

- Manual -

PIRATES OF BLACK COVE



PC
DVD-ROM
SOFTWARE

 **NITRO**
GAMES

Contents

| | |
|--|-----------|
| HEALTH ISSUES | 4 |
| OVERVIEW | 5 |
| Installing Pirates of Black Cove | 5 |
| SYSTEM REQUIREMENTS | 6 |
| GETTING STARTED | 7 |
| Start game | 7 |
| Continue game | 7 |
| Load Game | 7 |
| Options | 7 |
| Exit to Windows | 7 |
| PLAYING PIRATES OF BLACK COVE | 8 |
| Starting character | 8 |
| Factions | 10 |
| Units | 11 |
| World level | 14 |
| Stronghold level | 16 |
| Colonies | 17 |
| Player character, heroes and units | 18 |
| Ships, upgrades and boarding | 19 |
| CREDITS | 25 |

Health Issues

EPILEPSY WARNING

PLEASE READ THIS CAUTION BEFORE YOU OR YOUR CHILD PLAY A VIDEO GAME:

Certain people are susceptible to epileptic seizures or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some video games. This phenomenon may appear even if the subject has no history of previous difficulties. If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of awareness) when exposed to flashing lights, please consult your doctor prior to use. We advise that parents supervise the use of video games by their children. If you or your child experiences any of the following symptoms while playing a video game: dizziness, blurred vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

STANDARD PRECAUTIONS WHEN PLAYING VIDEO GAMES:

- Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.
- Play video games on a small screen (preferably).
- Avoid playing if you are tired.
- Make sure that the room in which you are playing is well lit.
- Rest for a period of 10 to 15 minutes for every hour you play a video game.



Overview

Explore the Caribbean in the golden age of pirates, and unite the pirate factions to defeat the ferocious and bloodthirsty Pirates of Black Cove! From modest beginnings, earn fame and notoriety as an aspiring pirate captain, eventually gaining the trust of the pirate leaders of all the factions. Sail the seas and roam the lands, take on a variety of missions – and perhaps even solve the mystery of the Forgotten Isle...

INSTALLING PIRATES OF BLACK COVE

Insert the DVD into your DVD-drive and follow the on-screen instructions.



System Requirements

Minimum requirements:

OPERATING SYSTEM: Windows XP / Windows Vista / Windows 7

CPU: Intel Core Duo 2.00GHz or equivalent

MEMORY: 2 GB

HARD DRIVE SPACE: 4.0 GB

GRAPHICS: Dedicated Nvidia GeForce 8600 or equivalent
(256 MB ram, 3.0 pixel shader support required)

SOUND CARD: DirectX 9 compatible

CONTROLLER SUPPORT: 3-button mouse,
keyboard and speakers



Getting Started

Continue

If you have played the story before, you can quick start your last save from here.

Start a New Game

This is where you begin your adventures on the Caribbean.

Load a Save Game

You can access your saved games here.

Settings

Here you can change graphics and sound settings, and assign control keys.

Credits

See the names of the people who made the game!

Quit Game

Quit and exit back to Windows.



Playing Pirates of Black Cove

STARTING CHARACTER

When you start the game, you can select from 3 different starting characters. Although they are not tied to any specific faction, the starting skills of each favour those of one faction type. They're all good, but you can choose the character whose starting skills fits your playing style the best.

Walker De Planc

Poor baby Walker -- abandoned on the steps of a Parisian orphanage, wrapped in a Jolly Roger, a bottle of vintage grog clutched tightly in his tiny hands.

Seems his destiny was set from that day forth. At the tender age of twelve, Walker slipped on board an old merchant ship bound for the West Indies. He was soon discovered, and his dreams of piracy roundly dismissed, but the kindly old Captain took a liking to the spirited young stowaway, and saw that the young man received a sound schooling in the art of seamanship.

Walker grew to become a capable sailor, and served as first mate on a dozen ships. But every once in a while he would take out his old pirate flag, pour himself a generous mug of grog, and re-visit his childhood fantasies. No doubt about it – piracy runs deep in this young adventurer's veins!

VITALS: Damage (melee) ♦♦♦♦◆ Speed ♦♦♦♦◆ Toughness ♦♦♦♦◆



Longshot Jack

For his fifth birthday young John received a pop-gun – a jolly, tin contraption with a cork bullet attached by a stout cord. An evil gleam flickered in the lad's eyes: the cord was promptly severed and our young sharp-shooter began testing his skills, shattering a full bottle of vintage grog and the school teacher's glass eye.

Jack proved to possess an uncanny aim – no target was too tricky this young tearaway. Anything that moved within a mile radius was liberally speckled with shot. Hoping to dampen his fiery spirit, his father packed him off to sea, thinking only the seagulls would be in danger.

But before long, young Jack was the Captain's right hand man, stationed in the crow's nest, picking off any marauding pirates whose vessels happened to wander into range of his ever cocked musket. But reckless Jack still craved more challenges... and the riskier the target, the better!

VITALS: Damage (ranged) ◆◆◆◆◆ Speed ◆◆◆◆◆ Toughness ◆◆◆◆◆



Jolie Rogers

Jolie Rogers was sickeningly cute – but her angelic appearance belied a devilishly mischievous temperament. Kindly old aunties quickly learnt not to pinch this lassie's rosy cheeks – if they valued their fingers!

Not just a pretty face, Jolie proved an agile and capable street-fighter, disarming her opponents with a quick bat of her eyelashes before whipping out her razor-sharp knives.



However, she nearly met her match when she clashed steel with Captain Blithe, an equally cold-hearted and ruthless privateer not so easily taken with a pretty face. But fortune smiled on Jolie: only her pride was wounded, thanks to the intervention of Bondsman Billy, who clapped the Captain in irons and hauled him off to the gallows.

Determined to prove herself the hapless Captain's equal, Jolie signed onto the next ship leaving the harbour. Soon enough, the name 'Jolie Rogers' was legendary – both for her beauty and her fearsome prowess as a sailor and swordsman.

VITALS: Damage (melee) ◆◆◆◆◆◆◆◆◆◆ Speed ◆◆◆◆◆◆◆◆◆◆ Toughness ◆◆◆◆◆◆◆◆◆◆

FACTIONS

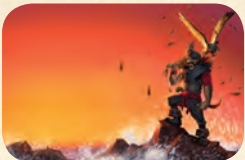
The pirates are divided into four different factions: Pirates, Buccaneers, Corsairs, and the dreaded Black Cove. Your mission is to unite the three factions against the Pirates of Black Cove.



PIRATES are the standard everyday pirate faction, and their units are well-rounded. These guys rely on naval combat and stamina.



BUCCANEERS specialise in long range combat, at sea and on land.



CORSAIRS are a melee-oriented faction. Their units are fast but can't take that much of a beating – and their ships are quite fast and agile as well.



THE BLACK COVE faction is all about brute strength, and there are some rumours that they even possess minor magical abilities. Their ships are feared throughout the Caribbean.

UNITS

Hireable units

Pirate units



SCALLYWAGS: These regular pirates are the main force of the Pirate faction. They come armed with a sword and a passion for brawling.

BUILDING: Pirate quarters

VITALS: Damage ◆◆◆◆◆

Speed ◆◆◆◆◆

Toughness ◆◆◆◆◆



SCOUNDRELS: This ranged unit of the Pirate faction is not afraid of scuffles, though they prefer to fight from a distance with their trusty flintlocks.

BUILDING: Flintlock yard

VITALS: Damage ◆◆◆◆◆

Speed ◆◆◆◆◆

Toughness ◆◆◆◆◆



CRAZY CANNONEERS: They carry huge cannons like they were pieces of candy! The Crazy Cannoneers are terrible foes for anyone unlucky enough to piss them off.

BUILDING: Hall of Steel and Thunder

VITALS: Damage ◆◆◆◆◆

Speed ◆◆◆◆◆

Toughness ◆◆◆◆◆

Buccaneer units



PISTOLIERS: The dual-wielding Buccaneer Pistoliers are the main force of the Buccaneer faction. What they lack in range, they make up for in accuracy.

BUILDING: Pointblank

VITALS: Damage ◆◆◆◆◆

Speed ◆◆◆◆◆

Toughness ◆◆◆◆◆



MARKSMEN: Enemies tremble at the very sight of a Buccaneer Sniper – the ones who manage to catch sight of the deadly sniper before they drop down dead!

BUILDING: Shooting range

VITALS: Damage ◆◆◆◆◆

Speed ◆◆◆◆◆

Toughness ◆◆◆◆◆



ROCKETEER: Making good use of the latest advancements in the gunpowder industry, these guys enter battle with a handheld rocket launcher armed with homing rockets!

BUILDING: Rockets of Plundering

VITALS: Damage ◆◆◆◆◆

Speed ◆◆◆◆◆

Toughness ◆◆◆◆◆



Corsair units

SABRE SWINGERS: The Corsair Sabre Swingers know their business. And that business is slicing up enemies with their two razor-sharp sabres, which they wield even while they sleep.

BUILDING: House of Dozen swords

VITALS: Damage ◆◆◆◆◆

Speed ◆◆◆◆◆

Toughness ◆◆◆◆◆



DUH CLUBBERS: A heavy-hitter unit of the Corsairs. Typically, Corsairs are thought to be fast and agile, but this unit is anything but! Instead, they're tough as nails, and their attacks are punishing!

BUILDING: Lions Den

VITALS: Damage ◆◆◆◆◆◆◆◆

Speed ◆◆◆◆◆◆◆◆

Toughness ◆◆◆◆◆◆◆◆



STINK BOMBER: This special unit uses stink bombs to confuse the enemy, making them unable to fight for a short period of time. These guys usually get more space during longer voyages at sea, because no one wants to get near them.

BUILDING: Stench Pits

VITALS: Damage ◆◆◆◆◆◆◆◆

Speed ◆◆◆◆◆◆◆◆

Toughness ◆◆◆◆◆◆◆◆

Enemy units

Colonial forces consist of basic swordsmen and riflemen, usually accompanied by a colonial commander who will heal nearby allies and boost their attacks.

Black Cove units

PALE BACKSTABBER: These dual-dagger-wielding bad-dies make fearsome enemies! They're swift and agile, and deadly in combat. A truly scary bunch!



FIRE BRAWLER: A heavy melee unit, who can stun nearby foes by smashing his fist on the ground.



GATLING SKULLER: This unit uses the bones of his enemies and fallen comrades as ammunition in his super fast triple-barrel gatling skuller. How sick is that!



AXECUTIONER: The command unit of the fearsome Black Cove. They boost the fighting efficiency of all Black Cove units in range, and can heal them when needed.



WORLD LEVEL



Here you can sail around the Caribbean, visit the strongholds of the pirate factions, raid colonial settlements, and engage in naval battles with your enemies.

- Pressing the M key brings up the map of the game world.
- The default controls for sailing are: A and D turn your ship, and W and S raise and lower your sails. The Q and E keys are used for firing cannons, and spacebar fires your special weapon, if your ship is equipped with one.
- To enter a location, just sail towards it. Once you're close enough, you will enter the location.
- The compass indicator on screen informs you which way to go during missions.
- You can only save your game when you're on the world level. To save a game, just open the in-game menu and click the save game option.
- Pressing the ESC key will open the game menu, from which you can exit the game or load a saved game.

The top-left corner of the screen shows how much money you have.

Below that is your character's portrait, with two bars on either side. The bar on the left represents your current health, and the bar on the right represents the condition of your ship.

Below your character's portrait are 2 icons, a grog bottle and toolkit. Grog is used to replenish your health and the health of your troops – but beware: overusing them will make your troops dizzy. Toolkits are



used to repair your ship while you're at sea. Both Grog and Toolkits are sometimes left as loot by defeated ships.

Below your character's portrait is your ship. The bars along the side indicate the loading time for your cannons. You can shoot even if the bars aren't full, but you'll fire only those cannons that are currently loaded.

If your ship has a special weapon equipped, it is shown below your ship icon.



This opens the action menu.



IN-GAME MENU: Click this to open the in-game menu.



CAPTAIN'S LOG: You can consult this log to see information about your current missions.



MAP: This shows the map of the game world, as well as your location, your mission targets, and all known locations.



INVENTORY: All your items can be seen here.



CHARACTER INFORMATION: Your character's statistics and skills can be viewed here. When your character gains a level, you can select new skills here.

STRONGHOLD LEVEL



Each faction has their own stronghold. These strongholds are areas central to the faction, which you can help build up and manage.

WINDCHARMS can be found in each stronghold. These magical items teleport your ship and crew back to the stronghold.

At strongholds you will deal with various types of buildings.

You can visit the faction chief at his mansion, and receive faction missions. You can complete missions to raise your reputation and progress the story. If your overall reputation is too low, the leader may not want to talk to you. You might want to raise your reputation with another faction first.

Different buildings can be constructed, if you have the gold to pay for them. In buildings you can hire new units for your army and replenish your soldiers.

Shipyards are used to store, buy, and upgrade your ships, as well as change their visual appearance.

To leave a stronghold, all your units need to be in the landing zone.



The row boat icon, located at the bottom left corner of the screen, has two purposes. If your troops are not yet gathered at the landing zone, you can click the row boat to gather them there. Once they are gathered there, click the row boat again to embark.



COLONIES

Typically, you'll visit a colony if it's your mission is to do something in there (be it rescuing or kidnapped person, or destroying a specific building). But it's worthwhile pillaging the colonies just for fun! You can freely raid any colony you find and loot their stores. Colonies normally have at least one building that will be interesting to raiding pirates, be it a bank or a trading post. To raid a colony, simply enter it, fight your way to the building you'd like to pillage, and then destroy it and loot the spoils!

Colonies may also have other buildings of interest. Prisons, for example, can be destroyed to free the prisoners. Sometimes you might even get reinforcements from them -- but be warned: there is also the odd chance that Black Cove units are held as prisoners as well. Even if you free them, they might not be all that friendly...



When you select a main character or a hero, units under their command are shown on the left side of the screen.

If you or your troops are low on health, you can use a grog bottle to fully heal every unit you have. You can use another grog bottle while the first one is still in effect, but any units that were healed by the first may become groggy for a while; you can do this in an emergency, but this temporarily makes them more vulnerable to attacks.

PLAYER CHARACTER, HEROES AND UNITS

Your main character has three unit slots that can be filled with hired units.

Your character will gain new skills with experience. Experience is earned by sinking ships at sea or by defeating enemy soldiers in land battles. You can also earn experience by completing missions.

When you become a champion of a faction (which happens when your reputation reaches its maximum) you will gain that faction's leader as an additional hero-unit. This unit follows the same principles as your main character, with one exception: hero-units follow a pre-defined skill tree as they gain experience.

All player characters and hero units have one active skill. Their active skill can be used in land battles, to give a temporary boost to your main character. All active skills have a cooldown period. You can use the active skill by clicking on the icon immediately below your character's portrait.

Each faction has three types of troops: a basic unit, an advanced unit, and a special unit. Basic and advanced troops have more than one soldier in each group, but special units always work solo.

If a soldier falls in battle, but one unit in the group still remains, you can visit the building you used to hire the group, and replenish all your units back to full health.



SHIPS, UPGRADES AND BOARDING



Each faction has two unique ships, which can be unlocked by the blueprints you'll collect in your explorations. Each faction also has their own upgrades and special weapons, which can be installed on any ship.

Special weapons are fired by pressing the spacebar. Some fire straight forward, and some can be charged up. To adjust the power, keep the spacebar pressed down for a bit longer. The longer it's held down, the farther the shot will fire.

Special weapons include a human catapult, which is required to capture enemy ships. To capture a ship, fire upon the enemy ship with the human catapult. After some time, the ship will either be captured, or the capture will fail. In case of failure, you may shoot the human catapult at the enemy vessel again. Upon a successful capture, the invader will automatically sail the ship to the nearest stronghold.



Ships



THE RAFT

FACTION: Pirate

A ship made from spare parts collected from here and there. Not too good, but better than the small colonial ships.

STATS: Damage ◆◆◆◆◆

Speed ◆◆◆◆◆

Maneuverability ◆◆◆◆◆

Durability ◆◆◆◆◆

HEDGEHOG

FACTION: Pirate

Its cannons stick out from everywhere! If you need firepower, this is your choice!

STATS: Damage ◆◆◆◆◆

Speed ◆◆◆◆◆

Maneuverability ◆◆◆◆◆

Durability ◆◆◆◆◆



NEMOSIS

FACTION: Buccaneer

This ship is equipped with few big cannons with excellent range.

STATS: Damage ◆◆◆◆◆

Speed ◆◆◆◆◆

Maneuverability ◆◆◆◆◆

Durability ◆◆◆◆◆

RINGMASTER

FACTION: Buccaneer

When it comes to long-ranged combat, nothing compares to the Ringmaster. However, it's not the best with close-range combat.

STATS: Damage ◆◆◆◆◆

Speed ◆◆◆◆◆

Maneuverability ◆◆◆◆◆

Durability ◆◆◆◆◆





EAGLE OF THE SEAS

FACTION: Corsair

Wonderfully fast and agile. Your ship of choice when you are not expecting to get into dicey situations.

STATS: Damage ◆◆◆◆◆

Speed ◆◆◆◆◆

Maneuverability ◆◆◆◆◆

Durability ◆◆◆◆◆

SHARK'S TOOTH

FACTION: Corsair

Due to its light and speedy form, it can sometimes trick enemies into thinking it easy prey. But they'll soon learn that it boasts a fair number of cannons!

STATS: Damage ◆◆◆◆◆

Speed ◆◆◆◆◆

Maneuverability ◆◆◆◆◆

Durability ◆◆◆◆◆



FAT LADY

FACTION: Colonial

The smallest colonial ship. It's fairly easy prey.

STATS: Damage ◆◆◆◆◆

Speed ◆◆◆◆◆

Maneuverability ◆◆◆◆◆

Durability ◆◆◆◆◆

DRAGON FLY

FACTION: Colonial

Though commonly used as a warship, the Dragon Fly shouldn't give experienced pirates too much trouble.

STATS: Damage ◆◆◆◆◆

Speed ◆◆◆◆◆

Maneuverability ◆◆◆◆◆

Durability ◆◆◆◆◆





QUEEN'S BASTARD

FACTION: Colonial

The largest of the colonial ships. This one can pose a challenge to the less experienced pirate.

STATS: Damage ◆◆◆◆◆◆◆◆

Speed ◆◆◆◆◆◆◆◆

Maneuverability ◆◆◆◆◆◆◆◆

Durability ◆◆◆◆◆◆◆◆

BLACK TERROR

FACTION: Black Cove

The Black Cove scout ship. Unless you've got a fair bit of firepower, you'd best keep well away.

STATS: Damage ◆◆◆◆◆◆◆◆

Speed ◆◆◆◆◆◆◆◆

Maneuverability ◆◆◆◆◆◆◆◆

Durability ◆◆◆◆◆◆◆◆



THE COFFINSHIP

FACTION: Black Cove

The mid-sized Black Cove ship. It boasts impressive firepower, but it can be defeated by the stalwart pirate!

STATS: Damage ◆◆◆◆◆◆◆◆

Speed ◆◆◆◆◆◆◆◆

Maneuverability ◆◆◆◆◆◆◆◆

Durability ◆◆◆◆◆◆◆◆

KRAKEN'S REVENGE

FACTION: Black Cove

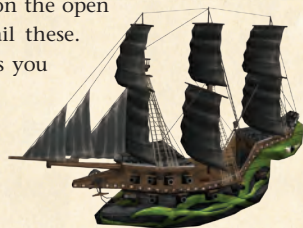
The biggest and baddest Black Cove ship on the open waters. Black Cove lieutenants usually sail these. They should be avoided at all costs unless you are highly skilled in naval warfare.

STATS: Damage ◆◆◆◆◆◆◆◆

Speed ◆◆◆◆◆◆◆◆

Maneuverability ◆◆◆◆◆◆◆◆

Durability ◆◆◆◆◆◆◆◆



Upgrades



SPIKED CANNONBALLS

Available from the shipyard at Pirate Isle.
Increases the amount of damage your cannons deal.



REINFORCEMENT

Available from the shipyard at Pirate Isle.
Increases the durability of your ship.



CANNON SCOPES

Available from the shipyard at Buccaneer Bay.
Increases your cannon's range.



RAPID LOADER

Available from the shipyard at Buccaneer Bay.
Decreases the loading time of your cannons.



UNDERWATER TURBINE

Available from the shipyard at Corsair Cove.
Increases the speed of your ship.



SENSITIZED RUDDER

Available from the shipyard at Corsair Cove.
Makes your ship more manoeuvrable.

Special Weapons



SLOWDOWN HARPOON

Available from the shipyard at Pirate Isle.
You can use this special weapon to slow down enemy ships. It fires a harpoon which has bulkweight attached to it with a rope.



MORTAR

Available from the shipyard at Pirate Isle.
The mortar fires one big cannon ball straight forward.



HUMAN CATAPULT

Available from the shipyard at Buccaneer Bay.
The human catapult shoots a willing sailor into the enemy ship. The sailor then tries to capture the vessel.



HOMING ROCKETS

Available from the shipyard at Buccaneer Bay.
Homing Rockets come in handy when you're up against a target that is difficult to hit with regular cannonballs.



MINE BARRELS

Available from the shipyard at Corsair Cove.
Mine barrels can be left floating on the water. They cause damage to any ships that approach too closely. Beware not to run over your own barrels!



FART BOMB MINES

Available from the shipyard at Corsair Cove.
The Fart Bomb Mine is actually made from all the sea-sick spew that a Pirate crew can produce while sailing. Yuck! Drop it into the water and see what happens.

Credits

Nitro Games

CHAIRMAN OF THE BOARD

Antti Villanen

CEO

Jussi Tähtinen

COO & PRODUCER

Brendon Neuwerth

LEAD DESIGNER

Markku Pitkänen

DESIGNER

Kim Soares

LEAD PROGRAMMER

Janne Niittymäki

PROGRAMMERS

Niko Arvilommi

Chris Carver

Jussi Enroos

Juho Jantunen

Mikko Korpinen

Daniel Liljeqvist

Tommi Niilola

Ossi Pylvänäinen

Jussi Raunio

Jari Ravantti

Teppo Ristola

Samppa Rönkä

Marko Turklin

QA LEAD

Panu Tertsunen

ART DIRECTOR

Lasse Lehmusvaara

LEAD 3D ARTIST

Niko Pesonen

3D ARTISTS

Milla Meriläinen

Timo Rokka

LEVEL DESIGNERS

Jyrki Coertjens

Jessy De Lannoit

2D GRAPHICS

Jakob Eirich

Janne Pitkänen

CONTRIBUTOR

Lukasz Damentko

Breslin Studios

WRITER

Steve Breslin

VOICE ACTING

Todd Benzin

Chris Brandjes

Diane Curley

Annette Daniels-Taylor
Carlton Franklin
Phil Knoerzer
Richard Lambert
George Ledoux
Tom Makar
Crescenzo Scipione

ArtDuck Studios

Character and building
modeling

The Source Studio

PRODUCER

Ivelin G. Ivanov

LEAD ANIMATOR

Vasil Dikov

ANIMATORS

Barbara Domuschieva
Maria Kalcheva
Rumyana Ivanova Spasova

Tempo Music

MUSIC PRODUCERS

Vesa-Matti Mattsson
Jussi Aronen

COMPOSERS

Vesa-Matti Mattsson
Jussi Aronen

Olli Pétas
Juho Roslakka
Juho Räisänen

TRUMPET

Teemu Mattsson

ARRANGEMENTS

Vesa- Matti Mattsson
Olli Petas
Juho Roslakka

SOUND EDITING

Olli Pétas
Juho Roslakka
Juho Räisänen

VOICE DIRECTING

Vesa-Matti Mattsson

UNIT RESPONSES

Gary Revel Jr.
Jonathan Hutchings
Anu Palevaara

Strawberry Bay Sound

SOUND FX

Jonas Mäki
Max Paananen
Wiljami Salminen

QLOC

Game Testing

Paradox Interactive

CEO

Fredrik Wester

EVP DEVELOPMENT

Johan Andersson

EVP SALES

Reena M Miranda

EVP PUBLISHING

Susana Meza

CFO

Lena Blomberg

EXECUTIVE PRODUCER

Mattias Lilja

PRODUCER

Shams Jorjani

SENIOR PRODUCER

Gordon Van Dyke

QA PRODUCER

Jörgen Björklund

PRODUCT & EVENT MANAGER

Jeanette Bauer

PR & MARKETING MANAGER

Boel Bermann

SALES ASSOCIATES

Andrew Ciesla

Jason Ross

COMMUNITY MANAGER

Linda Kiby

FINANCE & ACCOUNTING

Emilia Hanssen

PACKAGING LAYOUT

Retrographic

LOCALIZATION & EDITING

Breslin Studios

MARKETING ASSETS

M. Pollaci / 2Coats Creations
and Martin Doersam

Thanks to all our partners worldwide, in particular long-term partners and last, but not least, a special thanks to all forum members, operation partners and supporters, who are integral for our success.

Game Testers

Anssi Airola

Daniel Alves

Leo Bos

Hanna Carver

Richard Clarke

Dany Demers

Frederick Humphrey

Brett Jones

Marko Kivikangas

Chris Latour

Ossi Lommi

Brad McGraw

Jesse Mutru

Niko Nousiainen

Kimmo Oikkonen

Gregory Posey

Lasse Rehvonen

Eric Regn

Niko Rimo

Garin Shaw

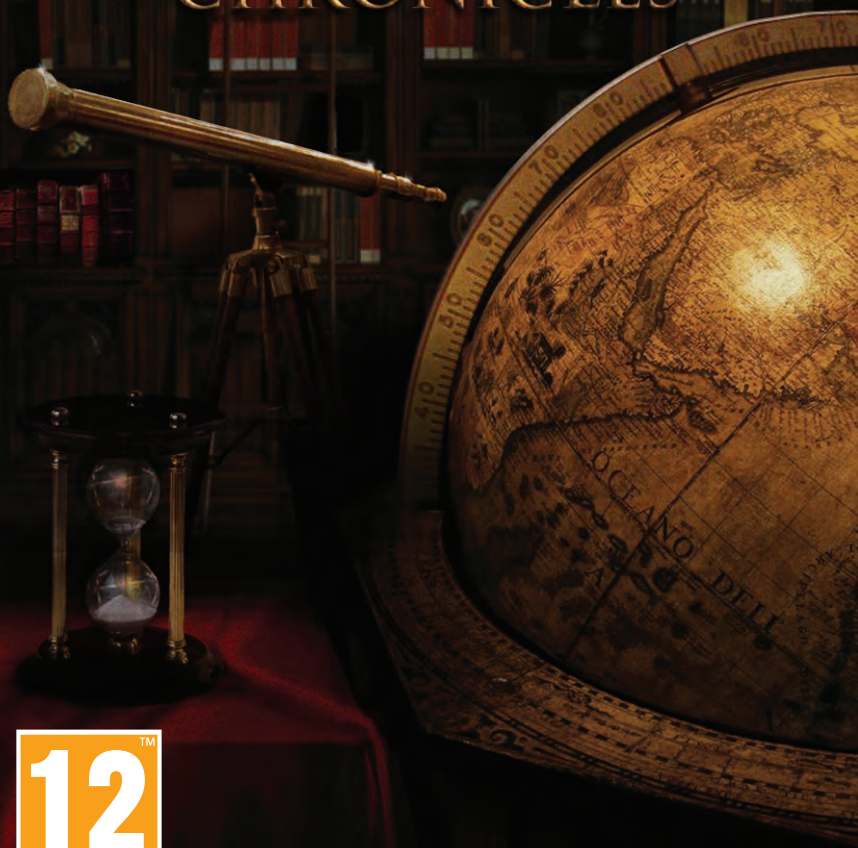
Timo Torri

This production is Co-Financed by Mediatonic Fund.



MORE GREAT GAMES FROM PARAD

EUROPA III UNIVERSALIS III — CHRONICLES —



WWW.EUROPAUNIVERSALIS3.COM

 **paradox**
INTERACTIVE

© 2011 Paradox Interactive. All rights reserved.

GAMES FROM PARADOX MORE GREAT

CITIES in MOTION



www.pegi.info

WWW.CITIESINMOTIONGAME.COM



© 2011 Paradox Interactive. All rights reserved.

CUSTOMER SUPPORT

Paradox Interactive offers many levels of service for our customers and members. To get the best help possible please visit below about our services and what best fits your issue.

www.paradoxplaza.com/support

OFFICE ADDRESS

Paradox Interactive AB. Åsögatan 108, 11th floor, 118 29 Stockholm, Sweden.

ABOUT PARADOX INTERACTIVE

Since 1999, Paradox Interactive has been a leading global developer and publisher of PC-based strategy games. World-renowned for its strategy catalog, the company holds a particularly strong presence in the United States and Europe.

Its steadily-growing portfolio includes firmly established PC franchises such as the critically acclaimed Europa Universalis, Crusader Kings, Victoria and the Hearts of Iron series, as well as now encompassing titles on other platforms such as Lead and Gold: Gangs of the Wild West released in 2010 on PlayStation®Network for the PlayStation®3 and the forthcoming Defenders of Ardania on iPad as well as PC. 2011 will be Paradox Interactive's most ambitious line-up of titles to date with such anticipated releases as King Arthur II, Pirates of Black Cove and Sword of the Stars II. It is also expanding its presence in the free-to-play arena through Paradox Connect. For more information, please visit www.paradoxplaza.com and follow www.facebook.com/ParadoxInteractive and www.twitter.com/pdxinteractive

Our offices are located in New York, USA and Stockholm, Sweden. We work with renowned distributors world wide and are present on all major digital download portals.

We share a passion for gaming and gamers and our goal is to provide deep and challenging games with hours of gameplay to our growing 200,000+ member community.

For more information, please visit: www.paradoxplaza.com • [f /ParadoxInteractive](https://www.facebook.com/ParadoxInteractive) • [t @pdxinteractive](https://twitter.com/pdxinteractive)

LICENSE AGREEMENT

This Software is licensed, not sold, to the User by Paradox Interactive AB and its authorized licence holder and may only be used under the following restrictions. Paradox Interactive AB reserves all rights not expressly granted to the User.

Copying. This License Agreement allows the User to use the Software on one computer at a time, providing exception for any network use described in the documentation enclosed with the Software. Copying of the Software is illegal.

Restrictions in User rights. The Software and the enclosed printed matter are protected by copyright law. The User is not to recreate the Software's source code in any way, that it may be apprehended by the User or anyone else. The User may not change, adapt, translate, sub-let, lease, sell for profit, or distribute the Software, nor may the User store it on a public network or create derivative products based on the Software or any of its parts. The User may not, in whole or part, distribute the Software or its printed documentation to others, or to electronically transfer it from one computer to another over a network.

Rights. The User owns the original CD ROM discs on which the Software is stored, but Paradox Interactive reserves the rights of ownership to all copies of the actual Software. The Software is copyright protected.



WWW.BLACKCOVEGAME.COM

@BLACKCOVEGAME • /PIRATESOFBLACKCOVE

WWW.PARADOXPLAZA.COM • HTTP://FORUM.PARADOXPLAZA.COM