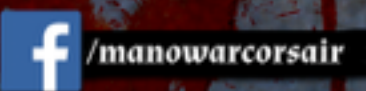
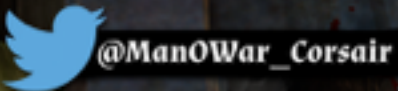


MANO'WAR™

CORSAIR™

manowarcorsair.com

Captain's Guide Version 0.1



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.

Man O' War: Corsair © Copyright Games Workshop Limited 2016. Man O' War: Corsair, the Man O' War: Corsair logo, GW, Games Workshop, Warhammer, The Game of Fantasy Battles, the twin-tailed comet logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likeness thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world, and used under licence. Evil Twin Artworks and the Evil Twin Artwork logo are © Evil Twin Artworks 2016. Grumpy Ferret and the Grumpy Ferret logo are © Grumpy Ferret 2016. All rights reserved to their respective owners

Table of Contents

Welcome	1
Installation	2
Getting Started	2
Man O' War: Corsair Performance Tips	3
Uninstalling	4
Controlling Your Ship	5
The Weather Gauge	5
Night and Day	5
Spyglass	5
Firing Your Ship Cannons	6
Ship Damage	7
Boarding	8
Ramming	9
Sea Monsters	9
Crew	10
Sharpshooters	10
Wizards <i>(not available in this version)</i>	10
AA <i>(not available in this version)</i>	11
Flyers <i>(not available in this version)</i>	11
Allies <i>(not available in this version)</i>	11
Treasure	12
The Map	12
Experience	12
Fame / Infamy <i>(not available in this version)</i>	12
Favour <i>(not available in this version)</i>	12
Captain Level <i>(not available in this version)</i>	13
Crew Level <i>(not available in this version)</i>	13
Ports	12
Pause Menu	15
Short Cut Keys	16
Technical Support	17
Credits	18

Welcome.

This version of Man O' War: Corsair is in Early Access and still being developed. You can find out more about what is going to be added during Early Access here - <http://manowarcorsair.com/earlyaccessinfo>

Man O' War: Corsair is a video game of high adventure, naval combat and exploration based on the Games Workshop classic Man O' War table top game.

Sail the seas plundering enemy ships, visiting ports, and trading. Dominate everything in your path with a fleet of ships at your back and watch people flee at the mere sight of you, leaving legends of your deeds in the history books and steel through the hearts of your enemies.

Captain a wide variety of unique sailing vessels, explore and trade whilst combating enemy ships in frantic naval action. There are not only ship's cannons at your disposal; you can control powerful wizards who cast deadly spells, hire sharpshooters to target enemy crew from afar, and command Griffons and other lethal flyers.

As well as sea battles, engaging in boarding actions with enemy vessels sees you walking the deck, blunderbuss in hand, attacking enemy crew. Loot the vessels or sink them, the choice is yours.

Choose your Captain, and buy a variety of unique and deadly ships. Command allies from different races and fight many deadly enemies including: Orcs, High Elves, Dwarfs, Dark Elves, Skaven, Pirates, Chaos, Sea Monsters and more! Fierce storms, deadly fleets and terrible foes will block your path to ultimate glory.

A captain in Man O' War: Corsair can sail the coast of a huge continent in the Warhammer world. Visiting over 50 ports from Erengard to Sartosa, the sea is yours to explore.

A heroic adventurer does not only have enemy ships to contend with. The deep and unexplored oceans hold terrifying creatures that few see and live to tell the tale.

These deadly creatures emerging from the deep sea will chill blood and drop jaws in equal measure. The wise would attempt to flee but those brave enough to tackle such creatures will be famed throughout the world.

Here there be monsters....



Installation.

As part of the Steam download process, the game has already been installed on your computer. To start playing the game, read the **Getting Started section**.

Getting Started.

- Double-click on the **Steam application icon**. By default this is located in the **Applications folder** on your computer's hard drive.
- If you are not already signed in, the **Steam Login dialog** will appear. Enter your account name and password, then select **Login**.
- The **Steam application** will launch. Select **Library**.
- Highlight **Man O' War: Corsair** in the list of games on the left-hand side of the window, then select **Play**.
- The Man O' War: Corsair pre-game **Options window** will appear. Click on the **Play button**. The game will launch.
- After the loading screens, the **Main Menu** will appear. Select **New Game**.
- The **Select Difficulty screen** will appear. Select a difficulty level. If this is your first time playing, we recommend that you leave the **Tutorial checkbox** enabled, so that the game will provide instructions as you play.
- Select **Start Game**.



Man O' War Performance Tips.

The most important things to remember when getting *Man O War: Corsair* to run smoothly on your computer are your CPU speed, the amount of built-in RAM, the type of graphics card in your computer and the in-game settings you select.

Man O War: Corsair is playable with the minimum specifications listed below, but it will play more smoothly on faster computers with more RAM. If you are dissatisfied with the performance of the game on your computer, there are a couple of things you can do that are likely to improve performance:

- Close all other applications: You are strongly encouraged to quit all other applications before launching *Man O War: Corsair* – other applications drain resources and slow the overall system performance.
- Clear disk space: Ensure that your main hard disk has plenty of spare disk space.
- Disconnect your second monitor (having an additional monitor connected to your computer may create a drop in performance).
- If you are using a laptop, plug in your charger (running on battery power may create a drop in performance).

In addition to these, there are numerous specific in-game settings you can select to speed up the game.

From the main menu go to options>video. You can set the presets from Fastest to Fantastic.

You can find the current recommended specs at the bottom of this page under System Requirements: <http://store.steampowered.com/app/344240/>



Uninstalling.

In order to uninstall *Man O' War: Corsair*, use the following steps:

- Double-click on the **Steam application icon**. This is usually located in the **Applications folder** on your computer's hard drive.
- If not already signed in, you need to sign in. The **Steam Login dialog** will appear. Enter your account name and password, then select **Login**.
- The **Steam application** will then launch. You need to select the **Library tab**.
- In the library, right-click on **Man O' War: Corsair** in the list of games on the left-hand side of the window, then select **Delete Local Content...**
- A dialog will appear confirming that you wish to delete all the game content. Select **Delete**.



Sailing.

This view will centre on the captain, and allow you to aim and fire the ship's armaments and use the spyglass

The W, A, S, D keys will allow you to steer your ship.

If you run aground press space to push off.



The weather gauge allows you to see what direction the wind is coming from. The different coloured segments highlights the best sailing direction. Sailing into the red zone is sailing directly into the wind.



Next to the weather gauge, is the time dial. This shows you the time of day and allows you to speed up time for long journeys using the + and - keys.

If you press and hold the G key, you will be able to use the spy glass. The spyglass can give you information about a ship type and how much cargo it has on board.

You can also use the tab key to cycle between enemy ships.



Combat.

Firing Your Ships Guns.

Ships guns in Man O' War: Corsair can be mounted in several different positions depending on the ship type. When you begin a campaign you start with a Corsair. The Corsair has port and starboard firing guns. Essentially guns that fire from the left or right side of the ship. Other ships, such as the Greatship can also fire forwards and backwards. To fire any gun you must move the mouse to turn the camera to face the direction you wish to fire and then follow the instructions below.



1. Hold the right mouse button

2. While still holding the right mouse button, move the mouse forward and backwards to change the distance you wish to fire



3. With the right mouse button still pressed press the left mouse button to fire.



Combat.

Ship Damage.

In the top left of the screen is the enemy ship card. This gives you its name, captain's name, race/faction type (such as Orc or Bretonnian), crew and amount of cargo. In the bottom left is your ship information.



Ship Cards Damage.

The ship card shows the damage to the current ship. All ships have different areas to damage, sailing ships have sails and in the example on the left the Orc Drillakilla has a paddle wheel instead of sails.

If an area on a ship is hit, the section will fill with red until it is destroyed, at which point it will become inoperable. If a ship's below the water line area is fully damaged it will sink.

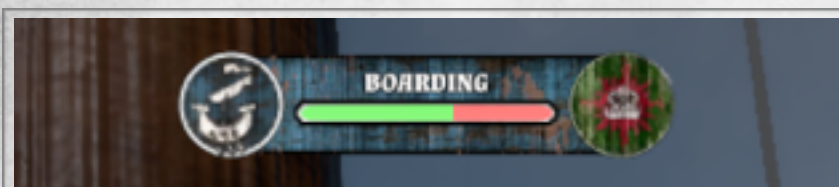


Combat.

Boarding.

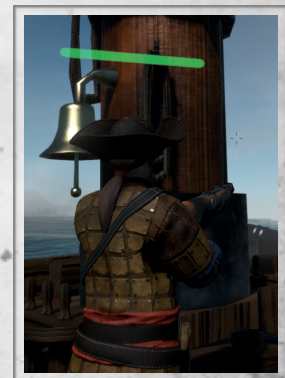
If you sink a ship you will be able to collect a portion of its cargo, but if you board and kill a ship's crew you can plunder all the cargo on board as long as you have room for it on your ship.

As you approach an enemy ship, press the space bar to start a boarding action. The 2 ships will then clash together and you will automatically gain control of your Captain with weapon drawn. Crew members from each side will either stay on their deck and shoot, or attempt to board and enter into melee. As the captain you will always stay on your ship and use ranged weapons. If a warning symbol appears above an enemy it means they are firing at you and it would be wise to blow them away! Using the W,A,S,D keys allows the Captain to walk around the deck. Left click fires the Captain's chosen weapon and right click aims - moving the camera closer to the target. How close this is depends on weapon type.



At the top of the screen during boarding is the boarding icon. This shows how many crew are left on each side.

Above each character is a health bar. Green are your crew and red are your enemy.



Combat.

Ramming.

If you wish to ram a ship the attacking vessel must sail into an enemy ship as fast as possible! Ships with rams will do significantly more damage to the enemy ship than themselves. Ramming will do below the waterline damage.

Sea Monsters.

There are many types of sea monster in the deep oceans of the Old World and each has its own combat style. A Megalodon will attempt to get close to your ship and bite at it, hoping to sink your ship and devour the crew, while a Behemoth will ram your ship. No matter what type of sea monster you face, it is advised to try and drive them off or kill them with ship cannon fire.



Crew

You can cycle between key crew members such as your Captain and Sharpshooter using the Z and X keys. You can also walk around your ship using the W,A,S,D keys when in control of a character.

Crew.

Each ship type has a different maximum crew allowance. It is a good idea to have a full crew to help repel boarders. You are unable to control normal crew members.

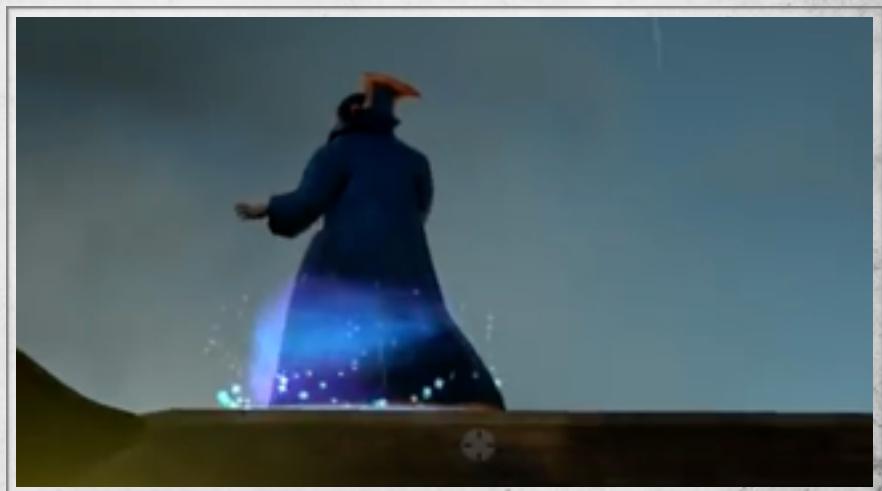
Sharpshooters.

You can hire a sharpshooter for your ship. A sharpshooter will stay in the crow's nest and shoot enemies during a boarding action. You can also take control of the sharpshooter at any point. Controlling a Sharpshooter during boarding can be very useful as he gives you a good vantage point from which to shoot enemy crew.



Wizards *(Not available in this version, but it will be in available free of charge during a later Early Access update)*

You can only hire one wizard per ship. A Wizard is currently not controllable but will unleash devastating spells upon your enemies. As a human player you can hire Wizards from all 8 colleges of magic.



Crew

AA *(Not available in this version, but it will be in available free of charge during a later Early Access update)*

Every ship can have it's own Anti Flyer weaponry which is unique to each race. In the human campaign you can either have a group of archers on Bretonnian ships, or a modified Hellblaster cannon if you are in an Empire ship. Whatever form your AA takes, it's main job is to attack enemy flyers.



Flyers *(Not available in this version, but it will be in available free of charge during a later Early Access update)*

The races have their own unique flyers. For example, Orcs have War Wyverns, Dwarfs have Gyrocopters, The Empire has Griffons and Bretonnian's have a Pegasus Rider to name a few. Flyers can attack ships, attack other flyers or scout the land and ocean for ships and treasure. You can command a flyer by pressing the C key and giving it an order.

Allies *(Not available in this version, but it will be in available free of charge during a later Early Access update)*

You can hire allies in ports. As a human player you can hire an ally from any of the following; Dwarfs, The Empire, Bretonnia, High Elves, Estalia, Tilea, Kislev and Pirates as long as you meet the Fame or Infamy requirements.



Treasure

Along the coasts of the Old World an adventurer can find wrecks of mighty ships. Some wrecks contain treasure. To search an area press C to bring up the command menu and select search. The crew will begin a sweep of the area. If successful you will find some treasure.

In you frequent a Tavern you may be offered a treasure map, for a small fee of course. Some treasure maps may guide you to small fortunes.

Some maps require encryption keys to identify their whereabouts, others have the name of the location on them.

The Map

Press M to enlarge the minimap into a full scale map of the Old World. In map mode use the scroll wheel to zoom in and out and click and drag to move the map around. You will only be able to view other ships and hazards within a certain range of your ship.

Experience

Fame and Infamy

Performing certain actions will grant you fame and/or infamy. Completing quests will tend to give you fame, while attacking friendly ships, killing your own crew or other destructive actions will raise your infamy. To hire specific crew members or allies you may need a certain amount of either fame or infamy, otherwise they will not be inclined to join you.

Favour

Favour is a measure of what a given faction thinks about you. If you have poor favour you will not be able to access ports of that faction and they will be more hostile towards you. Neutral/positive favour allows you to enter ports and the faction will be more forgiving. Performing actions against a faction or their allies will lower your favour with them, while doing quests for them or their allies will raise it.



Experience

Captain & Crew Level.

(Not available in this version, but it will be in available free of charge during a later Early Access update)

As you explore the world, sink enemies, make profitable trades and complete quests you'll gain experience for both your captain and crew. As each character levels up they will gain additional traits that make them more effective and powerful.

Ports

Each port gives you access to certain facilities. Bigger ports will allow you to buy bigger ships.

Ports will allow you to Access:

Tavern

Gain information and maps from locals and passing traders.

Notice Board

You can pick up quests from the notice board to earn some extra money.

Market

Trade your goods here. The number in brackets next to the trade good type shows how many of that type the port has for sale. On purchasing any goods you will be told the average price you paid in order to help you get the best price when you choose to sell.

Shipyard/ Docks

Warehouse

You can own more than one ship. The Warehouse is where you store them. Some ship types are more advantageous in certain situations.

Purchase Ship

You can purchase different ship types here. What type depends on faction and size of port. (A shipyard has more variety than docks).

Refit Ship

There are many types of ship upgrades available to refit for your ship.

Repair Ship

Here you can repair any ship damage you may have taken.

Purchase Firearms

You can purchase different weapon types here.

Recruit Crew

Here you can purchase different crew types. (Other crew types to be added through Early Access.)



Hire Allied Captain

Here you can hire Allied Captains. (This will become available through Early Access).

Menu

Gives you access to all the features of the pause menu (see next page)

Retire

Retiring rich and powerful is the end goal of the game. If you click retire it will tell you what your character does for the rest of their life from that point on.



Pause Menu

The pause menu gives you access to all your ship systems while at sea. You can access the pause menu while at sea by pressing the ESC KEY.

The pause menu will allow you to Access:

The main map

Giving you access to the full scale map of the Old World

Ship Information

Ship Details
Weapons
Upgrades
Cargo Hold

Captain and Crew

Captain Detail
Captain Skills
Inventory
Crew

World Information

This gives you access to information such as the types of ships, monsters and Allies in the world

Quest Log

(Not available in this version, but it will be available free of charge during a later Early Access update)

Load Game

Save

Options

Gameplay
Controls
Video
Audio



Short Cut Keys

Key Function	Primary	Secondary
Forwards	W	Up Arrow
Backwards	S	Down Arrow
Left	A	Left Arrow
Right	D	Right Arrow
Pause Menu	ESC	None
Walk	Shift	None
Cycle Interaction Mode	Z & X	None
Command Menu	C	None
Interact	Space	None
Map	M	None
Cycle Targets	Tab	None
Switch Movement Method	F	None
Spyglass	G	None
Slow Time	-	None
Speed Up Time	+	None



Technical Support

What do I do if I find a bug?

Please report all bugs found on the bugs forum. Instructions on what info to include to help us fix the bug as quickly as possible can be here:

steamcommunity.com/app/344240/discussions/1/

Only owners of the game can access this area.

I think you should do <AMAZING FEATURE>, don't you?

Your feedback is why we are doing Early Access. Please post any ideas for improvements to systems or new things you'd like to see in the game in the feedback forum on Steam:

steamcommunity.com/app/344240/discussions/2/

Unfortunately we can't add in everything that everyone wants, but we will take all your feedback on board.

Who do I contact if I have problems running the game?

If your computer meets the recommended specs at the bottom of this page under System Requirements: <http://store.steampowered.com/app/344240/> then contact us at support@manowarcorsair.com



Credits

James Carroll - Producer
Mark Carroll - Producer
Fraser McCormick - Technical Director

Ben Coombs - Programmer
Philip Brownless - Programmer
George Ing - Programmer
Conor Hendricks - Programmer
Alper Arslan - Additional Programming

Tom Donovan - 3D Artist
Jason Thompson - 3D Artist
Mark Carroll - 3D Artist
Dan Williamson - 3D Artist
Carlos Garcia Rivera - 3D Character Models, Design & Textures
Rachel Uzzell - 3D Character Models, Design & Textures
James Carroll - Additional Textures

Matthew Kilford - Sound Engineer and Score
Jason Bush - Crew Voices
Marie Lennon - Crew Voices
Jason Bush, Matthew Kilford, Neil Mercer, Phil Hamer - Crew Group Voices
Peter Willington - Additional Vocals

Ian Paget - UI Design
Sarah Marr - 2D Art

James Evans - Quest & Character dialogue

James Clements - Quest Logic
Lauren Farwell - Quest Logic

Natalie Griffith - PR
Sam Brace - PR

QA

Cameron Woolnough
Mike Abbott
Rob Schmitt
Peter Willington
James Evans
Dennis Van Drunen
Alix Briskham
Andrew Munro
Nic van 't Schip
Michael Ford
Adil Ismail
Ben Whitehead
Neil Clarke
James Clements
Neal Short

