



Games
for Windows®

The cover art for the game Port Royale 3: Pirates & Merchants. It features a central illustration of a pirate captain with a beard and a black tricorn hat with a red band, holding a silver pistol. He is wearing a dark coat with gold trim and a white ruffled shirt. To his right stands a woman with long dark hair, wearing a light-colored dress and a necklace. The background is a vibrant blue sky with palm trees on the left and right. In the lower half, a large three-masted sailing ship with white sails and a red flag is shown on a turbulent sea. A smaller ship is visible in the distance. The title 'Port Royale 3' is written in a large, ornate, golden script font, with 'Pirates & Merchants' in a smaller, similar font below it.

Port Royale 3
Pirates & Merchants

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:

3

7

12

16

18

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



For further information visit <http://www.pegi.info> and pegionline.eu

Family Settings

Windows Parental Controls (Vista and Windows 7) enable parents and guardians to restrict access to mature-rated games and set time limits on how long they can play. For more information, go to www.gamesforwindows.com/isyourfamilyset.

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FOREWORD



Welcome to Port Royale 3, the economic and conquest simulation game set at the time of the colonization of the Caribbean.

Like all of our economic simulations, Port Royale 3 depicts a living world that simulates the growth of towns as well as the colorful happenings on the high seas between these towns: trading convoys transport commodities, pirates look for booty, and military convoys secure their trade routes or attack their political opponents. Additionally, there is also the legendary treasure fleet, which sails from Europe, bringing new settlers and treasures and collecting colonial commodities.

And you are in the middle of it all: you start out in the New World with a handful of gold and a small ship to help you seek your fortune. How you increase your power is up to you:

As a buccaneer, you can exploit the conflicts between the nations to obtain letters of marque and acquire ships and equipment through legal means.

As a merchant, you can buy commodities cheaply and sell them elsewhere at a large profit. Or you can begin producing commodities yourself to ensure that you have continuous access to low-priced commodities.

As a pirate, you can attack everything and everyone to plunder commodities and capture ships. You can even plunder entire towns.

Additionally, of course you can choose to hunt pirates yourself, with the prospect of rewards, booty and ships. And you can accept assignments from the numerous people you encounter in the world.

Later in the game you can even take over towns – both by economic and military means, depending on your style of play. Some towns offer the advantage of generating tax revenues while also offering a safe harbor when you are traveling as a pirate.

As you see, the open world of Port Royale 3 offers you several different options. We recommend that you try everything once, since you're never obligated to commit yourself.

Your goal in the game is to acquire as much power as possible. Strictly speaking, you do not compete with individual merchants and pirates, but rather with the different nations. Just like them, you can build a great fleet, establish trade routes and patrols, and take over towns. Your power rises continuously over time, while that of the other nations falls.

Port Royale 3 also contains a multiplayer mode, so you and up to 4 other players can take to the seas either over the internet or on a local network. Here each player manages his/her own company, and it's up to you to decide if you will support or attack each other. The main attraction: in multiplayer mode, you can set the starting and target conditions yourself. As a result, 30-minute games are just as conceivable as 30-hour sessions, during which the game can also be saved.

Whatever path you choose to follow in Port Royale 3, we hope you have at least as much playing the game as we had creating it.

Your Port Royale 3 team

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.



You can only start free play after successfully completing one campaign.

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 move the mouse onto it to view a detailed description of the situation. The info symbol will provide you with all background information and tell you about more complex connections.

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. Click on this symbol to play a video about how a certain game feature functions and operates.

THE ADVISOR'S LIST OF PROBLEMS IN THE "CONVOYS AND TOWNS" LIST



The "Convoys and Towns" dialog contains the "Advisor" tab. This always collects the current events that could cause problems for your company. Click on an entry to jump directly to the problem site.

THE GAME LEVELS

- You can send your convoys from one town to another on the nautical chart. Here you can also discover towns, attack other convoys or establish trade routes and patrols.
- You can enter a town where you are represented with a convoy or a warehouse by clicking on it from the nautical chart. In the town view, you can click on buildings and perform actions in them. Here you can also construct new buildings and businesses.
- If there is a naval battle and you decide to conduct it manually, you will be taken to the naval battle view, an enlarged view of the nautical chart. Here you can individually control your convoy's escort vessels.

MOUSE AND KEYBOARD LAYOUT

The game is controlled with the following mouse and keyboard commands. LMB stands for left mouse button and RMB stands for right mouse button.

Town view	
Select convoy / enter building	LMB on objec
Cycle through warehouses (in the warehouse dialog)	TAB / Shift-TAB
Show building names	Ctrl
Display your own buildings and ships	Ctrl
Nautical chart	
Select convoy / enter town	LMB on object
Dispatch convoy	RMB on sea position
Collect object in the water (convoy must be selected)	RMB on object
Show town names + political distribution	Ctrl

Naval chart and town view	
Convoy and town list	F1
Cycle through available convoys	TAB / Shift-TAB
Assign selected convoy to a key	Shift 1...0
Call up convoy	1...0
Naval battle	
Control selected ship	RMB + move mouse
Select ship	LMB on ship and 1 / 2 / 3
Fire broadside	LMB
Display ship info	Ctrl
Drop powder keg	E
Select ammunition	F1, F2, F3
Hide HUD	F4
General	
Pan display window (scroll)	W/A/S/D & mouse
Speed up time	Space bar
Select time factor	+ / -
Zoom	Mouse wheel
Change camera angle	RMB and move mouse
Game options	ESC
Town attack	
Send ship to attack position	RMB on position
Select ship	LMB on ship and 1 / 2 / 3
Construction mode	
Place buildings	LMB on position
Rotate building (before placing)	Mouse wheel
Routing mode	
Add town	LMB on town
Quit mode	RMB
Show town names + political distribution	Ctrl

THE NAUTICAL CHART



1	Chronicle
2	Date and game speed
3	Your reputation with the nations and the relationships of the nations to each other
4	Cash, rank, rank advancement and “Logbook” button
5	Mini-map
6	With these three buttons you can cycle through the convoys at anchor and on the sea and call up the convoy and town lists
7	Cycle through areas of the selected convoys

THE TOWN VIEW



- | | |
|---|--|
| 1 | Information about the town |
| 2 | Harbors that currently have convoys at anchor as well as available, unused ships |
| 3 | Action buildings (click to perform actions in them) |
| 4 | The mini-map. You can switch between the town and nautical chart. |
| 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. If it turns green, your cannons have the best possible shot. |
| 3 | The ammunition available to your convoy |
| 4 | Button to determine tactics for your other ships. See below. |
| 5 | Here you can select your ship's ammunition or make clear for boarding. |
| 6 | The current relative strengths of both convoys (green means that you are stronger) |
| 7 | Up to 3 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. |

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 until further notice.
Support	Like "Attack my target," except the opponent will be reselected after each broadside or every 10 seconds at the latest.
Fan out	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 3 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, the “Town info” button will appear. This opens an information page that will tell you all the important information about the town. You can also open the info page by clicking on 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 of 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 too 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 5 of the 20 commodities. Accordingly, each town has 5 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 4 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 2 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.

TREASURE FLEETS

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 town due to an event, this usually leads to a shortage of these commodities in the region - and therefore to higher prices!

Hurricanes

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.

Locusts

Giant locust swarms can arise in the period from October to March. They move from one town to the next and make any production of commodities in the town impossible. Additionally, citizens consume four times as many perishable commodities (fruit, hemp, baked goods). At some point the swarm will disperse on its own.

Drought

Drought can arise if has not rained in a town for several weeks. Drought reduces the production of cultivated commodities by 30% for as long as the drought continues.

Epidemic

The larger a town is and the fewer hospitals it has, the greater the likelihood that an epidemic will break out. During an epidemic, the citizens will consume twice as much clothing and cloth.

Fire

A fire can break out in towns with a longer period of dryness if there are fire-intensive businesses in the town. These include the foundry, the blacksmith and the rum distillery. Citizens will consume twice as much wood and brick when a fire is raging in the town.

Shortage of commodities and Famine

These events do not occur by accident, but only when a town has been poorly supplied with commodities over a longer period of time. Famine is caused by a lack of foods such as wheat, fruit, corn, meat and baked goods.

Both events depress the mood of the citizens, and in case of a shortage of commodities, the maximum prices of the lacking commodities in the town are increased by 50%.

ACTIONS IN THE TOWN

If you click on a town from the nautical chart, the town view will open if you are represented by a convoy or building in the town.

The town view shows all homes and businesses that currently exist in the town. In this way you will immediately get an impression of how big the town is and what it produces.

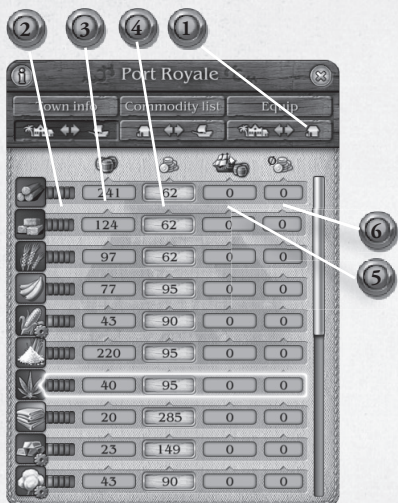
Additionally, the town center has special buildings that you can enter by clicking on them. You can also perform actions in them, such as accepting a special assignment.



Port Royale 3

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 These three buttons determine the trade direction. See explanations below.
- 2 Town's inventory display. See below.
- 3 Quantities of commodities in the town
- 4 Current price per barrel. To trade a commodity, click on its price.
- 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 3 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.

EQUIPMENT AND SETTLERS

If you enter the harbor dock with a selected convoy, then you can equip the convoy.



- 1 Here you are shown how many settlers are currently available in the town and how many of them are prepared to sign on with your convoy. The greater your popularity in the town, the more settlers will offer you their services.
- 2 You need small arms for boarding fights.
- 3 (3) Chain-shots and scatter-shots are needed in naval battles. There are also cannonballs, but every convoy always has an unlimited supply on board.
- 4 Powder kegs are rare and very expensive. However, they can cause decisive damage in naval battles.



Sailors, small arms and ammunition are initially stored in the entire convoy and not distributed among individual ships. As soon as there is a battle, these elements are distributed among the escort vessels you have designated, however an escort vessel can never carry more than 5 times as many sailors as it has canons.

For further details on this, see the chapter "Fighting".

ACTION BUILDINGS

You can basically click on all the buildings in the town. For homes and businesses you will receive basic information about occupancy and production. In addition, the town center also has special buildings that you can enter by clicking on them. You can also perform actions in them, such as accepting a special assignment. These action buildings are:



The harbor dock is the town's central commodities market. Here you can find information about the town in general. The commodity list also shows you how high the town's current consumption and production are. For additional explanations of the harbor dock, see "The trading window" above.



You will meet all kinds of interesting characters in the tavern. Many have something important to take care of and need your help to do it. Have a look around the tavern every now and again if you are looking for an assignment or would like to buy commodities from the black market. Sometimes a captain's instructor also makes a stop at the tavern. While they are not exactly cheap, they can train the captain of your selected convoy in a subject in no time at all. Each instructor has a certain area of expertise and only appears in certain towns that are located close to each other.



If you are considering producing your own commodities, there is no way to avoid the master builder. Because you will need to visit him to apply for the necessary licenses before you can begin constructing buildings. See the chapter "Building Construction and Production" for additional explanations.

If you want to establish your own production in a town, your first building must always be a warehouse.

The warehouse gives you an overview of your production in the town as well as the commodities stored. The warehouse keeper is very useful, and you can hire him according to your wishes. He monitors the town market for you and can take over many standard tasks from you.

You can construct multiple warehouses in a town to expand your storage space. However, the first warehouse must always be constructed in the town center. The advantage of this location is that you will always be able to find the warehouse again quickly.



In the dockyard you can repair, buy and sell ships. Because the dockyards in the New World don't build any ships themselves, there is usually not much variety in the selection of new ships. Thus you can only buy ships that were previously sold by other merchants. Each town has its own selection of ships.

Incidentally, you can have entire convoys repaired in the dockyard. This spares you from having to reorganize convoys, which can be a tedious process. Another advantage: Repair times and costs for convoys are less than if you hand over the ships individually.



In addition to praying, the church offers you the possibility of increasing your popularity in the town as well as the general satisfaction of the citizens - by organizing a festival, for example.

Furthermore, the church can also help bring in more settlers. In the case of the conversion of citizens of other nations, this can also result in extra points for your nation's reputation.



The town palace offers different functions depending on whether the town is home to an administrator, a governor or even the viceroy.

The governor always looks after his region and accordingly offers assignments if something is going badly.

A nation's viceroy offers you letters of marque if his nation is at war. With letters of marque, you can attack a nation's convoys without being regarded as a pirate. Of course, your reputation with the nation you attack will fall anyway. Furthermore, the viceroy always expresses certain wishes that will bring advantages to you if you fulfill them.

Every town palace also offers:



The town administrator sometimes offers special assignments for the town's welfare.

The current list of pirates is always on display. Here you can see which pirate is currently active and how strong he is right now.



In the later course of the game, you are sure to take over the administration of a town. When this happens, you can replace the town's previous administrative palace with your own palace. This has the following effects:

The town automatically becomes your home town

You can get married! Your wife (or your husband) will move in here and provide special information to you. You will find the right marriage partner at the viceroy's, provided that you have a very good reputation with him and you are advanced enough in rank.

You can only build a palace in one town!

OTHER BUILDINGS



The marketplace in the town center provides you with your first indications about the commodities offered in the town. If there is an abundance of commodities on the platform, this means there is a surplus of the corresponding commodity.



Each town has multiple lighthouses. This is where the harbor master is located. Click on a lighthouse to organize convoys and ships located in the harbor. You can, for example, add free ships in the harbor to a convoy or exchange ships and even captains between two convoys.

THE WAREHOUSE KEEPER

If you would like to begin producing commodities one day, the warehouse keeper will be a very important help, since he can perform various monitoring and sales operations for you:

SELL COMMODITIES

The keeper automatically sells commodities that are in the warehouse if the price on the town's market is high enough. You can set the minimum price at which commodities should be sold. The price is given as a percentage, with 100% as the normal production price of a commodity.

PROTECT RAW MATERIALS FROM SALE

Activate this option if you do not want the keeper to sell any raw materials needed by your own businesses in the town when he is selling other commodities. You can set the number of days that the keeper should hold raw materials.

PROTECT RAW MATERIALS FROM TRADE ROUTES

If you have established trade routes that take commodities from the warehouse, then the warehouse keeper can prevent raw materials from being released to the trade route convoy. Here too you can set the number of days that the keeper should hold raw materials.

BLOCK COMMODITIES

Here you can set two absolute amounts for each commodity, which the keeper may not fall below when selling or when transferring to trade routes.

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.

HOMES



The appearance of residential houses depends on the town's prosperity. The better a town is doing, the more magnificent the building looks. If a town lacks residential space, no new workers can be hired and the number of citizens cannot increase.

If you erect a residential house yourself, tents will appear on the land first. The building will only become visible after citizens move in.

Building costs



14000



40



80

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.

SAWMILL



Wood is the most important raw material. It is needed by the populace and also for constructing buildings, metal production, metal processing and rum production.

Building costs



8000



20



40

Production / consumption per day



6



ADOBE

Bricks are needed both by the populace and for building construction

Building costs



8000



20



40

Production / consumption per day



6





WEAVING MILL

Weaves cotton into cloth. Cloth is used directly by the populace, but also serves as a raw material for manufacturing clothing.

Building costs



12000



40



80

Production / consumption per day



2



2



FOUNDRY

Produces various raw metals for further processing by the blacksmith. However, metals are also used directly by the populace.

Building costs



12000



40



80

Production / consumption per day



1.5



3



BLACKSMITH

Produces metal goods such as tableware or tools for the populace as well as coffee and cocoa production. To do this, he needs wood and metal as raw materials.

Building costs



16000



60



120

Production / consumption per day



1



2



2



TAILOR

Processes cloth and dyes into clothing for the populace.



Building costs

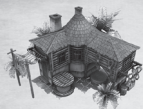
 18000  60  120

Production / consumption per day

 1   1   1 

ROPE MAKER

Processes hemp into ropes, which are among the everyday objects the populace uses.



Building costs

 12000  40  80

Production / consumption per day


 2   2 

DISTILLERY

Produces rum using wood as fuel and sugar as a raw material.



Building costs

 10000  40  80

Production / consumption per day

 0.5   1   1 

BAKER

The baker processes wheat and sugar into baked goods of all kinds.



Building costs



10000



40



80

Production / consumption per day



1



1



2



PLANTATIONS

These buildings produce commodities by cultivating fields. Each plantation consists of a main house with at least one and a maximum of four adjacent fields. When you create a new plantation, a main building and an adjacent field are therefore always built simultaneously. This combination counts as a business and can accept 25 workers. Each additional plantation field raises the number of workers by 25.

WHEAT FARM

Wheat is needed both by the populace and for the bakery.



Building costs



8000



20



40

Production per day



6



FRUIT FARM

Produces fruit for the populace.



Building costs



8000



20



40

Production per day



4



CORN FARM

Corn is needed for the populace and for meat production.



Building costs



8000



20



40

Production per day



4



SUGARCANE FARM

Produces sugar for the populace, the rum distillery and the baker.



Building costs



8000



20



40

Production per day



4



HEMP PLANTATION

Hemp is needed to produce rope, but is also directly needed by the populace.



Building costs



8000



20



40

Production per day



4



COTTON FARM

Produces cotton for the weaving mill, but is also directly used by the populace.



Building costs



8000



30



60

Production per day

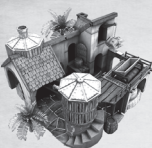


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DYE FARM

Dyes are needed for clothing, but are also directly used in small quantities by the populace, in addition to being a product for European export.



Building costs



8000



20



40

Production per day



2



COFFEE PLANTATION

Coffee is consumed by the citizens and exported to Europe by the treasure fleets.



Building costs



10000



40



80

Production per day



0.5



2





COCOA PLANTATION

Cocoa is consumed by the populace but is also exported to Europe by the treasure fleets.

Building costs



10000



40



80

Production per day



0.5



2



TOBACCO PLANTATION

Produces tobacco for the citizens. Like dyes, coffee and cocoa, tobacco is also an export product that is in high demand in Europe.

Building costs



8000



20



40

Production per day



2



STOCKYARD

Produces meat for the populace, requires corn as a raw material.

Building costs



12000



40



80

Production per day



2



1



ADDITIONAL BUILDINGS

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, an anchor will also be shown. Clicking on this anchor will allow you to cycle through your convoys.

If you move the cursor over the town symbol, an info button will also appear. Click on it to open the harbor dock with the town information. You can also use the harbor dock dialog to trade from the nautical chart without entering the town itself.

To enter a town, simply click on it. However, the town must contain one of your convoys or a warehouse you have built.

DISPATCH CONVOY

To dispatch a convoy, select it and then right-click on a town or a position on the sea. Your convoy will then set out immediately.

To send a convoy into a town, right-click on the town.

Please note that you can only dispatch convoys, since individual ships have neither sailors nor a captain on board.

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 enter your convoy's field of vision or come to a town where you own a warehouse will appear on the nautical chart. If you move the cursor over such a convoy, 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, you just have to right-click on it. 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 pick it up by simply right-clicking on it.

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 right-clicking on it and sending a convoy to it.

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, click on your ship in the harbor and then click on the "Form convoy" button. 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 (1) name, (2) current action and (3) buttons for the different overviews are displayed here.

The first button 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").

The additional buttons 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
- the trade route overview (see chapter "Establishing Trade Routes")



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 3 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 5 sailors 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 other or additional ships in the convoy became escort ships. You can perform the optimization yourself by pressing the organize button. |
| 4 | Or simply press button (4) to have this taken care of automatically. |

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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, 5 sailors can be taken on board the convoy. The more sailors a convoy has, the lower the reloading time in the fight and the stronger a ship is in the 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 5 sailors per cannon.

CAPTAINS







The captain's view of a convoy 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 6 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.











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

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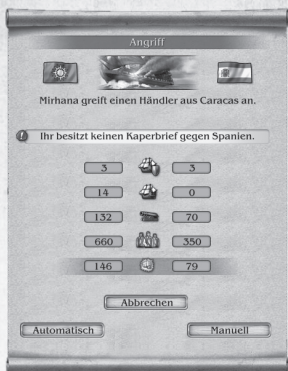
SHIP TYPES

Port Royale 3 has 16 different ship types. Not all ships can be bought in the dockyard. For example, the Spanish war galleon and the English ship of the line are only used by their respective military convoys. You will have to obtain these ships in another way. In addition to their appearances, ships differ from each other in the following important characteristics:

Cargo capacity 	Each ship can transport a certain quantity of commodities. This amount is given in “barrels.”
Maneuverability 	Maneuverability is particularly important in naval battles.
Draft 	Draft indicates how much a ship will be slowed in naval battles if it travels over shoals.
Maximum and minimum speed 	A ship's maximum speed is simultaneously its travel speed at sea. A convoy is always as fast as the slowest ship in the convoy. The minimum speed is important in naval battles: it indicates how fast a ship can sail against the wind.
Cannons 	Every ship has half of its cannons on each side.
Sailors 	A ship can take on 5 sailors per cannon.
Hit points 	Hit points indicate how many hits a ship can take in battle. The sail and the hull each have the same amount of hit points.
Daily costs 	Every ship generates certain daily costs for its basic crew. However, the costs are only generated if the ship belongs to a convoy. In the case of free ships in the harbor, the sailors have shore leave so to speak.

COMBAT ACTIONS

THE BEGINNING OF A BATTLE



If you right-click with your convoy on another convoy on the nautical chart, your convoy will try to reach the opponent and start an attack. 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 attacked. But it will not appear if another one of your convoys is attacked.

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. However, this does not apply in multiplayer mode.



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. If you click on this notice

within a few seconds, you will jump immediately into the battle and take control of the helm and the cannons yourself.

COURSE OF BATTLES

Within the battle you always control your escort vessels. You control one of them directly with your mouse, while controlling the others indirectly 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. Green means that all the shots will probably hit.



AMMUNITION AND OTHER EQUIPMENT

Using the trade dialog under the “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 3 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 4 sailors for each cannon on a ship. Each ship can take on 5 sailors per cannon. See the chapter “Ships and Convoys.” Second, you need sailors if you want to board other ships. 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 cost. 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 of sabers and muskets is correct, because the sailors arm themselves according to 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 whose speed is less than 3 knots. You can achieve this either by shooting up the sail or luring the ship onto a shoal to slow it down.
- 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.

ESTABLISHING A PATROL



On the sea you can command a convoy to patrol a certain region. To do this, move your convoy to the desired position and then activate the (1) "Patrol" Box. A circle will now appear around the convoy, symbolizing the area of the sea that the convoy secures.

As soon as a convoy of a nation that is hostile to you enters this area, it will be automatically attacked. As always, you can either be present in this fight yourself or allow it to be fought automatically.

Patrols can represent a powerful function depending on your style of play. If, for example, you position several patrols side by side, you can secure entire areas of the sea against enemy military convoys. This can be very useful, particularly when you have just wrested a town from a nation's control and have to prepare for revenge.

Patrols are also well suited to warding off pirates.

①

ATTACK TOWNS

In addition to convoys, you can also attack towns. However, you should consider such an action carefully, since towns have very strong defenses as a rule.

To attack a town, you first need to activate the (2) "Attack town" box in the overview of the convoy. This way the captain will know that he should start an attack the next time he approaches a town, rather than peacefully sailing into the harbor.

The attack on a town always consists of two phases: first you must bring your ships into position to damage the harbor defenses. This will also reduce the troop strength of the soldiers. Then you must land a ship in the harbor to start the land attack. This will work similarly to the boarding fight and requires many well-equipped sailors.



You usually will not succeed in bringing a town to its knees with a single convoy. Be prepared to break off the attack before your convoy is destroyed – and then continue the fight with one or two fresh convoys.

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PIRATES AND THEIR LAIRS

Normally various bands of pirates are roaming the seas. They will ambush your trade convoys, but will hide from military convoys.

Each band of pirates has a lair and several convoys. The more successful a band is, the more ships and convoys it will put together. Additionally, as long as a band has a lair, it will continue to send out convoys. A lair is something like a safe harbor where pirates unload booty and repair their ships.

There is always a list hanging in the town palace that provides information on the current threat. This also indicates the reward you will receive for each pirate convoy you destroy.

However, you can also directly destroy a pirate's lair to permanently weaken the entire band. To root out a lair, follow a pirate convoy until it disappears somewhere on the coast. If your convoy observes the disappearance, there is a good chance that the lair will be exposed. Then you can attack it with a right-click. The fight consists of 2 phases: first you must fight against all the pirate ships that are located in the lair.

Then you must land with your convoy ships and perform a "boarding fight" on land. Here all the sailors of your convoy will fight against the remaining pirates on land.



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 battles 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 10 businesses in the town and employ more than 75% of the workers in the town.
- The town has the highest prosperity status, "wealth," 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 not 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

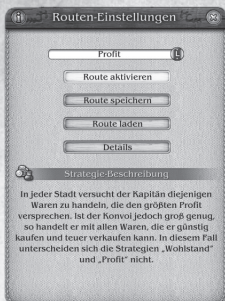
Whether you are on the way to establishing a trading empire or you are seeking a lucrative occupation for your own convoys so that you can dedicate your time to a life of adventure, you should consider establishing trade routes.



To do this, select a convoy and click on the trade route button (1). Here click on "New trade route" (2) to plan the route by specifying the towns (you can also load a previously saved trade route from another convoy).

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.



After you have selected all the towns (don't worry, you can always change them later), activate them with the "Settings" button. You now have two options: either you can select a ready-made trade strategy and allow the captain to make his own decisions, or you can activate the "Details" button 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. On the other hand, advanced players can use the detail settings to keep improving a route's profitability and efficiency.



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

On the right of the screen you can see the "Ships and Convoys" button, which displays a list of all convoys, patrols and established trade routes. 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 always displayed in the top right, below your cash. You will notice that some actions, such as visiting the master building 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 by moving the mouse pointer over the promotion bar. Or you can look in the "Overview" tab in the logbook.

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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).

MULTIPLAYER MODE

In multiplayer mode you can start a game with up to 3 other players. Here each player represents his/her own company, or in other words, each player represents his/her own nation.

It is left up to the players to decide for themselves if they will compete against each other or work together.

The main attraction of multiplayer mode is that you can set the starting and target conditions yourself. This way you can generate games that end after 30 minutes or even after 30 hours.

REGISTRATION

A loading screen always appears before Port Royale 3 starts. This provides you with important updates and simultaneously registers you with the game server.

You can always provide a username before starting a multiplayer game. Only this username will appear to other players; your email address never will.

If you create a game, the game will always bear your username. This makes it easy for your friends to find you, for example.



If for some reason registration in the loading screen does not succeed, only games on the local network will be open to you, but not games on the internet.

JOIN A GAME

Select the "Multiplayer" button in the main menu and then select "Join." A search screen will appear showing open games.

If a friend has opened a private game, enter your friend's exact username in the search field. Now the game will also be shown and you can join it.

You can enter all other games that are shown in the game list easily and at any time.

CREATE A GAME

You can also create a game yourself. Arrange all the settings and decide if the game should be open for everyone or if you would prefer for it to be private. In this case, other players will only appear if you know their exact usernames (see above under "Join").

Then you will enter the lobby, where you can wait for other players.

THE PLAYER LIST IN THE GAME

During the game, flags in the lower left will always show which players are currently in the game. Click on a flag to see a list of all the nations in the game. This will give you a quick overview of the current strengths of the players.

LOADING AND SAVING

You can save the game at any time in multiplayer mode. Then the next time you prepare a game, simply choose the option "Load game."

Caution: only players who participated in the saved game before can join the game again!

Also note that all players must load the saved game after they have entered the lobby. Depending on the internet connection, this may take some time.

CREDITS

GAMING MINDS STUDIOS

CREATIVE DIRECTOR

Daniel Dumont

TECHNICAL DIRECTOR

Kay Struve

PROGRAMMING

Bastian Clarenbach

Bernd Ludewig

Dennis Bellmann

Jan Kollmann

Matthias Muschallik

Michael Offel

Peter Grimsehl

Stephan Hodes

Ulf Winkelmann

GRAPHICS

Christoph Werner

Daniel Lieske

Guido Neumann

Mark Külker

GAME DESIGN

Daniel Scollie

Stephan Müller

QA

Sebastian Walter

Ingo Sander

SOUND, MUSIC & IMPLEMENTATION

Rocketaudio – Dag Winderlich

EXTERNAL QA

Games Quality

ADDITIONAL SFX

Markus Braun

REALTIME OBJECTS AND ILLUSTRATIONS

Animation Arts – Marco Zeugner,

Christian Fischer, Marlene Fischer

www.digisteam.com - KirilHristanow

PORTRAITS

GROBI Grafik - Karsten Schreurs

STORY, TEXTE & LEKTORAT

Falko Löffler

INTRO-SEQUENCE

The Light Works - Tobias Richter

SPECIAL THANKS TO

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KALYPSO MEDIA GROUP

MANAGING DIRECTORS

Simon Hellwig

Stefan Marcinek

HEAD OF FINANCE

Christoph Bentz

HEAD OF GAME PRODUCTION

Timo Thomas

GAME PRODUCERS

Dennis Blumenthal

Christian Schlütter

HEAD OF MARKETING

Anika Thun

MARKETING ASSISTANT

Jessica Immesberger

HEAD OF ART DEPARTMENT

Joachim Wegmann

ART DEPARTMENT

Simone-Desirée Rieß

Anna-Maria Heinrich

Thabani Sihwa

Port Royale 3

PR DEPARTMENT

Mark Allen
Ted Brockwood
Bernd Berheide

PRODUCT COORDINATION MANAGER

Johannes S. Zech

LOCALISATION MANAGER

Sebastian Weber

SUPPORT & COMMUNITY MANAGEMENT

Tim Freund

WEB DEVELOPMENT

Thorsten Curschmann

KALYPSO MEDIA UK

Andrew Johnson
Mark Allen
Kayleigh Brodie

KALYPSO MEDIA USA

Mario Kroll
Ted Brockwood
Theresa Merino
Peter Lytle

KALYPSO MEDIA DIGITAL

Jonathan Hales
Andrew McKerrow

LICENSES

Uses "FMOD Ex Sound System" and
"Firelight Technologies"



For white background

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support@kalypsomedia.com
forum.kalypsomedia.com

Therefore, we need the following information:

- The complete product name.
- If available, the exact error message and a description of the problem.

Both services are free of charge. Please note, that we are not able to answer requests concerning tips and tricks via email.

However, before you contact our support team:

- Please make sure that your PC fulfills the system requirements.
 - When you are placing the call, please make sure that your PC is switched on.
- Additionally, please start the DxDiag program before your call, as the information of this Microsoft software will help us to find the problem.

How to start the DirectX diagnostic program ("DxDiag"):

Windows XP: Please click on the "Start"-Button on the taskbar and afterwards „Run“. Please enter "dxdiag" (without quotation marks) and click on „OK“.

Windows Vista / 7: Please click on the "Start"-Button. Under "Start search" please enter "dxdiag" and push the „Enter“-Button.

Exchange of serial codes (serial number / CD-Key)

NOTE: serial codes cannot be replaced! Please make sure, that you don't lose your serial code. In case of loss, you have to buy a new game. Therefore, please avoid requests in this vein.

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