Buccaneer

☠ THE PURSUIT OF INFAMY ☠

Game Manual

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Introduction

Welcome to Buccaneer: The Pursuit of Infamy, a single and multiplayer game where you strive to become the most infamous pirate captain of all time.

Set against a backdrop of the sunny Caribbean, you control a variety of classic tall ships, bristling with cannons, as you plunder your way through a 56 mission campaign and go head to head against other cut-throats online.

Buccaneer is not a sailing ship simulator - it is an arcade game designed to combine simple gameplay with stunning graphics using the latest in next-gen technology. This document outlines most of the major elements and screens in Buccaneer and gives an idea of what the game includes and how it is played.

For further information, news updates, screenshots and in-game movie clips, visit our website at:-

www.PursuitOfInfamy.com

Ship Controls

Controlling the ships in Buccaneer could not be simpler. The PC version employs the standard W, A, S, D keys for ship movement, with W and S controlling ship speed and A and D adjusting the ship's steering. The mouse controls the position of the camera, with the mouse wheel providing a zoom function, while the left and right buttons fire port and starboard cannons respectively.

The ships in Buccaneer are easy to control and setup for intuitive action on your PC.

Port Cannon

Starboard Cannon

Ship Control

Camera Control

An additional level of rapid deceleration is also provided by the spacebar. Other functions include a Crow's Nest telescope view `E', that permits you to quickly examine potential targets in front of your ship, even if you're in a battle with another behind you. Other keys used are `P' to drop a pickup in multiplayer and `B' to Blow yourself up if you chose a suicide ship class.

Single Player Campaign

The campaign game has you sailing for the Golden Buccaneers pirate faction. With limited initial funds, a substandard ship and the vast majority of the map uncharted, you must turn your fortune around and strive to gain Infamy points. These points have the dual purpose of being a running score, but also tracking how infamous your playing style is! With the points slowly draining away during missions, you needs to constantly secure more Infamy by being as aggressive and tactical a pirate as possible. The rate at which the Infamy drains away is determined by the morale of the ship's crew. A crew's morale level is managed by its captain - complete missions successfully and morale will improve; fail and it will fall.

SINGLE PLAYER CAMPAIGN

Enter your name on the scroll below and click on the Join Ship button.

Captain!
The Golden Buccaneers are in dread peril. Our ships are sunk, our lands lost and our chests contain barely enough gold to stave off a mutiny! We need your help, so I am assigning you your first command as captain of The Grey Goose. She is the oldest ship in our fleet, a little worn and only lightly armed, but at least she floats. Take her to sea, plunder and pillage and strike fear into the hearts of our enemies. Let your name grow in infamy and stand proudly alongside those of your pirate brethren.
Your new home at Cutlass Bay will provide you with all the assistance you need to become a successful captain, so take time to visit each of the buildings to see how they can aid you.

And captain, just one more thing... good luck!

High Lord of the Golden Buccaneers

OLD GREYBEARD

Please sign your name above captain

The Grey Goose at Cutlass Bay

Exit Game   Join Ship

Once the campaign is completed, your Infamy score is recorded in the Pirate Hall of Infamy, that can be viewed either online or at the Tavern in your Home Port.

The Home Port

The hub of the campaign game is your Home Port at Cutlass Bay. From this screen you have access to the Dockyard, Shipwright, Tavern and the map screens, where all available missions are displayed.

In addition you can monitor your current Infamy, Gold and Morale levels as well as saving your campaign progress.

Also of vital importance on this screen is the ship status panel. This not only shows the name, health and ammo of your vessel, but displays the current level of upgrade fitted to each area of the ship.

Speed, Firepower and Durability ratings are displayed as either Bronze (upgrade level 1), Silver (upgrade level 2) or Gold (upgrade level 3).

As well as providing access to the key buildings, the Home Port also gives you a chance to relax, as Infamy Points do not tick away while the crew are relaxing at the inn.

The Dockyard

Perhaps the most important area at Cutlass Bay is the Dockyard, where ships can be repaired and re-stocked with gunpowder. At the Dockyard screen you can see your current levels of both ship "health" and ammunition and can purchase either partial or full repairs, depending on available funds.

Cutlass Bay		Morale		Infamy		Gold			Dominance
Dockyard		Poor		2200		1300			

Dominance

Statistics | Current/Max
Speed:	20/24
Firepower:	120/120
Durability:	360/400
Morale:	Poor

Health
Ammunition

Ship Upgrades, Repairs and Rearming:

Sail Quality (Speed)	Cannon Size (Firepower)	Hull Armour (Durability)
Improved	18 Pounders	Medium
⏵⏵ Cost: 300	◎ Cost: 750	◎ Cost: 800
Good	24 Pounders	Heavy
⏵⏵ Cost: 600	◎ Cost: 1100	◎ Cost: 1400
Excellent	32 Pounders	Plated
⏵⏵ Cost: 900	◎ Cost: 1500	◎ Cost: 2000

Crew Morale	Ammunition	Hull Repair
Rum Ration	Partial Re-arm	Partial Repair
Cost: 1000 (+1 Morale)	Cost: 35	Cost: 70
Share Plunder	Full Re-arm	Full Repair
Cost: 2000 (+3 Morale)	Cost: 300	Cost: 500

Back   Buy Item

The Dockyard is also where ships can be upgraded to improve their overall performance. Speed, Firepower and Durability can all be improved by the addition of heavier calibre cannons, better quality sails or thicker hull armor. Each area of the ship has three available upgrades, rated at Bronze, Silver and Gold - so a ship upgraded to Gold in all areas has reached its maximum potential.

Crew Morale can also be improved at the Dockyard by paying for a Rum Ration or by Sharing Plunder. A ration of grog will improve morale by a single level, while throwing gold at the crew will increase their level of happiness by three levels, thus slowing Infamy Point loss down to a minimum.

The Shipwright

Once you have accumulated some Gold, you may wish to trade in your old ship for a new one. This is done at the Shipwright, where all currently available ships are listed for sale. Initially the selection will be limited, but more vessels will become available as the campaign progresses.

The choice of vessels range from the fast and lightly armed to very heavy ships bristling with cannons. Generally the more expensive a ship is, the larger and more heavily armed it is. Size isn't everything though and depending upon your preferred style of play, an upgunned lighter vessel may prove more effective than a leviathan of the sea - especially if you are chasing down merchant shipping.

Cutlass Bay	Morale		Infamy		Gold		Dominance
Shipwright	Poor		2200		1300		

Current Ship:	Swift Class:	Hawk Class:	Condor Class:	Other Classes:

Deed of Ownership

Dominance

Speed:	20
Firepower:	120
Durability:	360

This is to certify that the undersigned is the sole and rightful owner of this vessel

OLD GREYBEARD

Baron's Folly

Statistics:	Min/Max
Speed:	24/30
Firepower:	10/24
Durability:	80/140
Cost:	1200

Iron Whelp

Statistics:	Min/Max
Speed:	21/27
Firepower:	16/30
Durability:	100/180
Cost:	1500

Widowmaker

Statistics:	Min/Max
Speed:	23/29
Firepower:	60/108
Durability:	270/360
Cost:	6000

Back   Buy Ship

And remember: Infamy Points are constantly ticking away, so the bigger and slower a ship is... the longer it will take to reach its target!

Maps and Missions

When the campaign begins, your knowledge of the seas is limited and only a single region is visible. The main map has a total of 7 regions containing 56 missions that fall into two basic types - Set Missions and Repeatable Missions.

The former have set objectives that, once met, provide you with Gold and Infamy, as well as revealing new areas of the map, unlocking ships at the Shipwright and introducing new factions and opponents to the game. Once completed these missions are then locked.

Repeatable Missions are set in Merchant Shipping lanes and may be played again and again to provide a player with a boost to their Gold and/or Infamy when needed.

The Main Map (below) is comprised of 7 regions, that each have their own map containing a number of missions (example left).

Anchor Isle

Satan's Beard

Georgetown

The Bastion

Echo Isles

Hammerhead Bay

Arnold's Hook

SIR HENRY'S BASIN

Merchant Shipping

Anchorage

Smuggler's Cove

Blood River

ISLES OF THE DEAD

SIR HENRY'S BASIN

The map system is designed to offer you a high degree of choice when it comes to playing the game. Maps do not have to be played in any particular order and not every mission needs to be completed to win the game.

The Multiplayer Game

The Multiplayer Game is fought between The Golden Buccaneers and their arch rivals, The Crown. Similar to the Single Player Campaign, the game objective is based around Infamy Points. Each faction starts the game with a set score - Infamy for the Buccaneers and Renown for the Crown. The objective for both sides is to reduce their opponent's team score to zero to win the game.

You have the choice of up to 12 different ships from 6 different classes of vessel. Ships and teams can be balanced in the multiplayer lobby, along with choosing maps and multiplayer chat.

The fastest method of reducing your opponent's score is by sinking their ships. The point loss for sinking a vessel depends upon its overall effectiveness. Each ship has a rating that takes into consideration how powerful or useful it is to that faction. The other method of reducing an opponent's score is by destroying their buildings. Like the ships, the buildings are also rated by their usefulness to their faction.

Ship Classes

Swift Class

Statistics	Max/Min
Speed:	24/32
Firepower:	20/48
Durability:	100/180

The Swift Class is the fastest ship available and is best suited to fast, hit-and-run tactics rather than standing and fighting it out in the thick of other ships.

Hawk Class

Statistics	Max/Min
Speed:	16/24
Firepower:	30/72
Durability:	200/300

The Hawk Class ship is an all rounder with enough firepower for a fight and enough speed to escape if things turn sour.

Condor Class

Statistics	Max/Min
Speed:	8/16
Firepower:	64/120
Durability:	300/500

The Condor Class is by far the most powerful ship available to the Buccaneers. With massive firepower and a sturdy hull, this vessel is a floating fortress.

Chimera Class

Statistics	Max/Min
Speed:	19/28
Firepower:	10/22
Durability:	80/170

The Chimera Class is the only ship with front-facing cannons. This unconventional armament is complemented by an even stranger, stern-mounted "mine dispenser".

Monk Class

Statistics	Max/Min
Speed:	14/18
Firepower:	10/20
Durability:	250/350

The Monk Class merchant ship is operated by all factions in the game and in multiplayer missions this vessel serves as a repair ship.

Raven Class

Statistics	Max/Min
Speed:	22/26
Firepower:	60/90
Durability:	250/350

This very effective ship is only available to the best of players, those whom have managed to meet all of the (secret) requirements to unlock it.

Credits

A Stickman Studios Game

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Notes

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STICKMAN STUDIOS™

Play It!

1UP

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