

Sprt - Who the port supports and how much, at the beginning of the game. This changes quite a lot with investments. It may help to know if you're going to anger a foreign nation by investing the port's support away from them.

I use these letters to identify which nation:

P = Portugal S = Spain T = Turkey
 E = England I = Italy H = Holland

#ID	Port Name	Location	Specialty	Price	Req.:	Eco-T	Ind-T	Sprt
# 0	Lisbon	39N 9W	Rock Salt	38	*100:780	a 770	A 100P	
# 1	Seville	37N 6W	Porcelain	100	*100:770	a 810	A 100S	
# 2	Istanbul	41N 28E	Carpet	210	*100:810	e 720	F 100T	
# 3	Barcelona	41N 2E	Rock Salt	45	*100:590	a 540	A 100S	
# 4	Algiers	37N 3E	-----	---	---:160	d 180	F 20T	
# 5	Tunis	37N 10E	Iron Ore	90	600:130	d 160	F 15T	
# 6	Valencia	39N 0W	Wool Cloth	56	*200:320	a 300	A 100S	
# 7	Marseille	44N 5E	Perfume	105	*200:350	c 290	D 0	
# 8	Genoa	44N 8E	Silver	190	*300:750	c 760	E 100I	
# 9	Pisa	43N 10E	Silk Cloth	170	*400:620	c 540	E 100I	
#10	Naples	40N 13E	Wool Cloth	68	*200:630	c 640	E 100I	
#11	Syracuse	37N 15E	-----	---	---:240	c 220	E 100I	
#12	Palma	39N 2E	-----	---	---:290	c 285	A 98S	
#13	Venice	45N 13E	Glassware	180	*300:740	c 730	E 100I	
#14	Ragusa	42N 18E	Dye	92	200:150	c 140	E 100I	
#15	Candia	35N 25E	-----	---	---:180	c 160	E 0	
#16	Athens	38N 24E	Art	310	*300:640	c 540	E 0	
#17	Salonika	41N 22E	-----	---	---:110	e 120	E 0	
#18	Alexandria	31N 29E	Cotton Cloth	25	*200:720	e 700	F 100T	
#19	Jaffa	32N 35E	-----	---	---:140	e 150	F 95T	
#20	Beirut	33N 35E	Carpet	210	300:270	e 250	F 100T	
#21	Nicosia	35N 33E	Copper Ore	88	400:150	c 160	F 98T	
#22	Tripoli	32N 13E	-----	---	---:420	d 400	F 90T	
#23	Kaffa	45N 34E	Iron Ore	85	400:340	e 350	F 35T	
#24	Azov	47N 38E	-----	---	---:110	e 115	F 20T	
#25	Trebizond	41N 39E	Cotton Cloth	58	*100:360	e 370	F 100T	
#26	Ceuta	35N 5W	-----	---	---: 85	d 90	A 100P	
#27	Bordeaux	45N 1W	Raisins	32	*200:600	b 580	D 80E	
#28	Nantes	48N 2W	-----	---	---:560	b 570	D 80E	
#29	London	53N 0E	Wool	45	*100:720	b 740	B 100E	
#30	Bristol	52N 3W	Tin Ore	75	350:320	b 380	B 100E	
#31	Dublin	54N 7W	-----	---	---:370	b 350	B 93E	
#32	Antwerp	53N 5E	Wool Cloth	52	*300:660	b 670	C 100H	
#33	Amsterdam	55N 6E	Glass Beads	3	*100:700	b 730	C 100H	
#34	Copenhagen	57N 12E	Glassware	190	*450:530	b 510	D 98H	
#35	Hamburg	55N 10E	Dye	85	*400:600	b 620	C 95H	
#36	Oslo	63N 10E	Wood	82	*100:190	b 185	D 80E	
#37	Stockholm	62N 19E	Copper Ore	80	500:480	b 470	D 85E	
#38	Lubeck	55N 10E	Silver	170	500:320	b 300	D 85H	
#39	Danzig	56N 18E	-----	---	---:370	b 280	D 90H	
#40	Riga	59N 23E	Wood	80	*100:150	b 160	D 85H	
#41	Bergen	62N 5E	-----	---	---:145	b 150	D 80H	
#42	Caracas	7N 72W	Vanilla	40	*200:220	h 210	K 95S	
#43	Cartegena	6N 81W	-----	---	---:190	h 130	K 0	
#44	Havana	19N 87W	Vanilla	35	*200:210	g 220	K 93S	
#45	Margarita	7N 69W	-----	---	---: 40	h 45	K 0	
#46	Panama	5N 85W	-----	---	---:160	g 190	K 0	
#47	Porto Velho	6N 85W	-----	---	---: 60	g 75	K 95S	

#48	Santo Domingo	14N 74W	Sugar	18	200:150 g	160 K	98S
#49	Veracruz	15N 100W	Gold	400	400: 80 g	75 K	0
#50	Jamaica	13N 81W	Sugar	18	200: 60 g	80 K	90S
#51	Guatemala	10N 95W	Grain	10	90: 70 g	65 K	97S
#52	Pernambuco	11S 45W	Dye	35	250:215 h	240 K	100P
#53	Rio de Janeiro	25S 50W	Gold	380	450: 45 h	50 K	90P
#54	Maracaibo	7N 77W	-----	---	---:120 h	105 K	95S
#55	Santiago	16N 81W	-----	---	---: 80 g	105 K	0
#56	Cayenne	0S 57W	Wood	60	100: 70 h	65 K	0
#57	Madeira	33N 17W	Sugar	12	*100:240 f	230 H	100P
#58	Santa Cruz	28N 17W	-----	---	---: 90 f	80 H	0
#59	San Jorge	6N 2W	Ivory	100	*200:210 f	190 H	100P
#60	Bissau	13N 17W	-----	---	---: 85 f	100 H	0
#61	Luanda	8S 12E	Coral	120	100: 90 f	75 H	96P
#62	Argin	20N 18W	-----	---	---:200 f	185 H	100P
#63	Bathurst	14N 17W	-----	---	---: 75 f	60 H	0
#64	Timbuktu	15N 4W	Ivory	60	*100:430 f	35 H	0
#65	Abidjan	6N 5W	Musk	80	200: 90 f	75 H	0
#66	Sofala	17S 34E	Ivory	90	*100:390 i	400 H	85P
#67	Malindi	3S 39E	Musk	70	*150:370 i	360 H	95P
#68	Mogadishu	3N 45E	Ivory	85	150: 90 i	70 H	0
#69	Mombasa	4S 39E	-----	---	---:380 i	390 H	90P
#70	Mozambique	13S 40E	-----	---	---:180 i	160 H	0
#71	Quelimane	15S 36E	Tortoise Shell	45	200: 60 i	60 H	0
#72	Aden	14N 46E	Amber	110	250:210 j	260 G	90P
#73	Hormuz	26N 56E	Ginger	25	300:100 j	90 G	95P
#74	Massawa	15N 41E	Pimento	25	300: 90 j	85 G	0
#75	Cairo	29N 32E	Art	190	*400:510 j	480 F	100T
#76	Basra	30N 48E	Cheese	10	* 50:480 j	500 G	100T
#77	Mecca	21N 39E	Musk	50	*200:500 j	80 G	100T
#78	Quatar	25N 52E	Tortoise Shell	35	150:130 j	160 G	100T
#79	Shiraz	26N 53E	-----	---	---: 70 j	80 G	100T
#80	Muscat	24N 58E	-----	---	---:180 j	230 G	95T
#81	Diu	25N 66E	-----	---	---: 75 k	80 G	87P
#82	Cochin	10N 75E	-----	---	---:130 k	120 G	90P
#83	Ceylon	8N 80E	Cinnamon	4	* 50:180 k	210 G	0
#84	Amboa	1S 125E	Nutmeg	5	70: 50 l	50 G	0
#85	Goa	14N 73E	Ginger	10	*200:540 k	560 G	85P
#86	Malacca	4N 101E	Cinnamon	3	* 50: 90 l	95 G	0
#87	Ternate	2N 125E	Clove	4	* 80: 80 l	85 G	0
#88	Banda	2S 128E	Nutmeg	3	* 30: 45 l	40 G	0
#89	Dili	6S 125E	Clove	4	50: 40 l	45 G	0
#90	Pasei	5N 96E	-----	---	---: 35 l	40 G	0
#91	Sunda	3S 106E	-----	---	---: 40 l	55 G	0
#92	Calicut	12N 74E	Nutmeg	15	*250:530 k	560 G	0
#93	Bankao	1N 105E	-----	---	---: 50 l	45 G	0
#94	Zeiton	26N 119E	Silk	25	*300:520 m	570 I	0
#95	Macao	23N 113E	-----	---	---:480 m	490 I	0
#96	Hanoi	22N 105E	Coral	70	*300:300 m	340 G	0
#97	Changan	35N 110E	Silk Cloth	20	*400:580 m	280 I	0
#98	Sakai	35N 136E	Silk Cloth	15	*400:420 m	410 J	0
#99	Nagasaki	33N 129E	Silver	35	*150:210 m	220 J	0

#ID	Port Name	Location	
S 0	Hekla	60N 19W	Additionally, there are 30
S 1	Narvik	73N 16E	Supply ports. These ports
S 2	Cape Town	30S 17E	are all neutral, and only
S 3	Belgrade	46N 18E	have one structure, the

Sell Price - 100% Price Index value to sell this product. It is a range, showing the lowest and greatest amounts you can sell this product at. Additionally, I identify the Market Type that would pay the high price indicated. A ? is used when there is more than one Market Type that sells at the listed high price. The low price does not count specialties.

ItmType - Type of product. Buying or selling the product will use this type's Price Index, as well as affect it greatly. The other 9 Price Indices may also be affected, but not to such a great extent, and does not affect the type of item you're exchanging. A type's Price Index at 140% or higher stops the related specialty from being sold.

Product	Market Types	BuyPric	Sell Price	ItmType
Clove	kL	4~ 25	3~ 160	b Spice
Cinnamon	KL	3~ 4	2~ 150	e Spice
Pepper	kl	3~ 15	2~ 140	b Spice
Nutmeg	KL	3~ 15	3~ 110	b Spice
Pimento	gh J	20~ 25	2~ 70	c Spice
Ginger_____	JKlm	3~ 25	2~ 70	b Spice
:Vanilla	: GH	: 35~ 40:	10~ 320	m:Special:
:Tea	: k m:	: 20:	6~ 220	b:Special:
:Coffee	: j	: 35:	5~ 340	e:Special:
:Cacao_____	: f	: 50:	5~ 110	b:Special:
Sugar	FG	12~ 18	45~ 90	m Food
Cheese	ab e J	10~ 30	12~ 50	h Food
Fish	abcd fg i lm	10~ 25	3~ 35	e Food
Grain	bc e Gh k	10~ 25	4~ 55	i Food
Olive Oil	a cd j	10~ 35	5~ 60	f Food
Raisins	aBc	32~ 40	10~ 70	m Food
Rock Salt_____	A de g ij	18~ 60	5~ 65	? Food
:Silk	: M:	: 25:	28~ 240	b:Fabric
:Cotton	: bc e jk	: 15~ 65:	5~ 55	i:Fabric
:Wool	: Bcde j	: 30~ 70:	8~ 75	a:Fabric
:Flax_____	: d f i k	: 8~ 35:	3~ 45	b:Fabric
Cotton Cloth	ab E j	25~ 70	14~ 85	g Cloth
Silk Cloth	C M	15~170	30~ 260	b Cloth
Wool Cloth	ABC j	45~ 68	15~ 90	? Cloth
Velvet	a	80	40~ 310	m Cloth
Linen Cloth____	a cd f k m	25~ 50	15~ 70	i Cloth
:Coral	: Fg i lM:	: 50~120:	20~ 300	e:Gem
:Amber	: f J	: 110~220:	90~ 320	c:Gem
:Ivory	: F I	: 60~100:	40~ 300	m:Gem
:Pearl	: m:	: 60:	35~ 320	b:Gem
:Tortoise Shell:	: ghIJ l	: 30~ 60:	10~ 130	b:Gem
Gold	fGHi	380~700	150~1100	b Jewelry
Silver_____	BC h M	35~190	100~ 260	b Jewelry
:Copper Ore	: BC e i k	: 60~100:	30~ 180	a:Ore
:Tin Ore	: B l	: 45~ 75:	20~ 110	b:Ore
:Iron Ore_____	: b DE h	: 85~110:	30~ 190	?:Ore
Art	C J m	120~310	70~ 400	? Luxury
Carpet	E j	75~210	30~ 350	b Luxury
Musk	F IJ	50~ 80	35~ 140	? Luxury
Perfume_____	C j	50~105	28~ 160	m Luxury
:Glass Beads	: Bc	: 3:	2~ 100	i:Other

A table with condensed info. This is to give a better idea about what you're buying is worth and where's the best place to sell them. While the sheer data in the below sale table and Market Type details will tell you most of this stuff, it won't give the overview quite like looking over this table.

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:Dye           :aBC e gHi   : 35~120: 15~ 200 m:Other :
:Porcelain    :Ab             m: 30~100: 30~ 200 k:Other :
:Glassware    : BC           :180~190: 35~ 450 m:Other :
:Arms         :a             : 120: 70~ 240 j:Other :
:Wood_____ : B e H       : 60~ 82: 15~ 130 a:Other :
+-----+-----+-----+-----+-----+

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The following table shows the entire list of goods and how much you get for selling them at all 13 Market types, using 100% prices. This table does NOT include how much you need to pay to buy them, but it will show whether there exists any ports that would sell them to you, as noted.

* means that the market type can sell this item

! means that some ports within that type have it as a specialty

Product_____	aaaa	bbbb	cccc	dddd	eeee	ffff	gggg	hhhh	iiii	jjjj	kkkk	llll	mmmm
Clove	140	160	150	145	110	45	55	50	25	30	**12	!!!3	30
Cinnamon	120	130	120	110	150	40	45	50	20	28	!!10	!!!2	40
Pepper	80	140	120	100	75	40	30	35	20	22	***5	***2	50
Nutmeg	95	110	100	95	90	45	40	45	25	18	!!13	!!!3	45
Pimento	60	55	70	65	60	45	***5	***7	20	!!40	15	2	3
Ginger_____	55	70	65	60	65	40	30	25	20	!!35	!!14	***2	**10
Vanilla	220	250	200	180	280	10	!!70	!!70	10	15	12	12	320
Tea	200	220	200	180	160	20	25	30	16	90	***8	6	***8
Coffee	5	5	5	320	340	15	30	20	12	**15	6	5	5
Cacao_____	105	110	95	75	85	**10	20	15	10	5	5	5	5
Sugar	45	49	48	50	50	!!60	!!80	85	65	50	68	70	90
Cheese	**20	**15	40	35	**15	45	45	50	45	!!35	15	12	20
Fish	**10	**10	**10	**10	35	***5	***8	10	***7	20	15	***5	***3
Grain	32	***8	***8	25	***7	50	!!35	**15	55	15	***4	4	5
Olive Oil	**10	38	**15	**12	42	60	30	25	15	***5	8	10	7
Raisins	**20	!!58	**20	40	15	30	35	30	35	10	45	45	70
Rock Salt_____	!!65	65	65	**45	**20	22	**15	50	***6	**12	5	6	5
Silk	180	240	160	110	140	38	40	37	28	100	75	40	!!50
Cotton	50	**20	**15	40	**40	45	50	52	55	***5	**10	16	18
Wool	75	!!60	**25	**30	**60	10	15	12	8	**16	20	18	23
Flax_____	40	45	42	**10	30	**15	20	25	**10	30	***3	20	14
Cotton Cloth	**40	**35	65	65	!!60	75	85	82	80	**14	30	38	40
Silk Cloth	220	260	!200	120	180	80	90	88	80	110	85	42	!!30
Wool Cloth	!!70	!!90	!!65	45	90	15	20	18	20	**22	59	42	70
Velvet	**50	90	75	65	95	85	70	68	80	115	220	40	310
Linen Cloth_____	**25	65	**30	**35	60	**17	65	67	70	65	**18	32	**15
Coral	280	285	265	270	300	!!80	**70	100	**60	80	70	**20	!!55
Amber	300	305	320	300	300	**90	280	270	120	!310	290	210	250
Ivory	280	290	280	260	290	!!45	120	110	!!40	70	90	120	300
Pearl	310	320	300	270	240	70	105	95	75	60	40	35	**30
Tortoise Shell_____	120	130	110	80	85	15	**40	**30	!!50	!!65	20	**10	20
Gold	1000	1100	1000	900	1000	*300	!250	!270	*150	950	1050	1020	900
Silver_____	240	!260	!240	240	200	180	140	*100	170	170	180	190	!200
Copper Ore	180	!170	!175	160	**60	30	40	42	**40	75	**30	70	50
Tin Ore	100	!110	90	95	100	20	22	23	25	60	55	**25	35
Iron Ore_____	190	**70	185	!170	!190	35	35	**30	35	120	130	50	140
Art	400	400	!400	300	400	80	120	130	70	!320	200	100	**80
Carpet	300	350	300	170	!150	110	105	100	120	**30	35	45	52
Musk	120	130	120	100	140	!!60	35	42	!!55	!120	130	65	140
Perfume_____	110	130	!100	120	120	90	50	60	95	**28	135	55	160
Glass Beads	2	!!!2	***2	2	2	50	2	2	100	2	2	2	2

Dye	**50	!130	!125	100	**50	60	**15	!!20	**20	120	140	20	200
Porcelain	!120	**55	130	110	100	40	50	50	30	35	200	40	**12
Glassware	230	!225	!230	230	235	50	50	50	105	35	300	95	450
Arms	*100	100	100	100	100	140	180	170	160	240	230	190	70
Wood	130	!100	125	100	**40	20	28	!!30	25	120	22	18	15

3.2----- Market types -----<11pm>

In greater detail, I will list out the individual market types. Which ports and their specialties and Economy are listed, as well as the basic stuff sold across all such ports.

Port # - Name of port. Type of Market is shown in header.

Location - Numbers and letters that represent coordinates.

Specialty - What specialty the port sells, if any.

Price - The tax-free, 100% Price Index cost to buy the product. Taxes, haggling for a lower price, and Price Index all affects how much you pay. Specialties can be sold back to the port at 50% value. Non-specialties have their specific sale prices which have nothing to do with these numbers.

Req - Required Economy before the product is available. I use *** when the specialty is already available from the beginning of the game, or when the general product has a requirement of 0.

Eco - Economy of the port when the game begins. It tends to go up with investments, either from you or other fleets.

Avail - How many products are available from the start of the game, out of how many the port can ever offer.

Port	a	Location	Specialty	Price	Req	Eco	Avail	Market a	Req	Pri
Lisbon	39N	9W	Rock Salt	38	***	:780	10/10	Cheese	***	30
Seville	37N	6W	Porcelain	100	***	:770	10/10	Fish	***	20
Barcelona	41N	2E	Rock Salt	45	***	:590	8/10	Olive Oil	***	28
Valencia	39N	0W	Wool Cloth	56	***	:320	7/10	Raisins	300	36
								Cotton Cloth	***	70
								Velvet	500	80
								Linen Cloth	***	50
								Dye	600	120
								Arms	750	120

Port	b	Location	Specialty	Price	Req	Eco	Avail	Market b	Req	Pri
Bordeaux	45N	1W	Raisins	32	200	:600	6/ 8	Cheese	***	25
Nantes	48N	2W	-----	---	---	:560	5/ 7	Fish	***	20
London	53N	0E	Wool	45	***	:720	7/ 8	Grain	***	20
Bristol	52N	3W	Tin Ore	75	350	:320	4/ 8	Cotton	***	45

Dublin	54N	7W				370	4/ 7	Cotton Cloth	400	60
Antwerp	53N	5E	Wool Cloth	52	***	660	6/ 8	Iron Ore	700	110
Amsterdam	55N	6E	Glass Beads	3	***	700	7/ 8	Porcelain	750	90
Copenhagen	57N	12E	Glassware	190	***	530	6/ 8			
Hamburg	55N	10E	Dye	85	***	600	6/ 8			
Oslo	63N	10E	Wood	82	***	190	5/ 8			
Stockholm	62N	19E	Copper Ore	80	500	480	5/ 8			
Lubeck	55N	10E	Silver	170	500	320	4/ 8			
Danzig	56N	18E				370	4/ 7			
Riga	59N	23E	Wood	80	***	150	5/ 8			
Bergen	62N	5E				145	4/ 7			

Port c	Location	Specialty	Price	Req:	Eco	Avail	Market c	Req	Pri	
Marseille	44N	5E	Perfume	105	***	350	7/ 9	Fish	***	25
Genoa	44N	8E	Silver	190	***	750	9/ 9	Grain	***	18
Pisa	43N	10E	Silk Cloth	170	***	620	9/ 9	Olive Oil	***	30
Naples	40N	13E	Wool Cloth	68	***	630	9/ 9	Raisins	300	40
Syracuse	37N	15E				240	5/ 8	Cotton	***	38
Palma	39N	2E				290	5/ 8	Wool	600	65
Venice	45N	13E	Glassware	180	***	740	9/ 9	Linen Cloth	***	50
Ragusa	42N	18E	Dye	92	200	150	5/ 9	Glass Beads	400	3
Candia	35N	25E				180	5/ 8			
Athens	38N	24E	Art	310	***	640	9/ 9			
Nicosia	35N	33E	Copper Ore	88	400	150	5/ 9			

Port d	Location	Special	Price	Req:	Eco	Avail	Market d	Req	Pri	
Algiers	37N	3E				160	3/ 6	Fish	***	25
Tunis	37N	10E	Iron Ore	90	600	130	3/ 7	Olive Oil	***	35
Tripoli	32N	13E				420	6/ 6	Rock Salt	300	60
Ceuta	35N	5W				85	3/ 6	Wool	400	70
								Flax	***	35
								Linen Cloth	400	50

Port e	Location	Specialty	Price	Req:	Eco	Avail	Market e	Req	Pri	
Istanbul	41N	28E	Carpet	210	***	810	9/ 9	Cheese	***	30
Salonika	41N	22E				110	2/ 8	Grain	***	14
Alexandria	31N	29E	Cotton Cloth	25	***	720	9/ 9	Rock Salt	300	55
Jaffa	32N	35E				140	2/ 8	Cotton	200	65
Beirut	33N	35E	Carpet	210	300	270	3/ 9	Wool	400	60
Kaffa	45N	34E	Iron Ore	85	400	340	5/ 9	Copper Ore	500	100
Azov	47N	38E				110	2/ 8	Dye	400	115
Trebizond	41N	39E	Cotton Cloth	58	***	360	6/ 9	Wood	300	70

Port f	Location	Spect	Pri	Req:	Eco	Avail	Market f	Req	Pri	
Madeira	33N	17W	Sugar	12	***	240	3/ 7	Cacao	300	50
Santa Cruz	28N	17W				90	2/ 6	Fish	***	25
San Jorge	6N	2W	Ivory	100	***	210	3/ 7	Flax	***	35
Bissau	13N	17W				85	2/ 6	Linen Cloth	300	45

Luanda	8S 12E	Coral	120	100:	90	2/ 7	Amber	300 220
Argin	20N 18W	-----	---	---	:200	2/ 6	Gold	400 700
Bathurst	14N 17W	-----	---	---	: 75	2/ 6	+-----+	+-----+
Timbuktu	15N 4W	Ivory	60	***:	430	7/ 7		
Abidjan	6N 5W	Musk	80	200:	90	2/ 7		

Port	g Location	Special	Pri	Req:Eco	Avail	Market g	Req Pri	
Havana	19N 87W	Vanilla	35	***:	210	5/ 7	Pimento	200 20
Panama	5N 85W	-----	---	---	:160	2/ 6	Fish	*** 15
Porto Velho	6N 85W	-----	---	---	: 60	1/ 6	Rock Salt	300 40
Santo Domingo	14N 74W	Sugar	18	200:	150	2/ 7	Coral	100 120
Veracruz	15N 100W	Gold	400	400:	80	1/ 7	Tortoise Shell	350 60
Jamaica	13N 81W	Sugar	18	200:	60	1/ 7	Dye	200 35
Guatemala	10N 95W	Grain	10	90:	70	1/ 7	+-----+	+-----+
Santiago	16N 81W	-----	---	---	: 80	1/ 6		

Port	h Location	Special	Pri	Req:Eco	Avail	Market h	Req Pri	
Caracas	7N 72W	Vanilla	40	***:	220	4/ 6	Pimento	150 20
Cartegena	6N 81W	-----	---	---	:190	3/ 5	Grain	*** 25
Margarita	7N 69W	-----	---	---	: 40	1/ 5	Tortoise Shell	150 55
Pernambuco	11S 45W	Dye	35	250:	215	3/ 6	Silver	250 150
Rio de Janeiro	25S 50W	Gold	380	450:	45	1/ 6	Iron Ore	300 90
Maracaibo	7N 77W	-----	---	---	:120	1/ 5	+-----+	+-----+
Cayenne	0S 57W	Wood	60	100:	70	1/ 6		

Port	i Location	Specialty	Price	Req:Eco	Avail	Market i	Req Pri	
Sofala	17S 34E	Ivory	90	***:	390	8/ 8	Fish	*** 20
Malindi	3S 39E	Musk	70	***:	370	8/ 8	Rock Salt	200 18
Mogadishu	3N 45E	Ivory	85	150:	90	2/ 8	Flax	150 30
Mombasa	4S 39E	-----	---	---	:380	7/ 7	Coral	*** 120
Mozambique	13S 40E	-----	---	---	:180	3/ 7	Gold	300 550
Quelimane	15S 36E	Tortoise Shell	45	200:	60	2/ 8	Copper Ore	300 80
							Dye	250 40

Port	j Location	Specialty	Price	Req:Eco	Avail	Market j	Req Pri	
Aden	14N 46E	Amber	110	250:	210	6/10	Coffee	150 35
Hormuz	26N 56E	Ginger	25	300:	100	3/10	Olive Oil	*** 10
Massawa	15N 41E	Pimento	25	300:	90	3/10	Rock Salt	300 20
Cairo	29N 32E	Art	190	***:	510	10/10	Cotton	*** 15
Basra	30N 48E	Cheese	10	***:	480	10/10	Wool	*** 30
Mecca	21N 39E	Musk	50	***:	500	10/10	Cotton Cloth	200 32
Quatar	25N 52E	Tortoise Shell	35	150:	130	3/10	Wool Cloth	200 45
Shiraz	26N 53E	-----	---	---	: 70	3/ 9	Carpet	400 75
Muscat	24N 58E	-----	---	---	:180	4/ 9	Perfume	400 50

Port	k Location	Special	Price	Req:Eco	Avail	Market k	Req Pri
------	------------	---------	-------	---------	-------	----------	---------

Diu	25N 66E	-----	---	---	: 75	4/ 8	Clove	200 25
Cochin	10N 75E	-----	---	---	:130	5/ 8	Pepper	100 15
Ceylon	8N 80E	Cinnamon	4	***:	180	7/ 9	Tea	*** 20
Goa	14N 73E	Ginger	10	***:	540	9/ 9	Grain	*** 12
Calicut	12N 74E	Nutmeg	15	***:	530	9/ 9	Cotton	*** 25
							Flax	*** 8
							Linen Cloth	150 30
							Copper Ore	300 60

Port l	Location	Special	Price	Req:	Eco	Avail	Market l	Req Pri
Amboa	1S 125E	Nutmeg	5	70:	50	3/ 7	Pepper	*** 3
Malacca	4N 101E	Cinnamon	3	***:	90	4/ 7	Ginger	*** 3
Ternate	2N 125E	Clove	4	***:	80	4/ 7	Fish	*** 15
Banda	2S 128E	Nutmeg	3	***:	45	4/ 7	Coral	150 50
Dili	6S 125E	Clove	4	50:	40	3/ 7	Tortoise Shell	200 30
Pasei	5N 96E	-----	---	---	: 35	3/ 6	Tin Ore	300 45
Sunda	3S 106E	-----	---	---	: 40	3/ 6	+-----+-----+	
Bankao	1N 105E	-----	---	---	: 50	3/ 6	+-----+-----+	

Port m	Location	Specialty	Price	Req:	Eco	Avail	Market m	Req Pri
Zeiton	26N 119E	Silk	25	***:	520	8/ 8	Ginger	*** 20
Macao	23N 113E	-----	---	---	:480	7/ 7	Tea	*** 20
Hanoi	22N 105E	Coral	70	***:	300	7/ 8	Fish	*** 10
Changan	35N 110E	Silk Cloth	20	***:	580	8/ 8	Linen Cloth	100 25
Sakai	35N 136E	Silk Cloth	15	***:	420	8/ 8	Pearl	100 60
Nagasaki	33N 129E	Silver	35	***:	210	7/ 8	Art	400 120
							Porcelain	300 30

3.3----- How prices work -----<13hg>

Here are the factors that affect the cost of purchases:

- The base price of the product; They're listed up there.
- The Price Index of that type of item, anywhere from 50% ~ 150%
 - Price Index changes depending on gold exchanged in one sale.
- The 20% taxes; The right Tax-free Permit gets rid of it.
- Hagglng the price down
 - This is based on rank (5% per; Starts at 5% for no rank)
 - If trading in a foreign/neutral port, it acts like you have no rank
 - Maximally effective if you're Joao or Ali, or have a Bookkeeper

Here's the factors for selling:

- The base sale price, naturally. Look at the huge table way up there.
- The Price Index of that type of item.

3.3.1 >>>> Price Index

General Price Index:

- A number that is an average of all ten Price Indices.
- Has no effect on the Market. At all.
- Despite this, seen while trading goods at the Market.
- Affects prices at the Harbor (supplies) and Shipyard (ships).

Type Price Index:

- Seen through Market Rate -> Any product type.
- Determines buying and selling prices of related products.
- Greatly affected by same-type trades.
- Slightly affected by cross-type trades.
- Slightly changes when the month changes.
- Affects General Price Index through an averaging formula.
- You can't buy related specialty if 140% or more.

The Price Index will change slightly and randomly at the end of the month. It will change more dramatically when you buy or sell the goods. The type of goods you sell will affect its Price Index greatly, but will also have a small effect on all other Price Indices as well.

Note, this is broken into two pieces. As outlined above, there is a single-type change, and "All Ten" change as well. They work off of different formulas, as follows:

Single-type: 1% per (500 + Economy) gold; Max of 10%
All Ten : 1% per 1000 gold ; Max of 3%

The Single-type and "All Ten" will stack: The adjustment to Price Index of whatever type you're exchanging can change by up to 13% -- 10% from Single-type and 3% from "All Ten".

If you wish to change "All Ten" as rapidly as possible, just buy or sell in stacks worth 3000 gold or slightly more. If you want the 13% change to one Price Index, then stop at whatever (500 + Economy)*10 is. For reference, a 1000 Econ port needs 1500 gold for 1% in Single-type, so 10% needs 15000 gold.

There are two bugs in the game when dealing with price changes.

When buying, the game doesn't count past 65535, as it wraps back to 0 and continues from there. Essentially, use a calculator to find what you're spending MOD 65536, and that is the actual effect on Price Index. For some reason, selling goods does not trigger this bug.

When selling, it calculates single-type, then calculates "All Ten" changes as if the single-type Price Index was always in place. This means that getting slightly more than 3000 gold in a single sale might instead only give 2% change to "All Ten" instead of 3%. Buying stuff won't trigger this.

Odd bugs, aren't they? Keep them in mind if you really want to optimize Market prices.

The General Price Index is simply the average of all ten Price Indices, and has no effect on the Market itself. But this percentage will affect the prices of ships found in the Shipyard and cost of supplies found in the Harbor. With the 3% "All Ten" and 10% Single-type, you'll see a 4% change in the General Price Index.

If you are easily hitting this maximum, you can break your purchases or sales in pieces in order to change the Price Indices more dramatically. A single sale may only have the 13% change to that one type at most, but sell in smaller stacks, and if you have enough, it's possible to shift the 150% Price Index down to 50% without leaving the Market.

There is a problem with high prices, though. At Price Index of 140% or more for a specialty (*NOT* the General Price Index! Look at the specific type), the Market will no longer offer the specialty until the prices drop once more. You can wait until the month changes and hope it drops enough, or sell a bunch of goods to get it to show up again.

3.3.2 >>>> Taxes

- * Increases costs of purchases by 20%.
- * No, does not help you when you are selling.
- * Having a Tax-free Permit of the same nation skips this.
- * Neutral ports also apply this, although unmentioned.
- * Does affect "change in Price Index" due to purchases.

For the 20% taxes, it simply raises the prices by 20%. This never helps you when you are selling, though why should it? Every Trade Master in allied ports will constantly remind you of this fact. Even neutral ports apply the taxes, despite never telling you.

There's only one real way around the taxes: You need the Tax-free Permit of the nation the port is allied to. This thing deletes itself from your inventory at the start of April or October. If the port is neutral, there's no such Permit that lets you get around those taxes.

There's two ways to get a Tax-free Permit: Walk up to the ruler himself and ask for one, or seek one out at 2 AM in specific item shops.

Of course, if you have no rank, asking your king, sultan, or governor-general for one is impossible. You need to be a Page at the very least. Your ruler will ask for a large sum of money at first, but with higher ranks, asking for a Permit gets cheaper. It becomes free at Viscount, rank 6. Foreign rulers still ask for money if you ask them.

Port	Location	Nat.Perm	You can instead look in an
+-----+	+-----+	+-----+	item shop. The nation the
Salonika	41N 22E	Portugal	permit is for can be found in
Azov	47N 38E	Spain	the specific city listed on
Tripoli	32N 13E	Turkey	the left. The price is always
Danzig	56N 18E	England	10000 gold, but these expire
Syracuse	37N 15E	Italy	just like any permits you get
Antwerp	53N 5E	Holland	from the ruler. Take a look in
+-----+	+-----+	+-----+	the item shop at 2 AM!

3.3.3 >>>> Haggling

As for haggling, the process is simple: You pick a product,

Its list of commands are as follows:

- New Ship
 - > Build a new ship from scratch. Takes several days...
- Used Ship
 - > Ready-made ships for use right away.
- Repair
 - > Repairs a ship fully, costs 20 gold per point repaired.
- Sell
 - > Pick one of your ships to get rid of for cash.
- Remodel
 - Figurehead
 - > Fit a nice figurehead. Good luck for storms!
 - Guns
 - > Cannons for a ship.
 - Load Capacity
 - > If the ship's configuration isn't right for you...
 - Rename
 - > Didn't like the name you gave it? Rename for free!
- Invest
 - > Improve the Industry! Bring support to your country!

4.1----- List of Ships -----<25tk>

Name - What the ship is called. Any questions?

Price - The price of the ship, with Beech hull and 100%

General Price Index. Price can be adjusted as follows:

* 50.0% ~ 150.0% = General Price Index

* 80.0% ~ 140.0% = Ship material (120% is Copper)

* 81.0% ~ 100.0% = Haggling (uses Charm; 81% based on 95 Charm)

S-Yard type - What types of shipyard this ship can be built in. There are 11 types, represented as capital letters.

Req. - Required Industry needed to build the ship.

Du - Durability of a Beech-hull ship. Picking other hull types will adjust this in steps of 10%, either up or down. Interestingly, it is also the maximum number of days to build the ship, at 0 Industry, if that were ever possible.

Tac - Tacking stat of the ship. Useful for headwinds.

Pow - Power stat of the ship. Easier to hit top speed.

Cap. - Total capacity of the ship, including cargo, crew, and guns. When building or remodeling a ship, some of this is to be reserved for crew and guns, with the rest dedicated to cargo.

Crew - Minimum and maximum bunks for crew. The minimum is also the least number of men required to navigate the ship without problems. Even the minimum listed does take from the capacity, so while I do state the Balsa has 50 Cap., at least 5 of that 50 must be reserved for crew bunks.

Gun - Maximum number of guns the ship can hold. You need to set the space reserved for guns ahead of time, like with crew.

UsedCfg - The configuration for used ships. The left number is bunks for the crew and the right number is spots reserved for guns. Notably, used Light Galleys and Tekkousens have an unusually high crew capacity, above the normal maximum you get for new/remodeled ships. This still takes from the total capacity, however.

** - Markings which state how the ship handles winds. There is a letter from A to E, where A handles headwinds the best, to E which handles it the worst. That is the rough idea. As well, a ship marked with an o will treat any winds less than 3 as though it is 3. These ships have visible oars in their pictures.

Name	Price	S-Yard	type	Req.	Du	Tac	Pow	Cap.	Crew	Gun	UsedCfg	**
Balsa	1200	A		: 100	30	: 70	: 80	50	: 5~ 20	: 10	15	: 5 B
Hansa Cog	1300	CD		: 100	20	: 65	: 85	60	: 5~ 20	: 10	20	: 5 B
Light Galley	1400	A	DEFGH	: 100	40	:100	: 85	120	: 5~ 20	: 10	30	: 10 Ao
Tallette	1400		E	: 200	20	: 70	: 95	80	: 5~ 20	: 15	15	: 10 B
Dhow	1800		G	: 300	30	: 90	: 75	70	: 5~ 20	: 15	15	: 5 B
Caravela Latina	2400	A	C EF	: 200	30	: 90	: 75	120	:10~ 40	: 20	30	: 10 A
Caravela Redonda	2400	B	D H	: 200	30	: 70	: 90	120	:10~ 40	: 20	30	: 10 B
Buss	20000		E	: 700	70	: 50	: 60	500	:50~200	: 40	150	: 30 E
Brigantine	10000	A		K: 400	40	: 90	: 70	180	:15~ 60	: 20	45	: 15 A
Flemish Galleon	34000	A	DEF	: 400	80	: 75	: 80	500	:40~200	: 30	180	: 30 Do
Nao	30000	ABCDEF	H K	: 500	50	: 65	: 85	450	:25~120	: 40	80	: 30 C
Xebec	44000		FG	: 500	70	: 80	: 70	600	:25~300	: 40	120	: 30 B
Venetian Galeass	64000		EF	: 500	90	: 70	: 70	950	:60~400	: 50	320	: 50 Do
Carrack	40000	ABC	EF H K	: 600	50	: 60	: 80	600	:30~160	: 50	100	: 30 C
Pinnace	6000		D	K: 550	40	: 95	: 85	150	: 5~ 60	: 20	40	: 15 A
La Reale	40000		D	: 600	60	: 95	:100	450	:30~250	: 40	160	: 30 Bo
Galleon	60000	ABCD		K: 800	80	: 60	: 65	800	:45~200	: 70	180	: 70 E
Sloop	16000		B	: 850	50	: 95	: 85	250	: 5~ 60	: 40	40	: 15 A
Frigate	224000		BC	:1000	80	: 60	: 85	650	:20~300	: 70	180	: 65 B
Barge	300000		B	:1000	90	: 50	: 65	1000	:40~450	:120	270	:120 C
Full-rigged Ship	320000		C	:1000	90	: 50	: 65	1200	:45~500	:150	300	:120 C
Junk	16000		I	: 300	80	: 80	: 70	500	:25~100	: 40	75	: 30 B
Kansen	2000		J	: 200	30	:100	:100	250	:10~ 60	: 20	60	: 20 Ao
Atakabune	14000		J	: 400	60	: 95	: 95	500	:20~200	: 40	160	: 30 Co
Tekkousen	*140000		J	:1000	90	: 80	: 85	1100	:45~300	:100	360	: 80 Co

A note about Tekkousen: You are never asked for what material to build the Tekkousen with; It is always Steel, whether you like it or not. The listed price is the Beech price, assuming that's even possible, for purposes of used ships and remodeling. Steel (140%) sets the price to 196000.

? - Sailing type.

Hd - Headwind. No ship is 100% efficient here.

SH - Side Headwind. It's only 45 degrees away from the worst.

Cr - Crosswind. Its push is on your sides.

ST - Side Tailwind. There's never a faster option than this.

Tl - Tailwind. Direct push. Some ships don't handle this well.

[?|Hd:SH:Cr:ST:Tl| This table is about those A B C D E marks
+----+----+----+----+ on the right side of my previous table.

|A| 8:10:10:10: 8| Effectively, a 10 here means that 100% of
 |B| 7: 9:10:10: 9| the ship's Power is used, 9 means only
 |C| 6: 8:10:10:10| 90% is used, and so forth.
 |D| 6: 7: 9: 9: 8|
 |E| 4: 6: 8:10:10| A high Navigation Level can make up for
 +-----+-----+-----+ poor winds or low Power.

4.2----- Shipyard types -----<11st>

Type #; Ports - List of ports under that shipyard type.

Location - Coordinates. Easy enough, right?

Industr - Industry of the port and how many of that type's ships are available without needing to invest.

Type # Shipyard - List of ships available in this shipyard.

Req. - Needed industry for the type to offer building a new ship of that kind.

Type A; Ports	Location	Industr	Type A Shipyard	Req.
Lisbon	39N 9W	770 7/8	Balsa	100
Seville	37N 6W	810 8/8	Light Galley	100
Barcelona	41N 2E	540 6/8	Caravela Latina	200
Valencia	39N 0W	300 3/8	Brigantine	400
Palma	39N 2E	285 3/8	Flemish Galleon	400
Ceuta	35N 5W	90 0/8	Nao	500
			Carrack	600
Pretty standard. There is a			Galleon	800
Light Galley here, if you want.				

Type B; Ports	Location	Industr	Type B Shipyard	Req.
London	53N 0E	740 3/7	Caravela Redonda	200
Bristol	52N 3W	380 1/7	Nao	500
Dublin	54N 7W	350 1/7	Carrack	600
			Galleon	800
London can't be invested. If you			Sloop	850
want the Barge, you'd need to work			Frigate	1000
on Bristol or Dublin to get it.			Barge	1000

Type C; Ports	Location	Industr	Type C Shipyard	Req.
Antwerp	53N 5E	670 4/7	Hansa Cog	100
Amsterdam	55N 6E	730 4/7	Caravela Latina	200
Hamburg	55N 10E	620 4/7	Nao	500
			Carrack	600
Amsterdam can't be invested. At			Galleon	800
least Antwerp and Hamburg are			Frigate	1000
better developed, so it won't take			Full-rigged Ship	1000
as long to get the Full-rigged.				

|Type D; Ports |Location|Industr| |Type D Shipyard |Req.|

Type E; Ports	Location	Industr	Type E Shipyard	Req.
Marseille	44N 5E	290 3/7	Hansa Cog	100
Bordeaux	45N 1W	580 6/7	Light Galley	100
Nantes	48N 2W	570 6/7	Caravela Redonda	200
Copenhagen	57N 12E	510 5/7	Flemish Galleon	400
Oslo	63N 10E	185 2/7	Nao	500
Stockholm	62N 19E	470 4/7	Pinnace	550
Lubeck	55N 10E	300 3/7	La Reale	600
Danzig	56N 18E	280 3/7	+-----+-----+	
Riga	59N 23E	160 2/7	No port builds La Reale	
Bergen	62N 5E	150 2/7	right away. It's a fast ship to use. Invest!	

Type E; Ports	Location	Industr	Type E Shipyard	Req.
Genoa	44N 8E	760 8/8	Light Galley	100
Pisa	43N 10E	540 6/8	Tallette	200
Naples	40N 13E	640 7/8	Caravela Latina	200
Syracuse	37N 15E	220 3/8	Buss	700
Venice	45N 13E	730 8/8	Flemish Galleon	400
Ragusa	42N 18E	140 1/8	Nao	500
Candia	35N 25E	160 1/8	Venetian Galeass	500
Athens	38N 24E	540 6/8	Carrack	600
Salonika	41N 22E	120 1/8	+-----+-----+	
A decent variety.				

Type F; Ports	Location	Industr	Type F Shipyard	Req.
Istanbul	41N 28E	720 7/7	Light Galley	100
Algiers	37N 3E	180 1/7	Caravela Latina	200
Tunis	37N 10E	160 1/7	Flemish Galleon	400
Alexandria	31N 29E	700 7/7	Nao	500
Jaffa	32N 35E	150 1/7	Xebec	500
Beirut	33N 35E	250 2/7	Venetian Galeass	500
Nicosia	35N 33E	160 1/7	Carrack	600
Tripoli	32N 13E	400 3/7	+-----+-----+	
Kaffa	45N 34E	350 2/7	Venetian Galeass is a	
Azov	47N 38E	115 1/7	powerful warship.	
Trebizond	41N 39E	370 2/7		
Cairo	29N 32E	480 3/7		

Type G; Ports	Location	Industr	Type G Shipyard	Req.
Aden	14N 46E	260 1/3	Light Galley	100
Hormuz	26N 56E	90 0/3	Dhow	300
Massawa	15N 41E	85 0/3	Xebec	500
Basra	30N 48E	500 3/3	+-----+-----+	
Mecca	21N 39E	80 0/3	The Dhow is unique. No	
Quatar	25N 52E	160 1/3	other port types sell	
Shiraz	26N 53E	80 0/3	them. Whether it's worth	
Muscat	24N 58E	230 1/3	getting one is another	
Diu	25N 66E	80 0/3	question entirely.	
Cochin	10N 75E	120 1/3		
Ceylon	8N 80E	210 1/3		
Amboa	1S 125E	50 0/3		
Goa	14N 73E	560 3/3		

Malacca	4N 101E	95 0/3
Ternate	2N 125E	85 0/3
Banda	2S 128E	40 0/3
Dili	6S 125E	45 0/3
Pasei	5N 96E	40 0/3
Sunda	3S 106E	55 0/3
Calicut	12N 74E	560 3/3
Bankao	1N 105E	45 0/3
Hanoi	22N 105E	340 2/3

Type H; Ports	Location	Industr	Type H Shipyard	Req.
Madeira	33N 17W	230 2/4	Light Galley	100
Santa Cruz	28N 17W	80 0/4	Caravela Redonda	200
San Jorge	6N 2W	190 1/4	Nao	500
Bissau	13N 17W	100 1/4	Carrack	600
Luanda	8S 12E	75 0/4	+-----+-----+	
Argin	20N 18W	185 1/4	Fairly poor selection	
Bathurst	14N 17W	60 0/4	of ships available to	
Timbuktu	15N 4W	35 0/4	build.	
Abidjan	6N 5W	75 0/4		
Sofala	17S 34E	400 2/4		
Malindi	3S 39E	360 2/4		
Mogadishu	3N 45E	70 0/4		
Mombasa	4S 39E	390 2/4		
Mozambique	13S 40E	160 1/4		
Quelimane	15S 36E	60 0/4		

Type I; Ports	Location	Industr	Type I Shipyard	Req.
Zeiton	26N 119E	570 1/1	Junk	300
Macao	23N 113E	490 1/1	+-----+-----+	
Changan	35N 110E	280 0/1	Compared to what you	
			should have, Junk is... Junk.	

Type J; Ports	Location	Industr	Type J Shipyard	Req.
Sakai	35N 136E	410 2/3	Kansen	200
Nagasaki	33N 129E	220 1/3	Atakabune	400
			Tekkousen	1000
			Tekkousen will not disappoint.	

Type K; Ports	Location	Industr	Type K Shipyard	Req.
Caracas	7N 72W	210 0/5	Brigantine	400
Cartegena	6N 81W	130 0/5	Pinnace	550
Havana	19N 87W	220 0/5	Nao	500
Margarita	7N 69W	45 0/5	Carrack	600
Panama	5N 85W	190 0/5	Galleon	800
Porto Velho	6N 85W	75 0/5	+-----+-----+	
Santo Domingo	14N 74W	160 0/5	None of these ports can	
Veracruz	15N 100W	75 0/5	build you a ship, at	
Jamaica	13N 81W	80 0/5	first. Then again, they	
Guatemala	10N 95W	65 0/5	don't have anything	

```

|Pernambuco    |11S  45W|240 0/5| unique, either.
|Rio de Janeiro|25S  50W| 50 0/5|
|Maracaibo     | 7N  77W|105 0/5|
|Santiago      |16N  81W|105 0/5|
|Cayenne       | 0S  57W| 65 0/5|
+-----+-----+-----+

```

4.3----- Getting a ship -----<31gs>

There are a few ways of getting a ship for yourself. The Shipyard is simply one location -- You can sieze ships after winning a battle and possibly get one in a request to your ruler. But this guide will focus on the shipyard part.

4.3.1 >>>> Build new ship

When building a new ship, you get these questions, in order:

- * Material of the hull (Affects durability and price)
- * Confirm price? (Haggling: Low Price = Asking Price * (1 - Charm/500))
- * Name of the ship
- * Number of bunks for the crew
- * Number of slots for the guns

Then you'll be told how many days until the ship is ready.

The material is important. If you're looking for a cheap ship, you'd want Teak. If you plan to adventure out there in in storms or to battle, you probably want Copper.

The list of ships seen earlier in this text file uses Beech as a base for both price and durability. Adjust by the following if you plan to use any material other than Beech:

```

|Mater.|Cost|Def.|Notes
+-----+-----+-----+
|Teak  | 80%| 80%|
|Cedar | 90%| 90%|
|Beech |100%|100%|
|Oak   |110%|110%|Need 700 Industry
|Copper|120%|120%|Need 900 Industry
|Steel |140%|140%|Automatic on a new Tekkousen
+-----+-----+-----+
|Used  |100%| 85%|Used ship's stats. Uses Beech base, though.
+-----+-----+-----+

```

All ports will offer Teak, Cedar, and Beech. A port needs at least 700 Industry to offer Oak, and 900 Industry to offer Copper.

In the Japanese ports, Sakai and Nagasaki, A Tekkousen can be built at 1000 Industry. You are not asked for the material of the hull; it is always Steel. The cost of Steel is 140%, putting the Tekkousen at a cost of 196000 gold. You're never offered Steel for any other ship, ever.

The maximum number of days to build the ship is equal to the Beech durability of the ship. This number is then adjusted by the port's Industry, -1% days per 50 Industry.

A formula for the more mathematically inclined:

Days to build = BeechDurability * (1 - Industry/5000)

At 1000 Industry, you only have to wait out 80% of the time. If you don't wish to calculate 80%, looking at the ship's Teak durability will tell you the number of days that a 1000 Industry port can build that ship.

4.3.2 >>>> Buy used ship

Used ships, on the other hand, are different from building a brand new ship. The differences:

- * Much less customization (Though you can later remodel it)
- * Durability is 85% - Between Teak and Cedar
- * Cost is 100% - Equal to a Beech hull ship
- * No build time - The ship is given to you instantly
- * The list of used ships is refreshed after visiting four other ports, while building a ship uses a fixed list.

The biggest reason to pick up a used ship is the fact it's ready for you instantly. The next biggest reason is because no nearby ports can build one for you (yet).

But as far as paying for a used ship goes, you usually want to remodel its capacity, as it's never the right amount of crew/guns you need. Meaning you pay Oak price for a slightly worse than Cedar durability ship. Except there's no discount for remodeling, so it's slightly worse than Oak prices.

But it's ready immediately instead of after numerous days. Probably well worth paying over 30% more for something now instead of several dozen days later.

As for the displayed durability, the game uses 75% before you buy it, but after purchase, it mysteriously changes to 85% durability. A strange quirk, but that's how it goes.

4.3.3 >>>> Price adjustments

Price is affected by:

- * The ship itself
 - > Each ship has their own specific costs
- * Material of the ship
 - > If a used ship, it's 100% of cost.
 - > Otherwise, 80% to 120% based on material. Or 140% for Tekkousen's Steel.
- * General Price Index
 - > This is the average of all ten Price Indices at the Market
 - > Can be as low as 50% or as high as 150%. Usually close to 100%, though.
- * Hagglng the price down
 - > Based on your Charm. 0.2% per point. Catalina can haggle to 81% price.
 - > A Bookkeeper calculates this for you instantly. Not required, though.

Either way you go to get your ship from the Shipyard, the price is affected by the General Price Index. This value is the average of all Price Indices found at the Market. If you want cheaper ships, try to sell as much as you can at the Market, don't buy goods yet, before you go to the Shipyard.

A way to further reduce the price is to haggle it down much like you can for the goods at the Market. When offered the price, just say NO and the game lets you pick a price. Like in the Market, I'm sure the Shipyard Owner will not appreciate you offering 2 gold for that Galleon.

In fact, there's a chance you'll be kicked out of the Shipyard for a while for suggesting too small an amount of money. So try not to offer too little gold.

Unlike the Market, the maximum discount uses your Charm. Every point of Charm is 0.2% discount. The highest Charm, Catalina's 95, will allow up to 19% off the price. Ali's low Charm of 80 allows up to 16% off the price. You won't have lower Charm unless you plunder villages, and there are no methods (short of cheating) that raises it.

Having a Bookkeeper will calculate the best discount for you. Unlike the Market, you are guaranteed to be able to get the maximum discount without a Bookkeeper handy, you just need to calculate what it is based on your Charm. The Bookkeeper is still a good convenience, however.

4.3.4 >>>> Costs of other services

- * Remodeling: 10% of Beech Price
- * Repairs: 20 gold per point, all stats
- * Sell a ship: 50% value, material and price index affects it

Remodeling the cargo capacity is always 10% of Beech price. This cost is not affected by General Price Index, and there is no haggling the price down. It doesn't matter what material the ship is made of, either. 10% of Beech price. Never anything else.

When repairing, it costs 20 gold per point repaired. Whether it's the power, tacking, or durability that's being repaired, it's all 20 gold. Doesn't matter what ship is being repaired, or what the General Price Index is. 20 gold per stat point missing will be spent.

If you're selling a ship, the value is 50%. Adjusted by material of the ship (used ships are Beech). Further adjusted by General Price Index. There is no haggling to get more out of it.

4.4----- Figureheads -----<10fh>

Figureheads seem to reduce the frequency of certain disasters, such as storms, from happening. Having no figureheads at all is asking for trouble outside of the Mediterranean and European areas.

Figurehead	Req	Price	
+-----+-----+			Req: Economy
Sea-Horse	0	500	Invest in Economy to unlock
Commodore	100	2000	more figureheads!
Unicorn	200	4500	
Lion	300	8000	

Giant Eagle	400	12500	
Hero	500	18000	
Neptune	600	24500	
Dragon	700	32000	
+-----+-----+			
Angel	801	40500	See notes
Goddess	901	50000	See notes
+-----+-----+			

Angel and Goddess figureheads require more than just the listed Economy. 801 (Angel) or 901 (Goddess) Industry is also required. On top of that, you need to have at least 81 luck yourself. Drop by the Round Earth Society and donate a bundle! (Luck stat is hidden, sadly)

The chances of getting a "great selection" depends on the hidden Luck stat on top of that. As follows:

$$1 \text{ against } (15 - \lceil (Luck-80)/2 \rceil)$$

As bad as 1 chance in 15 (6.7%) with 81 Luck, and as good as 1 chance in 5 (20.0%) with 100 Luck. You are encouraged to max out your Luck at the Round Earth Society, both to reduce the wait of this selection and for other general stuff.

The chances of the Goddess Figurehead are unknown. It is notably rarer than Angel Figurehead or Carronades, though.

Once you meet the requirements, all you need to do is select Figureheads and see if there's a special message. If not, go back to that menu and select Figureheads again until the message finally shows up.

4.5----- Guns -----<07gn>

Guns provide a ranged attack in battle. The damage dealt depends on many factors, and one such factor is what type of cannons you have. They also use up gunpowder, 1 unit per attack, no matter how many cannons you have. Without cannons or gunpowder, your only choice to attack is to move your ship real close and let your crew attack directly.

Guns	Req.	Pri	
+-----+-----+ Req.: Economy + Industry			
Saker	1000	5	Yes, add Economy and Industry
Demi-culverin	800	40	together for a combined number.
Culverin	600	250	Investing in both will unlock
Canon Pedrero	400	40	the Saker faster. Don't ask why
Demi-cannon	200	80	it's unlocked in this order...
Cannon	0	360	
+-----+-----+			
Carronade	****	600	See notes.
+-----+-----+			

The requirement for Carronade is exactly the same as the Goddess Figurehead: 901 Economy, 901 Industry, and you at 81 luck are the minimum requirements.

The chances of the Carronade to show up is exactly the same

- Necessary for special figureheads or special cannons
- Harder to change support by investing at a Shipyard

A nation needs at least 75 support in order for the port to become allied with it.

When you bring a foreign nation below this point, they get 5 points more hostile towards you. You gain no real benefit yourself for doing this.

When you get support towards your nation up to 75 or higher, your nation becomes 5 points friendlier to you, and you also gain Trade Fame, equal to the port's Economy + Industry.

While the support usually doesn't affect you directly, aside from market discounts based on your rank, it does improve your nation's capability to invest in ports.

5.2----- Ranks -----<10rk>

At first, unless you're Otto Baynes, you will not even be able to visit your ruler. You'll be chased right back out. But as you gain fame, 500 in any single fame at least, the ruler may allow you in and give you a task appropriate to your highest fame.

Just keep sailing around doing your usual stuff. Enhancing your fleet, explore that interesting river, amassing wealth, until your ruler asks for you. The Harbor Helper in allied ports will let you know before you set sail.

Rank	Fame	Dis	Notes
0: no rank	0	5%	On the left is some arbitrary table. It happens to relate to this sub-section you're reading.
1: Page	500	10%	
2: Squire	2000	15%	Fame is the minimum amount required
3: Knight	4500	20%	of any one fame to be given the next
4: Baronet	8000	25%	task from your ruler.
5: Baron	12500	30%	
6: Viscount	18000	35%	Dis is the maximum discount possible
7: Earl	24500	40%	from the Market, when haggling. Only
8: Marquis	32000	45%	possible with the right skill,
9: Duke	40500	50%	though. Without which, the best to
			hope for is around half this value.

5.3----- Cafe recruits -----<05cr>

The cafe is the place you go to when you wish to recruit a bunch of men into your fleet. They're kind of important, as ships don't navigate themselves, sadly.

The formulas:

Maximum Recruits = $\lceil \text{Economy} / 5 \rceil$

Cost per man = $\lceil \text{Economy} / 20 \rceil + 5$

Initial Percentage Recruits = $\lceil \text{Charm} / 3 \rceil$

Bonus Percentage Recruits = $\lceil \lceil 200 * \text{Treats} / \text{Economy} \rceil * \text{Charm} / 10 \rceil$

Final number of recruits = (Percentage Recruits)/100 * (Maximum Recruits)

Some end details of this FAQ. All of it is boring, and doesn't necessarily relate to the game, but necessary none-the-less.

6.1----- Credits -----<02th>

-> chaoyun2k

For being a consistent presence, and having assisted greatly in the making of this FAQ.

-> The GameFAQs message board

For still having activity.

6.2----- Contact Info -----<86so>

It is difficult to contact me. I apologize. However, if you have a GameFAQs message board account, I can be contacted through that private message system.

GameFAQs message board name: FatRatKnight

As for E-mail, I only check it when I need to use it, which is rather infrequent at best. Additionally, it is private. So giving my E-mail here will not only fail to provide you contact with me, it is also counter-productive for my uses.

But I will guarantee a response within a few days if you send a private message to FatRatKnight through the GameFAQs message board. I may have moved on, but I'm always ready to look back here.

6.3----- Legal -----<st54>

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6.4----- Version History -----<04vh>

Current:

- v1.16 - Discovered chances of "great selection": Figurehead, Guns
 - Noted when used ships are "recycled".
 - Touched up the explanation of Market buy/sell glitches
 - Added Legal subsection (for sake of permissions to other sites)

01/09/13

- v1.15 - New contact name. Yay for GameFAQs Username Reconciliation!
 - Added a few summaries.

