



An open-world RPG, set in the Golden Age of Caribbean piracy. Embark on a 200-hour-long adventure, plunder cities and ships, explore the unknown, discover treasures, forge friendships, earn bounties on your head, and charm the ladies on your path to ultimate freedom!

[Pre-Order and Support Us on Patreon - new Steam keys on Feb 8th!](#)

[Wishlist and Follow on Steam - coming soon on Feb 15th!](#)

Last updated - Feb 7th!

Black for already implemented features that we first announced 6 months ago

Red for postponed features

Orange for the new and old features that are in our risk group

Green for the already implemented features

Graphics

- New sea and weather system.
- **Massive textures overhaul - upscaled and more detailed.** ([Link](#))
- **New global map.** ([Link](#))

- Realistic dynamic sea swell takes into account wind power and direction.
- Water color is different depending on depth, from shallow to deep ocean water.
- Uplifted visuals on the global map.
- Many high resolution skyboxes for different weather conditions. At night you can see the Milky Way and other celestial bodies in the sky.
- Redesigned movement of the sun and moon. Moon phases correspond to the Caribbean archipelago, with added solar glare.
- The length of daylight corresponds to the Caribbean climate.
- Chance for fog to appear in the morning and evening depending on the current weather.
- Added dynamic lighting and support for multiple light sources.
- Increased range of vegetation visibility on islands and land.
- Refined anti-aliasing system.

Locations

- New Taverns.
- New Harbour Master Offices.
- Redesigned Isla Mona. Added three stages of colony development, including the settlement and the surrounding area.
- New Saint-Pierre.
- **New Basse-Terre.**
- New Willemstad.
- New grotto model.
- **New jungles.**
- **Two new trade posts.**
- Added various NPCs with different activities for extra immersion.

Audio

- **New dynamic audio system offering ambient, street music, sounds of nature, random voice lines and music you can start to hear when approaching various points of interest. All in all, the game world sounds more alive now.**
- 23 new music tracks. ([Link](#))
- New ambient music and sounds.

UI

- The UI is completely redesigned for modern standards.
- Added full support for widescreen monitors.
- **Added questmark system for NPCs and the Global Map for better quest tracking.**
- **Updated credits.**
- Added control prompts during combat.
- New game launcher.
- Uplifted NPC portraits.

- New fonts. Selectable in the settings.
- New dynamic main menu that tracks the player's progress in the game.
- Added many different gameplay, graphics and control settings.
- Game settings can now be changed at any time in the game.
- Each individual UI window contains various QoL improvements.
- Some menus have received new functionality.
- The alchemy interface has been changed, now the contents of all ship chests are available for crafting.
- The damage of firearms is displayed according to the loaded ammunition.
- The camera can be moved further away from the character.
- Free camera mode is available.

Quests

- **New grand epilogue quest "Caribbean Legend".**
- Added Helen McArthur's personal quest "Rumba".
- Added Hercule Tonzag's personal quest "Deadman".
- New scenes for Mary Casper.
- Added the colony building quest "The Place I call my Home".
- New quest "Returning From the Ghosts".
- New event "Bragging about the Fortune".
- **New micro-quest for crafting the Admiral Costume.**
- New micro-quest "Undesirable Guest".
- New micro-quest "This Seat is Taken".
- New micro-quest "Drunken Sailor".
- New micro-quest "Seasoned Specialist".
- New micro-quest "Pushy Suitor".
- New micro-quest "Adventurer of the Night".
- New micro-quest "Fishing Boat".
- New quest "Shark's Wingman".
- New quest "Adult Only Smuggling".
- New quest "Unforgiven".
- New quest "Pirates Don't Need Heavens".
- New quest "Old Sea Dog's tales".
- Extra roleplay options and dialogues added throughout the game.

Items

- Talisman of the Swimmer
Provides more time underwater and protection from hot steam.
- Talisman of the Order of de Saint-Louis
More sailors join the crew in French colonies. Visiting French brothels is free. +1 to Authority.
- Taino Amulet.
Doubles the character's maximum weight capacity.
- Talisman of the Chicken God
An Easter egg with undisclosed effects.

- New ammo type - Reinforced Cartridge.
- New ammo type - Reinforced Bullet.
- **Life Force Amulet.**
- **New armor - Admiral Costume.**
- **± 11 new swords and blades.**
- **+ 7 new firearms.**

Ships

- Every first rank warship has a new model now.
- New ship - Restored Caleuche.
- New ship - Raider Galleon El Cazador.
- New feature - ship painting.

Features

- **Free Play mode, featuring all three heroes.**
- **Added Spanish language support.**
- Fixed English localisation.
- **± 26 new achievements.**
- **Added Steam Deck support.**
- **Added Steam Workshop support.**
- **New animations for musket combat.**
- **New animations for dodging in combat.**
- All DLCs for the original game included.
- **Explorer mode with no quest timers.**
- Cut-scenes for major story events, new intro video.
- Several new skins for the playable character.
- ~~Tichingitu has a new model now.~~
- ~~Bribing system to aid infiltrations into hostile areas.~~
- **New stealth system.**
- **Players can attempt to deceive guards without raising a friendly flag first.**
- **The game takes in account the rank of the player's flagship and adjusts quest naval battles to it.**
- **Companions now follow you into the boss fights.**
- Auto leveling overhaul for better user experience and difficulty curve.
- Improved wind behavior, fixed sudden change of direction and force.
- Added saving pistol and musket charges when changing weapons by hotkeys. You can reload the pistol, then the musket and go on rampaging, switching guns and ammo. Boarding combat included.
- Ships of ranks 4, 5 and 6 are now moored to the pier in major cities.
- New sailor models for ships in sea mode.
- New easter eggs and random prizes, the chance depends on the Luck parameter.

- No need to carry all the doubloons with you, the amount you stored in the cabin's chest is taken into account in trading and dialogues.
- Hose Dios can make copies of excellent maps.
- Optional highlighting of useful herbs in the jungle.
- Advanced sailing without the use of the global map has been moved to tactical combat mode.
- **Added a new trader who can buy off massive amounts of treasures and gems, but with a hefty discount.**
- If a quest has a skill limit, the game will now explicitly tell you how much is required.
- Quest officers are immortal now. When their HP reaches zero, they will faint with a loss of health instead of dying.
- Removed records about bounty hunters from Captain's Log.
- **If quest timers are on, deadlines are highlighted in the log.**
- Fixed unbreakable masts of ships of the first rank.
- Reworked the method of issuing cuirasses to enemy captains during boarding combat. The old method gave them the most protected trench armor during the early game, leading to very long and tedious duels.
- ~~Dozens~~ **100+ of bug fixes and tweaks.**

Rebalance and tweaks

Alchemy

- Gino now gives a recipe for a Mixture instead of an Antidote.
- Mixture now does not deal health damage and restores 160 hp. Not for sale anymore, the chance of spawn in loot is dropped.
- Mixture recipe added. Can be purchased at markets.
- Elixir recipe now requires a common healing potion, Sabadilla, one Diablo herb, 3 vials and a mortar and pestle. An alchemist's chest is not required anymore.
- Antidote has a 10% chance to spawn in shops for sale.
- Wine cures poisoning now.
- Elixir is no longer available for sale. Its crafting recipe can be purchased with a 10% chance.
- Each crafting recipe yields a total of 3 potions.
- CoAS chests have a total of 30-40 elixirs, much less than before.
- Amelia now asks for 1 Manga Rosa and 500 doubloons per recipe.
- Herbalists and graveyard keepers sell more herbs now.
- Spinebiter no longer requires a tailor's tool to craft it.

Items and Amulets

- Advanced firearms have a chance to insta kill. Each such gun has a different chance, and it can be further increased with the right amulet.
- All guns can crit now. Crit Chance depends on Perception and Luck.

- Joker increases the chance of winning when gambling by $10\% + \text{luck}/2$. Bigger chance for rolling blackjack and winning combinations when gambling.
- Joker gives +1 to Luck.
- Myrmidon recipe is located in one of Levasseur's chests during the quest "Almost Like Home"
- Myrmidon recipe no longer requires a toolbox and a copper ingot.
- The Ritual Knife and PoleAxe now give a real chance for a critical hit.
- The crit chance stacks with combat perks and Luck. The maximum crit chance is 40%.
- Armor now adequately protects from crits.
- Complete armor rebalance.
- Amulets that reduce the chance of a critical hit now stack with armor bonuses.
- Arsenic has been added to the Puebla cabin chest.
- Powder Tester reduces the chance of barrel burst by 2 and it is now mandatory for some ammo types.
- Spinebiter now blocks slave revolts.
- Gypsy's fan description has been clarified, the amulet now adds a fixed +10 stealth.
- Scarab additionally adds +5% to hull and sail defense.
- Scarab increases the effectiveness of the "Quick Repair" perk.
- Gonter adds +10 to max carried weight. Stacks with Monkey and Taino's amulet.
- Jade Turtle: +15 Fortune.
- Monkey Fist: +10 Charisma.
- Merchant's rosary: +15 Trade.
- Cast Iron Throat removes health penalty to health from healing potions.
- Ghoul correctly steals energy from enemies in combat.
- Amulets that lasted 45 days now last 90 days.
- Grenades have been rebalanced to match other AOE ammo.
- Petards don't have friendly fire anymore. Their damage to energy is now higher but in return lower to health and can be reloaded faster.
- Fixed 3-barrel shotgun imbalance: damage to enemies with no armor is 30-80, for armored ones it is 10-50.
- Gouda pistol can now be found in treasures anytime in the game.
- Gouda has increased damage with firing grapeshot. 25-70 (no armor), 15-45 (with armor). Grapeshot now takes more time to reload than Nailshot.
- Wonderworker description has been clarified.
- Jurgen's blades have the best pre-stats.
- Unique quest blades, as well as blades of excellent and good quality have minimal balance spread.
- Gunsmiths sell more powder, bullets and grapeshot.
- Iona allows you to skip storms on the global map.

Skills and Perks

- Iron Will now allows you to survive a mortal wound once every three minutes. Only works for the playable character and his officers. Changing locations or reloading doesn't reset the timer.

- Iron Will allows you to intimidate a rebellious officer with zero loyalty into staying onboard. Effectiveness depends on playable character's Authority and Luck.
- Trustworthy no longer requires Advanced Trade and Iron Will. Adds a 10% bonus to the crew hiring amount in taverns.
- Trustworthy guarantees a stealth check by guards in a city with fame < 41 in 100% of cases.
- Trustworthy increases the chance for a treasure map vendor to appear.
- Trustworthy didn't work for Harbour Masters quests. Fixed.
- Trustworthy can always persuade hostile patrols to accept a bribe.
- Excellent Health now requires Growing Life instead of Advanced Defense.
- In addition to the health bonus, Excellent Health gives a one-time bonus of 40 HP.
- Excellent Health reduces the risk of getting long term debuffs by 30%.
- Growing Life is now retroactive.
- Growing Energy is now retroactive.
- Class perks are now visible in the character window.
- The Accountant has more money and gems at the start.
- The Accountant has full rat immunity on his ship.
- The Accountant now has a Treasure Hunter perk. The perk increases the chance for more rare items to spawn in treasures.
- The Gymnast receives the Critical Hit perk.
- The Athlete receives the Tireless perk.
- The Accountant has a 15% bonus in trading operations.
- Quick Repairs perk is back on every difficulty except the highest one. The perk allows you to repair your ship in combat. Repair skill, amulets, officers and Scarab determines how much resources will be used and how much HP will be restored. At 100 Repairs skill, with all relevant items equipped, it will save up to 25% of the resources needed and will allow a 80% HP repair.
- Irresistible Strike's crit chance now gets an extra bonus from Luck.

Narrative

- **Dozens of more little narrative and gameplay fixes in quests.**
- NPCs recognise PC's stature and rank.
- Starting quest line has a better tutorial and a significant difficulty drop.
- Any level limitations for quests are gone now.
- Extended timers for The Caribbean in a Nutshell (if timers are on)
- The Caribbean in a Nutshell's final reward is handed out at the lighthouse now.
- The Caribbean in a Nutshell has a tutorial now.
- During The Caribbean in a Nutshell you can find the required homeless guy any time of the day now.
- Florian Shoke teaches a player about naval combat. He also increases the player's naval skills to make the early game a bit easier.
- The Regatta is available from level 20. Can be started anytime.
- Courier Luggie is now allowed to participate in the Regatta.
- Certain early game quests now spawn more frequently to ensure you won't miss them.
- A lead to the Dangerous Cargo quest is now handed by the first smuggler you make a deal with.

- The Dangerous Cargo final reward is a super buffed Courier Lugger. Very useful for the early game.
- Longway and Charlie Knippel are buffed to compete with Tonzag better.
- Boss fight at the end of the Final Lesson is much easier now.
- When the playable character executes people by shooting them in the face, a pistol is now added automatically even if it is not equipped.
- Multiple text and narrative corrections from Wildam.
- Happily Ever After got an overhaul, it needed one.
- Sacking Cartagena during the Flying the Jolly Roger quest will have consequences during the Saga.
- Disabled bounty hunters spawn in several quests to avoid frustration and unnecessary difficulty.
- Added rewards for The Hero of Nation questline. Including a new ship and an admiral suit.

The Gambit:

- Only for the first three difficulties:
 - England Path: Half the crew on the Ost Indian, carrying silver.
 - England Path: The Mirage has the optimal crew, not max crew.
 - Dutch Path: The Mirage has the optimal crew, not max crew. The ship's crew doesn't have the ability to fire a musket salvo.
 - Dutch Path: The Valkyrie (commanded by Fleetwood) has 25% less combat ability.
 - Secret Organization Path: The Dutch courier vessel has the optimal crew, not max crew.
 - Secret Organization Path: Knippel's ship has 50% less crew.
 - Secret Organization Path: The Mirage has the optimal crew, not max crew.

Flying the Jolly Roger

- More crew available at pirate taverns after they call us Charlie Prince for the first time. Crew models change to pirate ones. The effect ends one month after completion of the questline.
- Marcus gives 3 months to prepare for the siege of Cartagena. (if timers are on)
- The siege can be started any time, a player doesn't have to wait for three months.
- It is possible to quit after receiving the reward for sacking Merida.
- Another chance to quit appears before the siege of Cartagena.
- Having a ship of the rank 4, 5 or 6 decreases the difficulty of the questline. No need to grind for a warship in the mid-game.
- The playable character has two additional days to intercept the Spanish squadron.
- El Cazador is a unique quest ship now. She can be boarded and taken as a prize.
- Marcus will grant a license and the Spanish Flag perk ahead of any quest that requires visiting Spanish colonies.
- The governor of Havana will arrest the playable character if the bounty is above 10 000. Marcus will warn you before we go there in that case.
- Hot Sun of Maracaibo quest now has an option to buy all items and goods required. No need to grind them anymore.

- Jean Picard is buffed and has a higher chance of survival.
- The player can trick the plantation owner if they don't have 50 slaves on their ship.
- The quest line ends momentarily if a player didn't set sail in time during the Corrida.
- The siege of Cartagena is more scripted now, allowing Marcus to deal with the fort faster.
- No longer possible to abuse mechanics during the Nemesis by killing Jeffrey and his crew during the dialogue.
- You can save in the underground church before the hot geysers if Hardcore mode is enabled.

Ships

- **Total rebalance of all ships in the game.**
- **Total rebalance of all quest ships in the game.**
- **The Caleuche now requires 100 navigation points.**
- **Player can't hire navigators with more than 75 points in taverns.**
- **Grapeshot loses all efficiency after depleting more than 50% of the target's crew. Bombs don't (Sandbox only for now).**
- **The heaviest warships in the game now cost a fortune to command.**
- **1 and 2 rank warships can be encountered in the open world only after the player reaches level 30.**
- You can now upgrade every stat of your ship with no debuffs. The upgrade prices are much higher now to compensate for that.
- **A total upgrade of a ship now yields a bonus.**
- Ships of rank 4 to 6 are cheaper to upgrade to motivate players to try this feature earlier.
- Added a solid, yet very pricey source of 42-pounders.
- The Eclatton, the French flagship is now available as a reward for one of the endings of The Hero of Nation. She is super buffed now and her commanding officer will join the player too.

Economy

- General rebalance of prices for goods and items.
- Bankers have more money now. From 200k to 500k.
- Pirates no longer carry strategic goods in their cargo holds.
- Hiring high level officers now requires doubloons.
- Colony sacking is now a viable way to loot strategic goods and high-tier items, including rare crafting materials to make more revolver ammo.
- Added a way to sell valuable items and treasure in large quantities and at once - with a significant drop in price though.
- Ships of rank 1, 2 and 3 now cost much more money to operate. Only super rich players can command a first-rank ship on a regular basis.
- The Milanese Cuirass now costs not only a Rat God, but a lot of money too.
- Loot sharing is always on now. The captain always receives 300 shares.

- Ship upgrades can only be bought with doubloon chests.
- Changing the color of sails and painting a personal coat of arms now requires doubloons too.
- Bombs are 300% more expensive now. There are 80% less bombs in the game now including AI and shops.