XBOX 360

Port Royale 3

Pirates & Merchants

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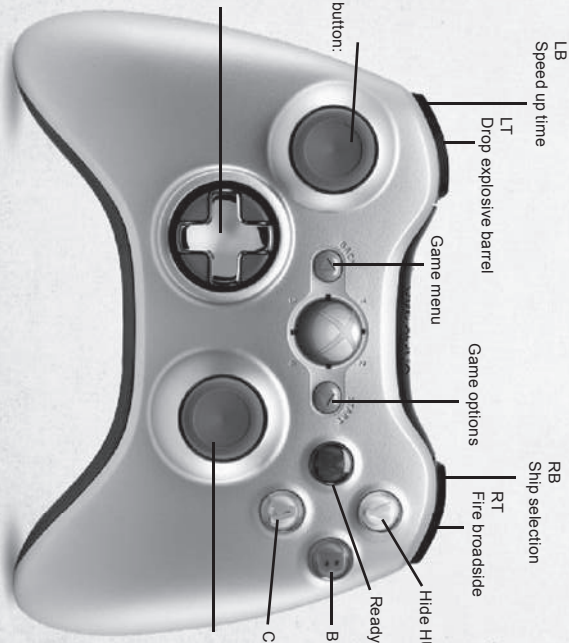
Town view

Nautical chart

Naval Battle



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Quick-Start Introduction

Campaigns and Tutorial

You can start the game with one of the two campaigns. Of course both campaigns are recommended to you so that you can become familiar with all the game's possibilities.

At the beginning of the first campaign, a short tutorial will also tell you how to control the game.

Game assistance

During the course of the game you will encounter different types of game assistance:

Info Symbol

Whenever this symbol appears in the game, you can press the left stick button, to view a detailed description of the situation.

Advisor Tips

During the game, the advisor will provide you with tips and suggestions depending on the situation. In addition to the advisor's speech output, messages are also generated in the logbook under "Info," which you can read at any time.

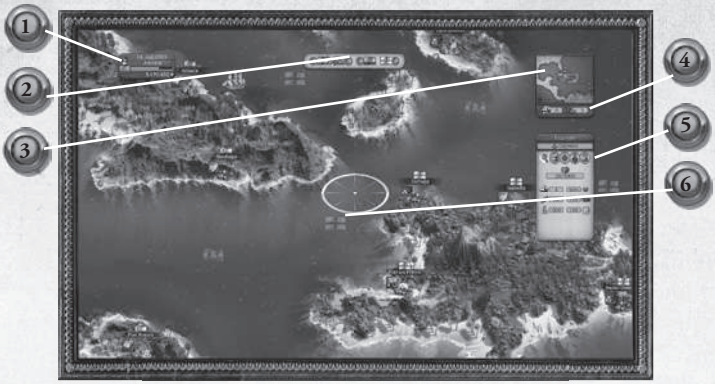
Introductory Films

At the beginning of a campaign and while it is going on, the next campaign objective is shown regularly. Sometimes a film symbol will also appear. You can then play a video about how a certain game feature functions and operates.

The Advisor's List of Problems in the "Convoys & Towns" List

In the "Convoys & Towns" dialog you will find the "Advisor". This always collects the current events that could cause problems for your company. You can select any entry to jump directly to the problem site.

The nautical chart

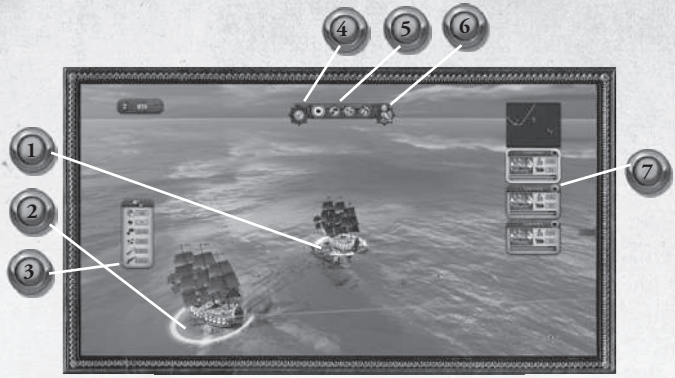


1	Game speed, date, current rank, rank advancement, money.
2	Your reputation with the nations and the relationships of the nations to each other
3	Mini-map
4	Displays the number of your convoys at anchor and on the sea, which are not on trade routes or on patrol. You can cycle through these convoys with [RT].
5	Fields of the currently selected convoys. Can be cycled through with [D-pad].
6	The flags on the sea show the current military dominance in this area.

The town view

1	Information about the town.
2	Harbors that currently have convoys at anchor as well as available, unused ships.
3	Actions buildings (select to perform actions in them).
4	The mini-map of the town. Your buildings are blue.
5	Area outside the town center with businesses, homes and warehouses.

Naval Battles



1	Your ships' sails are blue. The ship you are controlling at the moment is in the middle of the display.
2	If an opponent is in good shooting position for either of your broadsides, then a circle will appear under him. You can then fire a broadside. If the circle turns green, your cannons have the best possible shot.
3	The ammunition available to your convoy
4	Currently selected tactics for your other ships. Can be changed by using [D-pad]. See below.
5	Display of your ship's currently selected ammunition and readiness for boarding.
6	The current relative strengths of both convoys (green means that you are stronger).
7	Up to three escort vessels from your convoy enter battle against the opponent. Here you can click on the ship you would like to control yourself. All the other ships will be controlled automatically – according to your tactical specifications. A ship always retains the last ammunition you selected, as long as it is available.

Naval battles

The following Tactical Commands are available:

Attack my target	The enemy ship that last suffered damage from your manually controlled ship will continue to be attacked by your automatically controlled ships until further notice.
Defensive behavior	Your automatically controlled ships will cause as much damage as possible, but will try not to sink the enemy ships (which makes sense if you are out to capture as many ships as possible so that you can take them over after the battle).
Standard behavior	Your other ships will act independently.
Surrender	All your ships surrender. Caution; This can make your entire convoy fall to your opponent.

The wind plays an important role during naval battles. You can always recognize the current wind direction from the ships' flags.
Beware of shoals! They will slow your ships down.

Setting out for the new world

This chapter describes the world and what happens in it.

The Game World

The game world is the Caribbean of the 16th and 17th centuries. Here the naval powers of Spain, England, France and Holland fight for supremacy in the New World. Several things are in motion on the nautical chart:

Hundreds of trade convoys transport commodities between the towns, always searching for places with surplus commodities and those with high demand.

Pirate convoys roam the seas, hoping to intercept trade convoys and plunder them.

In large numbers, the nations' military convoys secure the trade routes or directly attack their opponents' convoys and towns to weaken the respective opponents' positions of power.

Towns

There are a total of 60 towns in Port Royale 3, which you have not yet discovered at the beginning of the game. You will achieve this by following other convoys or sailing along the coasts. As soon as a town enters your convoy's field of vision, it is discovered.

Each town belongs to a particular nation that protects the town from attack with military convoys and harbor cannons. If you are hostile to a nation, you will not be allowed to sail into the harbor.

The towns are further divided into three different types:

Each nation has a viceroy, and one town is accordingly the viceroy's seat. This town is the only place where you can call on the viceroy (see under "Actions in the Town"). At the beginning of the game, the viceroy towns are the largest towns and have the best defenses.

Each nation has several towns where governors reside. They are larger and better defended than normal towns, and, like the viceroy towns, are visited by the treasure fleet (see below).

Most towns are simple colonial towns. They are the most weakly defended and usually not very big.

Town Info

If you move the cursor over a town on the nautical chart, you can open the harbor dock with [Y]. Here you will find the Town Info that will tell you all about the important information about the town.
You can also open the info page by selecting the town view on the harbor dock building.

1	Nation, town size, town type, town defense.
2	Prosperity of the town, number of free settlers, settler growth (only for high status).
3	The production opportunities in the town as well as the number all businesses and homes, and the occupancy rate of the homes.
4	Your popularity and the number of buildings you have built in the town.

Workers and Citizens

The size of a town is determined solely by the number of citizens it has. And the number of citizens a town can have, in turn depends on the number of jobs there are in the town. The correlation between citizens and workers is as follows:

First there are the settlers who are looking for work. They come from Europe with the treasure fleets and are unloaded in the viceroy and governor towns. From there, they are brought to the colonial towns by the trade convoys.

If there is a job opening in a town, this can be filled if the town has 4 settlers: representing a worker and his family. As a result, the town's population rises by 4 citizens.

Naturally every citizen needs a place to live. If the available residential space in the town is full, there cannot be any new citizens.

Prosperity

Generally speaking, the better a town is supplied with commodities, the higher its prosperity. A lack of commodities will reduce a town's status, as will events in the town (see below). Fortunately, this does not happen very quickly, which gives you enough time to react if a town is important to you.

It's also not so bad if a town's status is not as high as it could be. However, if it falls to low, workers will leave their jobs and the citizens will become settlers again. Towns with very high prosperity also receive a bonus: production becomes more efficient (labor costs are reduced, production increases) and the town creates new settlers on its own.

Trade between Towns

In Port Royale 3, there are 20 different commodities that citizens demand and consume. Many businesses also require certain commodities as raw materials.

Each town can produce five of the 20 commodities. Accordingly, each town has five different manufacturing plants, which as a rule produce significantly more than the town consumes. For this reason, every town provides commodities for export – and at the same time demands the commodities that are not produced.

A town's entire trade runs through its central commodities market on the harbor dock and follows the principle of supply and demand, including dynamic prices: if a town has more of a certain commodity in storage than is needed in the next few weeks, then the commodity will be cheap. On the other hand, the town will pay high prices for all commodities that are currently in short supply.

The trade convoys exploit these price differences by buying commodities cheaply in one town and selling them for high prices in other towns. In this way, the commodities are distributed throughout the entire game world.

Nations

As was customary at the time, the relationships the four nations have to each other are constantly changing:

If a nation feels strong, it will gladly declare war on another nation that could become a threat due to its own strength. If two nations are at war, you can acquire a letter of marque from one of the two nations ("Actions in the Town").

Accordingly, two nations can become allies if they are seen as rather weak militarily. In this case, your reputation with the two nations is averaged and all actions you perform for or against one of the two nations will affect the other nation in equal measure.

Two nations that are currently at war with each other will attack each other with their military convoys. The target can be the opponent's military convoys and

towns. Over the course of time, each nation will continually receive new military convoys from Europe – which means disputes go on and on.

> **!** A nation can always have a special relationship with just one other nation. It will then be neutral to all other nations. However, it is also possible for a nation to have a neutral relationship with all other nations.

Some commodities – namely dyes, coffee, tobacco and cocoa – are not only produced for consumption in the New World, but also exported to Europe. For this purpose, heavily armed convoys regularly come from Europe to bring new settlers, but also to pick up export commodities and other treasures.

The export commodities are only collected from the governor and viceroy towns. For this purpose, a small portion of these commodities are taken from the town's commodities market every day and transferred to an export warehouse. Then if a treasure fleet lands in the harbor, it will take the commodities from this warehouse and supply settlers to the town in return. A treasure fleet will return to Europe as soon as it is fully loaded. Otherwise it will travel to another town.

The more export commodities a treasure fleet can load, the more settlers it will leave behind in the town.

Events

Aside from pirates and constant disputes between nations, life in the Caribbean would practically be paradise, were it not for these constant events that make life difficult for citizens, producers and seafarers.

During many events the quality of life for citizens in the town drops sharply. Additionally, it is usually not possible to construct any new buildings during an event.

> **!** Try to use events to your advantage! For example, if the production of some commodities falls in the down due to an event, this usually leads to a shortage of these commodities in the region – and therefore to higher prices!

Hurricane

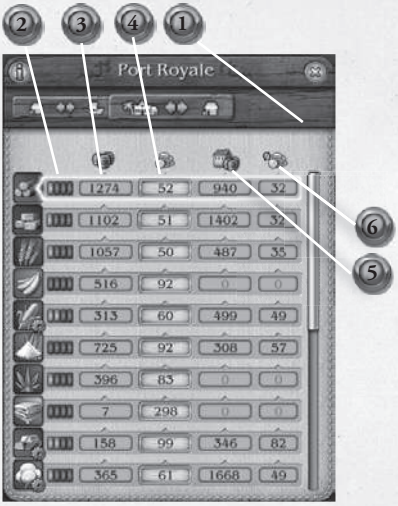
There is one great advantage to a hurricane: you can see it coming on the nautical chart. Ships that travel through a hurricane suffer heavy damage, and if a hurricane moves over a town, a heavy storm will rage, making any production in the town impossible.

Hurricanes primarily arise in the months of April to September.

The Trading Window

The harbor dock is right on the harbor. This is the town's central commodities market. All commodities that are produced by the town's merchants are sold at this market. In addition, this is where the businesses of the town's merchants obtain their raw materials.

Convoys that want to trade with the town also handle this via the harbor dock. The price of all commodities is determined by supply and demand. For demand, the harbor dock takes into account how many commodities the town's inhabitants and businesses will need in the next few days. Commodities that are available in large quantities and are still being produced in the town are correspondingly cheap.



1	The current trade direction is displayed here. Like all fields for the harbor dock, it can be selected with [left stick].
2	Town's inventory display. See below.
3	Quantities of commodities in the town.
4	Current price per barrel. Select a commodity to trade it.
5	Quantities of commodities in the convoy.
6	The average price you paid for the commodities that are on board the convoy. So you can always see how much you yourself paid for commodities when you are selling them.

The Trade Direction

Before you can produce commodities in a town, you will need a warehouse where the produced commodities can be delivered. However, you can also use your warehouse to simply store commodities temporarily.

In a town there are always three trade directions for you to select:

- If your convoy is at anchor in the town and this convoy is selected, then you can trade between the town and the convoy.
- If you have built a warehouse in the town (you have to do this before you can produce commodities yourself), then you can also trade between the town and the warehouse.
- If your convoy is at anchor in the town and you have a warehouse in the town, then you can shift commodities between your warehouse and your convoy.

The Inventory Display

This display provides you with a quick overview of a town's inventory of commodities:

The commodity is in very low supply and has reached its maximum price. If you buy such a commodity, your popularity in the town will fall. Accordingly, it will rise if you sell such a commodity.

The inventory of the commodity is approximately enough for the next 30-40 days. You should neither buy nor sell such commodities, since the price is unattractive.

The inventory of the commodity is not critical and the commodity is offered cheaply. Such commodities are usually produced in the town itself. Buy!

The price of the commodity has fallen again, since the quantity of the commodity is too great even for producing towns.

The commodity price has reached its lowest value and is now lower than the production price. Businesses in the town cannot sell the commodity for a profit on the market and will therefore reduce their workforce.

Building construction and production

In addition to the action buildings described above, a town is made up of additional buildings, all of which you can also construct yourself. The building costs and the significance of these buildings are described below.

The Master Builder

Before you can construct buildings in a town yourself, you have to visit the master builder. He allocates licenses for the construction of warehouses and businesses. Since no one wants a scoundrel to settle in a town, the building master checks your reputation with his nation and your popularity in the town. He will only offer you a license if both of these are high enough – for cash, of course.

But the building master also offers an advantage: You can simply commission each building from him. He will procure all commodities from the harbor dock himself and coordinate the construction of the new building. You don't have to worry about anything – except choosing a building site.

> **!** Each town has its own master builder. For each town where you have already acquired a license, the more expensive the next license will be. Your rank also plays a role, because the higher it is, the more the master builder believes he can expect of you.

Workshops

Every workshop produces one commodity and supports 25 workers. Most workshops require raw materials. Your workshops will take them from your warehouse in the town. If the supplies have been depleted, the business will stop production – but costs will continue to add up. Commodities that have been produced will always be delivered to your warehouse. From there you can pick up the commodities, for example with convoys, or also have the keeper automatically sell them to the town.

Additional buidings

In addition to action buildings, homes and workshops, there are a few other buildings that play a role in a town. You can also have these buildings constructed by the master builder. The most important are:

School: If a town has schools, it will produce new settlers every day as long as the town has a status of "prosperous" or "rich". The maximum effect is reached if there is one school for every 2,500 citizens.

Hospital: The hospital reduces the likelihood that epidemics will break out in a town. A town is optimally provided for if there is one hospital for every 2,000 citizens.Reconstructing the dockyard: The large dockyard can be built in towns with a small dockyard. Ships can be bought and sold there.

Trees: Trees increase citizens' overall satisfaction. You should always try to enhance unused building areas with trees.

Your own palace: see above under "Action Buildings".

Actions on the nautical chart

Towns

A commodity symbol is shown next to every town, indicating the commodity that is most needed in the town at that time.
If one of your convoys is in the town and doesn't currently have a task, an anchor will also be shown. If you move the selection circle over a town, you can open the town's building list with [Y]. In this way, for example, you can trade with the town without entering the town itself.
To enter a town, select it with [A]. However, the town must contain one of your convoys or a warehouse you have built.

Dispatch convoy

To dispatch a convoy, select it and move the selection circle over a town or over a position on the sea. As soon as you press [X], your convoy will immediately set out.
Please note: Individual, free ships cannot be dispatched, since they have neither sailors nor a captain on board. They must always first be added to a convoy.

Discover towns

At the beginning of the game only a fraction of all the towns are shown on the nautical chart. To discover a new town, it must be within the field of vision of one of your convoys. Simply follow other convoys or sail along the coasts to discover new towns.

Attack a Convoy

All convoys that entre your convoy's field of vision or come to a town where you own a warehouse will appear on the nautical chart. If such a convoy enters your selection circle, the following information will appear:

- Nation of the convoy
- Type of convoy (merchant, military convoy, pirate)
- Combat strength of the convoy

To attack a convoy, it has to be located in your selection circle and highlighted. Then you can press [B]. You should first be sure that your convoy is strong enough (also see the chapters "Ships and Convoys" and "Fighting").

Treasure Maps

Sometimes you will attain parts of treasure maps. The pieces of the map are assembled in the logbook. If you think you recognize the right section of the sea, you can hunt for treasure with a convoy. You will have to move the convoy very close to the treasure to make it visible. Then you can simply pick it up with [X].

Special Objects on the Nautical Chart

Always keep an eye out on the nautical chart for messages in bottles, flotsam or castaways. There are also bonus lairs along the coasts. Once discovered, an object can be collected by sending a convoy to it with [X].

Ships and convoys

Organizing Ships

Ships are naturally an adventurer's most important capital at sea. However, to be able to do anything with a ship, you either need to add it to a convoy or use the ship to form a new convoy.

Form a new Convoy

To form a new convoy, select your ship in the harbor and then use the "Form convoy" option. When you do this, the best possible captain in the town will automatically be hired, along with a crew.

Don't think anything of it if the captain happens to be inexperienced: he will learn over time and will get better and better.

> **!** If you have acquired a new ship in the dockyard, it will be anchored in the harbor and will not generate any costs yet. However, as soon as the ship belongs to a convoy, daily costs will be due for the crew.

Add a Ship to a Convoy

If you would prefer to add a single ship in the harbor to another preexisting convoy, have the convoy anchor in the same harbor as the ship. Choose the harbor master's building. Now a dialog will open, in which you can easily move ships back and forth between the convoy and the harbor.

Organizing Convoys

The convoy overview will be called up as soon as you have selected a convoy. The name (1), current action (2) and fields (3) for the different overviews are displayed here.

The first field shows the general overview: Number of ships, status, convoy speed (determined by the slowest ship), number of cannons in the convoy, additional sailors (for naval battles) and the current combat strength.

Below that there are buttons for patrol mode and attacking towns (see the chapter "Fighting"). Once this convoy field is open you can also organize your convoy by assigning escort vessels.

The additional fields show:
- the commodities loaded in the convoy
- the convoy's escort vessels (see below)
- the captain's data with the current costs of the convoy

Escort Vessels

A convoy can have a lot of ships, but you have to decide which ships should defend the convoy in case of a naval battle. You can assign a maximum of three ships to this role – these are your convoy's escort vessels.

1	You can see which ships these are in the escort vessel overview. In this example, two escort vessels have been selected and one field is empty.
2	Here it's possible to see how many sailors the convoy currently has available and could have (the maximum number of sailors is always five per cannon).
3	The convoy's current combat strength is also shown. It is derived from the cannons, sailors and the status of the escort vessels. Also displayed next to it is how high your combat strength would be if different or additional ships in the convoy became escort ships. You can perform the optimization yourself by organizing your convoy (see above).

The Crew

Every ship in a convoy automatically has the basic crew on board it needs for its journeys. This crew is responsible for the basic costs of a ship in the convoy.

However, you can also hire additional sailors at the harbor dock. These additional sailors increase the daily costs of your convoy. For every cannon a convoy has, five sailors can be taken on board the convoy. The more sailors a convoy has, the lower the reloading time in battle and the stronger a ship is in a boarding fight.

> **!** At the beginning of a battle, the convoy's sailors are divided among the escort vessels. In the process, each escort vessel can accept a maximum of five sailors per cannon.

Captains

A convoy's captain's view shows the daily costs of the convoy as well as the number of naval battles the captain has previously been involved in.

Below it is the captain's name and his six experience values:

You can train a captain with the help of an instructor (see under Actions in a Town / Taverns).

However, every captain also learns by himself when he has certain actions to perform.

1 Battle experience	Increases damage in naval battles. Each point increases damage by 2%.	The captain learns from naval battles he has won
2 Navigation	Faster progress on the nautical chart. Each point increases the convoy's speed by 2%.	…travelling on the sea
3 Trade experience	Shorter stopping times on trade routes. Each point reduces idle time by 10%.	…trade that is performed with the convoy (manually or in trade routes)
4 Ship building	Shorter repair times. Each point reduces repair time by 5%.	…repairs to the convoy in the dockyard
5 Combat experience	Increases damage in boarding fights and fights on land. Each point increases damage by 2%.	…boarding fights won
6 Visibility rangete	Increases the convoy's sight radius. Each point increases the radius by 10%.	…per day on the sea in patrol mode

Combat actions

The Beginning of a Battle

If you begin an attack with your convoy on another convoy on the nautical chart, your convoy will first try to reach the opponent. Then the naval battle launch dialog will open, which offers you an overview of the convoys on both sides. You can still abort the battle at this point if your convoy is not strong enough.

Otherwise you can decide if you want to fight the battle yourself (manual) or would rather leave it to the captain (automatic). See the next section for more about this.

The launch dialog also appears if your currently selected convoy is itself attacked. But only a message will appear if another one of your convoys is attacked (see below under "Jumping into Battles").

Automatic or manual

If you decide to fight a battle yourself in the naval battle launch dialog, the naval battle view will open. Otherwise your captain will carry out the battle in the background and you can focus on other things.

You should pay attention to the following:

- No ships are captured in automatic battles.
- Attacks on towns always need to be performed manually.
- If you carry out a battle yourself, the time on the nautical chart is stopped, which means that you will not miss anything.

> **!** You really don't have to worry about every battle yourself, particularly if you have many convoys and battles would keep pulling you away from what you are currently doing. If you see that your convoy is stronger than the opponent, simply let it fight on its own.

Jumping into Battles

You basically have the choice of fighting a battle yourself when the convoy you have selected at that time is involved in a fight. If, for example, you have 3 convoys, one of which you are controlling, but another one of them is attacked, this convoy will automatically enter a battle (in this case it would be very annoying if a dialog appeared every time).

However, in such a case a battle notice will appear in the upper left of the screen, telling you the most important data about the upcoming battle. To take control of the helm in this battle yourself, press [BACK] to open the game menu and select the battle.

Course of Battles

Only the escort vessels of a convoy will ever take part in a battle. You can control one ship directly, while controlling the others with tactical commands.

You can find a description of the control system in the chapter "Game Operation." However, here is one tip on manual naval battles:

Pressing the fire button will fire either the broadside on one side of the ship, the broadside on the opposite side, or both broadsides. The ship automatically decides which broadside could hit an opponent. These are always the opponents with a red to green bar appearing under their ships.

Ammunition and other Equipment

Using the trade dialog under "Equip" tab, you can equip your convoy with sailors, ammunition and other weapons. Furthermore, your convoy's captain also plays a specific role. Here is an overview of everything that plays a role in battle.

You can designate three escort vessels per convoy, which will defend the convoy in case of a battle. See the chapter "Ships and Convoys".

Your captain's battle and fighting experience offers a bonus during battles. See the chapter "Ships and Convoys".

Additional sailors on board your convoy have two functions:
First, they reduce your cannons' reloading time. This time is minimal if you have four sailors for each cannon on a ship. Each ship can take on five sailors per cannon. See the chapter "Ships and Convoys".

Secondly, you need sailors if you want to board other ships or attack towns.

You always have an unlimited supply of this ammunition on board at no coast. It causes the greatest hull damage. Use cannonballs when you want to sink the opponent quickly or weaken him.

Chain-shots damage your opponents' sails, making their ships slower, which is important for boarding fights.

Scatter-shots decimate your opponents' crews, which increases their reloading time and makes them more susceptible to boarding fights.

Powder kegs are expensive and difficult to find. They're kind of like mines with timed detonators, and cause damage over a wide area when they explode.

Sabers and muskets are only important in boarding fights. Make sure that you have small arms for every sailor on board your ship.
Furthermore, you should make sure that the ratio on board in an emergency. A ratio of about 70% sabers and 30% muskets generates the greatest combat strength.

For purposes of simplification, each escort vessel accesses the same supply of ammunition and small arms. For example, if your escort vessel has 140 sailors and you have 140 small arms on board the convoy, every sailor will be armed in case of a boarding fight.

Boarding and Capturing

You only have the option of boarding an enemy ship during manual naval battles. If boarding succeeds, the ship will remain motionless until the end of the battle and then fall to the winner of the battle.

To board a ship, you must consider the following:

- Before boarding you must set the ammunition selection to "Prepare to board." During this time, you can no longer fire broadsides.
- You can only board ships that are slow enough, as you have to sail right next to the ship before starting the boarding. You can achieve this either by shooting up the sail or luring the ship onto a shoal to slow it down. If the ship is too fast, use the "brakes" (shorten the sails) with [LT].
- If all the conditions have been met, you can start the boarding procedure by simply ramming the ship you want to board.

The boarding procedure will be executed automatically and you will not be able to control the ship until the end of the fight. However, you can continue to fire at the enemy ship with another ship.
But be careful, since you might also hit your own people in the process.

A few more important notes about boarding:

- Boarding ships is the only way to obtain certain ship types.
- To capture really big ships, you first need to pretty much decimate the sailors or board the ship several times. You can attack a convoy several times as long as it does not escape from you on the nautical chart.

Taking over towns

Hostile Takeover

After you have conquered a town in a land attack, you can plunder the town treasury. With the corresponding letter of marque in your pocket, you can also annex the town for the nation that issued you the letter of marque. In this case, the town will change its nationality.

However, another option will be available to you once you reach the rank of "commodore." You can annex the town for yourself, and in this way found or expand your own nation.

Economic Takeover

If you are less interested in adventure and battle than in trade and producing commodities, taking over a town economically may be a more appealing option. As soon as a town meets the following conditions, you can ask the viceroy of this town's nation if he will transfer the town's administrative rights to you:

- You have the rank of "navigator" or higher and your reputation with the nation is over 90%.
- You have more than ten businesses in the town and employ more than 75% of the workers in the town.
- The town has reached the status of "prosperity" and you enjoy a popularity of over 90% among the citizens.

Advantages and Special Features

The following special features apply to your own towns:

- The military power in the town changes as a result of the takeover. However, the citizens will continue to pursue their usual activities and tasks as normal. Taking over a town does not make you the owner of businesses or homes that did previously belong to you.
- You will always be more popular in your own towns than in others. Nevertheless, you should always support the welfare of your towns.
- The town generates tax revenues, which you can collect at the town palace.
- You don't have to worry about defending the town. The bigger the town becomes, the stronger its fortifications will be, and the more soldiers will be employed. However, you might want to pay attention to whether or not enough free settlers are coming into the town.
- The treasure fleet will never land in your towns, even if your town was previously a governor or viceroy town.
- Merchants from other nations will continue to approach your town.

> **!** Of course the greatest advantage to having your own town is that you can always head there. You can only approach towns of other nations if your reputation with the nation is 25% or more.

Marriage

In one of the towns you administer, you can change the town palace into your own palace. Doing this will make this town your hometown.

Having your own palace is absolutely essential if you are thinking of marrying a viceroy's daughter or son. This is because your future spouse will only consider marriage if you already have adequate accommodations.

After marriage there will be a new tab available in your palace, which your spouse will use to provide you with confidential information.

Establishing Trade Routes

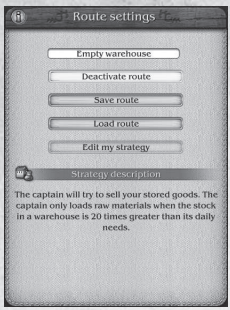
Whether you are on the way to establishing a trading empire or you are seeking a lucrative occupation for your own convoys so that you can dedicate your time to a life of adventure, you should consider establishing trade routes.

To do this, select a convoy and select the function "Establish" from the "Trade Route" field. You can then plan a new route by specifying the towns or load a previously saved route.

If the captain is basically supposed to trade on his own, then you should select towns that produce the widest variety of different commodities.

However, a trade route also makes sense if you are looking for a simple way to sell commodities you have produced and are interested in higher prices than the ones offered by the production town. As it is also very easy to include your warehouses in the trade route.

If you would like to create a new route, then first select the "Add town" option. You then need to choose a strategy for the route from two basic options: either you can select a ready-made trade strategy and trust in your captain, or you can choose your own strategy and decide for yourself what should be traded in which town for what price and in what quantity.



Be warned: the second option is significantly more complex, and if you enter the wrong values, it's possible that the convoy will only generate costs.

Therefore, in the beginning, don't hesitate to trust the available strategies so that you don't get bogged down.

Therefore, in the beginning, don't hesitate to trust the available strategies so that you don't get bogged down.

Using a preset strategy has a decisive advantage: the route will adjust itself to changed town sizes and can therefore handle greater quantities, for example if a town has grown.

Monitoring Trade Routes

You have access to all established trade routes via the convoy and town list, which you can open at any time with [RB]. Here you can easily check to see how your trade routes are doing at the moment, how much profit you are making or how high the greatest capacity utilization is. This makes it easy to decide which route you might want to optimize a little more.

Reputation and Promotion

Rank

Your current rank is displayed in the top left of the screen. You will notice that some actions, such as visiting the master builder or the viceroy, are linked to a certain minimum rank.

Three things are necessary to increase your rank: assets, cargo space and employees.

- Assets refers to everything you own: ships, buildings, commodities and cash.
- Cargo space is the sum of all your ships' capacities.
- Employees refers to the workers in your companies as well as additional sailors on your convoys.

The blue bar under your rank always indicates how far you have to go to the next promotion. You can obtain detailed information on the next rank in the logbook (which you can open with [BACK]), right on the first page.

Reputation

You have a certain reputation with each nation, which is primarily changed by military actions for or against the nations. Reputation is also influenced by fulfilling administrator or governor missions.

Your current reputation with each individual nation is always shown in the form of a pie chart in the upper center of the nautical chart.

The following limits apply to reputation:

Less than 25%	The nation is hostile to you. You may not enter any of the nation's towns and should expect attacks from military convoys.
25 to 75%	You have a neutral relationship with the nation. You can, for example, apply for production licenses and speak with the governors.
More than 75%	The nation is completely friendly to you. You may seek an audience with the viceroy and apply for letters of marque.

! If two nations become allied, you will then have the same, averaged reputation with both nations.

Popularity

In every town you will have a certain popularity with the citizens, ranging from 0% to 100%. It is influenced by the following:

Trade	Your popularity will rise or fall by selling or buying commodities, the quantity of which is indicated below the first inventory bar.
Workers & tenants	Every worker and every tenant increases your popularity in the town.
Assignments	Assignments that you fulfill for the town increase your popularity.
Piracy	If you attack a merchant, your popularity in the merchant's town will decline.

You primarily need popularity if you want to produce your own commodities in a town.

Power

If you have reached the point where you are taking over towns, then you represent something like your own nation. In the "Power" tab in the chronicle, you can compare how great your power is compared with that of other nations.

A nation's power is essentially determined by the total number of its cannons and workers (=economic power).

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