

RISE OF PIRACY

COMMANDS

Campaign Map Controls

KEY	ACTION
RMB	Move Ship / pursue fleet
LMB	Interact with menus
SPACE	Pause time
1 / 2 / 3	Time speed 1x / 2x / 3x
ESC	Menu

RTS Camera — Classic & FreeCam

KEY	ACTION
W / S	Move camera forward / back
A / D	Pan left / right
Shift + above	Faster camera movement
Mouse Scroll	Raise / lower camera
Mid Mouse / V	Rotate camera perspective
Q / E	Rotate camera
G / B	Raise / lower camera alt

RTS Controls — Movement & Selection

KEY	ACTION
T	Toggle RTS / Third Person
LMB	Select unit
LMB + Drag	Selection box
Double LMB	Select all same type on screen
CTRL + A	Select all naval units
CTRL + (1–9)	Create group
RMB on sea	Move to location
RMB + Shift	Set waypoint
RMB on Friendly	Guard / Follow
H	Anchor / Hold position
BACKSPACE	Abandon ship
TAB	Select flagship (double: go to)

RTS Controls — Attack

KEY	ACTION
RMB on Enemy	Attack (cursor → sword)
Shift+RMB Enemy	Board enemy ship
CTRL + RMB	Bombard location
RMB on Shore	Set invasion landing spot
R	Change shot type (Chain etc.)
RMB+Hold Friendly	Formation offset position

RTS Pirate Controls — Land

KEY	ACTION
LMB	Select unit
Double LMB	Select all
LMB Drag	Drag select
CTRL (1–9)	Add to group / select group
RMB on location	Move to location
RMB on Cannon	2+ pirates → operate cannon
Double RMB Cannon	Drop cannon
CTRL + RMB	Move attack
RMB on Enemy	Attack (direct)
CTRL+RMB (cannon)	Bombard location

Third Person Controls

KEY	ACTION
Tap W	Increase sails (speed up)
Tap S	Decrease sails (slow down)
A / D	Turn left / right
A+D Together	Re-center steering
N	Toggle auto fire / advanced
SPACE	Fire cannons (advanced)
Hold RMB	View firing angle
R	Toggle shot types
X	Toggle firing style
G / V	More / less gunpowder
F / C	Change firing arc

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TIPS & TACTICS

Campaign

- The Campaign is a sandbox — profit how you choose.
- Be careful early: mouse over ports and fleets to gauge risk.
- Build faction relations for better missions and battle support.
- Buy goods marked green at market; sell your green cargo for best profit.
- Level up to access more ships, larger fleets, and upgrades.
- Chat with fleet captains and mayors to uncover rumours with big payoffs.
- As your wealth grows, so does the risk of being hunted.
- Save often — death is permanent and autosaves may not be ideal.
- Capture or ally all faction Capitals to "Win" and unlock more content.

Gold & Renown — How to Earn

- Sell goods at the market → Gold
- Complete missions → Gold & Renown
- Attack fleets → Gold & Renown
- Capture ports → Gold & Renown
- Sell ships → Gold

Fleet Combat

- Arrange ships to bring all cannons to bear on the enemy.
- Watch formations — allies blocking fire will delay shots.
- Focus the enemy flagship; the fleet may surrender.
- Boarding and capturing is more profitable than sinking — but riskier.
- Move with the wind: speed is safety.

Invasions

- Bombard port defenses from sea before landing troops.
- Use Move Attack — safer than movement or attack commands alone.

Gold & Renown — How to Spend

- Weekly crew salaries → Gold
- New crew recruitment → Gold or Renown
- Buy / upgrade ships → Gold
- Upgrade crews → Renown
- Favor with mayors → Gold or a Ship
- Buy goods at market → Gold
- After battle, recruit stranded crews → Renown