**Story Synopsis**

You are Moot Sile, the young Captain of Sonatu. For the sake of peace, you sail the world of Valtameri as a member of P.I.R.A.T.E.S., sinking the ships of wrong-doers and defending the lives of the people. However, the world is about to face a threat beyond the petty crimes of a few smugglers. With the Sonatu at your command, fight this threat back to oblivion, and uncover the secret to its appearance.

**Gameplay**

Gameplay is divided between docked and embarked.

**Docked**

While docked, you can take a break from the high-seas action. Click around the ship to talk with the various members of your crew, record (save) or read (load) from your logbook, receive a new mission from your superior, or exit the game. Though it’s not mandatory to speak with your crew, it is recommended, as they can be a useful source of information, and can also be quite entertaining.

**Embarked**

Once you’ve accepted your mission, you and your crew will be taken to the location of your objective. The missions will consist of several linked hex grid maps that can contain enemies, obstacles, or other mission-specific units. Gameplay while embarked proceeds in turns. Each turn, you are given three action points that may be spent on movement, attacks, or possibly a special ability (e.g. healing). If you lose all of your health, your ship will retreat and regain their health. However, unfriendly units will have their health and their lives restored when you return.