

+	-+	+	+	++
Marseille	44N	5E 290	3/7	Hansa Cog   100
Bordeaux	45N	1W 580	6/7	Light Galley   100
Nantes	48N	2\W 570	6/7	Caravela Redonda  200
Copenhagen	57N	12E 510	5/7	Flemish Galleon   400
Oslo	63N	10E 185	2/7	Nao   500
Stockholm	62N	19E 470	4/7	Pinnace   550
Lubeck	55N	10E 300	3/7	La Reale   600
Danzig	56N	18E 280	3/7	++
Riga	59N	23E 160	2/7	No port builds La Reale
Bergen	62N	5E 150	2/7	right away. It's a fast
+	-+	+	+	ship to use. Invest!
				Type E Shipyard  Req.
+	-+	+	+	++
Genoa	44N	8E 760	8/8	Light Galley   100
Pisa	43N	10E 540	6/8	Tallette   200
Naples	40N	13E 640	7/8	Caravela Latina   200
Syracuse	37N	15E 220	3/8	Buss   700
Venice	45N	13E 730	8/8	Flemish Galleon   400
Ragusa	42N	18E 140	1/8	Nao   500
Candia				

 |Ragusa
 |42N
 18E|140
 1/8|
 |Nao
 |500|

 |Candia
 |35N
 25E|160
 1/8|
 |Venetian Galeass|
 500|

 |Athens
 |38N
 24E|540
 6/8|
 |Carrack
 |600|

 |Salonika
 |41N
 22E|120
 1/8|
 +-----+

 +-----+
 A decent variety.

Type F; Ports	Loca	tion Industr	Type F Shipyard  Req.
+	-+	+	++
Istanbul	41N	28E 720 7/7	Light Galley   100
Algiers	37N	3E 180 1/7	Caravela Latina   200
Tunis	37N	10E 160 1/7	Flemish Galleon   400
Alexandria	31N	29E 700 7/7	Nao   500
Jaffa	32N	35E 150 1/7	Xebec   500
Beirut	33N	35E 250 2/7	Venetian Galeass  500
Nicosia	35N	33E 160 1/7	Carrack   600
Tripoli	32N	13E 400 3/7	++
Kaffa	45N	34E 350 2/7	Venetian Galeass is a
Azov	47N	38E 115 1/7	powerful warship.
Trebizond	41N	39E 370 2/7	
Cairo	29N	32E 480 3/7	
+	-+	+	

|Type G; Ports |Location|Industr| |Type G Shipyard |Req.| +----+ +----+ +----+ |14N 46E|260 1/3| |Light Galley | 100| Aden |26N 56E| 90 0/3| |Dhow | 300| Hormuz | 500| |Massawa |15N 41E| 85 0/3| |Xebec |30N 48E|500 3/3| +----+ Basra |21N 39E| 80 0/3| The Dhow is unique. No Mecca |25N 52E|160 1/3| other port types sell |Quatar |26N 53E| 80 0/3| them. Whether it's worth |Shiraz Muscat |24N 58E|230 1/3| getting one is another |25N 66E| 80 0/3| question entirely. |Diu |10N 75E|120 1/3| |Cochin | 8N 80E|210 1/3| |Ceylon | 1S 125E| 50 0/3| |Amboa Goa |14N 73E|560 3/3|

Malacca	4	N 101E	95	0/3
Ternate	2	N 125E	85	0/3
Banda	2	S 128E	40	0/3
Dili	6	S 125E	45	0/3
Pasei	5	N 96E	40	0/3
Sunda	3	S 106E	55	0/3
Calicut	12	N 74E	560	3/3
Bankao	1	N 105E	45	0/3
Hanoi	22	N 105E	340	2/3
+	+	+		+

|Type H; Ports |Location|Industr| |Type H Shipyard |Req.| +----+ +----+ |Madeira |33N 17W|230 2/4| |Light Galley | 100| |Santa Cruz |28N 17W| 80 0/4| |Caravela Redonda| 200| |San Jorge | 6N 2W|190 1/4| |Nao | 500| |Bissau |13N 17W|100 1/4| |Carrack | 600| | 8S 12E| 75 0/4| +----+ Luanda |20N 18W|185 1/4| Fairly poor selection |Argin |Bathurst |14N 17W| 60 0/4| of ships available to |Timbuktu |15N 4W| 35 0/4| build. | 6N 5W| 75 0/4| |Abidjan |17S 34E|400 2/4| Sofala | 3S 39E|360 2/4| |Malindi | 3N 45E| 70 0/4| |Mogadishu |Mombasa | 4S 39E|390 2/4| |Mozambique |13S 40E|160 1/4| |Quelimane |15S 36E| 60 0/4|

+----+

 |Type I; Ports |Location|Industr| |Type I Shipyard |Req.|

 +-----+

 |Zeiton |26N 119E|570 1/1| |Junk | 300|

 |Macao |23N 113E|490 1/1| +----+

 |Changan |35N 110E|280 0/1| Compared to what you

 +----+

 should have, Junk is... Junk.

 |Type J; Ports |Location|Industr| |Type J Shipyard |Req.|

 +-----+

 |Sakai
 |35N 136E|410 2/3| |Kansen

 |Nagasaki
 |33N 129E|220 1/3| |Atakabune

 +-----+
 |Tekkousen will not disappoint.

Type K; Ports	Loca	ation Indus	tr	Type K Shipyard	Req.
+	-+	+	+	+	++
Caracas	7N	72W 210 0,	/5	Brigantine	400
Cartegena	6N	81W 130 0,	/5	Pinnace	550
Havana	19N	87W 220 0,	/5	Nao	500
Margarita	7N	69W  45 0,	/5	Carrack	600
Panama	5N	85W 190 0,	/5	Galleon	800
Porto Velho	6N	85W  75 0,	/5	+	++
Santo Domingo	14N	74W 160 0,	/5	None of these por	ts can
Veracruz	15N	100W  75 0,	/5	build you a ship,	at
Jamaica	13N	81W  80 0,	/5	first. Then agair	n, they
Guatemala	10N	95W  65 0,	/5	don't have anythi	ng

 |Pernambuco
 |11S
 45W|240
 0/5|
 unique, either.

 |Rio de Janeiro|25S
 50W|
 50
 0/5|

 |Maracaibo
 |
 7N
 77W|105
 0/5|

 |Santiago
 |16N
 81W|105
 0/5|

 |Cayenne
 |
 0S
 57W|
 65
 0/5|

There are a few ways of getting a ship for yourself. The Shipyard is simply one location -- You can sieze ships after winning a battle and possibly get one in a request to your ruler. But this guide will focus on the shipyard part.

4.3.1 >>>> Build new ship

When building a new ship, you get these questions, in order:

- \* Material of the hull (Affects durability and price)
- \* Confirm price? (Haggling: Low Price = Asking Price \* (1 Charm/500) )
- \* Name of the ship
- \* Number of bunks for the crew
- \* Number of slots for the guns

Then you'll be told how many days until the ship is ready.

The material is important. If you're looking for a cheap ship, you'd want Teak. If you plan to adventure out there in in storms or to battle, you probably want Copper.

The list of ships seen earlier in this text file uses Beech as a base for both price and durability. Adjust by the following if you plan to use any material other than Beech:

|Mater.|Cost|Def.|Notes +----+ |Teak | 80%| 80%| |Cedar | 90%| 90%| |Beech |100%|100%| |Oak |110%|10%|Need 700 Industry |Copper|120%|120%|Need 900 Industry |Steel |140%|140%|Automatic on a new Tekkousen +----+ |Used |100%| 85%|Used ship's stats. Uses Beech base, though. +----+

All ports will offer Teak, Cedar, and Beech. A port needs at least 700 Industry to offer Oak, and 900 Industry to offer Copper.

In the Japanese ports, Sakai and Nagasaki, A Tekkousen can be built at 1000 Industry. You are not asked for the material of the hull; it is always Steel. The cost of Steel is 140%, putting the Tekkousen at a cost of 196000 gold. You're never offered Steel for any other ship, ever.

The maximum number of days to build the ship is equal to the Beech durability of the ship. This number is then adjusted by the port's Industry, -1% days per 50 Industry. A formula for the more mathematically inclined: Days to build = BeechDurability \* (1 - Industry/5000)

At 1000 Industry, you only have to wait out 80% of the time. If you don't wish to calculate 80%, looking at the ship's Teak durability will tell you the number of days that a 1000 Industry port can build that ship.

## 4.3.2 >>>> Buy used ship

Used ships, on the other hand, are different from building a brand new ship. The differences:

- \* Much less customization (Though you can later remodel it)
- \* Durability is 85% Between Teak and Cedar
- \* Cost is 100% Equal to a Beech hull ship
- \* No build time The ship is given to you instantly
- \* The list of used ships is refreshed after visiting four other ports, while building a ship uses a fixed list.

The biggest reason to pick up a used ship is the fact it's ready for you instantly. The next biggest reason is because no nearby ports can build one for you (yet).

But as far as paying for a used ship goes, you usually want to remodel its capacity, as it's never the right amount of crew/guns you need. Meaning you pay Oak price for a slightly worse than Cedar durability ship. Except there's no discount for remodeling, so it's slightly worse than Oak prices.

But it's ready immediately instead of after numerous days. Probably well worth paying over 30% more for something now instead of several dozen days later.

As for the displayed durability, the game uses 75% before you buy it, but after purchase, it mysteriously changes to 85% durability. A strange quirk, but that's how it goes.

4.3.3 >>>> Price adjustments

Price is affected by:

- \* The ship itself
  - > Each ship has their own specific costs
- \* Material of the ship
- > If a used ship, it's 100% of cost.
- > Otherwise, 80% to 120% based on material. Or 140% for Tekkousen's Steel.
- \* General Price Index
  - > This is the average of all ten Price Indicies at the Market
  - > Can be as low as 50% or as high as 150%. Usually close to 100%, though.
- \* Haggling the price down
  - > Based on your Charm. 0.2% per point. Catalina can haggle to 81% price.
  - > A Bookkeeper calculates this for you instantly. Not required, though.

Either way you go to get your ship from the Shipyard, the price is affected by the General Price Index. This value is the average of all Price Indices found at the Market. If you want cheaper ships, try to sell as much as you can at the Market, don't buy goods yet, before you go to the Shipyard. A way to further reduce the price is to haggle it down much like you can for the goods at the Market. When offered the price, just say NO and the game lets you pick a price. Like in the Market, I'm sure the Shipyard Owner will not appreciate you offering 2 gold for that Galleon.

In fact, there's a chance you'll be kicked out of the Shipyard for a while for suggesting too small an amount of money. So try not to offer too little gold.

Unlike the Market, the maximum discount uses your Charm. Every point of Charm is 0.2% discount. The highest Charm, Catalina's 95, will allow up to 19% off the price. Ali's low Charm of 80 allows up to 16% off the price. You won't have lower Charm unless you plunder villages, and there are no methods (short of cheating) that raises it.

Having a Bookkeeper will calculate the best discount for you. Unlike the Market, you are guaranteed to be able to get the maximum discount without a Bookkeeper handy, you just need to calculate what it is based on your Charm. The Bookkeeper is still a good convenience, however.

- 4.3.4 >>>> Costs of other services
  - \* Remodeling: 10% of Beech Price
  - \* Repairs: 20 gold per point, all stats
  - \* Sell a ship: 50% value, material and price index affects it

Remodeling the cargo capacity is always 10% of Beech price. This cost is not affected by General Price Index, and there is no haggling the price down. It doesn't matter what material the ship is made of, either. 10% of Beech price. Never anything else.

When repairing, it costs 20 gold per point repaired. Whether it's the power, tacking, or durability that's being repaired, it's all 20 gold. Doesn't matter what ship is being repaired, or what the General Price Index is. 20 gold per stat point missing will be spent.

If you're selling a ship, the value is 50%. Adjusted by material of the ship (used ships are Beech). Further adjusted by General Price Index. There is no haggling to get more out of it.

Figureheads seem to reduce the frequency of certain disasters, such as storms, from happening. Having no figureheads at all is asking for trouble outside of the Mediterranean and European areas.

|Figurehead |Req|Price| +----- Req: Economy |Sea-Horse | 0| 500| Invest in Economy to unlock |Commodore |100| 2000| more figureheads! |Unicorn |200| 4500| |Lion |300| 8000|

Giant Eagle 400 12500				
Hero	500 18000			
Neptune	600 24500			
Dragon	700 32000			
+	-++			
Angel	801 40500	See	notes	
Goddess	901 50000	See	notes	
+	-++			

Angel and Goddess figureheads require more than just the listed Economy. 801 (Angel) or 901 (Goddess) Industry is also required. On top of that, you need to have at least 81 luck yourself. Drop by the Round Earth Society and donate a bundle! (Luck stat is hidden, sadly)

The chances of getting a "great selection" depends on the hidden Luck stat on top of that. As follows:

1 against (15 - [[ (Luck-80)/2 ]])

As bad as 1 chance in 15 (6.7%) with 81 Luck, and as good as 1 chance in 5 (20.0%) with 100 Luck. You are encouraged to max out your Luck at the Round Earth Society, both to reduce the wait of this selection and for other general stuff.

The chances of the Goddess Figurehead are unknown. It is notably rarer than Angel Figurehead or Carronades, though.

Once you meet the requirements, all you need to do is select Figureheads and see if there's a special message. If not, go back to that menu and select Figureheads again until the message finally shows up.

Guns provide a ranged attack in battle. The damage dealt depends on many factors, and one such factor is what type of cannons you have. They also use up gunpowder, 1 unit per attack, no matter how many cannons you have. Without cannons or gunpowder, your only choice to attack is to move your ship real close and let your crew attack directly.

|Req.|Pri| Guns +----+ Req.: Economy + Industry |1000| 5| Yes, add Economy and Industry |Saker |Demi-culverin| 800| 40| together for a combined number. |Culverin | 600|250| Investing in both will unlock |Canon Pedrero| 400| 40| the Saker faster. Don't ask why |Demi-cannon | 200| 80| it's unlocked in this order... 0|360| Cannon +----+ |\*\*\*\*|600| See notes. Carronade +----+

The requirement for Carronade is exactly the same as the Goddess Figurehead: 901 Economy, 901 Industry, and you at 81 luck are the minimum requirements.

The chances of the Carronade to show up is exactly the same

formula as the Angel Figurehead. 81 Luck is 1-in-15 chance, and 100 Luck is 1-in-5 chance.

Like with the special figureheads, the Carronade has only a CHANCE to show up. Keep selecting Guns until you get a special message.

There are things that look like would fit nicely in a guide like this, but I really couldn't fit them in other sections. So instead, I set aside a catch-all section here for those.

Immediately on investing, it sways support of the port towards your country. After the month passes, it then improves the Economy or Industry of the port.

For every 300 gold you invest, it increases either Economy or Industry of the port by 1 at the end of the month. Invest at Market for Economy, or Shipyard for Industry. Max investment of 50000 to either one, but feel free to invest 50000 each to both at once. Max improvement of 166 with 49800 gold; The last 200 is wasted.

Additionally, support is gained. At the Market, your country gains support equal to Investment/Economy. At the Shipyard, it is instead Investment/Industry. If you're investing the port away from a foreign nation, they will become 5 points more hostile to you should you invest enough to turn the port to neutrality, below 75 support.

The AI investments don't do Investment/Economy formula at all. They sway much more support with fewer gold. At least the computer is cheating on something here.

The improvements to the port will help you get what you want from the port. Here are the effects:

#### Economy:

- More items in the Market for sale. Details in MARKET DATA
- More crew can be hired at once at a cafe
- -> Max Recruits = Economy/5; Capped at 100 if no rank.
- -> You need to Treat to reach this maximum.
- More Figureheads are available to purchase
- Affects cannon availability
- Necessary for special figureheads or special cannons
- Harder to change support by investing at a Market

## Industry

More ships to build in the Shipyard. Look in SHIPYARD DATA
Faster ship build times
> Days = Beech Durability \* (1 - Industry/5000)
At 1000 Industry, the build time is 80%; Days is equal to Teak durability
Affects cannon availability

Necessary for special figureheads or special cannonsHarder to change support by investing at a Shipyard

A nation needs at least 75 support in order for the port to become allied with it.

When you bring a foreign nation below this point, they get 5 points more hostile towards you. You gain no real benefit yourself for doing this.

When you get support towards your nation up to 75 or higher, your nation becomes 5 points friendlier to you, and you also gain Trade Fame, equal to the port's Economy + Industry.

While the support usually doesn't affect you directly, aside from market discounts based on your rank, it does improve your nation's capability to invest in ports.

#### 5.2----- Ranks -----<10rk>

At first, unless you're Otto Baynes, you will not even be able to visit your ruler. You'll be chased right back out. But as you gain fame, 500 in any single fame at least, the ruler may allow you in and give you a task appropriate to your highest fame.

Just keep sailing around doing your usual stuff. Enhancing your fleet, explore that interesting river, amassing wealth, until your ruler asks for you. The Harbor Helper in allied ports will let you know before you set sail.

<b>#:</b> Rank  Fame  Dis	On the left is some arbitrary table.
++	It happens to relate to this sub-
0:no rank     0  5%	section you're reading.
1:Page   500 10%	
2:Squire   2000 15%	Fame is the minimum amount required
3:Knight   4500 20%	of any one fame to be given the next
4:Baronet   8000 25%	task from your ruler.
5:Baron  12500 30%	
6:Viscount 18000 35%	Dis is the maximum discount possible
7:Earl  24500 40%	from the Market, when haggling. Only
8:Marquis  32000 45%	possible with the right skill,
9:Duke  40500 50%	though. Without which, the best to
++	hope for is around half this value.

5.3-----Cafe recruits ------<05cr>

The cafe is the place you go to when you wish to recruit a bunch of men into your fleet. They're kind of important, as ships don't navigate themselves, sadly.

The formulas: Maximum Recruits = [[ Economy / 5 ]] Cost per man = [[ Economy / 20 ]] + 5 Initial Percentage Recruits = [[ Charm / 3 ]] Bonus Percentage Recruits = [[ [[ 200 \* Treats / Economy ]] \* Charm / 10 ]]

Final number of recruits = (Percentage Recruits)/100 \* (Maximum Recruits)

The double brackets [[ ]] mean that you do whatever's inside first, then round stuff in there down. I don't care if it happens to be 4.995, it's now 4. Sorry.

The Maximum Recruits value is capped at 100 if you have no royal rank, meaning anything beyond 500 Economy doesn't help you in any way. The cap is removed when you have any rank, even Page, and even foreign ports will NOT cap you at 100 recruits then.

The Bonus Percentage Recruits will stack with multiple Treat attempts. But unless you've been plundering villages (this reduces Charm), you shouldn't have reason to Treat more than 50 anyway. Percentage Recruits caps at 100.

Here's what all this means...

The higher the Economy, the more men willing to join you. It also means you spend more money per sailor. Without a rank, it stops being helpful past 500 Economy. With a royal rank, it's good all the way up to 1000 Economy, the maximum.

The price per crewman is 5 gold minimum (but no ports have less than 20 Economy), with 5% of the Economy added to this base value. The most expensive, at 1000 Economy, is 55 gold.

As for how many you get, the maximum recruits is 20% of the Economy. Come on, find the Economy stat already and calculate this number! I'll call it MR for now.

Without first Treating the cafe, you'll only get a percent of MR. This percent is based on your Charm. Divide this stat by 3, round down, and that is how many percent out of MR you are getting.

If you want 100% of MR, instead of Catalina's 31% (95 Charm) or Ali's 26% (80 Charm), you'll need to Treat the cafe. The amount you need to Treat depends on both Economy and Charm. Higher Charm means you don't need as many Treats. Higher Economy means you need more Treats to max out recruits.

50 Treats will always max out recruits, even in 1000 Economy and as Ali. Unless you plundered villages and now your Charm stat is permanently trashed. Too bad, better visit that Treat menu more than once, then.

There is one more detail: You can only recruit sailors once per day. It's a new day once midnight happens, so even if you recruited 200 men at some 1000 Economy port at 11:30 PM, you'll be able to get some more men to join after you leave the cafe and it becomes 12:00 AM or later.

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6/\\//\\//\\//\\//\\//\\//	CLOSING	/\\//\\//\\//\\//\\//\\//\\//\
~~\//\\//\\//\\//\\//\\//	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	~~~~\//\\//\\//\\//\[ED33]

Some end details of this FAQ. All of it is boring, and doesn't necessarily relate to the game, but necessary none-the-less.

6.1-----<02th>

-> chaoyun2k For being a consistent presence, and having assisted greatly in the making of this FAQ.

-> The GameFAQs message board For still having activity.

6.2-----<br/>Contact Info -----<86so>

It is difficult to contact me. I apologize. However, if you have a GameFAQs message board account, I can be contacted through that private message system.

GameFAQs message board name: FatRatKnight

As for E-mail, I only check it when I need to use it, which is rather infrequent at best. Additionally, it is private. So giving my E-mail here will not only fail to provide you contact with me, it is also counter-productive for my uses.

But I will guarantee a response within a few days if you send a private message to FatRatKnight through the GameFAQs message board. I may have moved on, but I'm always ready to look back here.

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6.3-----<st54>
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6.4------Version History ------<04vh>

Current:

- Noted when abea onipo are recycled .
- Touched up the explanation of Market buy/sell glitches

- Added Legal subsection (for sake of permissions to other sites)

01/09/13

v1.15 - New contact name. Yay for GameFAQs Username Reconciliation!

- Added a few summaries.

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- Added a note about value of selling ships.
     - More attention to "specialty ran out" mechanic.
     - Changed appearance of the sale overview table.
09/02/11
v1.10 - Added a brand new table in 3.1, get a better general idea!
     - Separated 3.3 and 4.3 into sub-subsections.
     - Added a new small table in 4.1
     - Fixed a date on when Tax-free Permits vanish (I said start of March...)
     - Fixed Dhow's price (previously 1750)
     - Minor, insubstantial text changes here and there.
08/05/11
v1.05 - Added an explanation how much Price Index changes.
     - Rewrote haggling information for the Market
     - Added one paragraph on repairs
     - Added notes on what changing alliance of a port does for you.
     - Fixed Flemish Galleon's cap (erroneously at 460)
     - Minor text changes throughout.
07/20/11
V1.00 - Initial release
Thanks for reading!
\//\\//\\//\\//\\//\\//\\//\\//
                         END OF FILE
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