VENDETTA
Curse of Raven's Cry

Reality pump
game development studio

TopWare
INTERACTIVE

Limited Warranty

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The tavern in Saint Lucia was packed, I'd pissed away the last of my money on rum and whores, and there was only one thing I knew for sure – under no circumstances did I want to sail with Captain Flaming Whiskers ever again, that accursed son of a bitch. So I met Captain Christopher Raven and he hired me on. Looking back, I have to say that I had no idea what I was getting myself into!

It's not like he was a bad captain – quite the contrary, and if any man says otherwise he's a bloody liar. But in his own way, he was a devil. As a pirate, he might have been Satan himself – sure, we always made off with a massive haul, but I could never quite shake the feeling that these raids were not what really drove him on. Sometimes I would see him with his bleak gaze fixed on the horizon, like he'd been searching after something for a long time… There was something unnatural about the man, something about him and that eerie black bird that would send shivers running down the spines of every man on deck. I often wondered what the dark secret was that kept Captain Raven going, and in what battle he'd lost that hand of his.

I never once heard him speak about his past; he was anything but talkative. And I don't know if he ever confided in Marcus, that old Maroon who they say knew him as a boy. I mean, I'm not really sure what all that was about, but if you ask me, runaway slaves are not the best sort of company for a child to keep, and it's no wonder it left a black mark on his soul (…)

- From the memoirs of a cannon crew commander

Controls

As you begin your adventure as the pirate captain Christopher Raven, there are a variety of actions at your disposal, and you can acquire more by unlocking and upgrading skills over the course of the game. Take a moment to get acquainted with the controls and the various ways you can interact with NPC's and your environment before you have bloodthirsty cannibals bearing down on you. The basic controls vary depending on whether you're in or out of combat, and whether you're on land or at sea. The PC version of Vendetta: Curse of Raven's Cry allows you to customize the controls according to your own preferences, or reset everything to the default layout.

On Land

In the PC version of Vendetta: Curse of Raven's Cry, Christopher Raven is controlled using the standard WASD keyboard configuration: press W to move forward, and S to move back. A and D move Christopher left and right, respectively, and the mouse is used to look around. Various situations will require Christopher to use stealth, and you can activate stealth mode by pressing C . Press Shift to run, whether in stealth mode or not, and [ ] allows Christopher to jump over small obstacles like steps, logs or the bodies of his enemies. Use caution when jumping, as Christopher can be seriously injured if he jumps or falls from too high up. When there's an action Christopher can perform (such as looting a body, opening a door, or speaking with an NPC), a spacebar symbol [ ] will appear.

Land Combat

Christopher Raven is a man who prefers to deal with his problems by killing them. Press F to draw Christopher's blade, his primary weapon. Pay attention to your surroundings though; if you draw your weapon while walking around town, civilians and guards will usually draw their own weapons to protect themselves, which could lead to a battle you are not prepared for. Click the left mouse button to strike, and the right mouse button to block an enemy's attack. Timing is crucial here, and if you manage to block an attack at the last moment, you can use the left mouse button to launch a counterattack. Press E to deliver a slow but deadly heavy attack. Tab allows you to lock onto an enemy, and you can press X and Y to cycle through targets. Keep in mind that human enemies are not the only dangers. A wide variety of savage animals also stalk, crawl and swim through the archipelago. Wolves, jaguars, cougars, alligators and even monkeys will harass and attack Christopher as you make your way through the jungles and swamps of the Caribbean.

As soon as you draw your weapon, the combat menu will appear on the screen.

Certain combat abilities must be unlocked before you can use them.
- ① Attack with Christopher's hook
- ② Use the Boot-Bash skill to kick your opponent
- ③ Use a Raven skill
- ④ Execute your enemy with a Fear-Kill

Once a skill is used, you will have to successfully land several more regular or heavy attacks before that skill is available again. You should take special care not to use your Fear-Kill hastily, as it can get you out of a bad situation, like when you are surrounded and overpowered. An important close-quarters combat tactic is the "Quick-shot", where Christopher Raven quickly draws and fires his pistol at an enemy in front of him without aiming. For best results, leap back a bit first by pressing ▭ , or step back to put some distance between you and your target, then press ⓠ to fire a Quickshot with the pistol. But be careful – if your opponent is too close, he will grapple with you, and can block or deflect the shot.

When you do not have your sword drawn, press and hold Ctrl to open the expanded actions menu.
Press ① to use Christopher's pistol(s) ① . The longer you hold down Ctrl the smaller the target reticule becomes and the more accurate your shot will be. Press and hold R to reload, provided you have spare ammunition in your inventory. You can press Ctrl + ② to use throwing knives ② for silent ranged attacks, and you can retrieve the thrown knives if you miss, or you can pull them from the bodies of your victims. You can also quickly use a healing ④ potion Ctrl + ④ to avoid pausing the game and accessing your inventory. Press Ctrl + ③ to summon Christopher's raven, and ③ use him to steal objects for you, both from NPCs on land as well as from enemy ships. You will see a "money bag" symbol over the heads of people you can steal from (this assumes you have already unlocked and upgraded the "Winged Thief" skill).

At Sea

As the captain, Christopher plots his ship's course and commands his rugged crew. The larger the ship, the more cannons, crew and cargo it can accommodate. You can visit a shipwright to have your ship upgraded with more cannons, armor and more. While out at sea, the status of your ship is represented by the colored bars surrounding the mini-map in the left hand corner.

The red bar ① represents the integrity of your ship's hull, green ② represents the crew, and gold ③ shows the status of your sails. If your ship or sails are damaged, you can have your ship repaired in port. The arrow ④ in the center of the mini-map represents your ship, and the flickering grey arrows ⑦ represent wind direction. The highlighted area ⑧ represents your current field of vision. Red diamonds ⑥ are enemy ships and green diamonds ⑤ represent friendly ships. The small bar on the left side above the map ⑨ shows you the amount of sails currently set.

You can change the camera perspective at any time: X will give you a view from the bow, Y shows a 3rd person view from behind the captain at the helm, and press Y again to see a full view of the ship. Press Q to look portside, and E to look from the starboard side. These perspectives make it easier to target and fire at enemy ships. If you are playing the game on Easy, these views also feature targeting aids.

The basic controls at sea are similar to the controls used when Christopher is on dry land. A and D are used to steer the vessel left or right. Press W to let out the sails and S to take them in again. The display on the lower right shows the cannons ① and the ammunition ④ you are using, as well as the reload sequence ③. ② shows you the current cannon angle set.
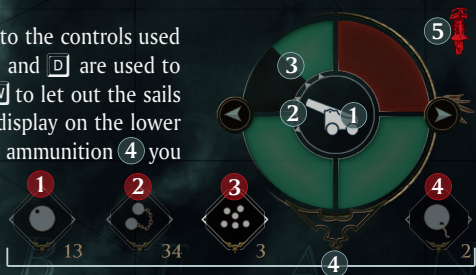
The fewer crew members you have onboard, the longer it takes to load the cannons, and the reload animation will slow down to reflect this. The mouse wheel is used to set the cannons' angle of fire ②, and the left and right mouse buttons are used to fire from the port and starboard sides of the ship, respectively. If your ship has more than one gun deck, each row of cannons must be fired separately. The loading meter ③ allows you to track the loading progress of the cannons, which can be fired as soon as the meter is full.

Deciding what kind of ammunition ④ to load your cannons with requires some forethought. Ordinary cannon balls ① mostly damage the hull, and will eventually sink the enemy ship. The chain-shot ② is very useful for damaging sails and masts, crippling the enemy ship and leaving it dead in the water. The grapeshot ③ decimates the enemy crew, making it easier to board the ship. The explosive shot ④, which can be acquired later in the game, does all three of these things.

Use the keys 1, 2, 3, and 4 to select the type of ammunition you wish to use.

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Boarding

To board a ship, position your vessel alongside it and press spacebar ▭ as soon as the small red ship symbol ⑤ appears at the bottom right of the screen. Your chance of successfully boarding a ship is calculated according to how many crewmembers each vessel has and how much damage each ship has taken.

You cannot attempt to board a ship until there is only one enemy vessel in the vicinity remaining.

In the turn-based boarding sequence, you'll fight the enemy crew in vicious close quarters combat. One side of the screen shows the enemy ship and crew ①, with status bars representing both hull damage and crew losses. The other side displays the status of your own ship and crew ②. It will be necessary to take all of these factors into consideration while boarding. If you support your crew with cannon fire as they board the enemy ship ⓑ, you run the risk of sinking it along with all its cargo. You also have the option of using only cannons ⓐ, or not using them at all ⓒ and just letting the two crews fight it out. This is what the three icons above [Next Turn] ③ are for, and the process is repeated until one of the crews is eliminated.

If you decide to use cannons during boarding, you may choose ④ what kind of ammunition you want to use for your next shot.

If you manage to successfully board the ship, you can seize its cargo and take on any remaining crew. A window with sliders will appear allowing you to decide how much cargo, ammunition, or crew you want to take. Remember that your cargo hold has limited space ①, so focus on your most pressing need if space is low; crew, ammunition, gold, or trade items.

TIP: The "pack rat" skill will allow you to increase the amount of space in your cargo hold.

Finally, you can decide whether to sink the ship or let it go. Each of these options will affect your reputation with the various factions in the game. If you let the ship go, it will not attack you, but will sit and wait for rescue.

Crew	0	8
Cannonballs	107	35
Chains	15	39
Grapeshot	7	18
Rations	13	134
Cocoa	14	4
Cotton	12	4
Ebony	16	21
Weight:	① 183 / 180	Take All
Crew	31 / 80	Accept

Note: You may only board ships that are smaller than or about the same size as your own ship. A schooner cannot board a Man of War, for example.

Menus

Inventory

A smart pirate makes good use of his ill-gotten gains. Press ⊡ to open the inventory menu. The left side displays your current exp. level ① and a progress bar ② shows how far you have to go to reach the next level. Below this, you'll see your experience points ③, health ④, the damage you can inflict with swords ⑤ and with pistols ⑥, and finally, the damage reduction ⑦ you receive from certain skills or tinctures.

At the bottom left ⑧, you can view your reputation with each of the factions. If you have a bad reputation with a certain faction due to privateer raids or other actions taken against them, the offended faction's soldiers will attack you on sight when you venture into their waters and cities. Merchants belonging to that faction will punish you with bad prices.

You can increase your reputation with a given faction by completing jobs for them (see the local governor), or by attacking and sinking their enemies' ships. You can also find "agents" in certain cities who will help you repair your reputation with a given faction, lowering your notoriety for a price.

The right side of the inventory menu shows your actual inventory ⑨. This is where you will find all your quest items, weapons, ammunition, herbs, maps, and documents.

The upper part of the screen shows you the items which you can use and/or equip, weapons, flags, hats, amulets etc. To hoist a different flag or to equip a different weapon, simply click on the new flag or weapon you wish to use. The items which you have currently in use are marked with a small hand in the upper left corner ⑩. Higher level characters can use better weapons, making you a more efficient killer. Items in the inventory which require a higher character level are displayed in red ⑪.

The middle section of your inventory shows you all potion and herbs. Herbs can be used to brew potions if the Shaman Skill is unlocked. This skill will be automatically unlocked during story progression.

In the lower section of the inventory all quest items, looted animals parts and items stolen by your raven are displayed. Items like rings, crosses or pearls can be sold to merchants to make some money.

The amount of Reales owned ⑫ is displayed on the bottom of the screen.

Skills

Experience points are acquired by completing quests and privateer raids, as well as by winning duels and killing your enemies. When you reach a new level, open up the skill menu ⓚ to learn new abilities. You can put up to three skill points into each skill ①. Once you've learned all the skills in one level, you can begin to learn the skills in the next tier ②. Place your cursor over a symbol to see an explanation of the skill.

With each level up you receive two skill points ④. To acquire a new skill, click on the symbol using the left mouse button. Right-clicking the same symbol will undo your selection, but once you confirm it, your choice is permanent. You can not only upgrade the skills of Christopher and his vessels, but you can also acquire and upgrade the skills of Christopher's raven ③ :

| EQUIPMENT | SKILLS | QUESTS | ACHIEVEMENTS | MAP | SHIP | CREW |

Hell's Bells
Reduces dmg. taken to your ship by 5% per skill level.
Damage: -5%

Skill points: 0

Winged Thief – Steal from NPCs marked with a money bag icon above their heads by pressing `Ctrl` left + `3`.

Ravensight – Use the bird to explore the region, spotting hidden or faraway enemies. As the skill develops, the range of the raven increases.

Winged Diversion – When sneaking, send the raven to distract NPCs.

Raven's Wrath – Order your raven to dive-bomb enemies, distracting them while you close in for the killing blow.

TIP: When learning and upgrading raven skills, remember that the raven cannot be used indoors.

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SCHAMAN-SKILL/ALCHEMY:

Alchemy is a skill that can be acquired via experience points, allowing Christopher to brew potent potions and tinctures. Potions can either be drank (LMB) or brewed (RMB) directly from the inventory screen if the player has the necessary ingredients and skill. Once the Shaman skill is unlocked via game progress, the Alchemy skill can be developed, allowing the hero to brew potions with a combination of herbs and alcohols. The more skill points you put into Alchemy, the more powerful your potions will be.

In the inventory, look at an icon of any given potion. There will be a brewing symbol in the top-left corner, with a simple visual aid: bright means active, dark means inactive.
When you hold the cursor over a potion bottle (whether it is full or empty), the necessary ingredients to brew the potion will appear for easy reference. If you have some items for a particular potion but not all of them, the missing ingredients will be marked with a darker color, allowing you to see what you need to complete the potion.

If a potion is consumed, but you have the ingredients and skill required to brew another one, the bottle icon will not disappear from the inventory, but instead will become dark, telling the player that although it is not possible to drink it, it is possible for the player to brew another one. Here is a simple guide to show when you can brew and/or consume a potion and when you cannot.

A potion that can be drank, but not brewed by the player.	Potion used (no bottles left), and can't be brewed due to a lack of ingredients.
Potion can be used (1 bottle left), and at least one more potion can be brewed.	4 bottles left, but brewing is not possible because of missing ingredients.
All potions used (no bottles left), but it's possible to brew another. All ingredients are available.	

Quests

The Caribbean offers countless opportunities for adventure. Press ⬜ to view all active quests as well as those you've already completed.

The left side ① shows storyline quests, treasure maps, side quests, and tips. The right side provides a quest description ④ and the objectives required to complete each quest. The main storyline is divided into chapters, and side quests can be found in almost every game location, many of which are offered by a wide variety of NPCs. Most quests will give you the chance to earn items or reales, and many of them will also make it possible for you to hire crewmembers with special abilities. Some of these characters are marked on the map; others have to be found throughout the course of the game. Docks and taverns are always a good place to start if you're looking to do a bit of business on the side.

To hide completed missions, click the box ③ in the lower left corner.

Indicators ② will show you the difficulty of a given quest. Attempting difficult quests early in the game, or before you have the experience, weapons or ship to take them on will almost certainly lead to your death. A schooner going up against 3 warships will lose almost every time, even if the schooner is somewhat upgraded. Attacking an island full of savages with a low level sword, weak skills and no flintlock ammunition will also result in death more often than not. Use the indicators, look at your inventory and skill tree, and consider if you are strong enough to tackle a difficult quest. If not, take on some side-missions, hunt for buried treasure, or raid and loot some weaker ships to bolster your skills, strength, ship and weapons before attempting more difficult quests.

Land Maps

A good knowledge of your surroundings will save you a lot of time running (or sailing) from place to place. Press M to open the map. At sea, this will open up a nautical map of the Caribbean, and on land it will open up a map of your current location.

LEGEND

- 🔺 *Your position*
- ⚓ *Port*
- ⚓ *Own ship*
- ✴ *Important location (Tavern, Brothel)*
- ◈ *Merchant*
- ◈ *Shipwright/ Ship related merchants*
- ◇ *Key NPCs*
- ◇ *Enemy NPCs*
- ✕ *Quest target point*
- ✕ *Custom marker*

🏴 *BRIDGETOWN*

Your current position is represented by a red arrow pointing 🔺 in the direction you're facing. Click on the anchor symbol ⚓ to return to the ship. Characters that are active in a given storyline or side quest are marked by black-and-blue diamonds ◇. However, many of them will not show up on the map until you've found and spoke with them first. The shipwright ◈ can repair your ship and improve it with various upgrades. Merchants and other tradesmen are indicated by the merchant symbol ◈. Cargo merchants and other ship related merchants have the same symbol as the shipswrights ◈.

Enemies are marked with red diamonds ◇. Use the right mouse button to set own map markers. Your custom marker is shown as an X in a circle ✕.

TIP: By nature, ships are important in Vendetta: Curse of Raven's Cry. Throughout the game you will meet some NPCs who want to sell their ship. If you have not enough money at the moment and do not remember later where you met the seller, look into your questlog. There is a separate category for boat sellers.

Nautical Chart (Sea Map)

Left-click on an anchor-point to set a course for that location. As you progress through the main storyline, more and more locations will be unlocked. The Caribbean can be freely explored, and you can attack and raid any ship you find at any time. Ships are indicated by the ship symbol ⓐ on the map. If you've hired an experienced navigator, you will be able to see ships and their ship class (galleon, schooner etc.) from a greater distance. Once you select an anchor-point, you can change course at any time in order to attack a ship, or just to stop sailing by pressing [RMB] towards your chosen anchor-point and go elsewhere. If you hover the cursor over an anchor-point, you'll receive details like the name of the port, the time it will take to get there (in days), and what it will cost you to sail there (in terms of rations and crew-wages), as well as which trade goods are in high demand there, and which goods they have too many of.

Trade goods marked [–] are in demand, and will fetch a good price in that market. Those marked [+] can be bought cheaply and sold elsewhere for a profit.

TIP: Use your mouse wheel to zoom from the city map to the sea map. That's helpful if you want to figure out if your cargo can be sold in another port for a better price.

Ship

Press Ⓗ to access the ship menu.

EQUIPMENT	SKILLS	QUESTS	ACHIEVEMENTS	MAP	SHIP	CREW

① Galleon

②			
Cannonballs	505	Rum	0
Grapeshot	122	Spices	0
Chains	138	Coffee	0
Bombs	0	Ebony	0
Boards	0	Cocoa	0
Sailcloth	0	Silk	0
Rations	502	Sugar	0
Tobacco	0	Tea	17
Cotton	35	Cannabis	36

③ Hull HPs 289/1540
   Sail HPs 1400/1400
④ Crewmen 120/120
   Crew Morale 60%
⑤ Speed 9 knots
   Maneuverability 18
⑥ Cargo 98/504

Cannons 14 (7/0/7) ⑦
⑧ Level M l

Armor: 0 0 0
⑨ Damage: 70 30 8
         30 65 15
         15 25 30

The right side ② shows which trade goods you are currently carrying and how much of each ammunition type you have aboard. The left side ① shows your current ship, along with important information such as your ship's maximum HP, the current condition of your hull and sails ③, your crew's strength and morale ④, and stats for speed and maneuverability ⑤. The last item shows your cargo capacity ⑥ as well as the amount of goods you currently have in your cargo hold.

Next to these stats are the number of cannons you have ⑦, the current level of your ship ⑧ and the amount of damage ⑨ your cannons deal using each type of ammunition. You can take your ship to shipwrights located in any port, and upgrade your ship for a price.

Crew

Not even the greatest captain can sail his ship alone. The crew menu lists all of your officer's names and positions, along with their special attributes.

Good officers are hard to come by, and you'll have to visit many cities, taverns, docks and ports to compile your ultimate crew. When you hire an crewmember, he will appear in the crew menu ①. The description on the right side lists the pros (green) ③ and cons (red) ② of having him onboard. You can see what wage you'll have to pay him ④ to retain his services next to the officer's name.

The slider at the bottom ⑥ allows you to set the amount of crewmen you want to recruit when you arrive in port, and your first officer will take care of the details when you arrive. The number above ⑤ shows you the actual number of crew members as well as the costs for them.

. If you have too few men on board, it will take longer to reload your cannons, and you will have a hard time successfully boarding other vessels, especially if you haven't taken out most of the enemy crew with the grapeshot first.

TIP: Invest in the "Tight Ship" skill to reduce the cost of your crew.
Note: Be careful when hiring officers – hire the wrong man, and it could ruin your reputation with certain factions, sometimes permanently.

Trading and the Economic System

Shipwrights

Everyone knows that a captain is only as good as his ship. This means that keeping your ship in good repair and equipped with the best possible weapons and upgrades should be a top priority.

Shipwrights can be found in just about every port in the Caribbean. If you have the reales, shipwrights can upgrade your ship in a variety of ways: upgrade your cannon strength, the number of cannons per side, your hull, sails and crew quarters, which will allow you to store more goods instead of losing cargo space when you have a full crew onboard. Each upgrade has several levels that can be purchased. If an upgrade is available and you have enough money for it ⑥, it will be displayed in green ① on the right side of the screen, and you can purchase it by left-clicking it and confirming your purchase by clicking "Accept" ②. Your increased stats will then be displayed on the left side of the screen ④. If you don't have enough reales, the price of the upgrade will be shown in red ③.

In the upper right corner ⑤, you can switch to the maintenance menu, which allows you to have repairs done to your ship, in addition to purchasing supplies and ammunition. If you run out of food (rations) during a sea-voyage, your crew will go hungry and morale will drop, so make sure you always have plenty of rations on board to avoid a mutiny.

TIP: If you need to have your ship's hull or sails repaired, but are thinking about upgrading that component soon, consider just purchasing the upgrade instead of paying for repairs. If you purchase, for example, a sail upgrade, the new sail will save you the cost of repairing the old one.

Merchants

Most ports you'll visit have various types of merchants and tradesmen who will sell you a variety of goods, ammunition, and other supplies. Some merchants belong to a particular faction, and depending on your standing with their faction, they will undercharge or over-charge you for goods. There is a limit to your carrying capacity in Vendetta: Curse of Raven's Cry, but it makes sense to hoard some items and then sell the cargo you don't need once you've achieved a high reputation with a certain faction. Also, depending on how much space you have, you can make a lot of extra coin by buying low in one location, then selling high in another.

CARGO MERCHANTS
Prices for goods such as rum, cotton, tobacco, etc. will vary greatly from port to port, so you should keep an eye on the market to maximize your profits. A quick look on the nautical chart will let you know which goods are in demand in each market, shown by the [+] symbol.

WEAPONS DEALERS
Weapons dealers can be found throughout the Caribbean. While weapons can occasionally be picked up off the bodies of your enemies, if you want the best blades and flintlocks, you'll have to go through a reputable dealer. Rumor has it that the best weapons dealer in the Carib-bean is a man named Lancaster, but he is a very particular sort, and not a man to be trifled with.

HERB SELLERS
Herb sellers are located throughout the West Antilles, making their living selling herbs, potions and tinctures. However, some herbs are very rare and often you'll only be able to acquire them from the natives that populate the many uncharted islands in the Caribbean. If you plan on spending experience points to learn the Alchemy/Shaman skills, don't sell all the herbs you find to herb sellers. Instead, wait until you've learned the right skills to convert them into useful healing and strength increasing tinctures.

BLACK MARKET SHIPWRIGHTS/HAWKERS

When the heat is on, but you badly need repairs for your ship, the black market is often a rogue's only choice. Although they charge extra for their services, if it comes down to paying more for supplies or sailing directly into an angry faction's waters, smart captains will often spend the extra coin.

FIGUREHEAD SALESMEN/CRAFTSMEN

These salesmen specialize in decorative figureheads and sails. The interchangeable sails allow for personalization of your vessel, while the figureheads will change how your men perceive your ship, increasing or reducing crew morale by a small amount, depending on the figurehead. Figureheads will slightly affect your ship's speed, and can also increase your ship's "resistance", which will decrease the amount of damage you take when ramming an enemy vessel.

CLOTHIERS/TAILORS/ AMULET SELLERS

Although the Caribbean is steeped in realism, the locals have their own powerful superstitions, and seeing a special amulet that aligns with their fervent beliefs will cause them to treat its owner as more than a common man. Therefore, simply wearing one of the numerous amulets obtainable throughout the game will allow Christopher to enhance his skills.

Some goods you can buy from clothiers are practical enhancements; for example, wearing certain hats and amulets will extend and enhance the hero's abilities in battle.

AGENTS

With enough coin, a man can buy almost anything in the Caribbean…even a good reputation. Agents are located throughout the Caribbean, and although they usually look like alley-rats, these men have friends in high places, and can help you out of a bind if your notoriety gets too high…if you've got the coin. Visit an Agent when your notoriety with a particular faction is causing you problems, or you need to sail into hostile waters and don't want to waste time with a series of skirmishes.

BARTENDERS

Barkeepers hear about as much gossip as a good whore, and they charge quite a bit less. Bartenders tend to get talkative with well-paying customers, and their information is usually accurate. Stop by local taverns and buy a couple of drinks to hear the latest gossip, find out if there are any sailors looking for work, or buy various alcohols and use them to make tinctures and potions.

Keyboard Layout

W Move forward
S Move back
A Move left
D Move right
1 Dirty Fight Charge *
2 Kick *
3 Raven Distract *
4 Fear Charge *
E Heavy attack
X Switch to right target
Y Switch to left target
Q Quickshot/Shoot Pistol
C Sneak
F Set armed mode
T Torch
R Reload Pistol
I Open Inventory
K Open Skills Dialog
L Open Questlog
M Open Map
H Ship status
N Use Tincture/Regenerate HP
Tab Lock on target (if armed)
Ctrl Switch aiming (if armed)
⎵ Jump/Action
Ctrl + 1 Use Pistol
Ctrl + 2 Use Knife
Ctrl + 3 Use stone
Ctrl + 4 Use Raven (steal)
Shift + C Sneak fast
Shift + W Run

*: only if weapon drawn

SHIP CONTROLS

W Sail forward
S Slow down
A Sail left
D Sail right
1 Ship Ammunition - Type 1
2 Ship Ammunition - Type 2
3 Ship Ammunition - Type 3
4 Ship Ammunition - Type 4
E Ship camera right side
X Ship camera back view
Y Ship camera on player
Q Ship camera left side
C Ship aim left
B Ship aim right
V Ship aim forward
🖱 Port Salvo (Left-Side Cannons)
🖱 Starboard Salvo (Right-Side Cannons)
🖱 Front Salvo (Front-Side Cannons)
🖱 Ship cannons angle up
🖱 Ship cannons angle down

🖱 Attack
🖱 Block
Esc Open game menu
Pause Pause
F3 Save current game
F4 Load game
F5 Quick save
F9 Quick load

Xbox 360 Controller

LT Sprint
Quickshot
Fire portside cannon

X Action/Push/Loot
Light attack
Select amunition

RT Fire weapon
Fire starboard cannon

RB Special ability
(**A**,**B**,**X**,**Y**)
Increase cannon angle

LB Aim weapon
Decrease cannon angle

Y Reload weapon
Heavy attack

B Skip video
Block
Select amunition

Move
Speed up/
slow down/steer

Sneak

Steal (Raven)
Bow view

A Jump
Dodge

Aim - Knife
Change target
Portside view

R Rotate camera

R Lock on to target

Equip | Unequip
Weapon, Aim - Pistol
Captain's view/Full view

START Pause menu

Aim - Rock
Change target
Starboard view

BACK Game menu (Inventory, Maps,...)

White: Normal
Blue: Combat
Red: Ship