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Ships

left click on...	action
your own ship	select your ship
your own ship or anywhere in the sea, dragging the mouse over several ships	select several ships
CTRL + your own ships	select several ships
opponent's ship	display information
the water	cancel selection(s)
right click on...	action
a pop-up window	close window
a town on the sea map	1. the ship heads for the town and docks there 2. the trading window is opened (if your ship is at anchor)
position in the sea	ship moves there and waits
an enemy ship	ship is attacked
a ship of your own	opens "move sailors" window

Towns

left click on...	action
interactive building	enter the building
business or residential building	display information
resident	enquire after an opinion
dock crane	open trade between your office and the town
a town on the sea map	1. enter the town (if you have an office or a ship there) 2. otherwise display information

right click on...	action
a pop-up window	close window

Keyboard Controls

Town & Sea Map

ESC	close window / options menu
arrow keys	scroll view
F 5	toggle mini map
F 6	display ship list
F 7	display news menu
F 8	leave the town
F 12	fast forward
spacebar	open trading window
1, 2, 3	select trade menu quantities (1, 5, max)
tab	switch to ship and centre on it
del	delete selected message
pause	activate/deactivate extremely slow motion

Sea Battles

spacebar, NUM-0	fire
page up	raise sails
page down	lower sails
end	board



- beer
- ironware
- skins
- leather
- fish
- meat
- grain
- spices
- hemp
- timber
- honey
- pottery
- pitch
- pig iron
- salt
- whale oil
- cloth
- wine
- wool
- bricks

These goods (beer, for example) are produced in this town.

These goods are produced very efficiently in this town.

These goods are produced in the hinterland and are imported by the town.

Towns with a single underline house Hanseatic offices. You cannot make these towns your hometown.

You cannot build anything in towns that have a double underline.

Patrician III

Rise of the Hanse