

Port Royale 2







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2 INTRODUCTION

Welcome to Port Royale 2, the trade simulation game set in the Caribbean during the 17th century.

The game takes you back to the beginning of the 17th century, when the great colonial powers were competing for control of the Caribbean and when towns could rapidly expand (and collapse again) over a short period of time.

You take on the role of a young adventurer who, with bravery and skill, aims to establish a large trading enterprise of great economic and military power.

You can trade goods between towns, set up your own production facilities, accept all kinds of tasks and missions and set off on voyages to capture enemy ships and loot towns.

In contrast to the first version of Port Royale, there are no longer any limits to the expansion of your enterprise. You can command an unlimited number of convoys and set up production facilities in all towns.

And that's not all: If you have the money, you can also buy businesses from local producers and create a monopoly in a town. Alternatively, you can take control of all the businesses producing a particular product in various towns, which would then enable you to create a monopoly for that product throughout the entire Caribbean region.

If you want to follow a more militant route, you can take possession of a town. By attacking and capturing the towns belonging to enemy nations for a viceroy (that is, taking possession of the towns on behalf of a viceroy), you can expect to be generously rewarded with plots of land. Bit by bit, each viceroy presents you with a town that you can then set up and develop yourself. You can also capture all the towns for a particular nation so that peace is finally brought about. We in the Port Royale 2 team have taken great pleasure in preparing this game and we are particularly proud to present you with an exciting trade simulation, giving you free reign to shape and develop an historic world.

However, don't be too ambitious at the start. First take a look at the available scenarios. There, you are sure to find a topic of interest to introduce you to the world of Port Royale 2.

*We wish you good luck and many happy hours exploring the Caribbean.
Daniel Dumont and the Port Royale 2 Team.*

3 INSTALLATION

Insert the Port Royale 2 CD into the CD drive of your computer.

If the AutoStart option is activated, the AutoStart menu opens automatically.

Then click on "Install" to install Port Royale 2.

If the AutoStart menu does not start automatically, you can start it yourself by double-clicking on the "Autorun" or "AutoRun.exe" file.

To carry out the installation, follow the instructions on the screen.

It is essential that you refer to the readme.html file in the installation directory of the game, as this file contains important technical information as well as the latest changes.

The latest news covering all aspects of Port Royale 2 is available on the Internet homepage www.ascaron.com.

4 MAIN MENU

After starting the game, you reach the main menu.

If you are playing the game for the first time, you should take a closer look at the "Scenarios" section. This section contains special introductory games covering various topics in the game.

4.1 New Game

You can start a new game here. Choose a town (and therefore the nation) in which you want to start the game. The most important thing to remember about the town where you start the game is that you already have a warehouse and a permit to build businesses and residential buildings there.

Choose a nation carefully, because the smaller the nation, the harder it will be for you when you pick a fight with the enemies of that nation. However, you needn't worry, as you can still turn to another nation during the game.

4.2 Scenarios

Port Royale 2 offers great depth of play. For this reason, we have included scenarios that deal with the different areas of the game, such as trade, sea battles or construction. If you are playing Port Royale 2 for the first time, you will find it easier if you choose one of the introductory scenarios. On the other hand, if you are looking for a challenge, you can choose one of the more advanced scenarios.

4.3 Loading a Game

Load a previously saved game.

4.4 Options

You can set the graphics and sound here. You can also change the assignment of game functions to the various keys or change the gameplay settings (under "Gameplay").

5 GAME CONTROLS

5.1 General Information

Note the following:

- To select a convoy or a building, left-click on the object.
- To send a convoy, select it and then right-click on a town or a position at sea.
- You can use the mouse to do everything, but there are also several keys on your keyboard that make it easier for you to play the game.
- During the game, you can press “F1” to display a summary of the game controls.
- Use the arrow keys on the keyboard to move the area of the screen displayed.
- Press the fast forward key (the space bar) to accelerate the gameplay. You can use this function if you do not want to wait until a convoy has reached another town, for example.

5.2 Town View

After you start a game, you reach the town view of the town where you start the game. Each of the 60 towns in Port Royale 2 has one of these views, in which you can carry out specific actions.

The town view displays the town’s buildings and the ships docked in the harbor. Every town has a harbor, a town center, as well as residential areas and businesses located outside the town.

From the sea chart, you can enter every town in which you have constructed buildings or in which a convoy is anchored.



1 *Chronicle, see section 5.8*

2 *Log, see section 5.9*

3 *Your cash*

4 *Game speed*

5 *Inhabitants' consumption of goods*

6 *Population*

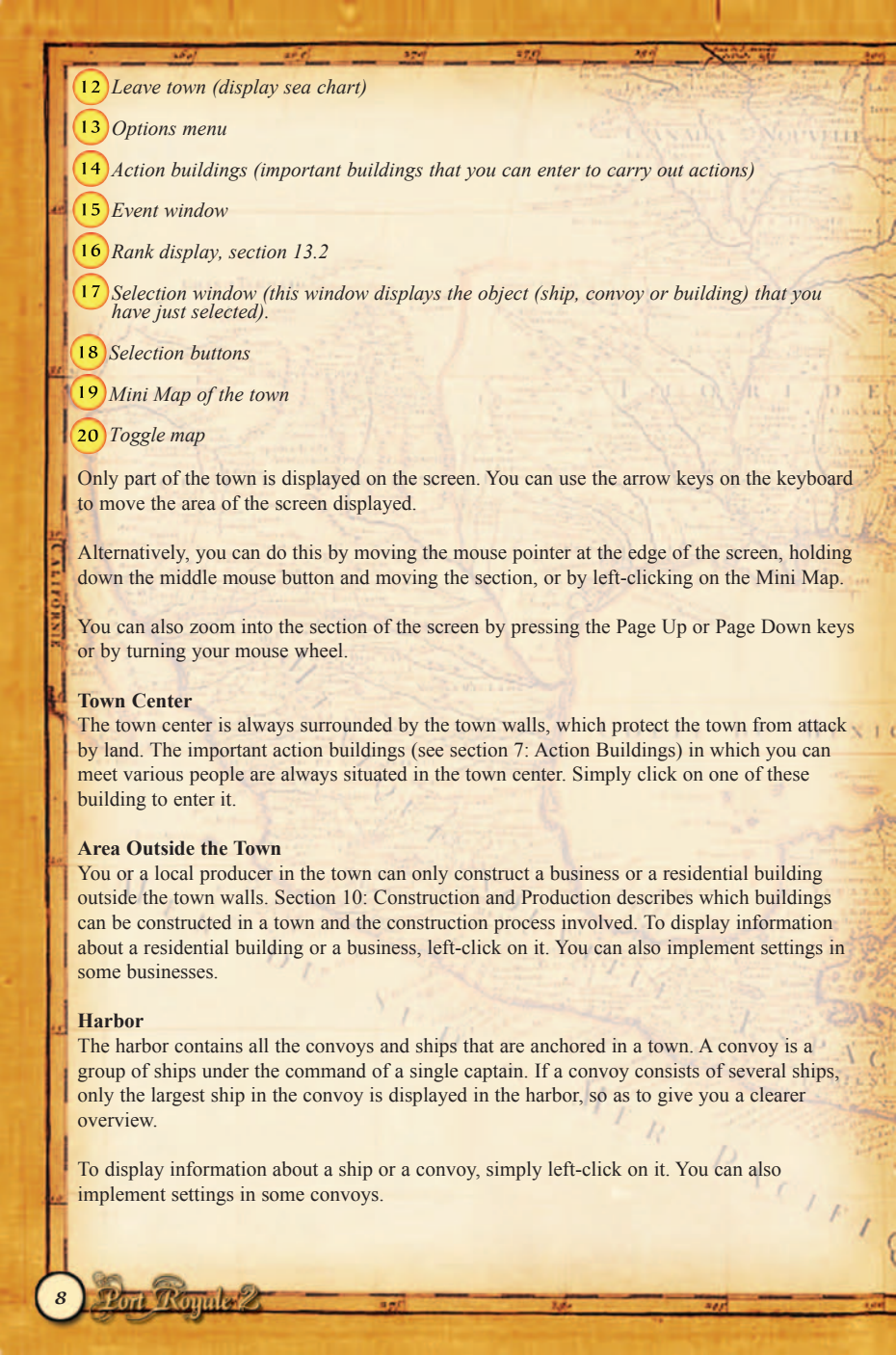
7 *Your reputation with the nation of the town*

8 *Highlight your own buildings*

9 *Switch convoys with no mission*

10 *Scroll convoys with mission*

11 *List your convoys*

- 
- 12 *Leave town (display sea chart)*
 - 13 *Options menu*
 - 14 *Action buildings (important buildings that you can enter to carry out actions)*
 - 15 *Event window*
 - 16 *Rank display, section 13.2*
 - 17 *Selection window (this window displays the object (ship, convoy or building) that you have just selected).*
 - 18 *Selection buttons*
 - 19 *Mini Map of the town*
 - 20 *Toggle map*

Only part of the town is displayed on the screen. You can use the arrow keys on the keyboard to move the area of the screen displayed.

Alternatively, you can do this by moving the mouse pointer at the edge of the screen, holding down the middle mouse button and moving the section, or by left-clicking on the Mini Map.

You can also zoom into the section of the screen by pressing the Page Up or Page Down keys or by turning your mouse wheel.

Town Center

The town center is always surrounded by the town walls, which protect the town from attack by land. The important action buildings (see section 7: Action Buildings) in which you can meet various people are always situated in the town center. Simply click on one of these building to enter it.

Area Outside the Town

You or a local producer in the town can only construct a business or a residential building outside the town walls. Section 10: Construction and Production describes which buildings can be constructed in a town and the construction process involved. To display information about a residential building or a business, left-click on it. You can also implement settings in some businesses.

Harbor

The harbor contains all the convoys and ships that are anchored in a town. A convoy is a group of ships under the command of a single captain. If a convoy consists of several ships, only the largest ship in the convoy is displayed in the harbor, so as to give you a clearer overview.

To display information about a ship or a convoy, simply left-click on it. You can also implement settings in some convoys.

Mini Map

The Mini Map displays the entire town and surrounding area in the bottom right of the game view. Different colors are used to indicate the buildings and convoys in the town.



- 1 Your anchored ships and convoys
- 2 Ships belonging to other traders
- 3 Area of the screen displayed
- 4 Harbor
- 5 Town center with action buildings
- 6 Areas outside of the town
- 7 Your businesses and residential buildings

8 Buildings belonging to local traders

9 Your warehouses

5.3 Sea Chart

The sea chart is always displayed when you leave a town. You can use the sea chart view to follow the movements of your convoys.

It also displays all the towns that you have discovered so far. You only have to approach a town to discover it.

To send convoys, select a convoy and then right-click on a town or a position at sea.



- 1 Pirate convoy
- 2 Pirate hideout discovered
- 3 Display political overview map
- 4 Military convoy or buccaneer of a particular nation
- 5 Trading convoy
- 6 Your convoy at sea
- 7 Town symbol

- 8 Town name and nation
- 9 Town icons representing scarcity of goods, surplus of settlers and events in the town
- 10 Your convoys anchored in the town
- 11 Mini Map of the game world

As with the town view, the sea chart view only displays a part of the sea. You can use the arrow keys to move the area of the screen displayed. Alternatively, you can also do this by moving the mouse pointer at the edge of the screen, holding down the middle mouse button and moving the section, or by left-clicking on the Mini Map.

Towns



- 1 Town symbol. Left-click to enter the town (you can only do this if you have a convoy or buildings in the town).

If you have selected your docked convoy:










Right-click to trade with your convoy.

If no convoy is selected but you have a warehouse in the town:

Right-click to trade with your warehouse.

- 2 Click on the town name to display the town information.
- 3 Click on your convoys docked in the town to scroll through convoys.
- 4 A symbol depicting a product indicates that there is a shortage of this product in the town.
- 5 The settler symbol indicates that there is either a surplus or a lack of settlers in the town.
- 6 Various event symbols indicate the occurrence of a particular event in the town.

Possible events in towns

 Gold discovered	A gold mine has been discovered near the town. The quality of life has risen as a result and the consumption of luxury goods is twice as high for one month.
 Plague of rats	There is a plague of rats in the town. The consumption of wheat, fruit, corn and meat is twice as high for one month.
 Plague	A plague has broken out in the town. The quality of life has worsened and the demand for garments is twice as high for one month. While the plague lasts, the town's citizens perish daily and traders are reluctant to sail to the town.
 Food supplies contaminated	Food supplies in the town have been contaminated (this has the same effect as a famine).
 Famine	A famine has broken out. While the famine rages, the price of wheat, fruit, corn and meat will rise.
 Storm	A storm is raging over the town. Production on crop farms is halved.
 Attack by military convoy, pirates or natives	The town was recently attacked from the land or from the sea. The status of the town has fallen. Effects: <ul style="list-style-type: none"> • Military convoy: Many goods looted • Pirates: Finished goods looted • Natives: Luxury goods looted and number of workers/citizens reduced
 Treasure fleet in the town	The Spanish treasure fleet has anchored in the town.
 Sabotage by buccaneers	This symbol is displayed to indicate various acts of sabotage carried out by buccaneers. Buccaneers are only activated in times of war.





Overview of acts of sabotage carried out by buccaneers

Stocks destroyed	A buccaneer sneaked into the town and destroyed large stocks of goods belonging to various traders. The town council refuses to accept liability.
Town's goods stocks destroyed	A buccaneer sneaked into the town and destroyed large stocks of goods belonging to the town market.
Settlers poached	A buccaneer has poached many workers and their families. Many businesses in the town are now no longer operating at full capacity.
Goods bought up	Today, a buccaneer posing as a trader docked in the harbor of the town under a false flag. By doing this, he was able to buy up stocks in the town. Many goods are now unavailable or very scarce.

Traders intimidated	A buccaneer sneaked into the town harbor and threatened arriving traders. For at least four weeks, traders from other towns will only very reluctantly call at the town.
Workers on strike	A buccaneer entered the town under a false name and caused a great deal of unrest among the workers. All workers cease working for two weeks.
Food supplies contaminated	A buccaneer contaminated large amounts of food in the town. A famine has broken out as a result.
Crops destroyed	A buccaneer sneaked into the town and destroyed all the crop farms along with their harvest. You cannot harvest again for approximately 2 weeks.

Convoys


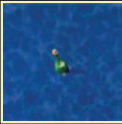


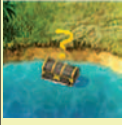
All convoys belonging to you are displayed on the sea chart. Any other convoys that come into their field of vision are also displayed. For each convoy displayed, the sea chart also displays the number of ships in the convoy and the nation to which the convoy belongs. There are various types of convoys, which can be identified by the different symbols that they carry:

	Your OWN CONVOYS fly a flag displaying a logo that you can choose in the Options menu (also see section 14 Using Your Own Logos).
	This symbol is used by TRADING CONVOYS and TRANSPORT CONVOYS . TRANSPORT CONVOYS supply the Caribbean with goods from Europe (see section 9 Imports and Exports). The Spanish treasure fleet is a special type of TRANSPORT CONVOY . It travels from Europe and collects gold from the Spanish colonies.
	MILITARY CONVOYS carry a red warning symbol, patrol the waters belonging to their nation and also become militarily active in times of war (see section 12.2 A Nation's Strength). Buccaneers represent a special type of MILITARY CONVOY that attacks towns in times of war and carries out particular actions (see section 12.5 Buccaneers).
	PIRATE CONVOYS carry the pirate symbol (see section 12.6 Pirates).

You can left-click on each convoy to select it and to display information about the convoy. For example, this allows you to determine the type and number of escort and trading ships in a convoy. In the case of pirate convoys, you can see which pirate gang owns the convoy. By right-clicking on a town or a position on the sea chart, you can send your own convoys there. To attack another convoy, right-click on the target convoy.

Floating Objects

Your convoys may also spot floating objects. You can take these objects on board by right clicking on them to send your convoy over to them.

	It is always worth making a detour to pick up a floating treasure chest.
	A message in a bottle turns out to be parts of a treasure map. You can use the "Treasure Map" option in the log to view parts of a treasure map that you have found.
	You can pick up one or more castaways.
	Your convoys can pick up flotsam
	This object indicates a mission object: Sometimes you receive a mission to search for a missing object. This symbol is also used to indicate objects that are very rare and particularly difficult to find. These objects are always located near to the shore. If you are married to the daughter of a governor, she will give you more information as soon as you find one of these objects.

Mini Map

The Mini Map displays the entire game world in the sea chart view.

Towns and convoys have particular colors:



White diamonds	Towns
Diamonds with a blue center	Towns in which you have buildings
Diamonds with a blue border	Towns in which one of your convoys is anchored
Blue squares	Your convoy
White squares	A foreign convoy
Black squares	A convoy belonging to a pirate or a buccaneer
Small black squares	Pirate hideouts
Small yellow squares	A floating object (for example, castaways)

The Mini Map also has other very useful functions:

Left-click on the map	Shift the area of the sea chart displayed
Left-click on town	Enter town if you have a convoy or warehouse there
Right-click on town	Send a selected convoy to the town or trade with the town, if selected convoy is anchored there

5.4 Sea Battles

If you have selected one of your convoys, you can provoke a sea battle by right-clicking on another convoy on the sea chart. As soon as the convoys are near enough to one another, the Encounter dialog box is displayed.

TIP

To wage a sea battle, you must have defined escort ships in your convoy, as only the escort ships from both sides can take part in a battle! For an explanation of how to define escort ships, see section 8.2 Convoys.

Encounter



- 1 Your opponent's flag
- 2 Your flag
- 3 Escort ships in the convoy
- 4 Trading ships in the convoy
- 5 Cannons on board the escort ships
- 6 Sailors on board the escort ships
- 7 If your convoy is attacked, you cannot stop the battle.

In this case, you can only resort to the "Evade" option (see below).

If you now choose "Attack", the sea battle view opens and the battle can commence.

Evading

You may not always be the attacker. Military convoys and pirates may attack you if your convoys enter their field of vision. In this case, the Encounter dialog box also opens, provided that the convoy is not on an automatic trade route (see section 11 Trade Routes). You cannot stop this kind of battle.

However, if you do not want to wage the battle yourself, you can choose the "Evade" option. In this case, the battle is waged automatically by the captain of your convoy. However, the

captain adopts a very defensive position. His aim is to bring the battle to an end while minimizing the amount of damage to his convoy. It is of no interest to him how much damage he has inflicted on his opponent and nor will he loot or capture any ships.

The outcome of this type of battle is displayed immediately.

TIP

Convoys sailing on a trade route always select the “Evade” option automatically. You will then be informed of the outcome of the battle by a message, which you can call up from the message menu in the log.

Sea Battle View



- 1 Your active ship
- 2 Opponent's ships
- 3 Wind direction
- 4 The direction in which your ship is heading
- 5 Morale of the crew and the captain's combat experience

- 6 Your escort ships and the selected ship. Before the battle commences, you can select the ship that you want to start the battle by clicking on it.
- 7 Here, you can view the condition of the ship as well as the number of cannons and the size of the boarding crew it is carrying.
- 8 Select your ammunition and activate the ready to board function
- 9 Your opponent's ships
- 10 Mini Map of the sea battle with your active ship and your opponent's ships

If you have several escort ships at the start of the battle, you can select the ship that you want to use to begin the battle. Then press the fast forward key (this is normally the space bar).

Battle Sequence

Only the escort ships take part in the battle (see below section 8.2 Convoys). Trading ships take no part in the fighting. However, the trading ships always fall to the victor.

The battle ends when the last escort ship belonging to one side sinks, flees or is boarded and the winner can then decide whether to loot or capture (that is, take command of) the trading ships.

To simplify the operation of the game, you can only control one ship at a time during the battle, while your opponent can control up to 5 ships. Before a battle begins, you must therefore select from among your escort ships the ship that you want to use to start the battle. To do this, click on one of your ships in the list of ships above and then press the fast forward key (space bar) to begin the battle.

Maneuvering

As on the sea chart, use the right mouse button to control your ship. Note that, in sea battles, you specify a direction instead of a destination. Since each ship has a certain amount of inertia, it always takes a little while before it turns in the direction specified.

Naturally, the ship makes much slower progress if it is sailing against the wind.

Centering

You can always center your ship during sea battles using the Shift key.

Centering will remain activated if you press the “Caps Lock” key.

Switching Ships

If you have several escort ships, you can switch to another ship during the battle simply by selecting another ship from the list. Bear in mind that your previous ship is then set to the fleeing mode and can no longer be used in this battle!

TIP

Since a ship in fleeing mode can still be attacked, you should only select a new ship when the ship to be replaced has approached the edge of the map.

A ship in fleeing mode always tries to reach the edge of the sea battle area.

Open Fire!

Left-click to fire a broadside from your ship. In this case, you do not have to decide which side of the ship should fire: Fire is automatically directed from the side of your ship that can hit an opponent. This may also result in both sides of the ship firing if there is an opponent on either side of your ship.

To indicate to you which opponents your ship is attacking, the relevant opposing ships are marked with a red crosshair.

TIP

You can only fire if a red crosshair is displayed over an opponent's ship. However, this does not necessarily mean that all your cannons will hit their target. You must always decide whether you have reached a good firing position.

Reloading





After you have opened fire, your cannons must be reloaded. This is indicated by the blue circle beneath your ship. If you have fewer crew members than cannons on board, the time taken to reload will increase dramatically. The time taken to reload is also affected by the motivation of those on board.

TIP

It is difficult to win a sea battle in which your opponent has far superior ships. Military convoys are especially powerful. If you find that you have underestimated the strength of an opponent during an attack, you can also set the level of difficulty to “Easy”, even in the middle of a sea battle.

Selecting Ammunition and Boarding

In the ship’s selection window below, you can choose between 3 different types of ammunition (provided that you have them on board your convoy). The ammunition is not stored on a particular ship in your convoy, but is always available to the entire convoy. You can also signal to your crew to prepare to board a ship.

	Heavy cannonballs: Inflict the heaviest damage to the ship’s hull. Select this ammunition if you want to sink an opponent quickly. The more damage that is inflicted on a ship, the harder it is to maneuver.
	Chain balls: These are particularly useful for destroying a ship’s sails. In this way, a ship can be rendered impossible to maneuver.
	Grape shot: This puts the crew of a ship out of action. Useful if you intend to board a ship subsequently.
	Ready to board: Choose this option to prepare your crew to board a ship. Once your crew is ready to board, all you have to do is ram another ship to start the boarding procedure. You no longer have any control over the battle on board the ship. Of crucial importance here is the size of your crew and the number of cutlasses that the sailors have at their disposal.

TIP

As with reloading your cannons, it always takes a little while to switch ammunition and prepare to board a ship. During this time, you cannot fire your cannons.

Fleeing

Any ship that leaves the area of the sea battle while the sea battle is being waged is considered to have fled. It can no longer take part in the battle and falls to the winner after the battle is over.

5.5 Attacking a Town

If you sail to a town with a convoy, it normally docks in the harbor. However, you can also specify that the convoy is to attack the town instead of visiting it.

To do this, click on the “Attack Mode” button in the selection menu of the convoy and activate the “Attack Towns” option (also see section 8.2 Convoys).

When your convoy reaches the town, a dialog box displaying both the strength of the town and of your convoy opens (in the same way as for an encounter at sea).



- 1 The defensive towers in the town's harbor
- 2 The strength of the town guard
- 3 Your escort ships
- 4 Your cannons
- 5 Your boarding crew that is available for attacks from the land. It must be armed with cutlasses or muskets.
- 6 You can decide here whether to attack from the land or from the sea

Choose “From the Sea” to carry out an attack from the sea. If military convoys are anchored in the town, you must first attack and defeat them. Only then can you paralyze the harbor defenses by firing at the defensive towers.

Once the final tower goes up in smoke, the town capitulates and can then be looted. Alternatively, if a viceroy has issued you with a mission to capture a town (see section 12.3 Viceroys and Capturing Towns), then you can take possession of the town on behalf of another nation.

5.6 Land Battles

If you choose the “From Land” option when you attack a town, this means that you attack the town from the land. However, you must first defeat any military convoys that may be anchored in the town.

Before mounting an attack from the land, you must first decide how many close combat fighters and how many long-range fighters you want to deploy. The game always automatically deploys the same number of sailors from your boarding crew on the convoy as the number of muskets and cutlasses you have on board. However, if you have more weapons than sailors, you can control how these weapons are distributed.



- 1 The town's swordsmen
- 2 The town's musketeers
- 3 Your close combat fighters (armed with cutlasses)
- 4 Your long-range fighters (armed with muskets)
- 5 If you have more small arms than sailors on board, you can determine the distribution of the weapons yourself.

Your men are automatically organized into troops. Each troop consists of either close combat or long-range fighters. The more men you deploy, the more troops are formed (up to a maximum of 10 troops).

Land Attack Sequence

Your objective when attacking a town is to destroy one of the enemy's town gates. If you succeed, the town capitulates and you can avoid further casualties. On the other hand, you can also win the battle by disabling all the defenders.

However: You do not have an unlimited amount of time to achieve victory.

If the fighting becomes too protracted, your troops lose courage and flee back to the ships. The amount of time that you have depends on the morale of your crew and the status of the town. The passage of time is measured by an hourglass. The fuller the hourglass is at the start of the battle, the more time you have at your disposal.

Once the battle begins, you can position your troops by clicking on them and then right-clicking. Your troops will automatically attack an enemy as soon as they are close enough.



- 1 Left-click on a unit to select it. Selected troops are indicated by a blue circle. You can dispatch these troops by right-clicking on them.
- 2 By moving your mouse pointer over a unit, you can display the hit points and endurance of the troops.

- 3 The hourglass displays the time you have remaining to achieve victory. If the battle takes a long time, your troops suffer a loss of morale and flee.
- 4 The units you have selected are highlighted in color.
- 5 The number of troops and the total number of sailors or soldiers.
- 6 Select all close combat or long-range fighters.
- 7 Order a retreat.

Tied Units

Troops that are attacked by an enemy are tied to that enemy. They can only be moved on if the enemy troops have been defeated. Exception: Surprise attacks.

Surprise Attacks

By right-double-clicking, you can order your troops to attack. The unit then moves towards the specified target more quickly than it would otherwise. However, enemy attackers are then ignored and the defense of your troop is reduced.

Apart from this, a unit can only carry out a surprise attack for a short period because it reduces the unit's endurance (of which it only has a limited amount). However, the unit's endurance will recover once the surprise attack is over.

Supporting Your Units

By right-clicking on selected troops, you can tie them to a friendly unit, which will then follow the tied troops and support your unit.

5.7 Duels

If you try to board a ship during a sea battle, the captain of your convoy may be challenged to a duel. As a matter of courtesy, your captain always accepts this type of challenge because it enables him to spare his crew.

The same thing may also occur during an attack on a town. The following situations may arise:

Situation	
If, during a sea battle, the captain of the opposing convoy happens to be on the ship that you want to board, this may result in a duel.	If you win the duel, you take control of the enemy ship. If you lose, you lose your ship to the enemy.
If you attack a town and manage to destroy the last cannon tower or the last town gate, this may result in a duel with the commander of the town guard.	If you win the duel, the attack on the town is deemed a success and you can then loot the town or capture it (provided that you have been assigned a mission).
During a land attack, the commander may also challenge your captain to a duel to avert another defeat if the morale of the troops in the town is too low.	If you lose, then your attack on the town is also unsuccessful. The crew then returns to the convoy and the convoy continues to lie in wait in the town (see section 8.2 Convoys).

A situation that results in a duel is actually always to your advantage. This is because the two adversaries fight it out between themselves and your troops suffer no further losses.



- 1 The health and endurance of your convoy's captain
- 2 The health and endurance of the opponent
- 3 Right-click to enable your captain to ward off an attack
- 4 To attack your opponent, left-click on an area of his body

Controlling the Duel

Duels are controlled using the mouse only. By left-clicking on your opponent (he is always turned towards you), you can make an attacking movement against him. In this case, the part of your opponent's body that you click on makes a difference. The more you vary your attacks, the less likely they are to be blocked.

You can block attacks by your opponent by right-clicking (provided that you react in time). It's best to right-click as soon as you notice your opponent starting to attack.

Special Attacks

If your captain has made a successful attack, you can cause him to make another attack immediately before he resumes his starting position.

The time frame within which you can carry out a special attack of this kind is very short. If you left-click too soon, your action will be ignored. If you do so too late, you may only manage to start a normal attack.

If you can surprise your opponent with a special attack, you have a greater chance of hitting him.

The End of the Fight

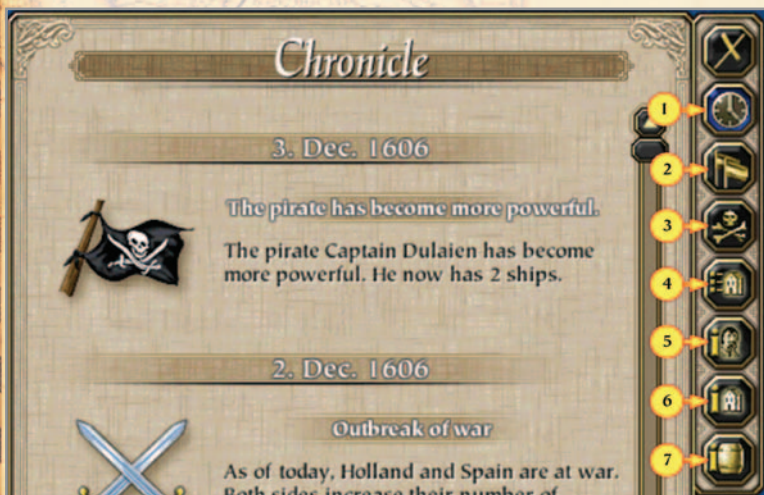
Once your captain or his opponent has run out of hit points, he surrenders and the fighting ends. A participant in a duel cannot be killed.

Taking Hostages

If you attack a buccaneer convoy and want to board the buccaneer's ship, this always results in a duel. If you win the duel, you automatically take the buccaneer hostage. You can then demand a ransom from a governor of his nation of origin.

5.8 The Chronicle

The Chronicle keeps you up to date with all the current events in the world. To display it, click on the button beside the clock on the top left of the screen.



- 1 World events
- 2 The size, strength and wars of the nations
- 3 Overview of all active pirates

- 4 Towns you have discovered and their populations
- 5 Development of the inhabitants of the nations
- 6 Development of the number of towns belonging to the nations
- 7 Average prices paid for goods in the nations

5.9 The Log

The Log contains all the relevant information about your business ventures, missions and investments. The Log button is located beside your cash balance.



	last 10 days	Forecast
Investments	0	0
Upkeep of ship	-66.849	-45.300
Sailors	-67.200	-25.700
Captains	-6.460	-6.450
Buildings tax	-132.500	-132.500
Workers	-162.960	-163.220
Rental income	156.646	157.650
Goods bought	-638.925	-588.175
Goods sold	952.042	929.719
Missions	0	0
Pirates	0	0
Gamble	0	0
Other	-202.800	0
Total	-169.006	126.024

Loans

- 1 Message folder
- 2 Mission folder. Any missions that you receive are saved here.
- 3 Statistics regarding the development of your businesses
- 4 The balance sheet displays the income and expenses of the previous 10 days.
- 5 Problems affecting your businesses are listed here.

- 6 Your previous successes
- 7 Overview of all active trade routes
- 8 Treasure maps and map pieces are saved here.

5.10 Game Speed

You can change the game speed from 1x to 20x at any time, at the top of the screen. You can also increase the game speed to 100x by holding down the fast forward key (space bar).

The speed setting does not affect the visual display in the towns. The citizens and ships in a town always move at the same speed.

TIP

To ensure that you enough time to carry out your various actions, you should always set the speed to 1x. It is better to use the fast forward key if you want to temporarily accelerate the gameplay. The time is paused while you set up a trade route to give you time to create the required settings.

Game time is paused during battles.

6 TOWNS

The Caribbean game world consists of 60 towns that belong to different regions (see section 9 Trading Goods). There are three types of towns:

6.1 Governor Towns

8 of the 60 towns accommodate a governor, who comes from the nation to which these towns belong and who administers and controls these towns and all the surrounding towns that belong to his nation.

Governors of towns in which your reputation is high enough and in which you possess a building permit assign special missions (see below Politics Among the Nations).

Governor towns only produce essential goods and finished goods (see section 9 Trading Goods). Raw materials and colonial goods have to be supplied from colonial towns.

Another characteristic of governor towns is that they are regularly visited by transport convoys from Europe. These convoys bring settlers and import goods from Europe and exchange these for colonial goods, which they take back to the Old World.

6.2 Colonial Towns

These 48 towns can produce essential goods, raw materials and colonial goods. They rely to a great extent on trade links with the governor towns.

6.3 Seats of the Viceroy

These four towns are equivalent to governor towns, with the difference that they are home to their nation's viceroy. Each nation has a viceroy in the New World.

The viceroys represent the interests of their respective nations and also assign special political missions (see section 12 Politics Among the Nations).

6.4 Town Population

Settlers

Settler families arrive on the transport convoys from Europe, hoping to find work in the colonies. They wait in the harbor for either the offer of work or a passage to another town.

Workers and Citizens

If there is work to be found in the town, each settler family provides one worker. At the same time, the number of citizens in the town increases by four, that is, the new worker and his three dependents become citizens.

Soldiers

The more citizens a town has, the higher is the number of soldiers from Europe stationed in the town.

Soldiers have no families. For every four citizens, there is normally one soldier to defend the town in the event of an attack.

6.5 Town Status

The quality of life and therefore the status of the town depends on how well the town is supplied with goods.

Status	Condition	Effect
Poverty	—	The population decreases: 1% conversion of citizens+ workers into settler families per day. No new workers possible.
Recession	—	The population decreases: 0.5% conversion of citizens + workers into settler families per day. No new workers possible.
Stagnation	—	No new workers possible
Recovery	After attacks on the town	No new workers possible
Boom	—	+ New workers possible
Flourishing economy	Only as of 2,000 inhabitants	5% reduction in wage costs
Wealth	Only as of 4,000 inhabitants	10% reduction in wage costs
Riches	Only as of 6,000 inhabitants	15% reduction in wage costs <i>Growth in number of settlers:</i> The number of settlers in the town grows automatically

TIP

- A hospital and a school will somewhat improve the quality of life in a town.
- A town's status doesn't change overnight. It takes a couple of days for a lack of goods or a sudden improvement in supplies to become noticeable.
- You can view the status of the town and the trend at any time in the town information (which you can reach by clicking on the name of the town in the town view or on the sea chart).

6.6 Traders

The Caribbean is home to many traders, who build workshops in the towns and conduct trade between them.

They see to it that goods produced in one town are distributed to other towns. This is very important because a town can never produce all the different types of goods.

The trading convoys also make sure that the available settlers are distributed among the towns that require workers.

6.7 Your Own Town

If you are on good terms with a viceroy and have captured many towns for him, he will present you with a parcel of land. You can choose the location yourself from a couple of alternatives.

This parcel of land already contains the foundation stone for a new town, which you can immediately start to develop. Using additional gifts of land from the viceroy, you can expand the town further and further until you eventually own the entire area.

You are the only person who can construct buildings in the town and nobody else can interfere. As well as the usual residential buildings and businesses, you must also construct other important buildings:

Docks	Already built	-
Palisade (town walls)	Already built	As of 6,000 inhabitants, the palisade is upgraded to town walls.
Marketplace	Already built	Adjusts automatically to reflect the wealth of the town.
Your palace	Already built	Replaces the warehouses. Has an unlimited storage capacity.
Master builder	Already present	Only relevant for the Construction menu. You cannot speak to the master builder himself.
Inn	Must be built	Required as of 500 inhabitants
Church	Must be built	Required as of 2,000 inhabitants
Small dockyard	Must be built	Repairs your convoys free of charge
Harbor defenses	Must be built	Defensive towers protect the harbor against buccaneers and pirates.

As soon as your town has a population greater than 1,000 inhabitants and provided that there are lucrative trading opportunities there, it will be visited by traders from the various nations.

TIP

Don't forget to take measures to defend your town.

Harbor cannons and a town guard will help you to repel attacks by buccaneers and pirates!

7 ACTION BUILDINGS

Every town contains some special buildings. Most of these are located in the center of the town, surrounded by the town walls. To enter a building, left-click on it in the town view.

7.1 The Warehouse

The warehouse is always the first building that you must construct in a town if you want to set up businesses there. This is because all the goods that your businesses produce end up in the warehouse. Some businesses also require raw materials. These are always taken from the warehouse.



You can find more information about this in section 10 Construction and Production.

Each warehouse can accommodate a specific amount of goods. Therefore, if you need a lot of storage space, you should build a sufficient number of warehouses.

The warehouse gives you an overview of your production of goods in the town. You can also instruct the storekeeper to automatically buy or sell specific goods in the town.

Overview

To display the overview, click on a warehouse.



- 1 The number of warehouses in the town and their capacity
- 2 The number of tenants in your residential buildings
- 3 The number of workers in your businesses
- 4 This overview shows which products and how much of each you produce per day in the town. The current production price is also displayed.
- 5 Production here is not running smoothly (for example: due to a lack of raw materials).

- 6 If the amount of goods you are storing exceeds the available storage capacity, you incur costs of 1 gold coin (GC) per barrel per day.
- 7 Each of your buildings has maintenance costs of 50 GC per day.

8 Overview

9 Stock

10 Automatic buying

11 Automatic selling

Stock

You can use the second selection button to call up the current stock of your goods. Here, you can also view the daily production and consumption of goods.

Buying Goods

Here, you can instruct the storekeeper to regularly check the stock of goods and to maintain them at a specific level if necessary, by buying goods in the town. You can also set the maximum price at which the storekeeper may purchase goods from the town.



1 Stocks in the warehouse

2 Consumption of goods by your businesses in the town

3 Click on a product to activate automatic buying of goods by the storekeeper

4 Production of goods in your businesses in the town

5 Click here to prevent captains on trade routes from oversupplying your warehouse, which will cause the maximum levels you have set to be exceeded.

6 This product can be produced in this town.

Selling Goods

In the same way as for goods bought, you can also instruct the storekeeper to sell goods automatically. In this case, you can set the minimum acceptable price at which he is to sell goods in the town.

In addition, you can specify the quantity of goods that the storekeeper is to retain (that is, not sell).

You can always sell goods that you produce yourself at a reasonable profit in the same town (unless there is a huge surplus supply of those goods in the town).

7.2 The Docks

The docks are always situated directly in the harbor of the town. All trade with the town is conducted from there. You can buy and sell goods.

Depending on whether you have a convoy or a warehouse in the town, you can trade between town and warehouse or between town and convoy. If you want to trade with a convoy, you must first select it and it must also be anchored in the town's harbor.



For more information on how to conduct trade at the docks, see section 9 Trading Goods.

Transfer Between Convoy and Warehouse

If you have a convoy and a warehouse in the town, you can transfer goods between your warehouse and your convoy.

Cargo Trade

The trade in cargo is also conducted in the docks. To do this, choose the "Cargo Trade" selection button in the docks. You can obtain weapons and ammunition here. You can also hire the boarding crew for your convoys here as well as take waiting settlers on board your convoy or set them ashore.

TIP

The sailors that you can hire in the docks only count as the boarding crew, which you need for boarding ships or attacking towns. The sailors to sail your ships are always automatically on board and do not have to be hired separately.

The number of sailors who are prepared to work for you depends on your reputation with that nation.

7.3 Shipyards

There are two types of shipyards: The small shipyard of colonial towns and the large shipyard of governor and viceroy towns.

In small shipyards, you can only repair individual ships and convoys or change the name of a convoy.

In large shipyards, you can also buy and sell ships.

To do this, ships must be anchored in the harbor as free ships. Ships in convoys cannot be sold.

TIP

· The greater the damage to a ship or a convoy, the more shipyard workers work on the repairs and the faster the repairs are completed. Therefore, it makes more sense to send the entire convoy for repairs rather than sending the individual ships.

· While the repairs are being carried out, the boarding crew on your convoy goes ashore on leave (for which you do not have to pay). You only continue to meet the basic costs of the ship and the captain's pay.

7.4 Inn

At the inn, you can hire captains, try your luck in a game of chance or meet particular individuals who will offer you missions.

Hiring Pirates

You can also meet pirates at the inn, who may offer to capture ships and treasure on your behalf and share part of the spoils with you. If you want to do this, you must provide them with a convoy of up to five ships. The more powerful the convoy is, the greater is the chance that these voyages will be successful.

As soon as you have provided the convoy, the pirate searches the surrounding area for a hideout to be used as a base from which to launch attacks. You can collect your share of the spoils later on at the inn where you hired the pirate. The total amount that the pirate has brought you is displayed in the log under "Pirates".

7.5 The Council Building

Each town has a council building where you can meet different characters, depending on the town type. You can only meet these characters if you enjoy a certain reputation with the nation to which the town belongs.



Town type	Characters	Visit possible if:
Normal town	General Treasurer	Reputation neutral or higher Reputation neutral or higher
Governor town	Governor General Treasurer Governor's daughter Your wife	Always Reputation neutral or higher Reputation neutral or higher Reputation friendly (maximum) Always
Seat of the viceroy	Viceroy General Treasurer	Reputation friendly (maximum) Reputation neutral or higher Reputation neutral or higher

The General

The general provides you with information on the status of the town's defenses. You can support him by giving him gold for new troops or harbor cannons, which will slightly enhance both your reputation with the nation in question and your trading record in the town (see section 10.1 Buying a Building Permit).

The Treasurer

When you visit the treasurer, you can either take out or grant a loan, depending on the state of your finances.

The Governor

The governor has three important functions:

1. If your reputation with his nation is unpopular or hostile, you can win him over by paying him a sum of money. Your reputation will then return to “neutral”.
2. If your reputation with his nation is neutral or higher, he can assign missions to you and you can own a building permit in the town.
3. If your reputation with his nation is neutral or higher and that nation is at war, he can issue you with a Letter of Marque against the enemy nation. A Letter of Marque allows you to attack the enemy nation, without this damaging your reputation with the other nations that are not involved in the war.

The Governor's Daughter/Your Wife

Once you have reached a certain rank, you may flirt with the governor's daughter and, after several visits, you may ask for her hand in marriage. You should visit your wife from time to time because she may have some interesting information for you.

The Viceroy

Only the viceroy can assign you a mission to capture an enemy town on behalf of his nation when it is at war. For more information, see section 12.3 Viceroy and Capturing Towns

7.6 The Master Builder's

If you want to buy a building permit to construct buildings in a town, you have to visit the master builder. If you already have a building permit, the Construction Menu will be displayed when you visit the master builder (see section 10 Construction and Production). As a rule, you can buy a building permit in any town. However, the more building permits you have, the more expensive it is to buy another.

You must also prove that you are committed to ensuring the welfare of the town before the master builder will grant you a building permit.

This means that your previous trading record must indicate that you have the interests of the town at heart. See section 10.1 Buying a Building Permit.

7.7 The Church

At the church, you can have your convoys blessed to boost your crew's morale, for example. If you make donations to the church, new decorations can be bought and this will improve your reputation with the nation to which the town belongs.

7.8 The Market

Each town has several market stalls. Click on any market stall to organize a feast or to meet someone to transfer goods. These characters only appear if you have already accepted a mission at the inn or from the governor.

A feast improves both your trading record and the town's wealth. Your reputation with the nation to which the town belongs also improves.

8 SHIPS AND CONVOYS

There are 16 ship types in Port Royale 2. Certain nations prefer certain ship types.

8.1 Ships

You can buy ships in the shipyards of governor towns. You can also capture ships. The nation to which the town belongs determines which ships are available in the shipyard. Note also that the large warships are not available.

Ships in the Harbor

When you buy a ship or capture one from a convoy, it is anchored in the town's harbor. You then have the option of adding the ship to a convoy or using it to assemble a new convoy by hiring a captain at the inn. You can also have it repaired or sell it in a large shipyard.

To see which ships are in the harbor, simply click on the waters in the harbor. A list of the ships that are lying at anchor is then displayed. However, individual ships that are part of convoys are not displayed!



1 Data on the selected ship and daily maintenance costs

2 Click on a ship to select it


Alternatively, you can click directly on an individual ship. This displays both the list of anchored ships and the selected ship.


Basic Costs


When you buy a ship, it is anchored in the harbor and you can then add it to a convoy. Each ship automatically has a crew, which you can discharge or keep. The crew steers the ship on voyages and protects it when it is in the harbor. This means there are basic costs involved in maintaining each ship.


Ship Types


An overview of all available ship types is provided below.

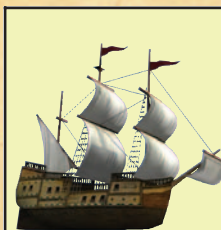
 <p><i>Pinnace</i></p>	NATION	LOAD CAP. IN BARRELS	AGILITY IN %	DRAFT
	<i>All</i>	<i>60</i>	<i>100</i>	<i>Shallow</i>
	MASTS	MIN SPEED IN KN.	MAX SPEED IN KN.	CANNONS
	<i>2</i>	<i>6</i>	<i>10</i>	<i>8</i>
	PRICE IN GC	STABILITY	COSTS PER DAY	BOARDING CREW
	<i>10,000</i>	<i>5</i>	<i>20</i>	<i>30</i>

	NATION	LOAD CAP. IN BARRELS	AGILITY IN %	DRAFT
	<i>All</i>	<i>60</i>	<i>100</i>	<i>Shallow</i>
	MASTS	MIN SPEED IN KN.	MAX SPEED IN KN.	CANNONS
	<i>1</i>	<i>6</i>	<i>11</i>	<i>14</i>
	PRICE IN GC	STABILITY	COSTS PER DAY	BOARDING CREW
<i>Sloop</i>	<i>19,000</i>	<i>5</i>	<i>30</i>	<i>40</i>

	NATION	LOAD CAP. IN BARRELS	AGILITY IN %	DRAFT
	<i>All</i>	<i>80</i>	<i>95</i>	<i>Shallow</i>
	MASTS	MIN SPEED IN KN.	MAX SPEED IN KN.	CANNONS
	<i>2</i>	<i>5</i>	<i>11</i>	<i>16</i>
	PRICE IN GC	STABILITY	COSTS PER DAY	BOARDING CREW
<i>Brig</i>	<i>27,000</i>	<i>8</i>	<i>50</i>	<i>50</i>

	NATION	LOAD CAP. IN BARRELS	AGILITY IN %	DRAFT
	<i>All</i>	<i>80</i>	<i>90</i>	<i>Shallow</i>
	MASTS	MIN SPEED IN KN.	MAX SPEED IN KN.	CANNONS
	<i>3</i>	<i>5</i>	<i>12</i>	<i>20</i>
	PRICE IN GC	STABILITY	COSTS PER DAY	BOARDING CREW
<i>Barque</i>	<i>36,000</i>	<i>8</i>	<i>60</i>	<i>60</i>

	NATION	LOAD CAP. IN BARRELS	AGILITY IN %	DRAFT
	<i>Pirates Only</i>	<i>80</i>	<i>90</i>	<i>Shallow</i>
	MASTS	MIN SPEED IN KN.	MAX SPEED IN KN.	CANNONS
	<i>3</i>	<i>5</i>	<i>13</i>	<i>24</i>
	PRICE IN GC	STABILITY	COSTS PER DAY	BOARDING CREW
<i>Pirate Barque</i>	<i>36,000 *</i>	<i>8</i>	<i>60</i>	<i>80</i>



Flute

NATION	LOAD CAP. IN BARRELS	AGILITY IN %	DRAFT
<i>All</i>	<i>200</i>	<i>80</i>	<i>Medium</i>
MASTS	MIN SPEED IN KN.	MAX SPEED IN KN.	CANNONS
<i>3</i>	<i>4</i>	<i>10</i>	<i>16</i>
PRICE IN GC	STABILITY	COSTS PER DAY	BOARDING CREW
<i>40,000</i>	<i>12</i>	<i>40</i>	<i>80</i>



Trading Flute-Ship

NATION	LOAD CAP. IN BARRELS	AGILITY IN %	DRAFT
<i>Holland</i>	<i>250</i>	<i>70</i>	<i>Medium</i>
MASTS	MIN SPEED IN KN.	MAX SPEED IN KN.	CANNONS
<i>3</i>	<i>5</i>	<i>10</i>	<i>8</i>
PRICE IN GC	STABILITY	COSTS PER DAY	BOARDING CREW
<i>50,000</i>	<i>18</i>	<i>40</i>	<i>100</i>




Corvette


NATION	LOAD CAP. IN BARRELS	AGILITY IN %	DRAFT
<i>All</i>	<i>140</i>	<i>80</i>	<i>Shallow</i>
MASTS	MIN SPEED IN KN.	MAX SPEED IN KN.	CANNONS
<i>3</i>	<i>5</i>	<i>12</i>	<i>22</i>
PRICE IN GC	STABILITY	COSTS PER DAY	BOARDING CREW
<i>60,000</i>	<i>14</i>	<i>100</i>	<i>80</i>





Frigate


NATION	LOAD CAP. IN BARRELS	AGILITY IN %	DRAFT
<i>All</i>	<i>160</i>	<i>80</i>	<i>Medium</i>
MASTS	MIN SPEED IN KN.	MAX SPEED IN KN.	CANNONS
<i>3</i>	<i>3</i>	<i>11</i>	<i>26</i>
PRICE IN GC	STABILITY	COSTS PER DAY	BOARDING CREW
<i>70,000</i>	<i>15</i>	<i>100</i>	<i>100</i>


	NATION	LOAD CAP. IN BARRELS	AGILITY IN %	DRAFT
	<i>France</i>	<i>120</i>	<i>85</i>	<i>Shallow</i>
	MASTS	MIN SPEED IN KN.	MAX SPEED IN KN.	CANNONS
	<i>3</i>	<i>5</i>	<i>14</i>	<i>32</i>
	PRICE IN GC	STABILITY	COSTS PER DAY	BOARDING CREW
<i>Military Corvette</i>	<i>100,000</i>	<i>16</i>	<i>150</i>	<i>120</i>


	NATION	LOAD CAP. IN BARRELS	AGILITY IN %	DRAFT
	<i>England</i>	<i>140</i>	<i>85</i>	<i>Medium</i>
	MASTS	MIN SPEED IN KN.	MAX SPEED IN KN.	CANNONS
	<i>3</i>	<i>5</i>	<i>13</i>	<i>40</i>
	PRICE IN GC	STABILITY	COSTS PER DAY	BOARDING CREW
<i>Military Frigate</i>	<i>120,000</i>	<i>16</i>	<i>150</i>	<i>120</i>

	NATION	LOAD CAP. IN BARRELS	AGILITY IN %	DRAFT
	<i>Spain</i>	<i>180</i>	<i>75</i>	<i>Deep</i>
	MASTS	MIN SPEED IN KN.	MAX SPEED IN KN.	CANNONS
	<i>3</i>	<i>4</i>	<i>10</i>	<i>36</i>
	PRICE IN GC	STABILITY	COSTS PER DAY	BOARDING CREW
<i>Galleon</i>	<i>120,000</i>	<i>18</i>	<i>100</i>	<i>120</i>

	NATION	LOAD CAP. IN BARRELS	AGILITY IN %	DRAFT
	<i>Holland</i>	<i>140</i>	<i>75</i>	<i>Deep</i>
	MASTS	MIN SPEED IN KN.	MAX SPEED IN KN.	CANNONS
	<i>4</i>	<i>4</i>	<i>12</i>	<i>40</i>
	PRICE IN GC	STABILITY	COSTS PER DAY	BOARDING CREW
<i>Carrack</i>	<i>140,000 *</i>	<i>20</i>	<i>200</i>	<i>140</i>

	NATION	LOAD CAP. IN BARRELS	AGILITY IN %	DRAFT
	<i>France</i>	<i>160</i>	<i>75</i>	<i>Deep</i>
	MASTS	MIN SPEED IN KN.	MAX SPEED IN KN.	CANNONS
	<i>3</i>	<i>5</i>	<i>12</i>	<i>40</i>
	PRICE IN GC	STABILITY	COSTS PER DAY	BOARDING CREW
<i>Caravel</i>	<i>160,000 *</i>	<i>22</i>	<i>200</i>	<i>160</i>

	NATION	LOAD CAP. IN BARRELS	AGILITY IN %	DRAFT
	<i>Spain</i>	<i>160</i>	<i>60</i>	<i>Deep</i>
	MASTS	MIN SPEED IN KN.	MAX SPEED IN KN.	CANNONS
	<i>3</i>	<i>4</i>	<i>13</i>	<i>46</i>
	PRICE IN GC	STABILITY	COSTS PER DAY	BOARDING CREW
<i>War Galleon</i>	<i>180,000 *</i>	<i>24</i>	<i>200</i>	<i>180</i>

	NATION	LOAD CAP. IN BARRELS	AGILITY IN %	DRAFT
	<i>England</i>	<i>170</i>	<i>50</i>	<i>Deep</i>
	MASTS	MIN SPEED IN KN.	MAX SPEED IN KN.	CANNONS
	<i>3</i>	<i>3</i>	<i>14</i>	<i>50</i>
	PRICE IN GC	STABILITY	COSTS PER DAY	BOARDING CREW
<i>Ship of the Line</i>	<i>200,000 *</i>	<i>26</i>	<i>300</i>	<i>200</i>

** These ships cannot be bought in the large shipyards!*

TIP

- Each nation has two ships it prefers to use.
- The prices shown vary depending on your reputation with the nation from which you are buying the ship.
- The price you get for selling a ship is much lower than the purchase price.
- Some ships cannot be bought in the large shipyards.

8.2 Convoys

If you want to take goods, weapons or boarding crew on board your ships or if you simply want to set sail, you need a convoy. A convoy always consists of between 1 and 10 ships and, most importantly, must have a captain.

You generally use a convoy the same way you use an individual ship. For example, if you want to load goods onto your convoy, you don't have to specify the ship on which the goods are to be stowed. The individual ships in the convoy are only important when you are selecting escort ships and during sea battles. Otherwise, you can always treat them as one ship.

A convoy is always displayed as one ship on the sea chart and in the harbor. The name of the convoy, which is displayed above the convoy in the town, tells you straight away that this is a convoy rather than an individual ship.

Assembling a New Convoy

You assemble a convoy by hiring a new captain. To do this, go to the inn in the town where your ship is anchored in the harbor and approach a captain. Then select the ship you want him to captain. Now you have a new convoy.

Selecting a Convoy

Click on a convoy to select it. You can also switch between convoys using the convoy buttons at the top of the screen. Alternatively, you can select convoys from the convoy list. When you have selected a convoy, it appears below in the selection screen. You can then switch between the various displays for the convoy using the selection buttons to the right.

Goods List



- 1 Your flag
- 2 Convoy name
- 3 Crew morale
- 4 Captain's rank
- 5 Convoy selection buttons

6 Condition of the convoy (average of all ships) and cargo in percent

7 Goods on board in barrels

8 Convoy's current action, current speed, number of cannons and size of boarding crew

Ships List



- 1 Click here to define the ship as an escort ship.
- 2 Data on the selected ship.
- 3 Click on a ship to display its data.

- 4 Condition, number of cannons, and boarding crew.

Overview and Costs



- 1 Name and experience of captain (see section 8.3 Captains)
- 2 Total costs of the convoy and individual costs for upkeep of ships, captain and boarding crew
- 3 Total capacity of convoy and crew morale (see section 8.4 Crew)
- 4 Cutlasses, muskets and ammunition

Trade Route

See section 11 Trade Routes

Attack Mode



- 1 Click here if the convoy is in the harbor and you want it to protect the harbor.
- 2 Click here if a convoy is not in a town but you want it to attack a town.

TIP

· If a convoy is protecting a harbor, the Encounter dialog box opens (see section 5.4 Sea Battles) as soon as the harbor is attacked.

· If you activate the “Attack Towns” option, the Encounter dialog box opens when you enter a town (see section 5.5 Attacking a Town).

Transfer Between Convoys and Harbors

When you assemble a new convoy, it consists of only one ship at first. If you have other ships in the harbor that you want to add to the convoy, simply select the convoy and then right-click on the free ship or on the harbor.

This opens a dialog that displays the ships in the convoy and the free ships in the harbor. You can then click on a ship and drag it from the harbor to the convoy or from the convoy to the harbor.

Transfer Between Two Convoys

If you have two convoys in the harbor, you can move goods, cargo, ships, or captains between them. To do this, click on one of the convoys and then right-click on the other convoy.

Escort Ships

When you have a convoy, you can define which ship is to be an escort ship in the ships list. The following points apply to escort ships:

! Only escort ships take part in sea battles.

! When you take weapons and a boarding crew on board your convoy, the escort ships are armed and manned before the other ships.

! When you define escort ships, you must make sure to take enough boarding crew, cannons, ammunition and cutlasses on board your convoy. These are distributed evenly among all escort ships. It would be too bad if you only discovered during a sea battle that none of your escort ships were properly armed and manned!

TIP

Cannons take up a lot of space (3 barrels per cannon) and boarding crew is very expensive (5 gold coins per man per day). You should therefore only take as many cannons and men as you have room for on board your escort ships.

Docking Unnoticed

If a nation is hostile to you, your convoy cannot anchor openly in its harbors for all to see.

However, if you dispatch a convoy to a hostile nation, it would be unwise of your captain to wait outside the town for further instructions from you, since this could be dangerous (military convoys!).

Therefore, the captain will automatically enter the town secretly by disguising your ship and flag. The convoy can then anchor as normal in the harbor but cannot trade with the town.

In the convoy selection window, a special symbol indicates that the captain has managed to dock unnoticed in the town.

TIP

A convoy that has docked unnoticed cannot be attacked. It also allows you to enter a town where you do not own a warehouse. This allows you to visit a governor and bribe him, for example.

Wear and Tear on Ships

All ships in a convoy experience a certain amount of wear and tear during sea voyages. For this reason, you need to repair your convoys on a regular basis. A ship can no longer achieve its maximum speed once the condition of its hull drops to 60%, (the sails are automatically mended by the crew).

8.3 Captains

All convoys require a captain. You can hire a captain in any of the harbor inns. Captains usually have varying degrees of experience in navigation, combat, and trade. The more experience they have, the more expensive they will be.

The captains who offer their services are usually very inexperienced. Later in the game, when you have reached a higher rank, you will also encounter more experienced captains. It may then be worth visiting different inns to find a captain.

Navigational Experience

Your captain will gain navigational experience while your convoy is at sea. When a captain reaches the maximum experience level, the convoy's speed increases by 10%.

Trading Experience

Captains gain trading experience by trading in the towns on a trade route. When they reach the maximum experience level, they receive a 5% bonus on the purchase price of goods.

Combat Experience

Captains gain combat experience by boarding ships and destroying harbor cannon towers. The more combat experience a captain has, the more accurate the aim of the ship's cannons will be.

TIP

A captain can have 0-5 experience points in each area. The more experience points a captain has in an area, the longer it takes to gain another point.

If a captain has at least 4 experience points, he can automatically operate a trade route.

8.4 Crew

Boarding Crew

You don't ever need to worry about having sailing crew to steer your ships. Each ship automatically has a minimum crew, which is included in the basic costs for the upkeep of the ship.

The crew that you can hire in the Cargo Trade window is only the additional boarding crew that you use to board other ships during sea battles. Note also that the time required for reloading the cannons is reduced if your boarding crew is smaller than the number of cannons on board.

TIP

A boarding crew is of no advantage on trade ships because only escort ships take part in sea battles (with the exception of land attacks). Having a boarding crew on a trade route convoy also adds nothing except costs.

Morale

The morale of a convoy's crew always influences their behavior in combat. If morale is too low, the crew will even refuse to cast off.

The crew morale dwindles:

- on long voyages with insufficient shore leave
- when they suffer losses and casualties in sea battles
- if you discharge a sailor

Morale is boosted:

- as long as the convoy is anchored in a harbor
- if the convoy is blessed in a church
- if they win sea or land battles

The lower the crew morale, the longer it takes the crew members to reload cannons during sea battles and the less damage they inflict when they board an enemy ship.

9 TRADING GOODS

In Port Royale 2, 19 different goods are transported between the towns. Since not all goods can be produced in all towns, there is automatically a buoyant market for goods traded by trading convoys.

Pricing

Each town has a certain supply of goods, which you can display by selecting the docks at the town's harbor (see section 7.2 The Docks).

Pricing in Port Royale 2 is based on supply and demand, as well as on the reputation you enjoy with the nation in question. Demand for goods results from the consumption of these goods by the town's inhabitants and businesses (if these require raw materials).

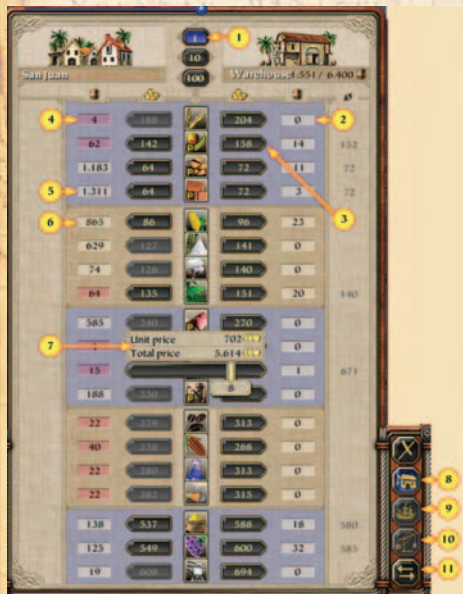
There is also additional demand for colonial wares in governor towns because these goods are exported to Europe (see pg. 64 Imports and Exports).

The greater the demand for a good, the higher its price. Conversely, the greater the supply of a good in the market, the lower the price.

How to Trade

If you want to trade goods with a town, click on the docks at the harbor.

You can only ever trade goods between a town and a warehouse or between a town and a convoy. You can also transfer goods between a warehouse and a convoy if you have both a convoy and a warehouse in a town.



1 Here you specify the goods you want to trade (see tips on unit size below).

2 Quantities of goods in the convoy

3 Click here to buy goods

4 Quantities of goods in the town

5 Click here to sell goods

6 Quantities shown in red indicate that the good is scarce in the town (see below).

7 You can also click on a good to trade using a scrollbar. You can buy or sell goods depending on the direction in which you scroll.

8 Trade between town and warehouse

9 Trade between town and convoy

10 Trade between warehouse and convoy

11 Goods/Cargo switch

TIP

- The price shown on the buy/sell arrows always depends on the unit size.
- It doesn't matter whether you buy or sell one good 10 times or buy or sell 10 goods once. The total price is always the same.
- The larger the unit size, the higher the price of the good because, as a rule, the price increases with each good that you buy.

Scarce Goods

If a good is scarce in a town, its quantity is shown in red.





The following points apply to these goods:

- Scarce goods are relatively expensive.
- If you buy up scarce goods, this damages your reputation with the nation to which the town belongs (it may drop to "unpopular").
- If you deliver goods to a town where they are in short supply, this improves your reputation with the nation to which the town belongs.
- If goods are in very short supply (the supply will last less than 10 days), this diminishes the citizens' quality of life and therefore also the town's status.





Types of Goods

Goods can be divided into five groups and all goods in a group share an average production price. Some groups of goods can be produced in all towns, while others can only be produced in colonial towns or governor towns (towns with a viceroy count as governor towns).





ESSENTIAL GOODS (80🟡)

	<i>Wheat</i>	all towns	
	<i>Fruit</i>	all towns	
	<i>Wood</i>	all towns	
	<i>Bricks</i>	all towns	





RAW MATERIALS (100🟡)

	<i>Corn</i>	colonial towns	
	<i>Sugar</i>	colonial towns	
	<i>Cotton</i>	colonial towns	
	<i>Hemp</i>	colonial towns	




FINISHED GOODS (300🟡)

	<i>Meat</i>	governor towns	requires corn
	<i>Garments</i>	governor towns	requires cotton
	<i>Rope</i>	governor towns	requires hemp
	<i>Rum</i>	governor towns	requires sugar

COLONIAL GOODS (150 🪙)

	<i>Coffee</i>	colonial towns	requires tools
	<i>Cocoa</i>	colonial towns	requires tools
	<i>Dyes</i>	colonial towns	requires tools
	<i>Tobacco</i>	colonial towns	requires tools

IMPORT GOODS (500 🪙)

	<i>Spices</i>	governor towns	
	<i>Wine</i>	governor towns	
	<i>Tools</i>	governor towns	

Imports and Exports

Import goods cannot be produced in the Caribbean. Instead, transport convoys transport them from Europe to the governor towns. Settlers are transported to the Caribbean in the same way. They are dropped off in the governor towns and traders then transport them from there to all the other towns.

Transport convoys take colonial goods from governor towns with them when they travel back to Europe. As a result, there is always a very high demand for colonial goods in governor towns. You can use the following rule of thumb: Half of the colonial goods produced are consumed in the towns of the New World. The other half is destined to be transported to Europe.

Balance of Goods

A town can only ever produce 5 goods. These are divided into the following groups:

- Each colonial town can produce 2 essential goods, 2 raw materials and 1 colonial good.
- Each governor town can produce 3 essential goods and 2 finished goods.

Since each town usually needs all of these goods to keep its citizens as happy as possible and will therefore pay a good price for the goods it needs, there is a bustling goods trade between the towns. It may happen that a governor town can produce finished goods but cannot produce raw materials. If this is the case, it must source these in the colonial towns.

On the other hand, colonial towns require finished goods and import goods, which they can obtain from governor towns.

Trading Tips

- The lower the supply (stocks of a good in the town) and the higher the demand, the higher the price will be.
- The better your reputation with a nation, the lower the price at which you can buy goods in the towns belonging to that nation.

- You should only buy goods in the towns where they are produced.
- The fastest way to get your hands on some gold is to buy colonial goods and raw materials in colonial towns and sell them in governor towns. Buy finished goods and import goods there and transport them to colonial towns.
- Establish trade routes as soon as possible. They may be very lucrative and could reduce your workload significantly (see section 11 Trade Routes).
- Events like a famine push up the demand for certain goods in a town. You can then sell more goods there at a higher price.
- Prices are calculated in real time. If a transport convoy has just docked in the town, prices for importing goods are low. You should take advantage of this situation before the local traders do.

10 CONSTRUCTION AND PRODUCTION

10.1 Buying a Building Permit

Before you can construct buildings in a town, you have to buy a building permit from the master builder (see section 7.6 The Master Builder's).

As a rule, you can buy a building permit in any town. However, the more building permits you have, the more expensive it is to buy another. You must also prove that you are committed to ensuring the welfare of the town, before the master builder will grant you a building permit. This means that your previous trading record must indicate that you have the interests of the town at heart.

Your trading record in a town always improves when you deliver goods that are urgently required there (in this case, the quantities of the goods are shown in red in the Trade window).

You can check your current trading record in a town at any time in the town information. To display the town information, click on the town name in the town view or on the sea chart. As soon as your trading record reaches 100%, you can buy a building permit.

TIP

- You can also improve your trading record in a town by donating money to the church or to the general, or by organizing feasts (at the marketplace)!
- The more building permits you have, the longer it takes to improve your trading record in other towns.

10.2 What You Can Build

To display the Construction menu, click on the master builder's building in the center of the town or press "B".

The Construction menu is divided into three sections - Buildings, Businesses and Community Buildings. Choose a section and click on the building you want to construct.



- 1 Click on the building you want to construct.
- 2 Buildings
- 3 Businesses
- 4 Community buildings
- 5 Consult the master builder.
- 6 Land and construction costs
- 7 Each building requires bricks and wood. These goods are taken from your warehouse.

Any goods you don't have are automatically purchased from the town.

You need building materials to construct each building and gold to pay for the construction work and the construction site. If you have a warehouse in the town, the building materials are taken directly from the warehouse. Any building materials you don't have are automatically purchased from the town if they are available there.

If you don't have a warehouse in the town, the display shows which goods are available on your selected convoy, provided that this convoy is anchored in the harbor.

Once you have all the necessary building materials and enough cash, construction can begin. All the areas that are available for building in the town are highlighted and you can select a construction site by positioning your mouse pointer over a free area. Then left-click to confirm that you want to build there. Construction of the building then begins.



















Progress towards completion of the building is displayed on a progress bar.

TIP

- You should try to save space when you construct buildings because, at some stage, free spaces for building will become scarce.
- You have to leave enough space between buildings for paths and streets.
- Businesses that farm the land can be joined together to form large businesses (see below).

Buildings

The first building you always have to construct in a town is the warehouse. It provides you with an overview of your residential buildings and businesses in the town and is also used to store the goods you produce (see section 7.1 The Warehouse). It is also very important to build a residential area. Unlike other buildings, no construction period is required for a residential area. All you do is provide the construction material for later inhabitants, who will initially live in tents, but will eventually construct magnificent homes for themselves. The extent to which a residential area is developed depends on how old it is and on the status of the town.

	<i>Trees</i>	1,000 	Trees enhance the appearance of the town and make the inhabitants happy!
	<i>Warehouse</i>	30  30  10,000  15 Days	The warehouse provides storage space for your goods and an overview of your residential buildings and businesses in the town. You can also instruct the storekeeper to buy or sell goods automatically.
	<i>Residential area</i>	30  30  5,000  No Construction Period	Each residential area has space for 120 tenants. You can only take new settlers into the town if there is sufficient living space for them. Each settler family that finds work in the town will give you 4 tenants. The rent paid by each tenant is 1 per day.
	<i>Hospital</i>	60  60  20,000  30 Days	Building a hospital is a noble gesture. It improves the quality of life in the town and your reputation with the nation to which the town belongs and has the practical effect of reducing the risk of plague in the town.
	<i>School</i>	60  60  20,000  30 Days	You will also be held in high esteem if you build a school. A school improves the quality of life in the town.

TIP











- If the amount of living space in the town exceeds the number of tenants, this means that not all residential areas have a full number of tenants. To avoid this, don't build too many residential areas at once.
- Build exactly one residential area for each business you set up in the town. This ensures that each residential area fills up with tenants very quickly and you can also clean up very nicely on the rent.
















Businesses





























Each town can produce 5 different goods. You construct businesses the same way you construct other buildings, with one exception: You can construct different businesses that have crop fields (wheat, cotton and so on) next to each other without any spaces between them. You can combine up to four businesses of this kind (for example, four wheat farms) in this way. This gives you large businesses. Advantage: You save valuable building space and the town's appearance is enhanced.

Each business can employ 30 workers and should do this to operate effectively.

A business produces a certain quantity of goods each day. Some businesses rely on raw materials. If these raw materials are not available, production stops.

	BUSINESS	COSTS	PRODUCTION	CONSUMPTION
	<i>Wheat farm</i>	30  30  10,000  15 Days	2.5  <i>Wheat</i> average production price: 80 	-
	<i>Fruit farm</i>	30  30  10,000  15 Days	2.5  <i>Fruit</i> average production price: 80 	-
	<i>Sawmill</i>	30  30  10,000  15 Days	2.5  <i>Wood</i> average production price: 80 	-
	<i>Brickworks</i>	30  30  10,000  15 Days	2.5  <i>Bricks</i> average production price: 80 	-

	BUSINESS	COSTS	PRODUCTION	CONSUMPTION
	<i>Corn farm</i>	30  30  10,000  15 Days	2  <i>Corn</i> average production price: 100 	-
	<i>Sugar cane farm</i>	30  30  10,000  15 Days	2  <i>Sugar</i> average production price: 100 	-
	<i>Cotton farm</i>	30  30  10,000  15 Days	2  <i>Cotton</i> average production price: 100 	-
	<i>Hemp plantation</i>	30  30  10,000  15 Days	2  <i>Hemp</i> average production price: 100 	-
	<i>Cattle farm</i>	60  60  20,000  30 Days	1  <i>Meat</i> average production price: 300 	1  <i>Corn</i>
	<i>Weaving mill</i>	60  60  20,000  30 Days	1  <i>Garments</i> average production price: 300 	1  <i>Cotton</i>
	<i>Ropery</i>	60  60  20,000  30 Days	1  <i>Rope</i> average production price: 300 	1  <i>Hemp</i>
	<i>Rum distillery</i>	60  60  20,000  30 Days	1  <i>Rum</i> average production price: 300 	1  <i>Sugar</i>






	BUSINESS	COSTS	PRODUCTION	CONSUMPTION
	<i>Coffee plantation</i>	30  30   10,000 15 Days	2  <i>Coffee</i> average production price: 150 	0.2  <i>Tools</i>
	<i>Cocoa plantation</i>	30  30   10,000 15 Days	2  <i>Cocoa</i> average production price: 150 	0.2  <i>Tools</i>
	<i>Dye plantation</i>	30  30   10,000 15 Days	2  <i>Dyes</i> average production price: 150 	0.2  <i>Tools</i>
	<i>Tobacco plantation</i>	30  30   10,000 15 Days	2  <i>Tobacco</i> average production price: 150 	0.2  <i>Tools</i>

Community Buildings


	PROPERTY	COSTS	NOTE
	<i>Squares</i>	30  1,000 	<i>Squares enhance a town's appearance.</i>
	<i>Small shipyard</i>	60  60  20,000  30 Days	<i>Can only be constructed in your own town (see section 6.7 Your Own Town). You can always repair ships free of charge in your own shipyard! Can only be built in a particular location.</i>
	<i>Inn</i>	60  60  20,000  30 Days	<i>Can only be built if you own the town. Is required if there are more than 500 inhabitants. Must be built in a particular location.</i>
	<i>Church</i>	120  120  40,000  60 Days	<i>Can only be built if you own the town. Is required if there are more than 2,000 inhabitants. Must be built in a particular location.</i>
	<i>Defensive tower</i>	60  60  20,000  30 Days	<i>Can only be built if you own the town. Defends the harbor in your town. Must be built in a particular location.</i>

10.3 Maintaining Buildings

The residential buildings and businesses you construct incur daily maintenance costs:

- Businesses: 50  + 5  per worker = 200  for a full complement of workers
- Warehouses: 50 
- Residential buildings: 50 

TIP

Each warehouse has storage space for 800 barrels of goods. If you store more goods in a town than you have storage space for in your warehouses, this costs 1  per barrel per day.

10.4 Workers and Production

Where do new workers come from?

Each business can employ 30 workers, which requires 30 settlers. As soon as new workers are required in a town, settlers who are waiting at the harbor in the town can be converted into workers and citizens. Each converted settler increases the number of workers by 1 and the number of citizens by 4.

If you ever need additional settlers, that is, if you do not have enough workers for your businesses, you should set off straight away to look for settlers in other towns. Your first port of call should be the governor towns because settlers from Europe are dropped off there before they are dispersed throughout the surrounding towns.

Boom and Recession

If a town's status drops to "Stagnation", or if the town has been recently attacked by pirates or buccaneers, then no settler will want to set foot in the town. This means that you won't be able to employ any new workers there.

If the town's wealth continues to drop, workers and citizens will migrate elsewhere. They are converted into settlers and wait in the harbor for a passage to a better life.

However, the town's status can also have a positive effect on production. If the status is "flourishing economy" or higher, your businesses receive a bonus of up to 15% on wage costs. You should therefore take the matter of the quality of life the towns in which you produce goods very seriously. Ensure that these towns have a particularly good supply of goods!

TIP

For an overview of the various status levels a town can have and the relevant conditions and effects of these, see section 6.5 The Status of a Town.

Goods and Raw Materials

All of the goods produced in your businesses end up in the warehouse in your town. If a business requires raw materials, these must be available in the warehouse at the beginning of each day, or no goods can be produced for the rest of the day.

Production Problems

All goods have specific production costs, which comprise the cost of maintaining the building, wage costs and the cost of buying raw materials. Production costs may rise dramatically if your businesses do not have enough workers. On the other hand, production costs may drop if the town achieves a high status.

You should always keep a close eye on your production costs. As long as all your businesses are operating efficiently, that is, as long as there are enough workers in the town and all required raw materials are available, there is no cause for concern.

However, you should still pay close attention to events in the town, such as an outbreak of plague.

But don't worry! The Event window and the Chronicle keep you informed of all events and describe the consequences of each.

You also have the following options to help you monitor production costs:

Click on one of your businesses for an overview of that particular industry in the town. Take note of the overview in the warehouse. You will be able to tell you at a glance if one of your businesses is not operating efficiently.

In addition, all towns in which at least one businesses is not running at full speed are displayed under “Production Problems” in the Log. The reason is also specified. From here, you can go directly to the town in question.

10.5 Competition

Buying up Businesses

If your competitors’ businesses prove to be a fly in the ointment, you can buy up these businesses. To do this, select the business you want to buy in a town in which you own a warehouse and click on the “Buy” button. This displays the price at which you can buy the business.

This price is usually very high. It depends on the price of goods in the town, your reputation with the nation to which the town belongs and the number of businesses you already own in the town, in the surrounding area, or in the whole of the Caribbean (monopoly position).

Ruining Businesses

You can ruin businesses belonging to local traders by ensuring permanently low prices at the docks. If the price of a good is at a minimum for a long period of time, the producer stops making a profit and immediately begins sacking workers. A business is demolished once a certain number of workers (30) have been made redundant. You can keep an eye on this by clicking on a competitor’s business and checking the number of workers employed there.

11 TRADE ROUTES

Once you have a couple of extra convoys to play around with, you probably won’t want to look after all the trading yourself. But you don’t have to! You may be surprised by what your captains can actually do.

As soon as the captain of one of your convoys has more than four experience points (see section 8.3 Captains), you can hand over a trade route to him, which he will operate on his own to trade in the individual towns. You can specify exactly how much decision-making power your captain is to have. You can plan a route with very simple or very complex instructions.

11.1 Leave it to the Captain!

For the simplest trade routes, you only have to instruct the captain to visit a couple of towns. To do this, select a suitable convoy and click on the “Trade Route” button in the selection menu. Then press the “Sea Chart” button to display a map on which you can plan the route.



1 Click on towns to define a route. You cannot select towns belonging to enemy nations. After you select the final town on the route, the route is automatically plotted back to the first town.

2 Activate the trade route.

If you then close the map and click on “Edit”, the individual towns are displayed again in a list.



Then click the box underneath to activate the trade route. The convoy immediately begins to sail to the first town. In each town, the captain looks around to see which goods he can buy at a low price. He also takes into account the other towns on the route that he still has to visit. For example, he will not buy any wood if wood is produced in all the other towns.

When the captain arrives in a town where he will get a good price for the goods he is transporting, he doesn't waste any time in selling as much as possible, as long as he can make a profit.

Some Hints and Tips

- Even if you select the simplest trade route, you can make a tidy profit. If this does not happen, you probably haven't selected the best towns for the convoy to visit.
- You can make profits quickly by including colonial towns that are located very close to one another and produce as many different goods as possible, as well as governor towns on your trade route.
- First, define a trade route with around 4 colonial towns and 1-2 governor towns.
- To start with, use only trade ships and don't use any escort ships. To save space and cut costs, don't take any weapons or boarding crew on board.
- You can compare your costs with your profits at any time in the Log.

11.2 A Little More Control

If you click on the “Goods” button in the list of towns, you can prevent your captain from trading in certain goods.

The default setting is that your captain always trades in all goods, which generally makes sense.



However, you can also instruct him to ignore certain goods in certain towns. To do this, click on a town in the list and drag goods you want your captain to ignore into the “No trading” area of the screen.



- 1 Click on a town in the list to make detailed settings for the town.
- 2 Click on goods and move them into the “No trading” area of the screen to prevent trading in this town.

- 3 Move all goods.
- 4 Activate manual trading in the town.
- 5 Click here to temporarily prevent any traders visiting the town, without deleting it from the list.
- 6 Click here to allow the convoy to be repaired in this town.

TIP

Usually, there is no reason to prevent the captain from trading in certain goods. However, it may be useful to do this in some cases, for example if you have set up several trade routes and don't want your captains to buy up each other's goods.

11.3 Specific Instructions

You can give your captain specific instructions by telling him exactly which goods he should buy and the quantities in which and prices at which he should buy them. To do this, click on the “Manual Trade” button after you select a town.

Then drag the goods for which you want to make manual settings into the lower part of the screen. A new window then appears on the right.



- 1 Choose between loading (buying) and unloading (selling) here.
- 2 Set the price of all goods as the standard production price or change the price by 5%.
- 3 Load:
Here you specify the maximum quantity to be bought and the maximum price to be paid.

Unload: Here you specify the maximum quantity to be sold and the lowest price at which the goods may be sold.

- 4 Click on goods symbols and move them to define a sequence for manual trading.

11.4 Using Your Warehouse for Trading

So far, you have only learned how to trade with a town. However, you can also transfer goods to or from your warehouse. However, you have to set this option manually because your captain cannot automatically use your warehouse for trading.

Distributing Produced Goods

If, for example, you produce garments in Vera Cruz, you can manually specify that the convoy is to take garments from your warehouse on board. Your captain will then try to sell these in other towns, without you having to make any additional settings.



- 1 Click here to switch between trade with the town and transfer with the warehouse. You can only do this if you have a warehouse in the town.
- 2 The captain should take 100 barrels of garments on board if they are available in the warehouse.
- 3 Warehouse/Town switch for all manual goods

TIP

There is another way you can include your warehouse in trading without making manual settings for the trade route. You simply use the storekeeper to sell the goods produced in a town to that town. You won't make much profit by doing this but your costs will at least be covered (unless the town is flooded with the goods). Since the goods are then available in large quantities and at low prices in the town, the captain will buy more of these goods and distribute them among all the towns on his trade route, without any manual settings for the trade route being required.

Finding Raw Materials

You can also make a manual setting for finding raw materials for your businesses. Task your captain with buying the raw material in a town where it is produced. Then move the raw material to the warehouse in the town where it is required.

Set the quantities so that you always have some raw materials in reserve, even if the captain doesn't manage to find any for you. The screen for moving a raw material to the warehouse looks like this:



11.5 Attacks

Don't forget that a convoy on a trade route can be attacked at any time. Military convoys from hostile nations pose the greatest threat. But even if you don't have a hostile relationship with any nation, there is always a risk of an attack by pirates.

When your convoy is attacked, the captain automatically tries to avoid a battle. He won't take any risks. If he has any escort ships, he will try to use these to protect the trading ships. The only aim of any attack on your trading ships is to "shave off" part of your goods. The attacker will first and foremost try to corner the fleeing trading ships.

If your convoy has armed escort ships, this reduces the likelihood of your trading ships being looted. However, you then run the risk of your escort ships being damaged or even sunk or captured. Escort ships also increase costs.

You should therefore give some thought to the question of whether it is worth using escort ships.

TIP

- Your convoy will not be attacked if it has more cannons than the potential attacker. This deterrent is particularly effective if you have 2 men to each cannon on board your escort ships.
- If you activate automatic maintenance (see below), your captain will look after the cannons and make sure you have enough sailors.
- The faster and more agile an escort ship, the lower the risk of it being looted.

11.6 Maintenance and Repairs

While a convoy is on a trade route, the ships will be damaged due to normal wear and tear. In each town, you can decide whether the shipyard can be used for repairing ships. This option is activated by default in the first town on a trade route.

If you include escort ships in your convoy, these may also be damaged or lose cannons, sailors and ammunition in battles. If you want your captain to ensure that all escort ships are always “shipshape”, activate the “Maintenance active” option. This means that the captain will check whether the escort ships are fully equipped with cannons, ammunition and cutlasses in each town.

He will also make sure that they have 2 sailors to each cannon. This number of sailors is enough to deter potential attackers, provided that you have enough space for cannons.

TIP

The crew has shore leave while the ship is being repaired and this boosts crew morale.

11.7 Trade Route Overview in the Log

The Log provides an ideal overview of the trade routes you have set up. Open the Log and press the button with the sack of gold icon. You can then tell at a glance how profitably your convoys are trading.



1 Use this scrollbar to select the trade route you want to display.

2 Current storage capacity, towns on the route, duration of last route

3 Trade: Total sales - total purchases

Transfer: Average value of goods unloaded into warehouse - value of goods loaded on board from warehouse

Costs:

Total costs (upkeep and wages, repairs, weapons and ammunition; see above)

Balance:

Trade + transfer - costs

4 Select convoy.

Goods details		Convoy details	
Upkeep and wages:	4,370		
Repair costs:	12,013	(165 days ago)	
Weapons and ammunition:			
Active for 1.135 days. Average daily profit 2,690			1
Last sea battle 192 days ago			

1 The average daily balance shows the approximate daily profits the convoy has recently made.

12 POLITICS AMONG THE NATIONS

12.1 War and Peace

During the period in which the game is set, the nations are constantly alternating between war and peace. Pay close attention to the changing relationship between two nations. For example, if one nation issues you with a Letter of Marque against another nation, it will be cease to be valid as soon as the two nations make peace with one another. If you were to continue to mount attacks, this would be a political gaffe to say the least.

Another effect of war is that the nations involved increase their numbers of military convoys and occasionally sabotage towns (see section 12.4 Buccaneers).

12.2 A Nation's Strength

Each nation uses military convoys to protect the waters around its towns. A nation normally has approximately one military convoy per town and its strength is "normal".

However, if war breaks out, the nation arms itself with more military convoys. As a result, its strength rises to "strong". The speed at which a nation arms itself at the beginning of a war depends on how many convoys it has recently lost.

You can influence a nation's strength in the following ways:

You can weaken a nation's strength by tracking down and destroying its military convoys. But beware: It's best to obtain a Letter of Marque first!

You can hand over one or more of your convoys to a viceroy to increase his nation's strength.

TIP

You can check a nation's strength at any stage under "Nations" in the Chronicle. The current number of military convoys is also specified there.

12.3 Viceroys and Capturing Towns

During a war, a viceroy may assign you a mission to capture enemy towns so that they can then be counted among his nation's towns. There is just one problem with this: The viceroy's nation must have a sufficient number of military convoys to protect the newly acquired towns. In addition, the enemy nation must not be too strong.

The following requirements must be met before a viceroy will assign you a mission to capture towns:

- His nation must be at war with another nation.
- The enemy nation must be “weak”, that is, it must have a small number of military convoys.
- The viceroy’s nation must be “strong”, that is, it must have a large number of military convoys.

12.4 Letters of Marque

During a war, governors may issue you with a Letter of Marque against enemy nations. This means that you are then officially on his nation’s side in the war and can attack convoys and towns belonging to the enemy nation without being regarded as a pirate.

This means:

- Your reputation improves with the nation that issued you with a Letter of Marque each time you sink or board a ship belonging to the enemy nation.
- The same applies when you attack a town.
- Your reputation suffers with the nation you attack but remains the same with the other nations.

TIP

You must be careful when attacking a nation under the protection of a Letter of Marque. Once the war is over, you may be in some serious trouble!

The nation you have offended will continue to be very displeased with you after the war has ended and will try to hunt you down. However, if you defend yourself and capture and/or sink their ships, this will be regarded as piracy because you no longer have a Letter of Marque.

Remember too that piracy causes your reputation with all nations to drop significantly! However, you can protect your reputation by forcing the attacking ships to flee or by fleeing yourself.

12.5 Buccaneers

A standard military convoy may sometimes be converted into a buccaneer convoy during wartime. The buccaneers that command these convoys have special names (many of which are historically authentic) and have only one thing in mind: They want to sabotage their enemy’s towns!

A buccaneer can choose from a broad range of possible acts of sabotage. These include attacking a town, destroying stocks, poaching workers and much more (see the overview of acts of sabotage carried out by buccaneers in section 5.3 Towns).

If you manage to catch these villains red-handed, you can attack their convoys. If you then board their personal ships during sea battles, you will fight them in a duel (see section 5.7

Duels) and you can take them hostage. You can then release hostages to the governors of the buccaneer's nation in return for a ransom.

You can also simply destroy a buccaneer convoy. The buccaneer also disappears from the screen in this case.

12.6 Pirates

Active Pirates

Known pirates				
John Quelch				
	 1	Reward	Active for	Hideout
	 2	0 	25. Feb. 1606	known
Nicholas Brown				
	 1	Reward	Active for	Hideout
	 1	0 	23. Feb. 1606	known
Captain Dulaien				
	 1	Reward	Active for	Hideout
	 1	0 	22. Feb. 1606	known
Christopher Condent				
	 0	Reward	Active for	Hideout

1 This is a pirate hired by the player. The share of the booty shows the amount the pirate has already earned. To collect your share of the booty, you must meet the pirate at the town's inn.

2 This is a notorious pirate who has 7 ships, divided into 3 convoys. If you destroy a pirate convoy, you will receive a reward. It is displayed here and can be collected from any governor.

Pirate Hideouts

Pirates attack trading convoys all over the Caribbean from their pirate hideouts. All pirate hideouts have a leader who is a notorious pirate.

Pirates have a lot of respect for military convoys and prefer to stay in waters that are not heavily defended.

A pirate convoy returns to its hideout and drops off its booty once it has collected enough loot or when it is too damaged to continue on its course. Each time booty is dropped off, the hideout increases in size and more ships and convoys begin to operate from there.

Hunting for Pirates

Luckily, you can put a stop to these pirates by hunting down their convoys. This has a very positive effect on your reputation with all nations. You will also receive a generous reward. The Chronicle tells you which pirates are active at any given time and how much you have earned so far as a reward. Then simply go to a governor you can trust and pocket your reward.

Destroying a Pirate Gang

At some point, when the pirates in a hideout have overstepped the mark, the location of their hideout may be uncovered. You can then attack the hideout and put an end to the entire pirate gang led by a specific pirate. Pirate hideouts that have been uncovered are shown on the sea chart like towns. You can also attack them the same way you attack towns.

You can left-click on a pirate den to display information on ships and convoys that are at sea or lying at anchor. If pirate ships escape when you attack their hideout, they will most probably set up a new hideout at some stage.

TIP

You can also track down the locations of pirate hideouts by following pirates to their den. However, this does not always work.

13 REPUTATION AND RANK

13.1 Your Reputation with the Nations

Your reputation with a nation will rise or fall depending on how you behave towards it. Your reputation can rise through 4 levels:

Friendly	This is the highest level. You get the best prices for goods and ships in the town. You can only visit the viceroy if you have reached this level.
Neutral	This level is sufficient for meeting important characters in a town (the governor, master builder and so on).
Unpopular	You are tolerated but get the worst prices.
Hostile	You can no longer enter the harbors belonging to this nation (but you can sneak into the town, see section 8.2 Convoys, Docking Unnoticed). The nation's military convoys will also try to hunt you down.

Rising Reputation

The following actions have a positive effect on your reputation:

- trading
- donating money to the general or to the church
- organizing a feast
- sinking or boarding a pirate ship
- destroying harbor cannons in a pirate hideout
- successfully completing a mission for a governor or viceroy
- boarding or sinking enemy ships with a Letter of Marque (see section 12.4 Letters of Marque).
- bribing a governor

Falling Reputation

The following actions cause your reputation with a nation to fall:

- buying up scarce goods in a town (see section 9 Trading Goods)
- attacking convoys and towns (exception: Letters of Marque, see section 12.4 Letters of Marque)

Nothing Lasts Forever

Over time, nations will unfortunately forget all you have done for them. This means that, sooner or later, your reputation will return to “neutral” unless you prove your commitment to the nation again.

On the other hand, if you earn a “hostile” or “unpopular” reputation, it will eventually return to “neutral”, because a nation will also pardon your bad deeds at some point.

TIP

To make things a little easier for you at the start, your reputation with a nation slowly starts to fall only after your reach the rank of “Sailor”.

13.2 Rank

You start the game with the rank of “Ship’s Boy”, which means that you are still quite inexperienced. However, your rank will rise as you accumulate assets. You cannot drop below a certain rank once you have reached it.

You can check to see when you will reach the next rank under “Successes” in the Log. You can also check the blue bar that is always displayed at the bottom of the screen above the selection window.

Every time you increase your assets, the bar moves to the right. Your rank increases once it reaches the right edge of the screen.

You can always check how many assets you require by positioning your mouse pointer over the blue bar.

As your rank rises, you can control increasing number of convoys and buy more building permits in towns. At the start of the game, you can only own one convoy and one building permit, but you will accumulate more as you rise through the ranks.

Your rank also plays a role in determining the missions and tasks that are entrusted to you.

14 USING YOUR OWN LOGOS

In the Options menu (under Gameplay), you can select which logo you want to use in your quest. This logo is displayed on the flags and sails on your ships during the game. You can also change this logo at any stage during the game (but the new logo will only be activated after you restart or reload a game).

If you want a unique logo, you can also modify existing logos or design your own. You need a graphics program to do this.

You need to save your own logos in the following directory: "Program Files\Ascaron Entertainment\Port Royale 2\Logos". Here you will also find a sample logo, which you can modify as you wish. All logos in this directory are automatically available during the game under "Options/Gameplay", provided that they have the correct format. Logos must be 96x64 pixels in size, in 24-bit color format (16.7 million colors), and must be saved as BMP (bitmap) files. The color white is transparent.

15 SERVICE AND SUPPORT

The following information is provided in case you encounter any technical difficulties when you install or run Port Royale 2:

Tips and Supplements to the Manual

You will find important technical information in the "Readme.html" file in the installation directory of the game (the default location is C:\Program Files\Ascaron Entertainment\Port Royale 2\).

Forum

You can use the forum to chat and exchange information with other fans of Port Royale 2. You can also contact the game developers through the forum.

Forum: www.ascaron-forum.com

Patch/Website

A patch is a program that optimizes the function of a program you have already installed. The Port Royale 2 website will tell you whether you need a patch for Port Royale 2 and whether one is already available.

Website: www.ascaron.com

Due to the multitude of hardware and software components and system configurations on the market, it is unfortunately impossible to guarantee that problems won't occur when you install and run software.

Even though we do all we can to prevent this with extensive test runs and comprehensive beta testing, some errors (that can usually be rectified quickly) may still occasionally occur. If you experience any unexpected problems while running Port Royale 2, you can contact our technical support department by email:

Technical Support email: service_pr2@ascaron.com

If you email us, please remember to include the basic specification of your PC. It is also essential that you attach the "DXDiag.txt" file.

To create this file:

- 1) Click "Start" in the bottom left corner of the screen in Windows and select "Run".
- 2) Enter "dxdiag" and press "OK".
- 3) The DirectX diagnostic program should then start. This may take a while to run.
- 4) Click on "Save all information" at the bottom of the screen and a "DXDiag.txt" file will be created.

You can also speak to one of our technical support staff by telephone:

Telephone: +49 (0) 52 41 / 96 69 0 (Germany - lines open 14:00 – 17:00 GMT)

Make sure you're in front of your PC when you call and have your PC's hardware specification to hand.

You can of course contact us by post or by fax at:

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We will, of course, exchange faulty media. Please send in the original discs to the above address. Subject to availability, we will be pleased to send you a replacement without delay.

Our warranty conditions do not apply to damage caused to the game discs by incorrect handling. In the event that your original discs become unusable due to scratches or other misfortunes of daily life, we will be pleased to replace it for a handling charge of €10. Please include payment of €10 in the package in which you return your faulty discs.

We are only able to offer our exchange service for two years from date of first publication of a title. We offer no warranty for older titles. The exchange service is a voluntary service offered by Ascaron Entertainment. There is no statutory right of exchange.

Technical FAQs (Frequently Asked Questions)

The CD is not recognised

Possible solutions: Deactivate anti-virus software and other programs or background programs that are running before starting Port Royale 2. Virtual CD-ROM disk drives should be deactivated or, preferably, uninstalled.

After starting the game the screen remains black

This is probably because your graphics card or sound drivers are not up to the fastest standard. You can download the latest drivers from the websites of the respective equipment manufacturers.

Further information and assistance

For further technical support please do the following:

- read the readme.html file which can be found in your game installation folder
- visit ascaron-forum.com and read the latest FAQ
- visit www.ascaron.com and check for updates
- contact service_pr2@ascaron.com

16 CREDITS

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Bernd Ludewig

Head of QA

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CONTROLS AND KEYBOARD CONFIGURATION

Left mouse button (LMB)

<i>Left-click on convoy</i>	Select
<i>on individual ships or on harbor</i>	Display free ships
<i>on a building</i>	Enter the building
<i>on town symbol(sea chart)</i>	Enter the town

Right mouse button (RMB)

<i>Right-click on sea chart/Mini Map</i>	Send selected convoy
<i>... and hold down CTRL</i>	Set route points
<i>on anchored convoy</i>	Transfer with convoy selected
<i>on harbor</i>	Ship transfer with convoy selected

Mouse wheel

<i>Town view/sea battle</i>	Zoom
<i>In lists</i>	Scroll

In towns

<i>Backspace</i>	Leave the town
<i>R</i>	Send selected convoy for repairs
<i>H</i>	Enter the docks
<i>B</i>	Enter the master builder's
<i>W</i>	Enter the shipyard
<i>G</i>	Enter the council building
<i>L</i>	Enter the warehouse
<i>M</i>	Enter the market
<i>P</i>	Enter the inn
<i>J</i>	Enter the church

Sea battles

<i>LMB</i>	Fire a broadside
<i>RMB</i>	Set a course
<i>1, 2, 3</i>	Select ammunition
<i>4</i>	Ready to board

Land battles

<i>LMB</i>	Select unit
<i>RMB</i>	Send unit
<i>1...0</i>	Select unit

General

<i>ESC</i>	Close dialog, open Options menu
<i>Space</i>	Activate Fast Forward
<i>Shift</i>	Center selected convoy
<i>Caps Lock</i>	Always center on/off
<i>Arrow keys</i>	Move display window
<i>Ctrl + 1...0</i>	Save selected convoy
<i>1...0</i>	Retrieve saved convoy
<i>TAB</i>	Select next convoy in town/on sea chart
<i>+/-</i>	Change game speed
<i>F5</i>	QuickSave (not available during battles)
<i>Print screen button</i>	Save screenshot (to "Program files\...\Port Royale 2")

Dialogs

<i>C</i>	Open Chronicle
<i>N</i>	Open Log
<i>K</i>	Open convoy list
<i>Ctrl</i>	in Trade window: Switch unit size
<i>RMB</i>	Closes open dialogs that have a 'Close' button

DANISH - QUICKSTART



Venstre MuseKnap (VMK)

Venstre klik på konvoy	vælg
På et enkelt skib eller havn	Viser ledige skibe
På en bygning	Gå ind i bygningen
På en by (søkortet)	Gå ind i byen

Højre MuseKnap (HMK)

Højre klik på søkortet/minikortet	Send den valgte konvoy
... og hold CTRL nede	Lav en rute
På konvoy der ligger for anker	Handl med valgte konvoy
På en havn	Handl med valgte by

Muse hjul

I byen/søslag	Zoom
I lister	Rul

I byer

Backspace	Forlad byen
R	Send valgte konvoy til reparation
H	Gå i dok
B	Gå til "master builder's"
W	Gå til skibsværftet
G	Gå til rådhuset
L	Gå til lageret
M	Gå til markedet
P	Gå til kroen
J	Gå til kirken

Sø slag

VMK	Affyr en bredside
HMK	Udstik en kurs
1, 2, 3	Vælg ammunition
4	Klargør til bording

Land slag

VMK	Vælg enhed
HMK	Vælg enhed
1...0	Vælg enhed

General

ESC	Luk dialog, åben options
Space	Aktiver hurtig tid
Shift	Centrer på valgte konvoy
Caps Lock	Altid centreret aktivér/deaktiver
Arrow keys	Flyt vindue
Ctrl + 1...0	Gem valgte konvoy
1...0	Hent gemt konvoy
TAB	Vælg næste konvoy
+/-	Ændrer spil hastighed
F5	QuickSave (deaktiveret under slag)
Print screen button	Gem skærmbillede (i "Program files\...\Port Royale 2")

Dialoger

C	Åben dagbog
N	Åben log bog
K	Åben konvoy liste
Ctrl	I handelsvinduet: skift enhed størrelse
HMK	Lukker åbne dialog bokse



FINNISH - PIKAOHJE



Hiiren vasen painike (LMB)

<i>Painallus saattueen yllä</i>	Valinta
<i>Yksittäisen laivan tai sataman yllä</i>	Näytä vapaat laivat
<i>Rakennuksen yllä</i>	Astu rakennukseen
<i>Kaupunki symbolin yllä (merikortilla)</i>	Astu kaupunkiin

Hiiren oikea painike (RMB)

<i>Painallus merikortilla / mini-kartalla</i>	Lähetä valittu saattue
<i>CTRL-painike painettuna</i>	Aseta reittipiste
<i>Ankkuroidun saattueen yllä</i>	Siirto valitun saattueen kanssa
<i>Sataman yllä</i>	Laiva siirto valitun saattueen kanssa

Hiiren rulla

<i>Kaupunki näkymä/meritaistelu</i>	Zoomaus
<i>Listoissa</i>	Vieritä

Kaupungeissa

<i>Askelpalautin</i>	Lähde kaupungista
<i>R</i>	Lähetä valittu saattue korjattavaksi
<i>H</i>	Mene satamaan
<i>B</i>	Mene rakentaja-mestarin luo
<i>W</i>	Mene telakalle
<i>G</i>	Mene kunnanvaltuustoon
<i>L</i>	Mene varastoon
<i>M</i>	Mene markkinoille
<i>P</i>	Mene kievariin
<i>J</i>	Mene kirkkoon

Meritaistelut

<i>LMB</i>	Ammu täyslaidallinen
<i>RMB</i>	Aseta kurssi
<i>1, 2, 3</i>	Valitse ammustyyppi
<i>4</i>	Valmistaudu laivaan nousuun

Maataistelut

<i>LMB</i>	Valitse yksikkö
<i>RMB</i>	Lähetä yksikkö
<i>1...0</i>	Valitse yksikkö

Yleisiä

<i>ESC</i>	Sulje dialogi, Avaa Options-valikko
<i>Välilyönti</i>	Pikakelaus eteenpäin
<i>Shift</i>	Keskitä valittu saattue
<i>Caps Lock</i>	Automaattinen keskitys, päällä/pois
<i>Nuoli-näppäimet</i>	Siirrä näkymä-ikkunaa
<i>Ctrl + 1...0</i>	Tallenna valittu saattue
<i>1...0</i>	Nouda tallennettu saattue
<i>TAB</i>	Valitse seuraava saattue kaupungissa/merikortilla
<i>+/-</i>	Vaihda pelinopeutta
<i>F5</i>	Pikatalennus (ei käytettävissä taistelujen aikana)
<i>Print screen -nappi</i>	Tallenna kuvakaappaus ("Program files\...\Port Royale 2" -hakemistoon)

Dialogit

<i>C</i>	Avaa kronikka (Chronicle)
<i>N</i>	Avaa loki (Log)
<i>K</i>	Avaa saattue-lista
<i>Ctrl</i>	Kaupankäynti ikkunassa: Vaihda yksikön kokoa
<i>RMB</i>	Sulkee avoimet dialogit, joissa on Sulje-nappi ('Close')



NORWEGIAN - QUICKSTART



Venstre museknapp (VMK)

Venstre-klikk på flåte	Velg
På enkelte skip og havner	Vis frie skip
På en bygning	Gå inn i bygning
På et bysymbol(sjøkart)	Innta byen

Høyre museknapp (HMK)

Høyre klikk på sjøkart/Minikart	Send utvalgt flåte
... og hold nede CTRL	Sett reisevei
På en flåte som har kastet anker	Flytte med valgt flåte
På havn	Bytte skip med valgt flåte

Muse hjul

Byoversikt/sjøkamp	Zoom
I lista	Scroll

I byer

Backspace	Forlat byen
R	Send valgt flåte til reparasjon
H	Innta havna
B	Gå inn i master builder's
W	Gå inn i shipyard
G	Gå inn i rådhuset
L	Gå inn i varehuset
M	Gå inn i markedet
P	Gå inn i vertshuset
J	Gå inn i kirken

Sjøkamp

LMB	Fyr av en salve
RMB	Sett en kurs
1, 2, 3	Velg ammunisjon
4	Gjør deg klar til å borde

Landkamp

LMB	Velg enhet
RMB	Send enhet
1...0	Velg enhet

Generelt

ESC	Lukk dialog, åpne Options meny
Mellomrom	Aktivere Fast Forward
Shift	Midstill valgt flåte
Caps Lock	Alltid center på/av
Piltastene	Flytt display vindu
Ctrl + 1...0	Lagre valgt flåte
1...0	Laste ned lagret flåte
TAB	Velg neste flåte i by/sjøkart
+/-	Forandre spillhastighet
F5	QuickSave (ikke tilgjengelig i kamp modus)
Print screen button	Lagre screenshot (til "Program files...\Port Royale 2")

Dialog

C	Åpne dagbok
N	Åpne logg
K	Åpne flåte liste
Ctrl	i Trade vindu: Skift enhetstørrelse
RMB	Lukk åpne dialoger som har "close" knapp



SWEDISH - SNABBSTART



Vänster musknapp

Vänster klicka på en konvoj.....	Välj denna enhet
på individuellt skepp eller hamn.....	Visa tillgängliga skepp
på en byggnad.....	Tillträde till byggnad
på en stadssymbol (se sjökarta).....	Tillträde till staden

Höger musknapp

Höger klick på sjökarta/minikarta.....	Skicka vald konvoj
och håll ner CTRL.....	Sätta kurspunkter
på ankrad konvoj.....	Förhandla med vald konvoj
på hamn.....	Fartygsförhandling med vald konvoj

Mushjul

I staden / sjökartan.....	Zoom
I menyer / listor.....	Nedrullning

I staden

Backsteg.....	Lämna staden
R.....	Skicka vald konvoj för reparation
H.....	Tillträde till skeppsdocka
B.....	Tillträde till byggmästaren
W.....	Tillträde till varvet
G.....	Tillträde till rådhuset
L.....	Tillträde till magasinet
M.....	Tillträde till marknaden
P.....	Tillträde till världshuset
J.....	Tillträde till kyrkan

Sjöslag

Vänster musknapp.....	Attack från bredsida
Höger musknapp.....	Sätt en kurs
1, 2, 3.....	Välj ammunition
4.....	Ombordstigning

Fältslag

Vänster musknapp.....	Välj en enhet
Höger musknapp.....	Skicka en enhet
1...0.....	Välj en enhet

Diverse

ESC.....	Stäng dialog, öppna inställningsmenyn
Blanksteg.....	Aktivera påskyndning av tid
Shift.....	Centrera vald konvoj
Caps Lock.....	Centrering; av / på
Piltangenterna.....	Flytta visningsfönstret
Ctrl + 1...0.....	Spara vald konvoj
1...0.....	Återfå sparad konvoj
TAB.....	Välj nästa konvoj i stad / på sjökarta
+/-.....	Ändra spelhastighet
F5.....	Snabbspara (inte tillgänglig under sjöslag)
Print screen.....	Spara skärmdump (till "Program files\...\Port Royale 2")

Dialoger

C.....	Öppna översikten
N.....	Öppna loggen
K.....	Öppna konvojlistan
Ctrl.....	I förhandlingsfönstret: Ändra enhets-storlek
Höger musknapp.....	Stänger öppna dialoger som har en avslutningsknapp



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