

# SEA OF THIEVES BEGINNER GUIDE 2023

**SEA OF THIEVES BEGINNER GUIDE 2023**, WELCOME TO THE ULTIMATE RESOURCE FOR ASPIRING PIRATES! THIS COMPREHENSIVE GUIDE WILL EQUIP YOU WITH THE ESSENTIAL KNOWLEDGE TO SET SAIL AND CONQUER THE TREACHEROUS, YET REWARDING, WATERS OF SEA OF THIEVES IN 2023. WE'LL DELVE INTO EVERYTHING FROM CHOOSING YOUR FIRST VESSEL AND MASTERING SHIP MANAGEMENT TO UNDERSTANDING THE VARIOUS TRADING COMPANIES, EMBARKING ON THRILLING VOYAGES, AND SURVIVING THE INEVITABLE ENCOUNTERS WITH OTHER PLAYERS AND FORMIDABLE SKELETON CREWS. GET READY TO NAVIGATE THE OPEN SEAS, DISCOVER BURIED TREASURES, AND CARVE YOUR LEGEND IN THIS VIBRANT PIRATE SANDBOX.

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## GETTING STARTED: YOUR FIRST STEPS ON THE SEAS

EMBARKING ON YOUR SEA OF THIEVES JOURNEY FOR THE FIRST TIME CAN FEEL OVERWHELMING, BUT THE INITIAL STEPS ARE DESIGNED TO BE STRAIGHTFORWARD. UPON BOOTING UP THE GAME, YOU'LL BE PROMPTED TO CREATE YOUR PIRATE, A PROCESS THAT ALLOWS FOR EXTENSIVE CUSTOMIZATION. FROM FACIAL FEATURES AND SCARS TO CLOTHING AND EVEN YOUR PIRATE'S WALK STYLE, TAKE YOUR TIME TO CRAFT A UNIQUE PERSONA. AFTER CUSTOMIZATION, YOU'LL TYPICALLY FIND YOURSELF ON A STARTING ISLAND OR A FRIENDLY OUTPOST, WHERE YOU CAN FAMILIARIZE YOURSELF WITH BASIC CONTROLS AND INTERACTIONS. DON'T BE AFRAID TO EXPLORE YOUR SURROUNDINGS, TALK TO NPCs, AND GET A FEEL FOR THE GAME'S MECHANICS BEFORE SETTING SAIL.

THE FIRST MOMENTS IN SEA OF THIEVES ARE CRUCIAL FOR UNDERSTANDING FUNDAMENTAL CONCEPTS. YOU'LL LEARN ABOUT YOUR INVENTORY, HOW TO PICK UP AND DROP ITEMS, AND THE BASIC ACTIONS LIKE EATING TO REGAIN HEALTH. MANY NEW PLAYERS WILL START WITH A TUTORIAL OR A GUIDED INTRODUCTORY MISSION THAT EASES THEM INTO THE CORE GAMEPLAY LOOP. PAY CLOSE ATTENTION TO THESE EARLY EXPERIENCES, AS THEY LAY THE GROUNDWORK FOR MORE COMPLEX STRATEGIES AND ACTIONS YOU'LL EMPLOY LATER. THE WORLD IS YOUR OYSTER, OR RATHER, YOUR TREASURE CHEST, AND THESE INITIAL STEPS ARE YOUR FIRST KEY TO UNLOCKING ITS RICHES.

# CHOOSING YOUR SHIP: SLOOP, BRIGANTINE, OR GALLEON?

THE CHOICE OF YOUR PIRATE VESSEL IS A PIVOTAL DECISION THAT SIGNIFICANTLY IMPACTS YOUR SEA OF THIEVES EXPERIENCE. EACH SHIP CLASS CATERS TO DIFFERENT CREW SIZES AND PLAYSTYLES. THE SLOOP IS THE SMALLEST AND MOST AGILE SHIP, PERFECT FOR SOLO PLAYERS OR DUOS. IT'S EASIER TO MANAGE, REQUIRES FEWER HANDS FOR EFFECTIVE SAILING, AND CAN OUTMANEUVER LARGER SHIPS IN CERTAIN SITUATIONS. HOWEVER, ITS LIMITED FIREPOWER AND SMALLER CARGO CAPACITY MAKE IT VULNERABLE TO COORDINATED ATTACKS FROM LARGER CREWS.

THE BRIGANTINE STRIKES A BALANCE BETWEEN SPEED AND FIREPOWER, DESIGNED FOR CREWS OF TWO TO THREE PIRATES. IT'S FASTER THAN A GALLEON AND BOASTS MORE CANNONS THAN A SLOOP, OFFERING A GOOD COMPROMISE FOR SMALL, ACTIVE CREWS. MANAGING A BRIGANTINE REQUIRES COORDINATION, ESPECIALLY WHEN IT COMES TO SAILING AND GUNNERY. FINALLY, THE GALLEON IS THE BEHEMOTH OF THE SEA OF THIEVES, IDEAL FOR CREWS OF THREE TO FOUR PLAYERS. IT POSSESSES THE MOST CANNONS AND THE LARGEST CARGO HOLD, MAKING IT A FORMIDABLE FORCE IN NAVAL COMBAT AND EXCELLENT FOR HAULING LARGE HAULS OF TREASURE. HOWEVER, ITS SIZE MAKES IT SLOWER AND MORE DIFFICULT TO HANDLE, REQUIRING A WELL-DRILLED CREW TO OPERATE EFFICIENTLY.

## SLOOP ADVANTAGES AND DISADVANTAGES

THE SLOOP'S PRIMARY ADVANTAGE LIES IN ITS SIMPLICITY AND MANEUVERABILITY. A SOLO PIRATE CAN EFFECTIVELY SAIL, STEER, AND EVEN PARTICIPATE IN COMBAT WITH A SLOOP. ITS SMALLER PROFILE ALSO MAKES IT HARDER TO HIT WITH CANNONBALLS FROM A DISTANCE. HOWEVER, IT LACKS THE BROADSIDE POTENTIAL OF LARGER SHIPS AND IS SUSCEPTIBLE TO BEING SWARMED. ITS LIMITED PLANK COUNT FOR REPAIRS ALSO MEANS IT CAN SINK RELATIVELY QUICKLY UNDER SUSTAINED BOMBARDMENT.

## BRIGANTINE STRENGTHS AND WEAKNESSES

FOR SMALL CREWS SEEKING A MIDDLE GROUND, THE BRIGANTINE IS AN EXCELLENT CHOICE. IT OFFERS MORE OFFENSIVE CAPABILITY THAN A SLOOP AND IS MORE RESPONSIVE TO STEERING THAN A GALLEON. THE TWO-TO-THREE-PLAYER CREW SIZE IS MANAGEABLE FOR COORDINATED ACTIONS. ON THE DOWNSIDE, IT CAN BE OUTGUNNED BY A GALLEON AND REQUIRES MORE ATTENTION THAN A SOLO-PILOTED SLOOP. EFFECTIVE COMMUNICATION IS KEY TO MAXIMIZING THE BRIGANTINE'S POTENTIAL.

## GALLEON POWER AND PITFALLS

THE GALLEON IS KING OF THE WAVES WHEN IT COMES TO RAW FIREPOWER AND CARRYING CAPACITY. ITS FOUR CANNONS PER SIDE CAN DEVASTATE ENEMY SHIPS. IT'S THE GO-TO FOR LARGE GROUPS AIMING FOR DOMINANCE IN NAVAL ENGAGEMENTS AND FOR MAXIMIZING TREASURE EARNINGS ON LONG VOYAGES. THE MAIN PITFALL OF THE GALLEON IS ITS SHEER SIZE AND UNWIELDINESS. IT TURNS SLOWLY, MAKING IT A LARGER TARGET, AND REQUIRES DEDICATED CREW MEMBERS FOR EACH TASK: HELMING, SAIL MANAGEMENT, CANNON OPERATION, AND REPAIRS. A DISORGANIZED GALLEON CREW IS AN EASY TARGET.

## SHIP MANAGEMENT: KEEPING YOUR VESSEL AFLOAT

MAINTAINING YOUR SHIP IS PARAMOUNT TO SURVIVAL IN SEA OF THIEVES. YOUR VESSEL IS NOT JUST A MODE OF TRANSPORTATION; IT'S YOUR HOME, YOUR MOBILE BASE, AND YOUR PRIMARY WEAPON. UNDERSTANDING HOW TO MANAGE IT EFFECTIVELY WILL PREVENT YOUR TREASURE-LADEN VOYAGE FROM ENDING PREMATURELY AT THE BOTTOM OF THE OCEAN.

- **REPAIRS:** WHEN YOUR SHIP TAKES DAMAGE, PLANKS WILL BE LOST. YOU'LL NEED TO USE PLANKS FROM YOUR INVENTORY TO REPAIR THESE HOLES. ASSIGNING A CREWMATE TO BE THE DEDICATED REPAIRMAN DURING COMBAT IS A SMART STRATEGY.
- **BAILING WATER:** CANNONBALL IMPACTS AND HULL BREACHES WILL CAUSE YOUR SHIP TO TAKE ON WATER. IF THE WATER LEVEL GETS TOO HIGH, YOUR SHIP WILL BEGIN TO SINK. USE BUCKETS TO BAIL OUT WATER AND KEEP YOUR SHIP

AFLOAT.

- **SAIL MANAGEMENT:** ADJUSTING YOUR SAILS IS CRUCIAL FOR SPEED AND MANEUVERABILITY. FACING THE SAILS INTO THE WIND WILL SLOW YOU DOWN, WHILE TURNING THEM PERPENDICULAR TO THE WIND WILL MAXIMIZE YOUR SPEED. LEARNING TO TACK AND JIBE EFFECTIVELY IS A KEY SAILING SKILL.
- **ANCHORING:** DROPPING ANCHOR CAN BE USED TO STOP YOUR SHIP QUICKLY, WHICH IS VITAL FOR AMBUSHES OR TO PREVENT BEING PUSHED BY CURRENTS. REMEMBER TO RAISE ANCHOR BEFORE SETTING SAIL AGAIN.
- **REPAIRS AND RESOURCES:** KEEP A STEADY SUPPLY OF PLANKS, CANNONBALLS, AND FOOD. THESE CAN BE FOUND IN BARRELS SCATTERED ACROSS ISLANDS AND EVEN ON SHIPWRECKS.

## NAVIGATING THE OPEN WORLD: MAPS, COMPASSES, AND ISLANDS

THE VAST EXPANSE OF THE SEA OF THIEVES IS FILLED WITH COUNTLESS ISLANDS, EACH HIDING POTENTIAL TREASURES AND DANGERS. MASTERING NAVIGATION IS FUNDAMENTAL TO ANY SUCCESSFUL PIRATE CAREER. THE IN-GAME MAP TABLE ON YOUR SHIP IS YOUR PRIMARY TOOL FOR PLANNING ROUTES AND IDENTIFYING YOUR DESTINATION.

YOUR TRUSTY COMPASS, LOCATED IN YOUR INVENTORY, IS ESSENTIAL FOR MAINTAINING A CONSISTENT HEADING ONCE YOU'VE SET YOUR COURSE. ISLANDS IN SEA OF THIEVES ARE PROCEDURALLY GENERATED, BUT THEY GENERALLY FOLLOW A PATTERN OF LARGE LANDMASSES AND SMALLER ROCK FORMATIONS. LEARNING TO RECOGNIZE DIFFERENT ISLAND TYPES AND THEIR GENERAL LAYOUTS WILL HELP YOU QUICKLY LOCATE LANDMARKS AND POTENTIAL ANCHORAGES. KEEP AN EYE OUT FOR UNIQUE GEOLOGICAL FEATURES, SUCH AS DISTINCT ROCK SPIRES OR COVES, AS THESE ARE OFTEN MARKED ON YOUR MAP AND CAN SERVE AS NAVIGATIONAL AIDS.

### UNDERSTANDING ISLAND TYPES

SEA OF THIEVES FEATURES A VARIETY OF ISLAND BIOMES, EACH WITH ITS OWN UNIQUE FLORA, FAUNA, AND POTENTIAL HAZARDS. FROM LUSH JUNGLES TEEMING WITH WILD PIGS AND SNAKES TO BARREN, VOLCANIC ROCKS, THE ENVIRONMENT ITSELF CAN BE A CHALLENGE. SOME ISLANDS ARE SMALL AND EASILY EXPLORED, WHILE OTHERS ARE EXPANSIVE ARCHIPELAGOS THAT CAN TAKE HOURS TO FULLY TRAVERSE. KNOWING WHAT TO EXPECT FROM DIFFERENT ISLAND TYPES CAN INFLUENCE YOUR APPROACH TO EXPLORATION AND COMBAT.

### USING YOUR SHIP'S MAP TABLE

THE SHIP'S MAP TABLE ALLOWS YOU TO VIEW THE WORLD MAP AND PLOT COURSES. WHEN YOU ACQUIRE A MAP, WHETHER FROM A VOYAGE OR FOUND ON ANOTHER PIRATE'S SHIP, YOU CAN PLACE IT ON THE TABLE TO REVEAL ITS DETAILS. THIS IS HOW YOU'LL PINPOINT THE LOCATION OF YOUR NEXT TREASURE. EXPERIENCED PIRATES OFTEN USE A COMBINATION OF THE IN-GAME MAP AND THEIR OWN MENTAL NOTES TO NAVIGATE EFFICIENTLY, ESPECIALLY WHEN DEALING WITH UNCHARTED OR FREQUENTLY VISITED AREAS.

### THE IMPORTANCE OF THE COMPASS

YOUR COMPASS IS A SIMPLE YET INDISPENSABLE TOOL. IT ALWAYS POINTS NORTH, ALLOWING YOU TO MAINTAIN A BEARING EVEN WHEN VISIBILITY IS POOR OR WHEN YOU'RE FAR FROM LAND. IF YOU'RE TRYING TO SAIL TO A SPECIFIC POINT ON THE HORIZON, OR IF YOU GET DISORIENTED, YOUR COMPASS WILL BE YOUR GUIDE. IT'S ALSO USEFUL FOR ORIENTING YOURSELF ON AN ISLAND AFTER YOU'VE ANCHORED YOUR SHIP.

# TRADING COMPANIES: YOUR PATH TO PIRATE RENOWN

THE SEA OF THIEVES IS GOVERNED BY SEVERAL INFLUENTIAL TRADING COMPANIES, EACH WITH ITS OWN SPECIALTIES AND REWARDS. ALIGNING YOURSELF WITH THESE COMPANIES AND COMPLETING THEIR SPECIFIC TASKS IS HOW YOU'LL PROGRESS YOUR PIRATE STANDING AND EARN VALUABLE COSMETIC ITEMS AND DOUBLOONS. UNDERSTANDING THEIR FUNCTIONS IS CRUCIAL FOR ANY ASPIRING PIRATE LOOKING TO MAKE A NAME FOR THEMSELVES.

- **GOLD HOARDERS:** THIS IS THE CLASSIC TREASURE-HUNTING COMPANY. THEY ARE INTERESTED IN BURIED CHESTS AND TRINKETS. VOYAGES WILL OFTEN INVOLVE SOLVING RIDDLES OR DECIPHERING TREASURE MAPS TO LOCATE BURIED LOOT.
- **ORDER OF SOULS:** THIS COMPANY FOCUSES ON BOUNTY HUNTING. YOU'LL BE TASKED WITH HUNTING DOWN SPECIFIC SKELETON CAPTAINS AND COLLECTING THEIR SKULLS. THESE VOYAGES OFTEN LEAD TO INTENSE COMBAT ENCOUNTERS.
- **MERCHANT ALLIANCE:** THE MERCHANT ALLIANCE DEALS IN TRADE GOODS. YOUR VOYAGES WILL INVOLVE COLLECTING SPECIFIC CARGO, SUCH AS ANIMALS IN CAGES OR CRATES OF GOODS, AND DELIVERING THEM TO DESIGNATED OUTPOSTS. THIS OFTEN REQUIRES PROTECTING YOUR CARGO FROM OTHER PLAYERS AND ENVIRONMENTAL HAZARDS.
- **ATHENA'S FORTUNE:** THIS IS A SPECIAL COMPANY UNLOCKED AFTER REACHING LEVEL 50 IN THE OTHER THREE MAIN TRADING COMPANIES. ATHENA'S FORTUNE VOYAGES ARE THE MOST CHALLENGING BUT OFFER THE MOST PRESTIGIOUS REWARDS, INCLUDING LEGENDARY GEAR.
- **SEA DOGS:** THIS COMPANY IS PRIMARILY FOCUSED ON PLAYER-VERSUS-PLAYER COMBAT IN THE ARENA (THOUGH THE ARENA MODE HAS SEEN CHANGES). ENGAGING IN ARENA BATTLES WILL EARN YOU REPUTATION WITH THEM.

## VOYAGES: THE HEART OF YOUR PIRATE ADVENTURE

VOYAGES ARE THE PRIMARY WAY YOU'LL EARN GOLD, REPUTATION, AND EXPERIENCE IN SEA OF THIEVES. WHEN YOU VISIT AN OUTPOST, YOU CAN PURCHASE VOYAGES FROM THE TRADING COMPANY REPRESENTATIVES. THESE VOYAGES WILL PROVIDE YOU WITH A SERIES OF OBJECTIVES THAT WILL GUIDE YOUR EXPLORATION AND OFTEN LEAD TO EXCITING ENCOUNTERS.

THE TYPE OF VOYAGE YOU CHOOSE WILL DEPEND ON WHICH TRADING COMPANY YOU WISH TO GAIN FAVOR WITH. GOLD HOARDER VOYAGES WILL LEAD YOU TO ISLANDS TO DIG UP CHESTS, ORDER OF SOULS VOYAGES WILL SEND YOU ON SKELETON HUNTS, AND MERCHANT ALLIANCE VOYAGES WILL INVOLVE DELIVERING SPECIFIC CARGO. COMPLETING THESE VOYAGES EFFECTIVELY REQUIRES A GOOD UNDERSTANDING OF SHIP MANAGEMENT, NAVIGATION, AND COMBAT, AS YOU'LL OFTEN FACE CHALLENGES FROM OTHER PLAYERS AND THE ENVIRONMENT.

## TYPES OF VOYAGES EXPLAINED

EACH TRADING COMPANY OFFERS DISTINCT VOYAGE TYPES. GOLD HOARDERS PROVIDE RIDDLE MAPS, X-MARKS-THE-SPOT MAPS, AND MESSAGE IN A BOTTLE MAPS. ORDER OF SOULS OFFERS BOUNTIES FOR SKELETON CAPTAINS, OFTEN FOUND ON SMALL ISLAND CHAINS OR IN SPECIFIC FORT LOCATIONS. MERCHANT ALLIANCE VOYAGES CAN INVOLVE DELIVERING ANIMALS, TRADING SPECIFIC COMMODITIES, OR EVEN RESCUING SHIPWRECKED MERCHANTS. HIGHER-LEVEL VOYAGES FOR EACH COMPANY BECOME PROGRESSIVELY MORE COMPLEX AND REWARDING.

## REPUTATION AND REWARDS

AS YOU COMPLETE VOYAGES, YOU'LL GAIN REPUTATION WITH THE RESPECTIVE TRADING COMPANY. REACHING CERTAIN REPUTATION MILESTONES UNLOCKS NEW, MORE CHALLENGING VOYAGES AND NEW COSMETIC ITEMS FOR PURCHASE. THIS PROGRESSION SYSTEM IS THE BACKBONE OF YOUR CHARACTER DEVELOPMENT IN SEA OF THIEVES, ALLOWING YOU TO CUSTOMIZE YOUR PIRATE AND SHIP WITH UNIQUE GEAR THAT REFLECTS YOUR ACCOMPLISHMENTS.

# COMBAT: SHIP-TO-SHIP AND ON-FOOT BATTLES

COMBAT IS AN INEVITABLE AND OFTEN EXHILARATING PART OF THE SEA OF THIEVES EXPERIENCE. YOU'LL FACE THREATS FROM OTHER PLAYERS, AS WELL AS FROM THE GAME'S OWN FORMIDABLE AI-CONTROLLED ENEMIES. MASTERING BOTH SHIP-TO-SHIP COMBAT AND ON-FOOT SKIRMISHES IS ESSENTIAL FOR SURVIVAL AND SUCCESS.

SHIP-TO-SHIP COMBAT INVOLVES MANEUVERING YOUR VESSEL TO GAIN A TACTICAL ADVANTAGE, FIRING CANNONS ACCURATELY, AND MANAGING YOUR SHIP'S INTEGRITY. ON-FOOT COMBAT UTILIZES A VARIETY OF WEAPONS, INCLUDING CUTLASSES, PISTOLS, BLUNDERBUSSES, AND RIFLES, ALONG WITH THROWABLE ITEMS LIKE FIREBOMBS AND BLUNDERBOMBS. LEARNING THE STRENGTHS AND WEAKNESSES OF EACH WEAPON AND HOW TO EFFECTIVELY UTILIZE YOUR SURROUNDINGS WILL GIVE YOU AN EDGE IN ANY FIGHT.

## NAVAL WARFARE TACTICS

EFFECTIVE NAVAL WARFARE IS ABOUT MORE THAN JUST BRUTE FORCE. MANEUVERING TO PRESENT YOUR BROADSIDE TO AN ENEMY WHILE KEEPING YOUR OWN BROADSIDE PROTECTED IS CRUCIAL. USING THE WIND TO YOUR ADVANTAGE, CUTTING YOUR SAILS AT THE RIGHT MOMENT TO TURN SHARPLY, AND STRATEGIC USE OF CANNONBALLS (CHAIN SHOTS FOR SAILS, REGULAR SHOTS FOR HULL) ARE ALL KEY TACTICS. COMMUNICATION WITH YOUR CREW IS PARAMOUNT FOR COORDINATED ATTACKS AND DEFENSE.

## ON-FOOT COMBAT STRATEGIES

WHEN BOARDING AN ENEMY SHIP OR DEFENDING YOUR OWN, ON-FOOT COMBAT BECOMES THE FOCUS. MASTERING SWORD COMBOS, ACCURATE PISTOL SHOTS, AND THE DISRUPTIVE POWER OF BLUNDERBOMBS IS IMPORTANT. USING THE ENVIRONMENT, SUCH AS CLIMBING LADDERS QUICKLY OR HIDING BEHIND COVER, CAN MAKE A SIGNIFICANT DIFFERENCE. DON'T FORGET TO USE YOUR SHOVEL FOR MELEE ATTACKS OR EVEN TO DIG UP TREASURE QUICKLY IN A PINCH.

## DEALING WITH SKELETONS AND OTHER FOES

SKELETONS COME IN VARIOUS FORMS, FROM REGULAR GRUNTS TO SPECIALIZED TYPES LIKE EXPLOSIVE SKELETONS OR ARMORED SKELETONS. EACH REQUIRES A DIFFERENT APPROACH. FOR INSTANCE, EXPLOSIVE SKELETONS ARE BEST DISPATCHED FROM A DISTANCE, WHILE ARMORED SKELETONS MIGHT REQUIRE BLUNT WEAPONS OR STRATEGIC USE OF THE ENVIRONMENT. UNDERSTANDING THEIR ATTACK PATTERNS AND WEAKNESSES IS KEY TO EFFICIENT COMBAT.

## ENCOUNTERS WITH OTHER PLAYERS: FRIEND OR FOE?

SEA OF THIEVES IS A SHARED-WORLD ADVENTURE, MEANING YOU WILL INEVITABLY ENCOUNTER OTHER PLAYER CREWS ON THE OPEN SEAS. THESE ENCOUNTERS CAN RANGE FROM FRIENDLY INTERACTIONS AND ALLIANCES TO INTENSE BATTLES FOR TREASURE AND SURVIVAL. THE UNPREDICTABLE NATURE OF THESE ENCOUNTERS IS A CORE ELEMENT OF THE GAME'S APPEAL.

WHEN YOU SPOT ANOTHER SHIP, ASSESS THE SITUATION. ARE THEY APPROACHING AGGRESSIVELY, OR DO THEY SEEM PEACEFUL? SOMETIMES, OTHER PLAYERS MIGHT OFFER TO FORM AN ALLIANCE, SHARING TREASURE FOUND IN SHARED VOYAGES OR HELPING EACH OTHER OUT. HOWEVER, ALWAYS BE PREPARED FOR BETRAYAL. MANY PIRATES WILL ATTEMPT TO AMBUSH YOU, STEAL YOUR TREASURE, OR SINK YOUR SHIP. DEVELOPING A KEEN SENSE OF OBSERVATION AND A CAUTIOUS APPROACH IS VITAL FOR NAVIGATING THESE PLAYER INTERACTIONS.

## READING OTHER SHIPS

THE WAY ANOTHER SHIP SAILS, THEIR SPEED, THEIR CANNON READINESS, AND THEIR GENERAL BEHAVIOR CAN OFTEN TELL YOU A LOT ABOUT THEIR INTENTIONS. A SHIP THAT IMMEDIATELY TURNS TO BROADSIDE YOU WITH CANNONS FIRING IS LIKELY HOSTILE.

A SHIP SAILING AWAY OR APPEARING TO BE EXPLORING CALMLY MIGHT BE MORE OPEN TO INTERACTION, BUT CAUTION IS ALWAYS ADVISED.

## FORMING ALLIANCES

WHILE NOT ALWAYS RELIABLE, FORMING ALLIANCES CAN BE BENEFICIAL. IF YOU AND ANOTHER CREW DECIDE TO WORK TOGETHER, YOU CAN DIVIDE TASKS, SHARE INFORMATION, AND PROVIDE MUTUAL DEFENSE. HOWEVER, BE AWARE THAT ALLIANCES CAN BE BROKEN AT ANY MOMENT, AND THE OTHER CREW MIGHT TURN ON YOU WHEN YOU LEAST EXPECT IT. TRUST IS A COMMODITY RARELY FOUND ON THE SEA OF THIEVES.

## EVADING OR ENGAGING

SOMETIMES, THE BEST STRATEGY IS TO AVOID CONFRONTATION ALTOGETHER. IF YOU'RE CARRYING A LARGE HAUL OF TREASURE AND ARE OUTMATCHED, RUNNING AWAY MIGHT BE THE WISEST CHOICE. HOWEVER, IF YOU FEEL CONFIDENT IN YOUR CREW'S ABILITIES OR IF YOU HAVE SOMETHING VALUABLE TO DEFEND, ENGAGING IN COMBAT CAN BE A REWARDING EXPERIENCE. THE DECISION TO FIGHT OR FLEE IS OFTEN A CRITICAL ONE.

## THREATS BEYOND OTHER PIRATES: SKELETONS, MEGALODONS, AND KRAKENS

THE SEA OF THIEVES IS NOT JUST DANGEROUS BECAUSE OF OTHER PIRATES; THE VERY OCEAN AND ITS INHABITANTS POSE SIGNIFICANT THREATS. FROM SPECTRAL SKELETONS TO COLOSSAL SEA MONSTERS, YOU'LL NEED TO BE PREPARED FOR A VARIETY OF CHALLENGES THAT GO BEYOND PLAYER-VERSUS-PLAYER COMBAT. THESE THREATS ADD A LAYER OF PVE (PLAYER VERSUS ENVIRONMENT) EXCITEMENT AND DANGER TO YOUR VOYAGES.

SKELETON CREWS CAN APPEAR ON ISLANDS OR EVEN MANIFEST AS GHOST SHIPS THAT ATTACK YOU. THE MEGALODON, A MASSIVE SHARK, CAN ATTACK YOUR SHIP OR EVEN YOU IF YOU'RE SWIMMING. THE KRAKEN, A LEGENDARY SEA MONSTER WITH NUMEROUS TENTACLES, CAN EMERGE FROM THE DEPTHS TO GRAPPLE YOUR SHIP, DROWN YOUR CREW, AND CRUSH YOUR HULL. EACH OF THESE THREATS REQUIRES A SPECIFIC STRATEGY AND A WELL-PREPARED CREW TO OVERCOME.

## SKELETON FORTS AND SKELETON FLEETS

SKELETON FORTS ARE LARGE, FORTIFIED ISLANDS POPULATED BY WAVES OF SKELETONS. TO CLAIM THE TREASURE WITHIN, YOU'LL NEED TO DEFEAT ALL THE SKELETONS, INCLUDING THE SKELETON LORD BOSS. SKELETON FLEETS ARE DYNAMIC EVENTS WHERE YOU'LL FACE MULTIPLE GHOST SHIPS THAT ATTACK IN WAVES. THESE ARE CHALLENGING BUT HIGHLY REWARDING ENCOUNTERS.

## MEGALODON ENCOUNTERS

MEGALODONS CAN SPAWN RANDOMLY AND WILL ATTACK YOUR SHIP IF YOU'RE IN THEIR VICINITY. THEY HAVE SPECIFIC ATTACK PATTERNS, AND TARGETING THEIR HEADS CAN BE EFFECTIVE. SOMETIMES, DEFEATING A MEGALODON WILL YIELD VALUABLE LOOT, INCLUDING RARE SHARK TEETH. HAVING A SKILLED CANNON CREW IS ESSENTIAL FOR FENDING THEM OFF.

## SURVIVING THE KRAKEN

THE KRAKEN IS A TERRIFYING ENCOUNTER THAT CAN APPEAR IN OPEN WATER. ITS MASSIVE TENTACLES WILL GRAB YOUR SHIP, PULL PIRATES OVERBOARD, AND ATTEMPT TO CRUSH YOUR HULL. YOUR CREW NEEDS TO WORK QUICKLY TO CUT OFF THE TENTACLES AND BAIL WATER. USING CANNONS TO BLAST THE TENTACLES AND PISTOLS TO FIGHT OFF ANY LINGERING CREATURES ON DECK ARE VITAL TACTICS.

# TIPS FOR SOLO AND CREWED PLAY

WHETHER YOU'RE EMBARKING ON YOUR PIRATE ADVENTURES ALONE OR WITH A SEASONED CREW, SEA OF THIEVES OFFERS DISTINCT EXPERIENCES. UNDERSTANDING THE ADVANTAGES AND DISADVANTAGES OF EACH PLAYSTYLE WILL HELP YOU ADAPT AND THRIVE.

SOLO PLAY DEMANDS RESOURCEFULNESS AND A KEEN AWARENESS OF YOUR SURROUNDINGS. YOU'LL BE RESPONSIBLE FOR EVERY ASPECT OF YOUR SHIP, FROM SAILING AND STEERING TO REPAIRS AND COMBAT. THIS OFTEN MEANS PRIORITIZING STEALTH AND EVASION OVER DIRECT CONFRONTATION. CREWED PLAY, ON THE OTHER HAND, ALLOWS FOR SPECIALIZED ROLES AND COORDINATED STRATEGIES. A WELL-DRILLED CREW CAN DOMINATE NAVAL BATTLES, TACKLE CHALLENGING VOYAGES EFFICIENTLY, AND PROVIDE MUTUAL SUPPORT. COMMUNICATION IS THE ABSOLUTE KEY TO SUCCESS FOR ANY CREW.

## SOLO PIRATE SURVIVAL

AS A SOLO PIRATE, YOUR SLOOP IS YOUR BEST FRIEND. LEARN TO SAIL IT EFFICIENTLY AND TO RECOGNIZE WHEN A FIGHT IS NOT WORTH IT. FOCUS ON SMALLER, MORE MANAGEABLE VOYAGES, AND ALWAYS BE READY TO FLEE IF A LARGER THREAT APPEARS. UTILIZE ISLANDS FOR COVER AND BE HYPER-AWARE OF YOUR SURROUNDINGS FOR ANY SIGNS OF OTHER PLAYERS OR SEA MONSTERS.

## CREWED OPERATIONS

WITH A CREW, ASSIGN ROLES: ONE CAPTAIN FOR NAVIGATION, ONE FOR SAILS, AND OTHERS FOR CANNONS AND REPAIRS. PRACTICE CLEAR AND CONCISE COMMUNICATION. PLAN YOUR ATTACKS AND DEFENSES TOGETHER. SHARE THE WORKLOAD FOR VOYAGES, MAKING THEM MORE EFFICIENT AND ENJOYABLE. THE SYNERGY OF A GOOD CREW CAN OVERCOME MANY OBSTACLES.

## ESSENTIAL GEAR AND SUPPLIES

BEFORE YOU SET SAIL, ENSURING YOU HAVE THE RIGHT GEAR AND A SUFFICIENT STOCK OF SUPPLIES CAN MAKE THE DIFFERENCE BETWEEN A SUCCESSFUL VOYAGE AND A WATERY GRAVE. YOUR PIRATE IS EQUIPPED WITH A BASIC SET OF TOOLS, BUT REPLENISHING YOUR STOCK IS CRUCIAL.

- **FOOD:** EAT FOOD REGULARLY TO REGENERATE HEALTH. DIFFERENT TYPES OF FOOD OFFER VARYING HEALTH REGENERATION RATES.
- **CANNONBALLS:** ESSENTIAL FOR SHIP-TO-SHIP COMBAT. LOAD THEM INTO YOUR CANNONS BEFORE ENGAGING.
- **PLANKS:** USED TO REPAIR HOLES IN YOUR SHIP'S HULL. KEEP A GOOD STOCK HANDY AT ALL TIMES.
- **PISTOLS AND CUTLASSES:** YOUR PRIMARY MELEE AND RANGED WEAPONS FOR ON-FOOT COMBAT.
- **BLUNDERBOMBS:** EXCELLENT FOR CROWD CONTROL AND DISRUPTING ENEMY PIRATES.
- **FIREBOMBS:** CAN SET ENEMIES AND THEIR SHIPS ABLAZE.
- **FRUIT:** FOUND ON MANY ISLANDS, FRUIT PROVIDES A QUICK HEALTH BOOST.

REMEMBER TO ALWAYS CHECK YOUR SHIP'S BARRELS UPON ARRIVING AT AN OUTPOST OR FINDING A SHIPWRECK TO RESTOCK ON THESE VITAL SUPPLIES.

# IMPROVING YOUR PIRATE SKILLS

SEA OF THIEVES IS A GAME OF SKILL AND EXPERIENCE. THE MORE YOU PLAY, THE BETTER YOU'LL BECOME AT VARIOUS ASPECTS OF PIRACY. DON'T BE DISCOURAGED BY EARLY SETBACKS; THEY ARE PART OF THE LEARNING PROCESS.

PRACTICE YOUR SAILING MANEUVERS, ESPECIALLY WHEN UNDER PRESSURE. HONE YOUR AIM WITH DIFFERENT WEAPONS. LEARN THE ATTACK PATTERNS OF VARIOUS ENEMIES, BOTH PLAYER AND AI. WATCH VETERAN PIRATES STREAM OR RECORD THEIR GAMEPLAY TO LEARN NEW STRATEGIES. THE MOST IMPORTANT TIP IS TO SIMPLY KEEP PLAYING AND EXPERIMENTING. THE SEA OF THIEVES IS A DYNAMIC AND EVER-EVOLVING WORLD, AND YOUR PIRATE SKILLS SHOULD GROW WITH IT.

## FREQUENTLY ASKED QUESTIONS

### WHAT IS THE ABSOLUTE MOST IMPORTANT THING A NEW SEA OF THIEVES PLAYER NEEDS TO UNDERSTAND?

THE CORE LOOP IS: SAIL, FIND LOOT, DELIVER LOOT, REPEAT. UNDERSTANDING THIS AND FOCUSING ON COOPERATIVE PLAY (EVEN WITH STRANGERS) IS KEY. DON'T GET TOO ATTACHED TO YOUR LOOT; IT'S PART OF THE ADVENTURE!

### WHAT'S THE BEST BEGINNER SHIP TO START WITH IN SEA OF THIEVES?

THE SLOOP IS PERFECT FOR SOLO OR TWO-PLAYER CREWS. IT'S SMALLER, EASIER TO MANAGE, AND REQUIRES LESS COORDINATION. THE BRIGANTINE IS A GOOD STEP UP FOR THREE PLAYERS, AND THE GALLEON FOR FOUR.

### HOW DO I MAKE MONEY AND PROGRESS AS A NEW PLAYER?

FOCUS ON COMPLETING VOYAGES FOR THE TRADING COMPANIES: GOLD HOARDERS (CHESTS), ORDER OF SOULS (SKULLS), AND MERCHANT ALLIANCE (CRATES). YOU'LL EARN GOLD AND REPUTATION, UNLOCKING NEW COSMETIC ITEMS AND SLIGHTLY BETTER STARTING GEAR.

### WHAT ARE SOME COMMON BEGINNER MISTAKES TO AVOID?

DON'T SAIL DIRECTLY INTO KNOWN PLAYER TRAFFIC, ALWAYS KEEP AN EYE ON YOUR SURROUNDINGS, LEARN TO REPAIR YOUR SHIP QUICKLY DURING COMBAT, AND DON'T BE AFRAID TO RUN IF OUTMATCHED. ALSO, PRACTICE DOCKING!

### HOW DO I DEAL WITH OTHER PLAYERS? AM I ALWAYS GOING TO BE ATTACKED?

NOT ALWAYS! MANY PLAYERS ARE FRIENDLY OR INDIFFERENT. WHEN YOU SEE ANOTHER SHIP, OBSERVE THEIR BEHAVIOR. YOU CAN TRY SIGNALING WITH YOUR SPYGLASS OR FLARES. IF THEY ATTACK, DEFEND YOURSELF, BUT DON'T BE AFRAID TO FLEE IF YOU'RE NOT PREPARED.

### WHAT ARE 'TALL TALES' AND SHOULD BEGINNERS DO THEM?

TALL TALES ARE STORY-DRIVEN QUESTS THAT DON'T DIRECTLY EARN YOU GOLD OR REPUTATION BUT OFFER UNIQUE LORE AND REWARDS. THEY'RE A FANTASTIC WAY TO LEARN GAME MECHANICS AND EXPLORE THE WORLD IN A MORE GUIDED EXPERIENCE, MAKING THEM GREAT FOR BEGINNERS.

### WHAT'S THE DEAL WITH 'EMISSARIES' AND SHOULD I START USING THEM EARLY?

EMISSARIES ARE A WAY TO EARN BONUS GOLD AND REPUTATION. START USING THEM ONCE YOU'VE GOT A GRASP ON THE BASICS AND FEEL COMFORTABLE WITH TRADING COMPANY VOYAGES. YOU'LL NEED TO BUY AN EMISSARY FLAG AND RAISE IT AT THE COMPANY'S TABLE.

## WHAT ARE THE MOST ESSENTIAL TOOLS OR ITEMS FOR A NEW PIRATE?

YOUR CUTLASS, PISTOL, BLUNDERBUSS, AND SHOVEL ARE YOUR CORE COMBAT AND TREASURE-FINDING TOOLS. DON'T FORGET YOUR BUCKET FOR BAILING WATER AND YOUR SPYGLASS FOR SCOUTING. BANDAGES ARE CRUCIAL FOR HEALING.

## HOW IMPORTANT IS TEAMWORK AND COMMUNICATION IN SEA OF THIEVES?

EXTREMELY IMPORTANT! WHETHER WITH FRIENDS OR THROUGH THE IN-GAME VOICE CHAT, CLEAR COMMUNICATION IS VITAL FOR SAILING, FIGHTING, AND COORDINATING. ASSIGN ROLES LIKE HELMSMAN, LOOKOUT, AND REPAIRER.

## WHERE CAN I FIND THE BEST BEGINNER GUIDES AND RESOURCES IN 2023?

THE OFFICIAL SEA OF THIEVES WEBSITE, YOUTUBE CHANNELS (LIKE THOSE FROM RARE THEMSELVES, THE LAZY SCAVENGER, OR PACE 22), AND VARIOUS COMMUNITY FORUMS LIKE REDDIT (R/SEAOFTHIEVES) ARE EXCELLENT PLACES FOR UP-TO-DATE GUIDES AND TIPS.

## ADDITIONAL RESOURCES

HERE ARE 9 BOOK TITLES RELATED TO A SEA OF THIEVES BEGINNER'S GUIDE FOR 2023, ALONG WITH SHORT DESCRIPTIONS:

### 1. *THE MAIDEN VOYAGE: YOUR FIRST STEPS ON THE SHROUDED SEA*

THIS FOUNDATIONAL GUIDE INTRODUCES ABSOLUTE BEGINNERS TO THE CORE MECHANICS OF SEA OF THIEVES. IT COVERS EVERYTHING FROM CONTROLLING YOUR SHIP AND NAVIGATING THE SEAS TO THE BASICS OF COMBAT AND INTERACTING WITH ISLAND ENVIRONMENTS. EXPECT CLEAR EXPLANATIONS ON YOUR INITIAL QUESTING AND UNDERSTANDING THE GAME'S UNIQUE ATMOSPHERE.

### 2. *SAILING THE SHROUDED SEAS: SHIP MANAGEMENT FOR NEW BUCCANEERS*

DELVE DEEPER INTO THE ART OF SEAFARING WITH THIS BOOK DEDICATED TO SHIP HANDLING. YOU'LL LEARN THE INTRICACIES OF SAILS, RUDDER CONTROL, AND ANCHORING FOR VARIOUS SITUATIONS. IT ALSO DETAILS ESSENTIAL SHIP MAINTENANCE AND DAMAGE CONTROL, CRUCIAL FOR SURVIVING YOUR EARLY ADVENTURES AND AVOIDING COMMON PITFALLS.

### 3. *TREASURE HUNTER'S PRIMER: UNEARTHING YOUR FIRST FORTUNES*

MASTER THE THRILL OF THE HUNT WITH THIS GUIDE FOCUSED ON LOOT AND EXPLORATION. IT BREAKS DOWN THE DIFFERENT TYPES OF VOYAGES, HOW TO DECIPHER MAPS, AND EFFECTIVE DIGGING TECHNIQUES. LEARN TO IDENTIFY VALUABLE TREASURES AND THE BEST STRATEGIES FOR BRINGING THEM SAFELY BACK TO AN OUTPOST FOR MAXIMUM REWARD.

### 4. *COMBAT CONFIDENCE: SURVIVING YOUR FIRST SKIRMISHES ON LAND AND SEA*

THIS ESSENTIAL MANUAL EQUIPS NEW PLAYERS WITH THE FUNDAMENTALS OF COMBAT. IT COVERS EFFECTIVE SWORDPLAY, AIMING WITH FIREARMS, AND THE IMPORTANCE OF POSITIONING DURING FIREFIGHTS. STRATEGIES FOR DEALING WITH SKELETONS, ISLAND BEASTS, AND EVEN OTHER PLAYERS ARE INTRODUCED IN AN ACCESSIBLE MANNER.

### 5. *THE ART OF THE OUTPOST: TRADE, REPUTATION, AND FRIENDLY FACES*

UNDERSTAND THE SOCIAL AND ECONOMIC HUBS OF SEA OF THIEVES WITH THIS GUIDE TO OUTPOSTS. IT EXPLAINS HOW TO INTERACT WITH DIFFERENT TRADING COMPANIES, TURN IN YOUR HARD-EARNED LOOT, AND BUILD YOUR REPUTATION. LEARN THE ETIQUETTE OF THE OUTPOSTS AND HOW TO EFFICIENTLY MANAGE YOUR RESOURCES AND PROGRESSION.

### 6. *NAVIGATING THE SHROUDED ISLES: MAPS, LANDMARKS, AND GETTING UNLOST*

NEVER FEEL ADRIFT AGAIN WITH THIS COMPREHENSIVE GUIDE TO WORLD NAVIGATION. IT EXPLAINS HOW TO READ IN-GAME MAPS, UTILIZE COMPASS AND CLOCK MECHANICS, AND IDENTIFY KEY LANDMARKS ACROSS THE DIVERSE ISLANDS. YOU'LL GAIN THE CONFIDENCE TO EXPLORE FURTHER AND DISCOVER HIDDEN SECRETS WITHOUT GETTING LOST.

### 7. *PIRATE ETIQUETTE AND OTHER USEFUL ADVICES FOR THE NEW SCALLYWAG*

BEYOND THE MECHANICS, THIS BOOK DELVES INTO THE UNWRITTEN RULES AND HELPFUL TIPS FOR A SMOOTHER EXPERIENCE. IT COVERS COMMUNICATION WITH OTHER PLAYERS, UNDERSTANDING DIFFERENT PLAYER ARCHETYPES, AND HOW TO AVOID UNNECESSARY CONFLICT. THIS GUIDE WILL HELP YOU INTEGRATE INTO THE VIBRANT SEA OF THIEVES COMMUNITY WITH CONFIDENCE.

8. *YOUR FIRST KRAKEN AND OTHER PERILOUS ENCOUNTERS: DEALING WITH THE BIG THREATS*

THIS BOOK PREPARES YOU FOR SOME OF THE MORE INTIMIDATING CHALLENGES SEA OF THIEVES THROWS YOUR WAY. IT OFFERS BEGINNER-FRIENDLY STRATEGIES FOR SURVIVING ENCOUNTERS WITH FORMIDABLE FOES LIKE THE KRAKEN AND MEGALODONS. LEARN HOW TO REACT, DEFEND YOUR SHIP, AND ESCAPE THESE PERILOUS SITUATIONS WITH MINIMAL DAMAGE.

9. *THE SEA DOG'S STARTER PACK: ESSENTIAL GEAR AND ITEM USAGE FOR BEGINNERS*

EQUIP YOURSELF PROPERLY FROM THE START WITH THIS GUIDE TO ESSENTIAL ITEMS. IT DETAILS THE FUNCTIONS AND BEST USES OF COMMON PIRATE TOOLS LIKE THE BUCKET, SPYGLASS, AND FLINTLOCK. UNDERSTANDING YOUR INVENTORY AND HOW TO EFFECTIVELY UTILIZE THESE ITEMS WILL SIGNIFICANTLY IMPROVE YOUR SURVIVAL AND SUCCESS RATE.

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