



Developed by



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## GAME CONTROLS

The game controls are also explained in the 'Help' section of the main menu, in-game.

**Screen resolution:** The game might start in 800 X 600 screen resolution in windowed mode. To change that:

- As soon as the game starts, click on the 'Settings' button.
- Change the screen resolution to your monitor's resolution and select 'Full screen' option. Click on 'Save' and then start the game.
- If the game crashes or lags, change the screen resolution to a smaller size than your current resolution, while the full screen mode is still on.
- If you aren't sure where to find your monitor's resolution, here are some simple steps to check/change where to find them- [Windows XP](#), [Vista](#), [Windows 7](#).

**Movement:** Left click on the ocean to move your ship.

**Rotate Camera:** Press and hold the middle mouse button (scroll) and move the mouse to rotate the camera angle. Alternately you can use the left and right arrow keys on your keyboard to rotate (useful for laptop users).

Rotating the camera is important when you are escorting the merchant ships as it helps you keep a lookout on pirate ships that might come close and attack your ship from behind.

**Zoom:** Scroll up and down your mouse to zoom in and out. Alternately, you can use the up and down arrow keys on your keyboard for zooming (useful for laptop users).



**Docking/ Undocking:** This is the dock of any port. Whenever you are trying to go to a port, you need to dock to that port to be able to interact. When your ship is very close to this dock, press the left shift key of your keyboard to dock.

Once docked, you can do a number of things from the dock point options like buying or selling of ammos, trade items, upgrading ship or repairing it and getting side quests from the tavern or the merchant guild.

To undock from any port, click on the 'Set Sail' button.

**HUD:** This is the hud of your game. All things that you are going to need to play the game are available here.



### Menu options:

**Menu button:** Essentially it pauses the game if you click on it and brings you a lot of options to play around with like load game, save game, main menu, settings, help, etc.

**Save button:** Click on it to save the game anytime except when the ship is docked.

**World map**: The world map gives you a picture of the whole world and each zones. You can visit another zone by clicking on the zone buttons in the world map once the newer zones are unlocked.

**Trophies**: When you accomplish some special task or achievement, you earn a trophy. There are a total of 10 trophies that you can earn.

**Quest journal**: All the tasks you need to do while you are playing the game are mentioned here. It includes main quests, side quests and mini quests.

**Weapon screen**: Whenever you buy a new cannon, you can check it in your weapon screen and change cannons from it. Cannons are weapons that you can use to fight the pirates and require certain reputation points to buy them. You can buy a maximum of 50 cannons for each type, and this capacity is increased to 100 later if you buy the storage upgrade from ship merchandise. Some cannons can be unlocked by completing certain side quests while the others are unlocked by visiting different zones.

To use cannon, buy some of them from the ammo shop. Then open the weapon screen and click on the icons on the screen to put them in the HUD. Once they are in the hud, you can close the weapon screen. Now you can use the cannons from the hud.

To change a cannon, open the weapon screen and right on the cannon icon on the hud. Then click on a different cannon in the weapon screen to fill the empty slot.

**The notification area**: the scroll in the hud is for notifications. The gold and reputation points are shown at the bottom of this area. Active quests, weapon descriptions, pick up notifications and docking information is displayed here.

**Magic ammo screen:** Magic ammos are special powers that you can use to gain advantage in battle or use for healing or speeding up purposes. You can buy a maximum of 10 for each ammos, at first. If you purchase the ammo upgrade from the ship merchandise, you can buy a maximum of 20 ammos each. To equip an ammo in the hud, open the magic ammo screen from the hud and click on the ones you bought. Like cannons, you can use a maximum of four ammos during a battle from the hud, so choose wisely.

Magic ammos do not require rep points for purchase, but they each have a different recharge time. You cannot use the ammos unless their recharge is complete. The grayed out shade on the ammo decreasing means the ammo is recharging is going to be available soon.

To change magic ammo, follow the same procedure as changing cannons.

**Cannons:** To the extreme left side of the hud are the cannons. When the game starts, the cannon slots are empty. You have to select cannons from the weapon screen to the hud before you can use them. Click on any of the cannon icon to select them and right click on the enemy to use them during battle.

To change to different cannon, click on another cannon icon on the hud. If you don't have time to click and too many enemies are attacking you, you can use the CTRL key on the keyboard to quickly change cannons serially. The number of cannon balls left is marked by a small number on the top left corner of each cannon icon.

**Magic ammo:** Just beside the cannon slots are the magic ammo slots. Fill up the empty slots from the magic ammo screen before you can use them in battle. Click on any ammo icon on the hud to use them in game.

During intense battle when you don't have enough time to click, you can use the corresponding number of the ammo slot to launch it.



The ammo slot on the extreme left is 1, the one beside that is 2, then 3 and the last one is 4. So to launch ammo from slot 1, press 1 on the keyboard; to launch ammo from slot 2, press 2 on the keyboard and so on and so forth. Wait for the ammo to recharge before you can launch it again. The number of ammos left is marked on the top left corner of each ammo icon.

## **OTHER GAME ELEMENTS:**

**Quests:** There are 3 types of quests- main quest, side quest and mini quest. The quest journal doesn't differentiate between these three though.

- Main quest helps you progress in the game till the end. If you do not do the main quest, you cannot complete the game.
- The side quests are optional and give you interesting tasks in exchange of useful stuff like unlocking new trade item, ammo or cannon, extra reputation points, etc. side quests can be obtained from the tavern or merchant guild and might not appear all the time.
- Mini quests are the quests given by random merchants that pass by. You have to escort those merchants to their destination in exchange of reputation points and gold.

It is important that you check the box beside the quest you wish to do, or else you cannot complete it. If no quests are checked in the journal, you will be in a free roam mode where you can collect more mini quests, fight pirates and trade items only.

**Reputation points**: These are important as you need to have a certain amount of these points to purchase different cannons. Reputation points can be earned from main quest and mini quest task completion.

**Trading**: To earn extra money without much effort, you can buy different items from the trade item at low price and sell them when the market price is high. The more expensive trading items you buy the more profit you do.

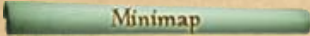
**Pickups**: While exploring the sea, you might find random treasure chests, potion bottles and barrels floating in water. Those are pickup items and give gold, ammos or items for free! Pickups don't disappear from their spots unless you leave the current zone to a different zone, so you can take your time to pick them up. They keep randomly appearing each time you enter a zone.

**Pirates**: They are the ones you should look out as they can harm your ship or the merchant ship you are escorting. They usually have a red health bar on top of them. When they hit you, the green bar on top of your ship will decrease. That green thing is your health, and you must repair or replenish it by magic ammo before it is completely grayed out. If the whole bar becomes grey, your ship will be destroyed.




If they destroy your ship, the game is over and you have to reload from an older save. If they destroy your merchant ship (purple health bars), you have to restart the quest again. Pirates come in all shapes and sizes ranging from birds, fish, ghost ships and what not? Each zone has different pirates with different HP and strengths, dropping different item when killed. Kill as many pirates as you can to earn extra gold and drop items.

**Minimap**: The minimap is the small transparent map of a zone on the top right corner of the screen. It gives you an idea of where the ports are located and where you need to go. Your ship's location is marked by a red arrow on the minimap. The pointer direction of that arrow is based on the direction your ship is facing and can be changed by rotating the camera angle.

 Click on this minimap button on the top to expand or minimize it.

## EXTRA GAME TIPS

1. While escorting a merchant ship, you only need to get very close to its destination port (near the dock) and wait for it to come. You don't have to dock for the ship to complete the quest. As soon as it reaches near the dock, the quest will be completed. Keep rotating the camera to see any approaching pirate ship and kill it until the merchant reaches safely.
2. Arrow direction in minimap is based on the direction your ship is facing and can be changed by rotating the camera angle (press and hold scroll button and move mouse or use left and right arrow keys).

3. You can check your trophies, inventory, ammo or weapon screens while moving from one place to another.
4. Click on the tavern or merchant guild while your ship is docked to get side quests. Side quests might not appear all the time, so keep checking all the ports whenever you can, even the ones you have visited before. When a side quest unlocks, this icon  will appear on top of the port.
5. Ammos bound to numbers and you can use those numbers to rapid fire them during battle.
6. Tap the CTRL key to change cannons during battle quickly.
7. Pickups appear randomly and stay on the map unless the zone is changed.
8. Can't see minimap? Click on minimap button to expand it.
9. Keep moving during battles so that you don't get hit by enemy cannons. Use the healing ammos to heal your ship if the HP is too low.
10. The numbers of ammos or cannons you have are shown by a small number on the top left corner of each icon (in the HUD).
11. Underwater ships are difficult to hit. Either, wait for them to surface and then hit them (do not move around your ship or they will go back into water) or use Avenger (ammo) or Devastator (cannon).
12. Ships in zone 4 are ghost ships and can steal your gold. So either use a shield or don't let them come too close to you.
13. To complete or do any quest, do not forget to check the box beside it in the quest journal.
14. Whenever you are not doing any quest actively (i.e. no quest is checked in the journal), then you are in the free roam mode where you will be approached by merchant ships passing by for mini quests. If you want to do that quest when approached, press ENTER in your keyboard, else simply sail away. Doing such mini quests of escorting other merchant ships might not fetch you a lot of gold, but they earn your extra reputation points.

15. When you are docked, pirates move away from you. If you going to undock and the enemies are close to your ship, simply wait for some time until they have left.

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The demo version of this guide ends here. To get the full version of the guide, [visit our game page](#).

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