

SWASHBUCKLERS

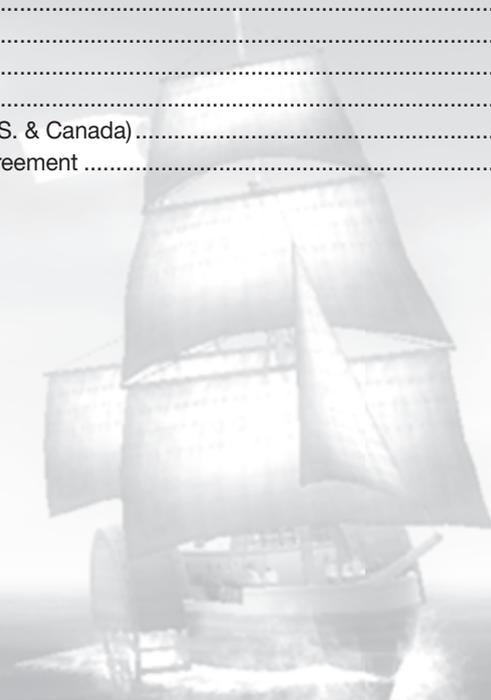
BLUE vs. GREY



ATARI

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SYSTEM REQUIREMENTS

MINIMUM:

Operating System:	Windows XP
Processor:	1.5 GHz Pentium IV; AMD 2000+ 1,5Ghz (Single Core); (2.4 GHz Pentium IV; AMD 3500+ 2.2Ghz (Single Core) recommended)
RAM:	512 MB (1 GB recommended)
Hard drive:	1.5 GB of free space
Graphics:	128 MB nVidia GF FX 5700 or ATI Radeon 9600 (256 MB nVidia GF 6800 or ATI Radeon R850XT recommended)
Sound:	DirectX 9.0c-compatible sound card
DirectX®:	DirectX 9.0c (included) or higher

INSTALLATION

1. Start Windows®. Exit all other applications.
2. Insert the *Swashbucklers: Blue VS. Grey* disc into your CD or DVD drive.
3. If AutoRun is enabled, a title screen should appear. Click on the Install button. If AutoRun is not enabled, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK.
Note: If your CD or DVD drive is assigned to a letter other than D, substitute that letter.
4. Follow the remainder of the on-screen instructions to finish installing.

UNINSTALLING “SWASHBUCKLERS: BLUE VS. GREY”

In order to uninstall the game either select the **UNINSTALL** item in the autorun menu or use the “Add/Remove Programs” applet in the “Control Panel.” **Start Settings Control Panel Add/Remove Programs.** Follow the instructions to complete the removal process.

INTRODUCTION

The main character is captain Abraham Gray, who is accidentally involved in a series of events related to both the Civil War of 1861-1865 in the United States of America and the mysterious Confederate ironclad being built in Liverpool. Abraham is a true cutthroat, will take any job, is addicted to alcohol and suffers from a split personality disorder. His “inner voice” is wiser and more practical than Abraham himself. Sometimes, his inner voice explains the course of events to the silly main character and gently pushes him in the right direction.

The story unfolds in a non-linear manner as you complete quests given by characters in towns. At a certain point, you must choose to either join a Union fleet or become an agent of the Confederacy.

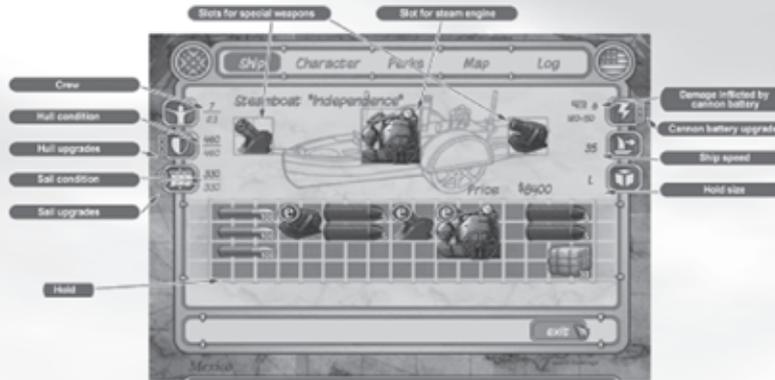
Note that besides story-related quests, there are a number of side-quests, unrelated to the main storyline. Between two story-related quests, you must complete at least one side-quest. You cannot take two story-related quests in a row. Also note that you can only have one quest in progress at a time. You can't take on another quest until you complete or fail your current one.

CHARACTER MENU

Open the Character Menu by pressing the **I** key (except in the city's "shop" locations). It is divided into five screens that you can switch between by selecting the appropriate "bookmark" on top of the Character Menu.

SHIP

This screen displays information about your ship and the cargo in its hold.



Every ship has one slot for a steam engine and from one-to-four slots for special weapons. To mount the steam engine or special weapon, drag and drop it into the slot with the mouse. You can also mount them by right-clicking on them and selecting "Mount" from context menu. Note that, while mounted, steam engine and special weapons still take up space in the ship's hold.

In order to turn the item in a ship's hold, start dragging it with the **left mouse button** and then turn it with the **right mouse button**.

To dismount the steam engine or special weapon from the slot, drag and drop them from the slot back to the hold, or right-click on them and select "Dismount" from the context menu.

When you "pick up" an item with a mouse, a temporary receptacle appears in the lower part of the screen. You can place items in it if you don't have enough space in the hold, or if you wish to rearrange items in the hold. You must remove all items from the temporary receptacle or they will be lost after you exit the Ship screen. Hull upgrades, which increases the number and size of slots, are available at the Shipyard (see page 10).

The icons on the left indicate number of crew, hull condition and upgrades,

and sail condition and upgrades. The icons on the right indicate the number of guns in the ship's battery, the damage they inflict, upgrades, ship speed, and hold size.

CHARACTER

This screen displays information about your character and contents of your inventory.



To the right and to the left from the face there are slots for cold-steel and firearm weapons, respectively. Drag and drop it into an appropriate slot with the mouse, or right-click on it and select "Equip" from context menu. Weapons still take up inventory space while equipped.

In order to turn the item in a character's inventory, start dragging it with the **left mouse button** and then turn it with the **right mouse button**.

To withdraw weapon, drag and drop them from the slot back to the inventory, or right-click on in and select "Withdraw" from the context menu.

When you "pick up" an item with a mouse, a temporary receptacle appears in the lower part of the screen. You can place items in it if you don't have enough space in the inventory, or if you wish to rearrange items in your inventory. You must remove all items from the temporary receptacle or they will be lost after you exit the Character screen.

Your character's attributes are displayed in the lower-left part of the screen. Each new level, you receive one or more points that you can use to increase to any of the three main attributes. Click on the arrow to the right of an attribute to increase its value. After you finished distributing the points, click on "Confirm."

PERKS



On this screen you can see the perks you've acquired. Also, here you can pick a new perk after you've gained a new level, or assign an active perk to a keystroke.

After you've gained a new level you can pick one of the four perks offered. To pick a new perk, select it from the list and click on the "Acquire" button, or the **Spacebar**.

The "Assign" button appears in the lower left of the screen. Click this button to assign this perk to any of the keyboard keys offered. Then, while playing the game you can use the perks assigned by pressing those keys.

MAP

Your location is displayed on the map, as well as quest indicators and your current destination if you have a quest in progress.



If you are in the city, you can switch between the city map and the world map by clicking the "Scale" button. Locations are depicted by icons. See Cities on page 8.

Quest locations are indicated on both the world map and the city maps:



Story-related quest



Side-quest



Your current destination on the quest in progress



Location of a ship you must board or destroy. Since you can only be on one quest at a time, other quest icons are hidden until your current quest is completed or failed.

Log

The log contains information about all quests you have taken. Completed quests are stamped "Mission Accomplished." You can check the info on any of your earlier quests at any moment.



CITIES

There are nineteen cities of various sizes in the game. Use the **W, A, S, D keys** to move your ship on the global map.

The size of the city can vary from one to four screens.



Indicates the place where you can go to the next area of the city. To do so, walk to the marker and press the **Spacebar**.



Indicates the exit from the city. To exit the city and go to the global map, walk to the marker and press the **Spacebar**.



To start a conversation, move close to the character and press the **Spacebar**.



To enter a location, walk to the marker and press the **Spacebar**.

CITY LOCATIONS

You can enter a location by walking to an appropriate marker and pressing the **Spacebar**.

Tavern



In a tavern you can talk to the bartender, sailors, a cowboy or the captain as well as story-related characters. The bartender will tell you the latest rumors or share information on prices of various goods in cities.

alk with the sailors to hire a crew, which are integral to survive naval battles.

“Cowboy” and “captain” are boxing promoters. Talk to them to participate in boxing matches and earn money and experience (see “Boxing” on page 17).

Sheriff



Visit the Sheriff to save your progress.

Governor



There are governors in three of the game’s cities – Havana, Nassau and New Orleans.

Visit them to get new quests.

General Store



You can buy various items, food and drinks in the general store. You can also pay the shopkeeper to enlarge your inventory.



The upper field is the shop’s counter with goods available for sale. The lower field is your inventory. To buy something, simply drag and drop the item from the counter into the inventory and change the quantity, if desired.

To sell an item, drag and drop it from the inventory into the counter and set the amount in a pop-up window, if necessary.

Weapon Shop



You can buy and sell weapons and ammunition in weapon shops. More powerful and effective weapons appear in the weapon shop as you progress through the game.



The upper field is the shop’s counter with goods available for sale. The lower field is your inventory. To buy something, simply drag and drop the item from the counter into the inventory and change the quantity, if desired.

To sell an item, drag and drop it from the inventory into the counter and set the amount in a pop-up window if needed.

SHIPYARD



Only four cities in the game have shipyards with full facilities: Havana, Jacksonville, Nassau & New Orleans.

A full facility Shipyard has three departments: Auction, Shipyard & Cargo.

AUCTION



You can buy a new ship at the Auction. If you buy a new ship, your existing one is set on sale automatically. You can only possess one ship at a time. New models become available as you progress through the game.

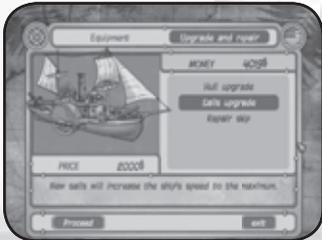


SHIPYARD

You can repair and upgrade your ship, buy and install weapons, and buy ammo at the Shipyard. The most powerful weapons and upgrades become available as you progress through the game.

The upper field is the shop's counter with goods available for sale. The lower field is your ship hold. To buy something, drag and drop the item from the counter into the hold and change the quantity, if desired.

To sell an item, drag and drop it from the hold into the counter and change the quantity, if desired.



Chose an upgrade or a repair from the list and click Execute. Level 2 and level 3 upgrades appear as you progress through the game. So, do not forget to visit the shipyard from time to time: there could be an opportunity to make your ship more powerful!

CARGO STORAGE



The Cargo Storage location serves as a Shipyard facility in the four biggest cities and as a stand alone location in the rest of the towns.

You can buy/sell cargo here and find out which goods are in demand. You can also take cargo delivery quests here.



All cities produce and consume certain goods, which naturally accounts for price differences. For example, blockaded cities produce cotton and consume weapons and gunpowder. Prices on the same goods in different cities can vary dramatically, so smart trading is a great way to earn money. Talk to the merchant to find out what goods are

worth the most in a particular cargo storage.

To take a delivery quest, select "Talk about job" option from the menu. After you've taken the quest, go to the destination town and visit a Cargo Storage location. The quest will be completed when you enter the location.

The upper field is the shop's counter with goods available for sale. The lower field is your ship hold. To buy something, drag and drop the item from the counter into the inventory and change the quantity, if desired.

To sell an item, drag and drop it from the hold into the counter and change the quantity, if desired.

GLOBAL MAP

Use the **W, A, S, D keys** to control your ship on the global map. Use the **R key** to set sails and start moving. Press the **F key** to stop the ship. There are some context-dependent actions, such as entering a city or special location, or attacking a ship, that you perform through a pop-up menu in the lower section of the screen. Use the **W** and **S keys** to choose an option and execute with the **Spacebar**.

CITY TYPES

There are two types of cities in the game: free and blockade. You can enter free ports anytime during the game no matter which side you are on. Blockade towns are patrolled by the Northern fleet and every attempt to enter such town automatically sets you into battle with the patrol ship.



You can either win the battle or flee from it to enter a blockade town (see “Naval Battle” on page 14) . You can skip the battle with a patrol ship only in two cases: you join The North in the main storyline; or you have a Blockade Runner perk at your disposal (see “Role Playing” on page 18).

When you attempt to attack a passing ship, a difficulty check of the upcoming battle occurs, based on the strength of your ship compared to that of the enemy ship. The result (Easy, Normal, Hard or Very Hard) appears in a pop-up window.

After you join either the North or the South, you will not be able to fight ships on your side.

LAND BATTLE

Use the **W, A, S, D keys** to move your character. Press the **left mouse button** for a melee attack, and the **right mouse button** for a firearms attack. Press and hold the **right mouse button** to take out a gun and aim with mouse movement while pressing the **left mouse button** to shoot.



You can bind special attacks or moves (called Active Perks – see Role Playing on page 18) on one of these 6 keys: **TAB, SHIFT, CTRL, Spacebar, Q** and **E**.

Two very useful Active Perks are available from the beginning of the game. We strongly recommend you get them as soon as possible for your character.

1. The “Dodge” perk is very useful for dodging enemy’s attacks. After Abraham starts dodging, nothing can cause him any harm.
2. The “Block” perk allows Abraham to repel every attack except gunshots. Most of the Boss’s attacks are ‘unblockable,’ so be careful and use Dodge instead.

Special attacks use energy, and cannot be performed if you don’t have enough energy. The Energy Bar slowly fills over time, and fills more quickly when you make a successful strike. You can also refill your Energy Bar by consuming Whisky or Mariani Wine.

NAVAL BATTLE

Use the **W, A, S, D keys** to move your ship. Press the **R key** to set sails and start moving. Press the **R key** again to stop the ship. Your ship has four speeds in a battle: from “stop” to “full speed ahead”.



Aim using the mouse and click the **left mouse button** to shoot. Switch between the ship battery and special weapons using the **TAB key**. Battery ammo is unlimited, but special weapons have limited ammunition.

If you have a steam-engine installed, you can activate it using the **Shift key**. Pay attention! There is a “thermometer” on the right side of the screen that shows the temperature of the steam engine. If the thermometer reaches its maximum, the engine will overheat and break down. You will not be able use it or dismount it until you repair the ship.

You can escape from battle by increasing the distance between your ship and the enemy. You will be offered to leave the battle when the distance between your ship and the enemy is far enough.

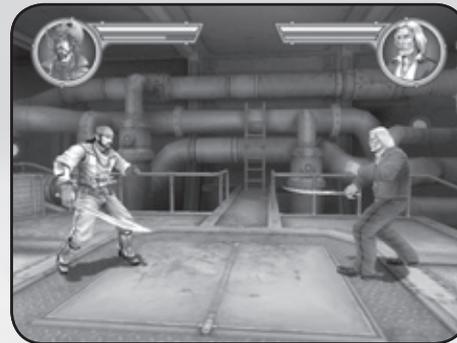
Boarding

You can also board the enemy ship. To do so, you need to destroy half or more of the enemy ship’s crew, and then sail close to the enemy ship. Press the **Spacebar** when the boarding menu appears.

The first part of boarding does not differ from the regular battle. You must fight enemy ship sailors running out of the bilge. The number of sailors you fight depends on how many crew members there were relative to the number of your crew members when you started boarding. Finally, you are required to fight the duel with a captain.

Duel

Use the **W, A, S, D keys** to move your character on deck. Use the **left mouse button** for an upper sword attack, and the **right mouse button** for a lower sword attack. Press the **E key** for a powerful slow super-attack, and block with the **Spacebar**. Press the **W key** or **S key** in combination with the **Spacebar** respectively for high and low blocks.



All attacks consume energy, and special attacks consume much more than the regular ones. If you do not have enough energy, your attacks will be slow, and your character will become more vulnerable. We recommend taking defensive actions (blocking and avoiding enemy attacks) in order to restore the energy. You are not able to use Medicine and Food to restore health, or Whiskey and Mariani Vine to restore energy during a duel.

Post-Boarding Menu

After successfully defeating a ship, you can choose what to do with it.



Compare: Shows a detailed comparison between your ship and the ship captured.

Burn: Burn the captured ship.

Release: Release the ship captured from custody.

Goods: Take the goods, steam-engine, super-weapons and ammunition from the captured ship's hold.

Take: Take the captured ship.

Auction: Sell the ship at auction. A ship sale is an event that takes some time. After you have put a ship up for sale, you will get a message several weeks later indicating the selling price of the ship.

Note: Some of the “quest” ships (storyline missions ships) will be burned automatically, and boarding them will not bring up the post-boarding menu.

BOXING

You can take part in a boxing fight in a tavern of any city except Havana. To enter the ring, you need to choose “talk to the cowboy” option in a dialog and put up a wager.



Use the **W, A, S, D keys** to move your character within the ring. Press the **left mouse button** for a head punch, and the **right mouse button** for a body punch. Press the **E key** to use a powerful, but slow, super-punch. Block using the **Spacebar**. Use the **Spacebar** in combination with the **W key** for head punch blocking. Use the **Spacebar** in combination with the **S key** for body blocking.

All attacks consume energy, and special attacks consume much more than the regular ones. If you do not have enough energy, your attacks will be slow, and your character will become more vulnerable. We recommend taking defensive actions (blocking and avoiding enemy attacks) in order to restore the energy. You are not able to use Medicine and Food to restore health, or Whiskey and Mariani Vine to restore energy during a boxing match.

The gauge at the bottom of the screen indicates which fighter is winning the match. After each round, the gauge fills toward the winner in his color. When one of the fighters fills the gauge with his color, he wins the match.

ROLE-PLAYING

ATTRIBUTES

Your character has three basic attributes that affect gameplay:

Fencing: Increases damage you inflict with cold-steel weapons.

Shooting: Increases damage you inflict with firearms.

Defense: Decreases damage you receive from enemy attacks.

PERKS

Perks are special abilities that you acquire as you progress through the game's course.

Most perks have three levels of effectiveness, visually depicted by the number of stars in the upper right corner of a card symbolizing the perk. To improve the effectiveness of a perk, you must select it more than once, to a maximum of three times.

On-Foot Active Perks



Active perks are special moves that you can assign to keys and use during a land battle. They vary from Block and Dodge, to super attacks that inflict increased damage and even dismember your enemies.

On-Foot Passive Perks



Passive perks usually increase stats, such as health, energy or damage inflicted with certain type of weapons.

Global Naval Perks



Global Naval perks take effect when your ship is on a Global Map. Effects vary from increasing your ship's speed to restoring your crew after battles.

Naval Battle Perks



Naval Battle perks are used in naval battles. They increase your ship's speed, accuracy, damage inflicted, and more.

ITEMS

FOOD

Food is an important element in every man's life, and Abraham Gray is no exception. Food (corn, bread, cheese, and meat) restores your health points. You cannot eat food during a duel or boxing match.

MEDICINE

Medicine restores more health points than food. The Doctor perk improves the effectiveness of medicine. Ointment, unlike other medicines, permanently increases your character's Defense attribute by one.

ALCOHOL

Whisky and Mariani Wine restore your character's energy. If you plan on using super attacks, don't leave home without a bottle in your pocket!

OTHER ITEMS

There are a lot of other items that you will find on battlefields, and can purchase in shops. Check the description to see what an item will do for you.

WEAPONS AND AMMO

COLD-STEEL WEAPONS

These blades differ in size and damage capability. New sabers and swords appear in weapon shops as you progress through the game.

REVOLVERS

Revolvers don't inflict much damage to enemies, but they have a high rate of fire. You must have revolver ammo in your inventory in order to shoot a revolver.

RIFLES

Rifles have a low rate of fire and require time for reloading, but they cause a lot of damage. You must have rifle ammo in your inventory in order to shoot a rifle.

SHIP WEAPONS

BATTERY

A battery is a basic weapon mounted on every ship. Its main advantage is its unlimited ammo. Under the control of a skilled player, and supported by certain perks, even the battery can be extremely powerful and deadly.

HOWITZER

The howitzer is a powerful weapon that fires a big, slow shell parallel to water. Its slow speed makes it practically useless at long distances.

MORTAR

A mortar is a relatively slow, plunging-fire weapon, that shoots a powerful projectile and requires precise aiming.

GATLING GUN

The gatling gun is the weapon of choice for those who love to board enemy ships, not sink them! The gatling gun is extremely effective at close range – in just a seconds, it will wipe out the enemy crew and make the ship ready to board.

MISSILE LAUNCHER

The missile launcher is the ultimate weapon, which unleashes a salvo of fast-flying missiles that will decimate the enemy! The Missiles Master perk increases both the damage and the number of missiles in a salvo!

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Last, but not least, you for buying this game.

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ATARI WEB SITES

To get the most out of your new game, visit us at:

atari.com

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

ataricomunity.com

Kids, check with your parent or guardian before visiting any web site.

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Use of Atari web sites is subject to terms and conditions, which you can access at:

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TECHNICAL SUPPORT U.S. & CANADA HELP VIA THE INTERNET

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

atarisupport.com

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **FTP** (File Transfer Protocol) area where you can download patches if needed, our **Hints/Cheat Codes** if they're available, and an **Email** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

All customer support requests are handled via Email. No telephone support requests will be accepted.

Note: In the event we must send you an FAQ document, patch or update via Email, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

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In the event our technicians at www.atarisupport.com determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician Emails you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

WARRANTY POLICY IN THE UNITED STATES & CANADA

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

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