Corsairs Compass

The Game Book



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Chapter 1

Welcome, Captain

Corsairs Compass is a pirate adventure for phone, in **3D cartoon with an isometric view**. You start from your port, sail toward a different archipelago each time, fight enemy ships, dig up treasures and return home to spend the loot on ships, upgrades, and buildings.

Each voyage lasts **3–8 minutes** and is played with one hand. The game grows over weeks: new ships, more dangerous zones, sea monsters, up to the legendary Kraken.

Setting

Imaginary Caribbean, **Golden Age of piracy (1650–1730)**, in a light fantasy tone:

- no modern technology;
- sea serpents, ghost ships, cursed maps and a Kraken are allowed;
- stylized violence with no blood, suitable for an audience **13+** (PEGI 7).

The four rules of the game

Pillar	What it means
Sailing is enjoyable	The ship has weight, inertia and wake. Turning well is a skill, not a detail
Risk vs reward	The longer you stay at sea, the more you earn, but the higher your risk of losing the loot
Short sessions, long progression	A trip in a few minutes, a captain career that lasts months
Paying goes further	Pearls help progress faster, but everything can also be earned playing for free

> **How to read this book.** Next to each feature is the phase it arrives: MVP is the first playable version, V1 the complete game, V2 long-term content.

Platforms

- Android MVP, iOS V2.
- Only horizontal.
- English and Italian MVP, other languages V2.
- Game **for single player** and **offline**: Internet is only needed for purchases, ads and cloud saving.



Chapter 2

The World

> *The islands are not still. Follow the Compass and discover what they rest upon.*

Note: the proper names in this chapter and the next are proposals, pending confirmation.

The Wandering Archipelago

In the world of **Corsairs Compass** the islands **slip** slowly across the sea. For that reason every voyage shows a different archipelago: the island that was to the right yesterday is now a bit more to the left today. Why they move is a mystery, and the game reveals it little by little.

The tone is that of pirate adventure: **70% wonder and danger, 30% irony** in the dialogues.

The Compass and Ago

The captain receives as a gift a **Bronze Compass** that does not point north: it points to **what its owner desires most**. Often it is a treasure; sometimes it is much more.

In the Compass lives **Ago**, a tiny, grumbling, loyal spirit. He loves treasures, hates wind, rain and fish, and comments on every voyage. He is the guiding voice of the game.

> "Over there. No, over there. I'm pointing you, not advising you." — Ago

The Four Factions

No mandatory reputation, no choice that locks content: the captain is free. The factions explain **who the enemies are** and where you encounter them.

Faction	Who they are	Enemies	Where
Royal Navy	Blue uniforms, flag with a crown. Patrols the routes "to protect them"	Navy Cutter MVP, Frigates V1	Everywhere, especially Blue Routes and Fort Corona
Salt League	Merchants and shipowners, yellow and white flags. Count only profits	Merchant Ships MVP	All areas, Harbor Market
Brothers of the Undertow	Theatrical and courteous pirates: they present themselves before firing	Rival Captains V1	Whispering Reef, Blue Routes, Sea of Thunder
Keepers of the Tide	Mystical order of Porto Conchiglia. Warn, then repel	Sea Serpents V1, Ghost Ships V2	(Night) Whispering Reef, Sea of Thunder

Above all, without faction, sleeps **the Kraken**: the creature upon which the archipelago rests. Formidable, but not evil.

The Places

Porto Salmastro is your home: colorful houses around a sheltered bay, a wooden dock and a white-red lighthouse. The harbor buildings (Shipyard, Workshop, Tavern, Cartographer's Library, Market, Harbor Vault, Lighthouse) are the places where you meet characters.

The sea divides into five zones, increasingly dangerous:

Zone	Level	Atmosphere	Phase
Clear Waters	1	Turquoise water, merchant ships, cutter patrols. Here you learn	MVP
Whispering Reef	4	Pink coral, rocks, breeze that whispers names. Nights with serpents	V1
Blue Routes	8	Indigo waters, buoys and Navy lighthouses	V1
Sea of Thunder	12	Gray-green sky, lightning, ghost ships	V2
Abyss of the Heart	16	Black water, blue lights, throbbing like a heartbeat	V2

Special islands to discover:

- **Fort Corona** V1: white Navy fortress; knock down the tower and a large chest opens.
- **Porto Conchiglia** V1: shell village with lanterns, neutral, with repairs and rum.
- **Testadura Isle** V2: a skull-shaped rock where the legendary treasure is hidden. But is it really just a rock?

The Chapter Story

Each chapter is a mission from one or two short voyages. Chapters unlock **only by playing**: Pearls can get you there first with ships and upgrades, but they do not sell or skip the story.

Prologue MVP**.** At dawn, on the dock of Porto Salmastro, old Ottavio hands you the Compass. Inside sleeps Ago. The tutorial starts here and is expanded with the first two chapters.

#	Title	Where	Phase
1	The Compass Awakens	Clear Waters	MVP
2	The Missing Merchant	Clear Waters	MVP
3	Duel at the Reef	Whispering Reef	V2
4	The Serpent's Whisper	Reef, night	V2
5	The Admiral and the Harpoon	Blue Routes	V2
6	The Pirate Baker	Blue Routes	V2
7	The Ship Without Crew	Sea of Thunder, night	V2
8	Tramontana's Honor	Sea of Thunder	V2
9	Testadura Isle	Sea of Thunder	V2
10	Heart of the Sea	Abyss of the Heart	V2

Three rival captains guard the **fragments of a map**. But it is not the map to any treasure, and there are those who want it for reasons very different from yours. In the end, before what sleeps in the Abyss, **the captain must choose**. Whatever choice he makes, the treasure will be his: it will change how the world remembers him.

Chapter 3

The Characters

Thirteen faces, including one spirit. **The names are proposals**: they need confirmation and, if necessary, tweaks. Each character has their own way of speaking, which you'll recognize even without seeing them.

At the Port



Ottavio "Gull" Scarpa

Mentor. Former captain with a wooden leg, hands over the Compass in the prologue and guides the tutorial. Warm and patient, he tells exaggerated stories but always says something useful. On his shoulder is the gull Biscotto, the only one who dares to contradict him.

> "The Compass doesn't point north, Captain. It points to what your heart loudly asks for."



Rosalba "Soup" Cortese

Tavern Keeper. Knows every gossip of the port and seas and sells rumors like others sell fish: fresh. Chatty, curious, ironic. Runs the Tavern “La Zuppa Salata”.

> "Sit down, Captain. The soup is hot and the gossip even hotter."



Fiorenza Astrolabio

Cartographer. Studies the Compass and research in the Library. Distracted and brilliant, she loses the thread halfway through a sentence and finds it on a map. Knows more about the Compass than she says.

> "This island wasn't there yesterday. Or it was, but it was a bit further left."



Baldassarre "Nail" Martello

Ax Master. A gentle giant who sells ships and upgrades. Few words, huge hands, tender heart: he calls the ships “my daughters” and gets offended if they’re mistreated.

> "A hole in the hull is a wound. Bring it to me and I'll fix it."



Don Teodoro Ducato

Merchant of the Salt League. Buys gems and spices from his stall at the Market. Greedy but friendly, he talks about discounts, interest and “opportunities”. Treats everything as a deal, even a greeting.

> "The gems? I'll take them, at an honest price. For me, naturally."



Ago

Spirit of the Compass. Tiny, grumbling, loyal. Signals treasures, comments on the journey and complains about wind, rain and fish. He's the guiding voice of the game.

> "A chest! Actually two! Can I have at least one? A coin? A button?"



Pepe Sartiame

Nostromo. Speaks in sea terms and comments on every event with an invented proverb. Practical and optimistic.

> "Port the sail to port, Captain! Blue flag, of those that don't serve tea."

The Rivals, Brothers of the Undertow



Captain Scarlatta Venturi

First map fragment. Rules over the Whispering Reef. Elegant and dueling, loves fair challenges and always presents herself before firing.

> "Scarlatta Venturi at your service. Pray, fire first: the guest has precedence."



Gedeone "Sweetbeard" Pece

Second map fragment. Former pastry chef, kind and stubborn, lives on an island that smells of sugar. Before firing he offers a cookie, and if you refuse he gets offended.

> "A cannoli, Captain? Then we'll argue calmly."



Vasco Tramontana

Third map fragment. Former Navy officer, grim and proud, talks about honor. He left the uniform after seeing what was to be done to the Kraken.

"Honor is my compass, Captain. Yours, at least, points to something."

The Royal Navy



Admiral Leopoldo Ferraguti

Admiral of the Royal Navy. Strict and honest, convinced he protects the routes. Hates pirates, but hates more being deceived.

"The routes are safe as long as there's the Navy. You, Captain, are a floating contradiction."



Lady Vittoria Arpione

Monster Hunter. The antagonist: cold, alluring, never vulgar. Believes the Kraken is a resource to chain, not a creature to understand.

"A sleeping monster is a mine, Captain. It's not my fault if no one had a shovel."

The Keepers



Granny Anemone

Keeper of the Tide. Lives at Porto Conchiglia and explains the truth about the Kraken. Serene and ironic, she tells huge things with the voice used to talk about the weather.

"It's not the monster that moves, child. We are the ones who walk on its back."

Chapter 4

The Pirate Cycle

The whole game revolves around a simple circle: **port** → **voyage** → **return**.



La mappa di un viaggio: ogni arcipelago è generato da un numero, il "seed"

1. At the port

Spend the Gold earned:

- buy new ships;
- upgrade the one you have;
- build and improve the buildings.

Then choose the sea zone and **set sail**.

2. At sea

Explore an archipelago specifically generated for that voyage. Fight, collect Harbor Vaults, dig up buried treasures.

Everything you find is **"on board"**: it isn't yours until you return home.

3. The return

How the voyage ends	What you keep
You return to the dock, or use a **Return Flag**	**100%** of the loot on board
The ship sinks	**50%** of the loot (only a 25% loss in your first 3 games)
The crew mutinies V1	Like a sinking

At the end of the voyage a parchment summarizes:

- Gold and items;
- Experience earned;
- Enemies defeated;
- Challenges completed.

> **If someone calls you halfway through** you can safely close: the game saves every few seconds and when you reopen it resumes exactly where you left off.

The long cycle

- The Captain's level rises with experience.
- Each level opens harder zones, which yield better loot that buys better ships.
- Every day there are **3 challenges** and an access reward V1.



Chapter 5

Navigating

The ship is not a cursor: it has **weight and inertia**.

- The **joystick** on the left appears where you rest your thumb. It indicates direction, and the ship **gradually turns** toward it.
- The **sails** on the right have three positions: stopped, half, full. They determine speed.
- A stopped ship turns poorly: water is needed under the rudder. Those who learn to maneuver win duels.



The Sea

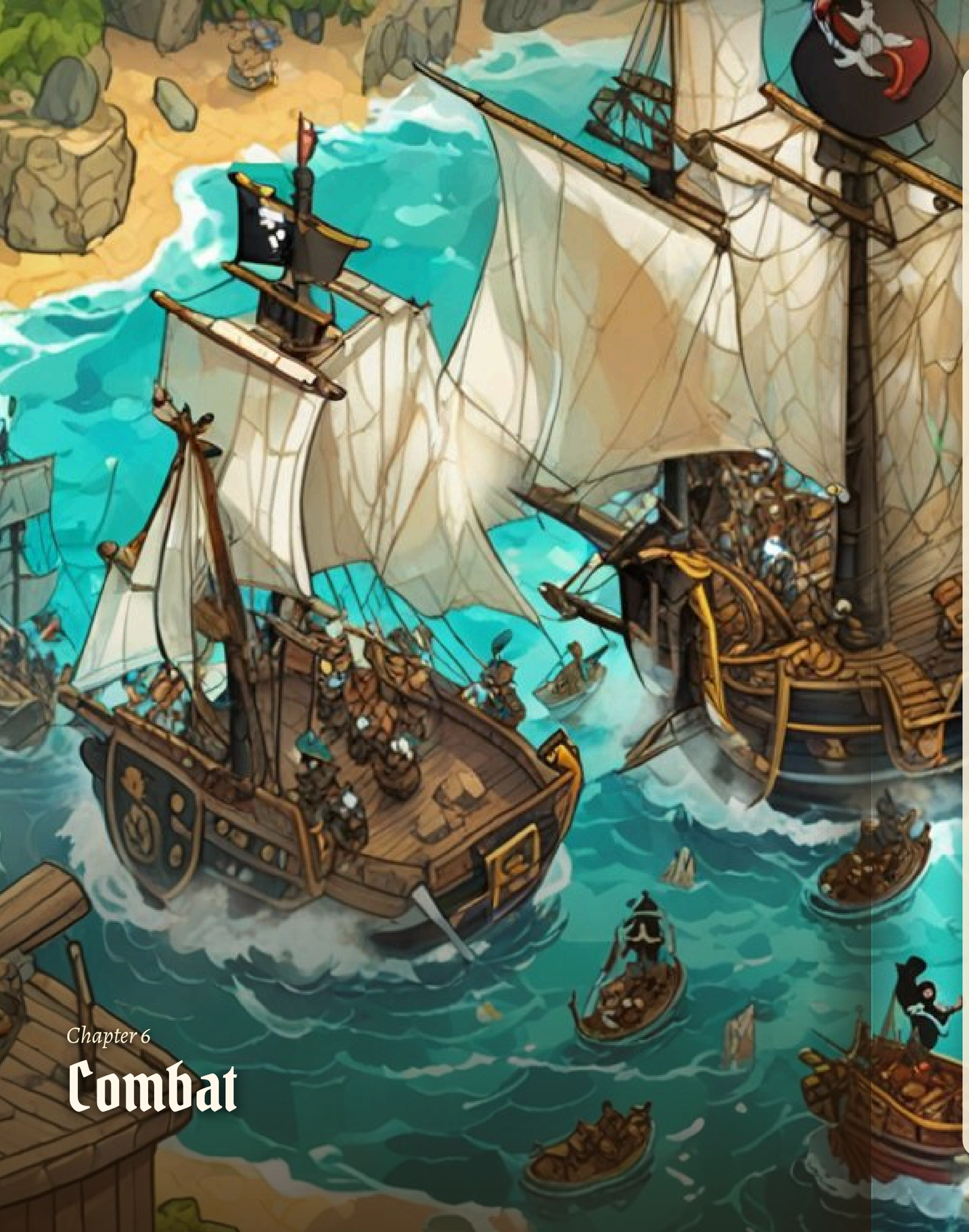
- Every voyage takes place in a finite area, surrounded by a **fog** that repels the ship.
- The **mini-map** reveals itself as you explore MVP.
- Islands and rocks are solid: **hitting them at speed damages the hull**.
- The hull **does not repair itself at sea**: the risk is real.

Wind, Night, and Storms V1



A nighttime storm: dangerous, but the loot is worth double

Element	Effect
Wind	Changes direction slowly. With wind in the rear +20% speed, headwind –30%
Day and Night	4-minute cycle. At night visibility drops and nighttime enemies appear
Storms	Sea zones with light continuous damage and waves that push the ship, but better loot



Chapter 6

Combat

Broadside MVP

The cannons are on the **sides** of the ship, each with a 60° firing arc.

When an enemy enters the arc and is in range, the broadside **fires automatically** a burst, then re-loads. Your job is to maneuver so that the enemy stays to the side, not in front or behind. The shells aim ahead of the target's movement but stay within the arc.

In V1 you can choose **manual fire**, with two buttons (left and right).

Ammunition V1

Ammunition	Effect
Round Shot	Base damage to the hull
Chain Shot	Less damage, but slows the enemy 40% for 4 seconds: hits the sails
Muskets	Short range, lowers the enemy crew's morale
Incendiary Shot	The enemy burns for 5 seconds

Boarding V2

A ship with less than 25% hull can be **boarded**: a quick mini-game, and if you win you capture **the entire cargo**.

Hull and Repairs

- The hull is the ship's life.
- At port repairs are free in MVP. In V1 they cost Gold, with the Shipyard discount.
- In sea you can only repair with **Planks and Pitch** (+25%).
- The **On-board Carpenter** V1 slowly repairs when not fighting.

Chapter 7

The Fleet

Every ship has a different character: the small ones are agile, the large ones are floating fortresses. The **skins** (sails and flags) change the appearance, never the stats.

Sloop MVP

The starting ship: **small, fast, nervous**. It forgives maneuver errors and escapes everything, but two cannons per side are not enough against Royal Navy ships.



Hull	Speed	Turn Rate	Cannons/side	Hold	Cost
100	6.0	120°/s	2	6	free

Schooner MVP

Sleek and elegant, it is **the first true pirate ship**. It can be bought after about ten voyages.



Hull	Speed	Turn Rate	Cannons/side	Hold	Cost
140	6.5	100°/s	3	8	1500 Gold · level 3

Brigantine V1

Sturdy and reliable, the **warhorse** of the Caribbean.



Hull	Speed	Turn Rate	Cannons/side	Hold	Cost
200	5.5	85°/s	4	12	5 000 Gold · level 6

Frigate V1

Six cannons per side: **a single hit from a Frigate can sink a Cutter**.



Hull	Speed	Turn Rate	Cannons/side	Hold	Cost
300	5.0	70°/s	6	16	15 000 Gold · level 10

Galleon V2

Slow, huge, golden. **The dream of every captain**, and the only ship that can challenge the Kraken.



Hull	Speed	Turn Rate	Cannons/side	Hold	Cost
450	4.0	50°/s	8	24	40 000 Gold · level 15

Upgrades

Every ship has **4 components**, each with 10 levels, and upgrades apply only to that ship.

Component	Per Level Gain	Phase
Hull	+8% max hull	MVP
Sails	+4% speed, +3% turn rate	MVP
Cannons	+6% damage	MVP
Hold	+1 slot	V1

Large upgrades (from level 6 onward) require **work time** in the Workshop V1, which can be accelerated with Pearls.

Where things are done. Ships are bought at the Shipyard; upgrades are made in the Workshop, and its level determines how far they go (2, 4, 6, 8, 10). Research at the Cartographer's Library instead improves all ships together. The table "Building → what it unlocks for ships" is at the end of the chapter *The Port*.

> "The Schooner is fast. But remember: treat it well." — Nail

Chapter 8

The Port

The port is your home: an island with **fixed spots** for buildings. Each building has **5 levels**, and each level increases its effect.

> **Construction times** V1**.** Building and upgrading takes real time:
>
> - level 1: instant;
> - level 2: 5 minutes;
> - level 3: 30 minutes;
> - level 4: 2 hours;
> - level 5: 8 hours.
>
> You can speed it up with Pearls or by watching an ad (–15 minutes, up to 3 times a day). Only one construction site works at a time; a second builder is purchased with Pearls.

The Dock MVP

Always present. From here you set sail and repair your ship.

> "The loot only counts if it reaches home, captain." — Ottavio, on the Dock

The Shipyard MVP

Here you buy new ships (see *Fleet*). The higher the level, the cheaper repairs become.

> "A hole in the hull is a wound. Bring it to me and I'll fix it." — Nail, at the Shipyard



The Workshop MVP

Here you upgrade hull, sails, cannons and hold. The level of the Workshop determines **how far** each component can be upgraded:



Workshop	1	2	3	4	5
Max upgrade level	2	4	6	8	10

Upgrades from level 6 onward are **big jobs**: they require time in the Workshop V1, speedable with Pearls. The smaller ones and repairs remain instant.

The Tavern V1

Here you recruit sailors. At higher levels better sailors arrive, and in V2 **Officers** appear.



The Cartographer's Library V1

Here you conduct **researches**: discoveries that apply to **all ships** together, unlike upgrades which apply to a single ship. Some examples: *Copper Bundle* (less damage from reefs), *Scope* (cannons with longer range), *Shipwright* (the hull regenerates itself out of combat). Each research is done only once, and the larger ones require time.



The Market V1

Here you sell gems and spices for Gold.



The Harbor Vault V1

Each level secures an additional 10% of loot in case of sinking.

The Lighthouse V1

At night you see farther and encounter fewer nighttime enemies.



Building	Level 1 cost	L
Workshop	500	cost × 2^(L–1)
Tavern	800	
Market	1000	
Library	1500	
Vault	2000	
Lighthouse	2500	

Building → what it unlocks for ships

Building	What it does for ships	How it grows with level
Dock	ship repair	always present
Shipyard	**buys ships** (Sloop, Schooner, Brigantine…)	discount on repairs
Workshop	upgrades hull, sails, cannons, hold of every ship	max upgrade level: 2 / 4 / 6 / 8 / 10
Library V1	researches that improve **all** ships	new researches available
Tavern V1	recruits crew that boards	better sailors, Officers V2
Vault V1	does not affect the ship but the loot if it sinks	+10% safe per level

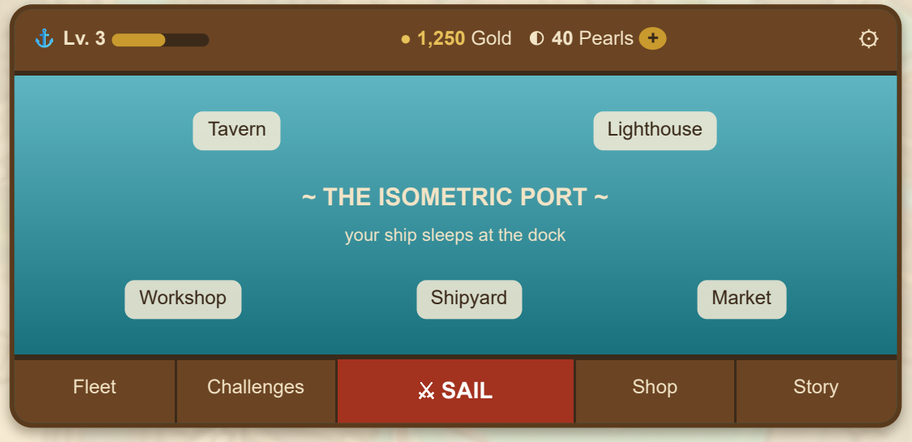
The **big jobs** (high-level buildings, upgrades from level 6, researches) require real time; Pearls speed them up.

Chapter 9

The Harbor Menu

The harbor is the menu. When the game loads (and on first launch you accept the privacy policy) you enter directly into the harbor: no title screen, no list of items. Everything you can do starts here, by touching buildings or buttons along the edges of the screen. The style is that of a book: wood, parchment, rope and brass, with large text and thumb-friendly buttons.

Harbor Screen MVP



Top bar. The captain's level with the experience bar, **Gold**, **Pearls** with a "+" that opens the shop, and the settings **gear**.

The harbor. Tap a building to open its screen; buildings under construction show their timer. Dragging with your finger moves the view.

Bottom bar. Five items:

- **Fleet**: the ships you own and their upgrades, with shortcuts to Shipyard and Workshop MVP;
- **Challenges**: daily and weekly feats V1;
- **SAIL**: the big central button that takes you to zone selection MVP;
- **Shop** V1;
- **Story**: the plot chapters V2.

Future phase items remain **hidden** until they're available: in the first game the bar shows only two.

Pause and Settings MVP

At sea, the top-right button opens **pause**: resume, settings, or abandon the voyage (which counts as a sinking). The **settings** also open from the harbor gear.

Setting	What it does
Music	toggle and separate volume
Effects	toggle and separate volume
Voices	toggle and separate volume: you can mute characters and keep music
Language	Italian or English
Vibration	activates when the ship is hit; can be turned off
Left-handed	inverts screen controls
Privacy	review consent given at first launch

Dialogues and Voices

Characters speak. Every line has its **subtitle, always on**, so the game is understood even with audio off or on a subway.

- **Ago and Pepe** comment the sea voyage with short quips;
- harbor residents greet and tell stories when you touch their building;
- the **tutorial is narrated** by Ottavio and Ago MVP, if voice quality is good;
- all other voices arrive in V1. They are **generated locally**, without recording actors, so they can be added or corrected quickly.

> "A repaired ship at the Dock is worth twice a lucky one." — Ottavio, at the harbor

> "Cannons ready: the broadside keeps an eye on their flank!" — Pepe, at sea

Chapter 10

Life of the Port and Feats

Coming home should be a pleasure. That's why the port has its own life, but every system costs **less than 30 seconds** on return: no extra timers, everything offline.

Radio Ago and the Harbor Gazette [MVP: testo] [V1: voce]

At each return Ago comments with irony about the just-completed voyage: records, blunders, enemies, factions. They are **1–3 lines**, chosen from a catalog of phrases tied to conditions ("sunk on first trip", "returned with hull at 5%").

> "Port news: the captain returned with hull at 5%. The dock thanks you, the dinghy less."

> "Three cutters sunk in one voyage. The Royal Navy asked to talk to you. I said you were out."

> "Sunk on first trip, negative record broken. Congrats, it's a start."

> "Only one merchant saved. Don Teodoro sent a note. I didn't open it: it smells of invoice."

Faction Reputation V1

Each of the four factions judges you from **–100 to +100**, based on what you do: no mandatory choice and nothing is closed.

Faction	Gains if...	Loses if...	Effects
Royal Navy	—	sink cutters	patrols more or less frequent; with very low reputation, the **fine**
Salt League	trade	raid merchants	market prices, contracts
Brothers of the Undertow	sink Royal Navy cutters	—	rival dialogues and challenges
Keepers of the Tide	respect sanctuaries	—	dialogues, help at Porto Conchiglia

With a very low Royal Navy reputation the **fine on your head** triggers: more patrols, but **better loot**. A risk you can choose.

Trade Routes V1

The Market offers 2–3 **contracts**: "bring 5 spices to Porto Conchiglia within 2 voyages". Goods occupy the hold and are lost if sunk. Reward: Gold and reputation with the Salt League.

Captain's Almanac V1

Your memory book: **bestiary** (the monsters encountered, with a line from Ago), discovered islands, ships sunk by type, personal records. Completing a page gives small rewards, even **free Pearls**.

Harbor Events V1

At most one per return, with a card and two choices: *Rats in the hold*, *Royal Navy raid* (pay, hide or fight), *Port party*. They're never paid for: protective items are also obtained by playing.

Beautify the Port V1

Decorative slots welcome statues, lanterns, flags and **feats trophies**. They attract **visitors** on a stroll, like a merchant, bard or spy, with lines and small morale bonuses. Decorations are free (won through feats) or cosmetic, in Pearls.

Feats V1

No "collect ten items": missions ask for **feats** that give satisfaction, narrated by Ago.

Three per day, to be completed in one or two voyages. Some examples:

- sink a cutter with a single broadside;
- return to the dock with hull below 15% and loot intact;
- defeat two enemies within 30 seconds;
- complete a voyage without ever trimming sails;
- **Spear-Thrower**: sink a ship with a hit.

One per week: the *Feat of the Week*, a chain of three stages with a mini-story. For example **The Ghost of the Lighthouse** (indicative stages):

1. **Investigate**: find who turned off the lighthouse light;
2. **Pursue**: follow the spectral light among the islands;
3. **Confront**: challenge the ghost and relight the lighthouse.

At the end a **trophy to display in the port**, a title, a flag, Gold and free Pearls.

What satisfaction. A screen with the vault opening, Ago's comment, the trophy appearing in town square. A **series of days** gives a growing bonus, and if you skip a day nothing happens. One free replacement per day for the mission you don't like. Feats **cannot be bought**: optional advertising only grants +1 mission per day.



Chapter 11

Islands and Treasures

The islands

	Island	What you find	Phase
	**Islet**	0–1 loot on board	MVP
	**Jungle island**	1–2 loot on board, 30% buried treasure	MVP
	Cliff	Only obstacles: watch the hull	MVP
	**Naval Fort**	A tower that shoots; if you destroy it, a big loot on board	V1
	Neutral village	Repairs at 50% cost, rum	V1
	**Skull Island**	The legendary map treasure	V1

How to find the loot

- **Beach chests** MVP: just pass by with your ship.
- **Buried treasures** MVP: marked by an **X**. Stop near the shore and press *Dig*. It takes 3 seconds, and if you get hit the dig stops.
- **Map fragments** V1: three fragments make a treasure map that leads to a legendary treasure.
- **Wrecks** V1: loot in open sea, sometimes guarded by a monster.

Items

Item	Effect	Phase
Gold pouch	10–30 Gold	MVP
Wooden chest	40–120 Gold	MVP
Iron chest (buried)	150–400 Gold, 30% chance of a gem	MVP
Planks and Pitch	Repairs 25% of the hull	MVP
Return Flag	You return home immediately with all loot on board	MVP
Gem, Spices	Sold at Market (250 and 80 Gold)	V1
Rum barrel	+20 morale	V1
Monster bait	Summons a monster with double loot	V1

Items occupy **hold slots**; gold does not.

Zones

Zone	Level	Loot	Enemies	Phase
Low Waters	1	×1.0	×1.0	MVP
Coral Barrier	4	×1.6	×1.5	MVP
Navy Routes	8	×2.5	×2.2	V1
Storm Sea	12	×4.0	×3.2	V1
Kraken Abyss	16	×6.0	×4.5	V2

Chapter 12

Enemies and Monsters

Every enemy has a recognizable behavior: some patrol, others chase, others flee. When badly damaged, some try to escape.

Navy Cutter MVP



Patrols the sea. If it sees you it chases and tries to get you in the arc of its **fiancata** (broadside).

Hull 60 · damage 6 · loot 30–60 Gold.

Merchant MVP



Does not shoot: **runs away**. It is slow but sturdy, and the hold is full.

Hull 120 · loot 80–200 Gold and spices.

Rival Captain V1

Defends its island and attacks you if you approach. Sometimes it guards a fragment of map.

Hull 200 · damage 10 · loot 150–300 Gold.



Navy Frigate V1

Aggressive, tries to flank you. Appears from the third zone onward.

Hull 260 · damage 12 · loot 200–400 Gold.

Sea Serpent V1



The serpent emerges near the rocks, then dives and is invulnerable for 3 seconds

Hull 180 · bite 15 · loot: a gem. Appears at night, from the second zone.

Ghost Ship V2



Appears only at night and passes through islands

Hull 300 · damage 14 · loot: two gems.

The Kraken V2



The final boss of the Abyss

Hull 2000. The encounter has **three phases**:

1. **Tentacles:** area attacks, announced by a signal one second before.
2. **Suction:** a vortex that pulls the ship.
3. **Rage.**

The prize is the **legendary treasure**.

Chapter 13

Crew and Research

Crew and Morale V1

Each ship has a minimum and maximum number of sailors, who enlist at the **Tavern**. Every sailor beyond the minimum reduces cannon reloading time by 5%.

The **morale** ranges from 0 to 100.

What Happens	Effect on Morale
Every 20 seconds at sea	–1
The ship is hit	Sway
You find a treasure, open a rum barrel	Salt

Morale Level	Consequence
Below 30	–15% speed and reload
0	**Mutiny**: the voyage ends like a sinking

Officers V2. Nostromo, Cannoneer, and Navigator are unique characters, each with a permanent bonus.

Research V1

Conducted in the **Cartographer's Library**, once only, and applies to the entire fleet. The more expensive ones require time.

Research	Effect	Cost
Nautical charts	+25% exploration radius	800
Copper bundles	–30% damage from reefs	1200
Chain shot	Unlocks ammunition	1500
Machine gun	Unlocks ammunition	1500
Barometer	Storms appear on the minimap	2000
Telescope	+20% range	2500
Incendiary shells	Unlocks ammunition (requires chain shot)	3000
Ship carpenter	Repairs 1% of the hull every 5 s out of combat	4000

Chapter 14

Gold, Pearls and the Shop

Two currencies

Currency	How it is earned	What it is used for
Gold	Playing: vaults, enemies, treasures	Ships, upgrades, buildings, research
Pearls (premium) V1	With purchases, or in small amounts from challenges, achievements and ads	Everything that speeds up progress

> **The golden rule.** Pearls give power and speed, but **everything can also be obtained by playing for free**, just slower. The game is single-player: paying does not take anything away from anyone.

What you buy with Pearls

- **Ships** immediately, even before the required level.
- **Accelerators** for construction, big upgrades and research.
- **Gold**: 1 Pearl is worth about 10 Gold.
- **Consumables**: Return Flags, Planks and Pitch, special ammunition.
- **Loot Insurance**: on that voyage, if you sink you lose nothing.
- **Wreck recovery** without ads.
- **Second builder** at the port.
- **Skins** for ships, sails and flags.

The shop V1

Offer	Content
Pearl Packages	From 100 Pearls (≈ €0.99) to 6500 Pearls (≈ €49.99), with increasing bonus
New Captain Package	One-time, low price: Pearls, Schooner and Return Flags
Timed Offers	Ships and upgrades discounted, rotating
Letter of Marque (monthly subscription)	Pearls every day, loot bonus, Insurance included
Premium ships	First with Pearls, later also with Gold
Season Pass V2	Free track and premium track

Ads: only if you choose

No surprise ads. The only ads are those the player chooses to watch in exchange for a reward:

- double loot at voyage end;
- recover the wreck after sinking;
- have an extra daily challenge;
- cut 15 minutes from a build;
- receive some Pearls per day.

Accuracy

- Every price in Pearls also shows the **value in euros**.
- **No random paid prize chests.**
- No fake countdowns.



Chapter 15

Captain Career

Captain Level

- Experience comes from defeated enemies, treasures, and completed voyages, with a bonus if you return without sinking.
- To level up you need `100 × level^1.5` experience points.
- The maximum level is 10 in the MVP, 20 in V1 and 30 in V2.

Challenges and Goals

- **Daily challenges** V1: 3 per day, e.g., “Sink 5 cutters”, “Collect 1000 Gold on a voyage”, “Return home with at least 80% hull”.
- **Achievement** V1: permanent goals, linked to Google Play Games in V2.
- **Chapter story** V2: 10 short chapters that introduce the zones and bosses.

The Intended Rhythm

Moment	Goal
A voyage in Low Waters	3–5 minutes, 150–300 Gold
First Schooner	After about 8–12 voyages
Duel against a cutter	15–25 seconds
Early playtime	You sink roughly once every 4 voyages

Chapter 16

The Route: What Arrives and When

MVP You sail, you fight, you return home

About 8 weeks.

- Sloop and Schooner.
- Hull, sails, and cannon upgrades.
- Low Waters and Coral Reef.
- Navy Cutter and Merchant.
- Harbor Vaults and buried treasures.
- Port with Dock, Shipyard, and Workshop.
- Rescue, Italian and English, tutorial.

V1 The full game

About 10–12 weeks.

- Wind, night, and storms.
- Ammunition, crew, and morale.
- Tavern, Cartographer's Library, Market, Harbor Vault, and Lighthouse, with build times.
- Brigantine and Frigate.
- Navy Frigate, Rival Captain, Sea Serpent.
- Two new zones.
- Daily challenges.
- **Pearls, shop, advertising with rewards.**
- Tests with real players.

V2 Content and long playtime

- Galleon.
- Kraken and Abyss.
- Ghost Ship.
- Boarding, Officers, chapter-based story.
- Cloud save, achievements, seasonal pass.
- iOS version.

Chapter 17

What do we call it?

Corsairs Compass is the working name. Here are some alternatives to consider. Before choosing, verify that the name is available on Google Play and as a trademark.

Name	Why
Corsairs Compass	The compass guides toward treasure: evokes exploration and maps
Tides of Plunder	"Maree del bottino": risk and reward
Brine & Bounty	"Salsedine e bottino": short, snappy, cartoonish
Jolly Roger Isles	The most famous pirate flag, plus the archipelago
Cannon Cove	Port and combat by broadside
Skull & Sail	Simple, instantly memorable, great icon
Golden Wake	The golden trail of a ship loaded with loot

> Avoid names too similar to existing games (*Sea of Thieves*, *Tides of War*, *Pirates Outlaws*).