Port Royale 4

kalypso REALMFORGE FFF Bayern PC XBOX ONE NINTENDO SWITCH PS4

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ABOUT PORT ROYALE 4

Welcome to the Caribbean

Port Royale 4 simulates production, transport, consumption, and commodity prices in a vibrant world of dynamic settlements scattered across the Caribbean throughout the 16th and 17th centuries. Numerous convoys travel between the settlements: trading convoys in search of the best deal, pirate convoys in search of booty, and military convoys securing their trade routes or attacking their political opponents.

You are a part of this lively world and therefore, right in the middle of all the action. As Governor of a small colony, your goal is to achieve fame and fortune. With your first small trade deals you get to know your new home and soon, start to produce your own commodities. That way, you not only expand your town and your business, but also ensure that neighbouring towns have stability and are also expanding.

Your Viceroy watches you closely and for every good deed, you reap fame. Fame can be used to buy powerful vessels and production licenses for lucrative commodities, or even take over the administration of more towns.

But, you are not only trader or producer. As a buccaneer, you can be steel yourself with letters of marque so to influence wars - even conquering other towns to expand your nation. You can also act as a pirate and raid anything and everything - but not without negative effects on your fame, of course.

For the first time in the Port Royale series, naval battles are presented in the style of turn-based combat. In making these battle turn-based, we have been able to enrich combat with many tactical options. We believe that this style to be much more fitting for a strategy game like Port Royale 4.

But for now: let's take to the seas and learn the basics of Port Royale 4. A big thank you from all of the team and we wish you lots of fun in the Caribbean!

Starting a Game

To ease you into the game, there are 10 short tutorials for you to complete, and a small reward waiting at the end of each. Upon completing the tutorials, we recommend beginning with the Spanish campaign to ensure a thorough introduction to the game's world and the economic system.

The Free Game mode no longer offers a guided tour, but you will always have access to these tips and tricks should you need them.

The Controls

Game Settings

Before starting **Free Game**, you can change various settings such as the **Size of your nation** and the location of your **Home town**. To change the latter, you can also simply click on the map.

With the help of **Distribution**, you can choose how goods are divvied up between the 60 towns scattered throughout the Caribbean.

Cash and Vessels indicates how much capital you would like to have at the beginning of the game.

Even in **Free Game** mode, there are still tasks to complete via a **Task list**. These are voluntary objectives, but will give you fame points upon completion. In Free Game, you can choose what type of tasks you would like to do and disable the list if you'd prefer to simply explore.

Using the **Naval Battles setting**, you can adjust how much damage your vessels do during combat.

In the **Pirates** setting, you can adjust how many pirates are available and the timer on their spawning into the world.

The **Trade system setting** has far-reaching implications as it determines many factors in the game such as the cost allocated to letters of marque, trade licenses, building permissions, construction costs, vessel repairs, vessel purchases and vessel construction. It also influences the maximum prices for trade and the satisfaction of a town's inhabitants.

Under the **Resources option**, you can choose whether the cultivation and mining of commodities should run to a fixed schedule or apply randomly at the start of the game.

Nations

This tab shows an overview of all the nations waring for control of the Caribbean. In Port Royale 4, you can choose from four colonial powerhouses: England, France, Spain and the Netherlands, each providing different benefits and a unique gameplay style.

ENGLAND: England's main strength is its fleet strength. Provided that enough fame is available, you will be are able to make use of these advantages and have access to the swift production of powerful convoys England also allows for:

- *Faster work in shipyards.*
- *Reduced construction costs for Military Frigates and Ship-of-the-line.*

FRANCE: The French are masters of architecture. France's upgrades aid in the construction of larger towns. Playing as France will also:

- *Reduce the requirements for raw materials and brickyards*
- *Reduce the construction costs for buildings*

THE NETHERLANDS: The Dutch focus on trade and production in their colonies. Some advantages as playing as the Netherlands are significantly reduced construction costs for trading vessels and construction space for residential areas, leaving more space for businesses.

- *Residential areas can house more citizens*
- *Reduced construction costs for all vessels with less than 20 cannons*

SPAIN: Spain aims for speed with its colonies. When playing as Spain, use your fame to unlock upgrades for faster town expansion and utilization of workers in businesses.

- *Increase in the productivity of workers and citizens*
- *Higher base satisfaction for citizens*

Character

Appoint a leader for your adventure from four different character classes: the Adventurer, the Merchant, the Buccaneer, and the Piratess. Each class provides its own unique advantages and disadvantages.

ADVENTURER

Like every true explorer, the Adventurer is fearless, unconventional, full of beans and always on the lookout for new knowledge. Naval boarding is not his forte but this also means that he doesn't have to put up with seizure of his vessels by other nations.

- ⊕ *Receives two captains in the beginning*
- ⊕ *Able to re-build vessels which have been scuttled in battle*
- ⊖ *20% weaker in combat during naval boarding*

BUCCANEER

Despite his elegant demeanor, the Buccaneer is a swashbuckling daredevil with powerful connections to the Royal Household. He has huge advantages as a privateer, however, should avoid shady dealings, as his deeds will be more closely observed than others.

- ⊕ *Letters of marque are discounted by 90%*
- ⊕ *Begins the game with 5 fame points*
- ⊖ *Loses twice the fame if caught engaged in piracy*

PIRATESS

Though well-dressed and friendly, the Pirate is an uncompromising treasure hunter with a silver tongue , able to talk her way out of almost any situation. However, her skills fall somewhat short when it comes to colony development.

- *Will not be attacked by pirates*
- *Only a 50% loss of fame for piracy*
- *Buildings cost 20% extra*

MERCHANT

Nifty, courageous and thirsty for adventures, there is no deal missed by the Merchant. As a trader, she is esteemed and respected among all nations, which is why all ports are open to her, even when there is no entrance for others anymore.

- *Does not require a trade license.*
- *Able to trade with all nations, even while at war.*
- *Combat vessels cost twice as many Fame points.*

ECONOMY

Commodities

There are 25 commodities in the Caribbean, which can be divided into three groups according to their production potential:

CULTIVATION COMMODITIES

These require fields and farms.

GRAIN, VEGETABLES, MEAT, COFFEE, FRUITS, SUGAR, COTTON, COCOA, CORN, HEMP, TABACCO

MINING COMMODITIES

These are obtained by mining available resources.

WOOD, BRICKS, METAL, COAL

HANDICRAFT COMMODITIES

These are produced with the help of raw materials in handicraft businesses.

BEER, CLOTH, CERAMICS, LUXURY ITEMS, ROPES, METALWARE, PASTRY, RUM, CLOTHING, FURNITURE

Town Buildings

RESIDENTIAL AREA

30
30
5

The Residential Area holds up to 240 citizens in case there is a Tavern and a Chapel in close proximity. Keep in mind that for each worker, the living space for 4 citizens is needed.

TAVERN

40
20
10

The Tavern enables Residential Areas in close proximity to accommodate up to 140 citizens instead of the default number of 80.

CHAPEL

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Having a Chapel ensures that Residential Areas can accommodate up to 240 citizens, even if a Tavern is within reach.

PARK

20
20

Parks all over the city increase the satisfaction of those residents living nearby.

MARKET

40
20

A Market increases the satisfaction of those residents living nearby.

TOOLMAKERS

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Toolmakers increase the productivity of any nearby resource extraction businesses.

HOSPITAL

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Hospitals protect the residents living nearby from disease, thus, reducing the risk of disease spreading in towns.

REPAIR DOCK / SHIPYARD / LARGE SHIPYARD

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20
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The Repair Dock makes the repair of vessels possible. It can only be built once, in the town center.

The Shipyard replaces the Repair Dock. It can repair ships faster and offers an array of used ships for sale. A Shipyard can be constructed in towns with at least 3,000 inhabitants.

The Large Shipyard replaces the Shipyard. It repairs vessels even faster than the regular Shipyard, and allows new vessels to be built. It can be constructed in towns with at least 6,000 inhabitants.

SMALL CHURCH / CHURCH / CATHEDRAL

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The Small Church allows a town to accommodate more than 2,000 citizens and host small feasts. A Small Church can only be built once in the town center.

The Church replaces the Small Church andcan be constructed in towns with at least 2,000 inhabitants. A Church increases a town's population cap to 4,000 citizens and allows for the ability to host larger feasts.

The Cathedral replaces the Church and offers an additional satisfaction bonus to all citizens. A Cathedral can be constructed only once a town has no more free building sites.

MASTER BUILDER

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60
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The Master Builder allows for the production of businesses producing high-quality goods. A Master Builder can only be built once in the town center.

SMALL MARKET HALL / MARKET HALL / LARGE MARKET HALL

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The Small Market Hall makes it possible to store larger quantities of produced commodities before the commodity prices drop. A Small Market can only be built once in the town center.

The Market Hall replaces the Small Market Hall increases the amount of commodities you can store. A Market Hall can be constructed in towns of at least 2,000 inhabitants.

INN / HOSTEL / GUESTHOUSE

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The Inn increases the maximum number of job seekers in the town by a certain percentage and has the effect of a tavern on those neighboring residential areas. An Inn can only be built once in the town center.

The Hostel replaces the Inn and further increases the maximum number of job seekers in the town by a certain percentage.

The Guesthouse replaces the hostel and further increases the maximum number of job seekers in the town by a certain percentage.

SMALL WAREHOUSE / WAREHOUSE / LARGE WAREHOUSE

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The Small Warehouse allows you to store your produced commodities temporarily and hire an administrator. A Small Warehouse can only be constructed once in the town center and requires at least 10 businesses to construct.

The Warehouse replaces the Small Warehouse and enables the storing of a large quantities of commodities before storage costs increase.

The Large Warehouse replaces the Warehouse and makes the storage of even larger quantities of commodities possible.

HARBOURMASTER

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40
40
40

The Harbourmaster accelerates the loading, unloading and repairing of vessels. It can only be built once in the town center and requires 5000 inhabitants.

SHIPWRIGHT

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60
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The Shipwright enables the Shipyard to rebuild vessels from other nations. Before these vessels can be rebuilt, they will have to dock at the port. A Shipwright can only be built once in the town center and first requires a Large Shipyard.

Businesses

There are 3 different types of businesses:

Agricultural business
When 4 businesses are connected to form a large farm, the agricultural business will receive a production bonus. This business type has a negative impact on those residential areas in close proximity.

Business for raw material extraction
Receives a production bonus if built near to a Toolmakers. Has a negative impact on those residential areas in close proximity.

Workshop for further processing
Workshops receive a production bonus if built nearby to a raw material supplier or residential area.

CROPLAND (Agricultural business)

ORCHARD (Agricultural business)

SAWMILL (Agricultural business)

CORN FARM (Agricultural business)

VEGETABLE FARM (Agricultural business)

SUGAR CULTIVATION (Agricultural business)

BREWERY (Workshop)

BRICKYARD (Raw material extraction)

40

HEMP PLANTATION (Agricultural business)

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40

ROPEYARD (Workshop)

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60

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COTTON PLANTATION (Agricultural business)

30

60

WEAVING MILL (Workshop)

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60

10

LIVESTOCK FARM (Agricultural business)

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40

COAL MINE (Raw material extraction)

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40

TOBACCO PLANTATION (Agricultural business)

30

60

COFFEE PLANTATION (Agricultural business)

COCOA PLANTATION (Agricultural business)

RUM DISTILLERY (Workshop)

FOUNDRY (Raw material extraction)

FORGE (Workshop)

TAILORING (Workshop)

POTTERY (Workshop)

BAKERY (Workshop)

CARPENTER (Workshop)

LUXURY WORKSHOP (Workshop)

VESSELS

Type of Vessel

There are a variety of vessel types. These can be divided into 4 groups:

Small trade vessels are unarmed, often have little draft and only a small loading capacity. They are also quite cheap - in acquisition and maintenance.

Armed vessels have cannons on board, offer more cargo space and more room for sailors. Armed vessels are considerably more expensive than merchant vessels and best used sparingly. For example, if you want to protect a convoy from an attack.

Nation-specific vessels are those reserved for merchants of only one nation. As a Spaniard, for example, you cannot buy English vessels. Each nation has two types of vessels. Even pirates have their own types of vessels, which you cannot buy in any shipyard unless they have been sold there before.

Before you can purchase a **nation-specific vessel** from the Shipyard, you need a concession from your Viceroy. See **Viceroys / Concessions**. To purchasing your nation's largest vessels , you need a Fame point as well as a lot of money.

Vessel's Data

All types of vessels differ in their essential data:

Capacity refers to how many barrels of cargo a vessel can hold.

The **Draft** of vessels is divided into shallow, medium and deep. The shallower a vessel is in the water, the faster it moves in coastal areas and through shallow water zones.
If a convoy consists of mixed vessels, its speed in coastal areas is naturally determined by the vessel with the greatest Draft. Convoys consisting of small vessels therefore make much faster progress nearer to the coast.

Daily Costs are equivalent to how much the vessel in the convoy costs per day in maintenance. If you put extra sailors in a convoy, their wages will be added to this total cost.

Speed indicates how fast a vessel can move on the high seas in favourable winds and currents. It also influences the movement points in naval battles. Larger vessels are usually faster than smaller ones but of course, a convoy can only move as fast as its slowest vessel.

Cannons refers to the total number of cannons a vessel is equipped with. Cannons are distributed on both sides of the vessel and only those vessels with cannons can take part in naval battles.

This indicates the **stability** of a vessel's hull. Ships at sea wear out over time and therefore need regular maintenance. If a vessel reaches 0 Stability, it will sink. Before this happens however, a convoy will carry out an emergency repair, which of course costs a lot of time.
Stability plays a significant role in naval battles. The more Stability, the more hits a vessel can take.

Crew indicates the total amount of sailors a vessel can accommodate. This is, of course, equivalent to the total number of sailors a convoy can transport. Vessels that do not participate in naval battles can also take in sailors and, in the event of a battle, distribute them to participating vessels.

This indicates the effect of strong headwinds on those vessels at sea. The greater the **Maneuverability**, the greater the minimum speed of a vessel. Maneuverability also affects the number of maneuvering points available at any one time.

Height of the deck is only relevant to those vessels participating in naval battles. When one vessel attempts to board another, the height of the deck plays a role and the crew of the higher-built vessel will receive a bonus.

Maneuver points only come into play during naval battles. Turning a vessel by only 30 degrees costs a maneuver point. A turn of 90 degrees however, will cost 3 maneuver points.

Movement points only come into play during naval battles. Moving a vessel costs one Movement point per field.

VESSEL'S AND CAPTAIN'S TACTICS

Vessel's Tactics

Depending on the type of vessels that make up a convoy, a convoy with a **Captain** has certain tactics available during naval battles. If several vessels of a convoy have the same tactic, the frequency with which that tactic can be used increases.

Grenade
The current vessel hurls a grenade in a 2 field range. It causes damage to the target field and all neighboring fields.

Burning arrows
The current vessel sets the sails of a neighboring vessel ablaze thus, incapacitating it until the end of the next turn.

Inferno
The current vessel will set an empty, neighboring field ablaze for 3 turns and cause fire damage.

Kraken
The current vessel allures a Kraken, which damages a neighboring vessel and incapacitates it for a full turn.

Maneuver
Enables any vessel to move 1 field without changing its direction.

Smoke
The field of your current vessel or a neighboring field will be covered with smoke for one round and thus, cannot be attacked.

Turn
The current vessel is immediately rotated 180 degrees without having to use any maneuver points.

Reload
Resets the possibilities of a vessel's actions so that it is able to fire again or board another vessel.

Outmaneuvered
Allows you to move any enemy vessel on a neighboring field by one field.

Lure
The current vessel loses its movement points and indefinitely attracts the attention of all enemies within a 2 field range until the end of the battle.

Captain's Tactics

These tactics can be used independently from the type of vessel. Complete **Tasks** to gain additional **Captain's Tactics**. Depending on the level of a **Captain**, these will be available to use during naval battles.

Combat sails
The current vessel receives 3 additional movement points.

Surrounded
A hostile vessel surrounded by at least twice as many cannons as it itself has available will switch sides.

Escape
Allows your own convoy to escape from battle. Must be deployed before the third round.

Repair
Any one of your vessels is returned 25% of their hit points.

Ready to Board
If a vessel starts a naval battle by boarding, the crew will receive a 20% bonus to their strength.

Pushing
Gives a vessel 6 additional maneuver points.

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- Use as small a monitor as possible.
- Do not play when tired or short on sleep.
- Make sure that there is sufficient lighting in the room.
- Be sure to take a 10-15 minutes break every hour.

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If you cannot find what you are looking for in the FAQ section, then please find contact details below:

TECHNICAL SUPPORT:
email: support@kalypsomedia.com
phone: +49 (0)6241 506 19 15 (Mo - Fr 10am GMT - 4pm GMT)
International rates may apply!

ADDRESS:
KALYPSO MEDIA UK LTD.
4 Milbanke Court, Milbanke Way, Bracknell,
Berkshire RG12 1RP, United Kingdom

Before you do so please make sure your operating system (Windows) and device drivers (video card, sound card & motherboard) are fully up to date, as this is usually the main problem when experiencing software difficulties. Please also make sure you have read the installation instructions fully.

When submitting a fault via our helpdesk please include the following information:
. Exact error message if any.
. Steps taken to reproduce the error/fault.
. Details of programs running at time of fault, including. Anti-Virus and firewall applications.
. Most importantly, email us a DirectX Diagnostic report. Do this by following the below instructions:

Click the START button on your Windows task bar, and then click RUN and type dxdiag in the box that opens. The DirectX diagnostic toolbox should automatically run. This tool details your whole system and the details can be dumped to a log file by clicking on the „Save All Information" button at the bottom. This will save a text file called „DxDiag", which you can just attach to any email correspondence.

This information will best assist us in resolving your query as quickly as possible.

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- Jouez à bonne distance de l'écran de télévision et aussi loin que le cordon de raccordement le permet.
- Utilisez de préférence les jeux vidéo sur un écran de petite taille.
- Evitez de jouer si vous êtes fatigué ou si vous manquez de sommeil.
- Assurez-vous que vous jouez dans une pièce bien éclairée.
- En cours d'utilisation, faites des pauses de dix à quinze minutes toutes les heures.

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GARANTIE
Du fait de leur complexité, les logiciels ne sont jamais exempts d'erreurs. Pour cette raison, Kalypso Media ne peut pas vous garantir que le contenu de ce produit répondra à vos attentes, ni que ce logiciel fonctionnera parfaitement dans toutes les conditions d'utilisation. Par ailleurs, Kalypso Media n'assume aucune garantie concernant les fonctionnalités spécifiques et les résultats au-delà du standard minimum actuel admis pour la technologie logicielle au moment où ce produit a été conçu. Les mêmes restrictions s'appliquent concernant la précision et/ou l'exhaustivité de la documentation qui l'accompagne. Si ce programme s'avère défectueux au déballage et que, malgré toutes les précautions, son utilisation est rendue impossible, Kalypso Media pourra au choix corriger le produit, en fournir un autre exemplaire, ou bien rembourser le prix payé pour son acquisition dans un délai de deux ans suivant la date d'achat. Ceci s'applique exclusivement aux produits acquis directement auprès de Kalypso Media. Pour faire valoir cette garantie, vous devez retourner le produit accompagné de sa preuve d'achat et d'une description du problème à l'adresse suivante: Support, Kalypso Media Group GmbH, Wilhelm-Leuschner-Str. 11-13, D-67547 Worms, Germany. Kalypso Media n'assume aucune autre garantie en cas de dommages directs ou indirects résultant de l'utilisation de ce produit, sauf si ces dommages sont la conséquence d'une volonté de nuire ou d'une négligence, ou si la loi impose une telle garantie. Dans tous les cas, le montant couvert par cette garantie ne peut excéder le prix initialement payé pour l'achat du produit. En aucun cas Kalypso Media ne peut garantir les dommages inhabituels ou de nature imprévisible. Ceci n'affecte en rien les réclamations à l'encontre du distributeur qui vous a revendu ce produit. Kalypso Media n'assume aucune garantie pour les dommages découlant d'une mauvaise utilisation, notamment en cas de non-respect des instructions fournies par le manuel, d'une procédure non suivie, d'une utilisation inappropriée ou de l'utilisation d'accessoires inadéquats, sauf si Kalypso Media est responsable de tels dommages.

DROITS D'UTILISATION
En achetant ce logiciel, l'utilisateur se voit garantir le droit personnel et non exclusif de l'installer et de l'utiliser sur un seul ordinateur. Ce droit ne saurait être transféré, loué ou prêté. Toute autre utilisation sans autorisation préalable du détenteur du copyright est interdite.
La création de copies de sauvegarde est autorisée uniquement dans le cadre de la réglementation légale.
Le programme ou ses constituants ne sauraient être transférés, vendus sous licence, loués, modifiés, traduits, adaptés ou publiés, avec ou sans rémunération. Il est formellement interdit de décompiler, de désassembler le logiciel ou de le convertir en un format universellement lisible, dans son intégralité ou en partie.
Quiconque duplique, distribue ou reproduit publiquement le logiciel sans autorisation et de quelque manière que ce soit, ou participe aux activités susmentionnées, est passible de poursuites.
La duplication non autorisée du logiciel peut entraîner une peine d'emprisonnement de cinq ans maximum et une amende. Tout média copié sans autorisation est susceptible d'être confisqué par le ministère public et détruit.
En cas de violation de cet accord, Kalypso Media se réserve expressément le droit de prendre toutes les mesures juridiques dont l'autorisant dispose afin de protéger sa propriété intellectuelle conformément à la loi.

RÉSILIATION
Cette licence d'utilisation est valide jusqu'à sa résiliation. Cette résiliation signifie la destruction du logiciel et de toutes ses copies. Kalypso Media est en mesure de résilier cette licence d'utilisation avec entrée en vigueur immédiate dans le cas où vous ne respecteriez pas la licence ou ses clauses. En ce cas, vous devez immédiatement détruire le jeu sans substitution et supprimer le client du jeu de votre disque dur. Une fois ce contrat résilié, pour quelque raison que ce soit, toutes les licences accordées dans ce document sont immédiatement résiliées sans substitution.

DISPOSITIONS FINALES
Si une clause de ce contrat devient ou est appelée à devenir partiellement ou entièrement caduque, les autres clauses n'en seront pas moins valides. Toute clause caduque devra être remplacée par une réglementation aussi proche que possible de la clause initiale. Cette licence d'utilisation établit et contient tous les accords juridiques entre les parties concernées par le sujet de l'accord et remplace tout autre accord verbal ou écrit plus ancien, selon lequel il est considéré comme admis que cet accord existe parallèlement aux conditions d'utilisation et ne les remplace pas. Kalypso Media se réserve le droit de mettre à jour, de modifier ou d'altérer unilatéralement les conditions d'utilisation. La version révisée de cette licence d'utilisation sera publiée sur le site de Kalypso Media (www.kalypsomedia.com).

SUPPORT TECHNIQUE

kalypso

https://www.kalypsomedia.com

ESTIMADO CLIENTE:

Reciba nuestra enhorabuena por haber adquirido este producto. Tanto nuestra empresa como los desarrolladores hemos realizado un gran esfuerzo para proporcionarle un software de calidad que aúne interés y entretenimiento. Esperamos satisfacer sus expectativas, y sería para nosotros un honor que recomendase este producto a sus amigos.

Si está interesado en otros productos de nuestra compañía o le gustaría recibir información general sobre nuestro grupo empresarial, por favor, visite nuestro sitio web:

www.kalypsomedia.com

Esperamos que disfrute de este producto de Kalypso Media.
Reciba un cordial saludo,
El equipo de Kalypso Media

ADVERTENCIA SOBRE EPILEPSIA

Algunas personas pueden sufrir ataques epilépticos o pérdida de consciencia al verse sometidas a luces fuertes y parpadeantes durante periodos prolongados. Por tanto, estas personas pueden sufrir ataques al utilizar ordenadores o videojuegos. También pueden verse afectadas personas sin pro-blemas epilépticos conocidos, o que nunca antes han sufrido un ataque. Si tú o algún miembro de tu familia habéis experimentado alguna vez síntomas de epilepsia (ataques o pérdida de consciencia) tras la exposición a luces parpadeantes, consulta con tu médico antes de usar este juego. Siempre se recomienda la guía paterna cuando los niños empleen ordenadores y videojuegos. Si tú o tus hijos experimentáis mareos, problemas de visión, tics oculares o musculares, pérdida de consciencia, desorientación o cualquier tipo de movimiento involuntario o calambre al usar este juego, APÁGALO DE INMEDIATO Y CONSULTA CON TU MÉDICO ANTES DE VOLVER A JUGAR.

PRECAUCIONES DURANTE EL USO:

- No sentarse demasiado cerca del monitor. Sentarse lo más cómodo posible.
- Usar el menor monitor posible.
- No jugar estando cansado o con falta de sueño.
- Asegurar una iluminación suficiente en la estancia.
- Descansar 10-15 minutos cada hora.

ACUERDO DE LICENCIA DEL USUARIO FINAL

Este software y cualquier otro archivo que le permita jugar o hacer actualizaciones tanto en línea como sin conexión, incluidos el embalaje, los manuales etc. (a partir de ahora "los materiales") y cualquier trabajo derivado de este software y estos materiales (referidos en su conjunto como "el juego") están protegidos por leyes de copyright y de marcas comerciales. Todo uso del juego quedará sujeto a este Acuerdo de licencia del usuario final. El juego se distribuirá y alquilará exclusiva-mente por distribuidores autorizados y solo podrá usarse para propósitos privados. Queda totalmente prohibido cualquier uso, reproducción o redistribución del juego que no esté autorizado expresamente por los términos de este Acuerdo de licencia.

GARANTÍA
Debido a su compleja naturaleza, no se puede esperar que el software esté siempre libre de errores. Por ello, Kalypso Media no garantiza que los contenidos de este producto cumplan sus expectativas, y que el software funcione sin fallos impre-vistos en cualquier circunstancia. Asimismo, Kalypso Media no asume ninguna garantía sobre las funciones específicas y los resultados de este software más allá de los estándares mínimos actuales de la tecnología de software en el momento de la creación de este programa. Esto mismo se aplica a la precisión o compleción de la documentación adjunta. Kalypso Media, en caso de que el programa fuera defec-tuoso en el momento de su entrega de modo que, a pesar de haber sido manipu-lado correctamente, no pudiera ser usado para el propósito deseado, podrá reparar el producto, entregar una nueva copia o devolver el importe pagado dentro de los dos primeros años desde la fecha de compra. Esto se aplica exclusivamente a los productos comprados directamente a Kalypso Media. Para solicitar esta garantía, debe enviar el producto que ha adquirido junto con el comprobante de compra y una descripción del error a la siguiente dirección: Support, Kalypso Media Group GmbH, Wilhelm-Leuschner-Str. 11-13, D-67547 Worms, Alemania. Kalypso Media no asume ninguna garantía adicional por daños directos o indirectos resultantes del uso del producto, a no ser que estos daños fueran causados por un uso malintencionado o por una negligencia grave, o bien que dicha garantía fuese legalmente obligatoria. En cualquier caso, el importe de la garantía queda limitado al precio de compra del producto. Bajo ninguna circunstancia Kalypso Media asumirá ninguna garantía por cualquier daño imprevisible o por daños atípicos. Esto no afecta a cualquier reclamación que pueda presentar ante el distribuidor en el que adquirió el producto. Kalypso Media no asumirá ninguna garantía por los daños causados por un manejo inapropiado, en particular en lo referente al incumplimiento de las indicaciones del manual de instrucciones, la incorrecta puesta en marcha inicial, el manejo inapropiado o el uso de accesorios inadecuados, a menos que Kalypso Media sea responsable de dichos daños.

DERECHO DE USO
Con la adquisición de este software, al usuario se le garantiza el derecho perso-nal, no exclusivo, a utilizar dicho software en un único ordenador. Este derecho es intransferible y no se puede alquilar ni prestar. Queda prohibido cualquier otro uso sin consentimiento previo del titular del copyright. Solo se permite crear copias de seguridad en la medida que así lo admitan las disposiciones legales. No se pueden licenciar, prestar, alterar, traducir, adaptar ni publicar, ya sea gratuita u onerosa-mente, ni el programa ni parte alguna del mismo. Queda expresamente prohibido descomponer el software, desensamblarlo o convertirlo de cualquier otro modo a un formato legible universalmente. Quienquiera que, por cualquier medio, duplique, distribuya o reproduzca públicamente el software sin permiso o ayude a ello, podrá ser castigado. La duplicación de este software sin autorización puede castigarse con una multa y penas de prisión de hasta cinco años. La fiscalía puede confiscar y destruir los soportes de copias realizadas sin permiso. En caso de violación de las disposiciones aquí contenidas, Kalypso Media se reserva expresamente el derecho a tomar todas las medidas legales a las que el licenciador tenga derecho para proteger su propiedad intelectual en virtud de la ley.

RESCISIÓN
Este acuerdo de licencia es válido hasta que se rescinda. También se entenderá resuelto en el caso de que se destruyan el software y todas las copias. Kalypso Media puede cancelar este acuerdo de licencia con efecto inmediato en el caso de que se cometa una vulneración importante del mismo o de sus términos de uso. En dicho caso, se deberá destruir inmediatamente el juego y eliminar el cliente de juego del disco duro. Si este acuerdo se cancelara por cualquier motivo, todas las licencias concedidas en virtud del mismo se considerarán rescindidas de inmedi-ato, sin sustitución alguna.

DISPOSICIONES FINALES
En caso de que una disposición de este acuerdo sea o fuera ineficaz completa o parcialmente, las restantes disposiciones del mismo no se verán afectadas. Las disposiciones ineficaces serán sustituidas por las normas que sean lo más pare-cidas posible al sentido original de aquellas. Este acuerdo de licencia constituye y contiene todo el acuerdo legal suscrito entre las partes con relación al objeto del mismo e invalida cualquier otro acuerdo anterior, ya sea verbal o escrito, por el que se considere que este acuerdo existe de modo paralelo a los términos del anterior y no los sustituya. Kalypso Media se reserva el derecho a actualizar, mo-dificar o alterar unilateralmente los términos de uso. Las versiones revisadas de este acuerdo de licencia se publicarán en la página web de Kalypso Media (www.kalypsomedia.com).

SERVICIO DE ATENCIÓN AL CLIENTE

Si experimentas algún problema técnico con este juego, no dudes en ponerte en contacto con nosotros en:

KALYPSO MEDIA UK LTD.
4 Milbanke Court, Milbanke Way, Bracknell,
Berkshire RG12 1RP, United Kingdom

También puedes contactar con nosotros a través de correo electrónico en: **support@kalypsomedia.com**
Y no dejes de visitar nuestro sitio web, en el que podrás encontrar noticias, demos, parches, concursos y todo tipo de elementos interesantes acerca de nuestros próximos lanzamientos:

https://www.kalypsomedia.com

La Asociación de Distribuidores y Editores de Software de Entretenimiento le agradece que haya comprado software original y le INFORMA:

- La copia de software es un delito establecido en los artículos 270 y siguientes del Código Penal
- La realización de copias de software dará lugar a las responsabilidades legales que establece dicho código, incluidas penas de cárcel
- La utilización de copias ilegales de software puede causar graves daños a su consola e infección por virus y pérdida irreversible de información en su ordenador
- La Federación Anti Piratería (FAP), organización con estructura en toda España, dirige sus esfuerzos en la lucha contra la copia de software
- Si usted tiene conocimiento de cualquier actividad que pudiera ser ilegal, no dude en ponerse en contacto con la FAP en el teléfono 91 522 46 45 ó a través de correo electrónico en la dirección abog0042@tsai.es

GENTILE CLIENTE,

Grazie per aver acquistato questo prodotto della nostra azienda. Insieme agli sviluppatori, abbiamo compiuto ogni sforzo per offrirti un software di intrattenimento di qualità, interessante e divertente. Ci auguriamo che risponda alle tue aspettative e saremo felici se vorrai consigliarlo ai tuoi amici.

Se sei interessato ad altri prodotti della nostra azienda o cerchi informazioni sul nostro gruppo, visita il nostro sito web:

www.kalypsomedia.com

Ti auguriamo buon divertimento con i prodotti Kalypso Media!
Cordialmente,
Il team di Kalypso Media

AVVERTENZA SULL'EPILESSIA

Alcune persone sono soggette a crisi di epilessia o a perdita di conoscenza in presenza di certi tipi di luci lampeggianti. Queste persone possono avere delle crisi guardando alcune immagini televisive o giocando con videogiochi. Questi fenomeni possono comparire anche quando il soggetto non ha precedenti medici di questo tipo o se non è mai stato colpito da crisi epilettiche. Se voi o un componente della vostra famiglia avete già presentato dei sintomi connessi all'epilessia (crisi o perdita di conoscenza) in presenza di stimoli luminosi, consultate il medico prima di utilizzare il gioco. In presenza di almeno uno dei sintomi seguenti: vertigini, disturbi della vista, contrazioni degli occhi o dei muscoli, perdita di conoscenza, disturbi dell'orientamento, movimenti involontari o convulsioni, interrompete immediatamente il gioco e consultate un medico.

PRECAUZIONI DA OSSERVARE SEMPRE:

- mantenete una certa distanza dallo schermo
- utilizzate i videogiochi preferibilmente su uno schermo di piccole dimensioni
- evitate di giocare se siete stanchi o se non avete dormito abbastanza
- giocate in un ambiente ben illuminato
- durante il gioco, concedetevi delle pause da dieci a quindici minuti ogni ora

ACCORDO DI LICENZA CON L'UTENTE FINALE

Questo software, tutti i file che ti permettono di giocare o di effettuare gli aggiornamenti, sia online che offline, la confezione, i manuali ecc. (d'ora in avanti „i materiali") e tutti i lavori derivati da questo software e da questi materiali (nell'insieme „il gioco") sono protetti dalle leggi a tutela del copyright e del marchio.
Ogni utilizzo del gioco sarà soggetto ai termini contenuti nel presente accordo. Il gioco verrà distribuito e noleggiato esclusivamente da commercianti autorizzati e potrà essere usato solamente per in ambito privato. Sono vietati ogni utilizzo, riproduzione o ridistribuzione del gioco non espressamente autorizzati dai termini del presente accordo.

GARANZIA

A causa della sua natura complessa, il software non può mai risultare completamente privo di errori. Per questo motivo, Kalypso Media non può garantire che il contenuto di questo prodotto corrisponderà alle tue aspettative e che il software funzionerà correttamente in qualsiasi condizione. Inoltre, Kalypso Media non fornisce alcuna garanzia in merito a particolari funzioni e risultati derivanti dall'uso del software, qualora risultino eccedenti allo standard minimo legato alla tecnologia del software esistente alla creazione del programma. Quanto appena detto si applica anche alla precisione e/o alla completezza della documentazione di accompagnamento. Se il programma dovesse presentare, dopo la consegna, difetti tali da impedirne l'uso per lo scopo per cui è progettato, Kalypso Media si impegna a riparare il prodotto, a consegnarne una nuova copia o a restituire il denaro speso per l'acquisto entro un periodo di due anni dalla data di acquisto. Ciò si applica esclusivamente a prodotti acquistati direttamente da Kalypso Media. Per richiedere l'applicazione di questa garanzia, è necessario inviare il prodotto acquistato, insieme alla prova d'acquisto e a una descrizione del problema, al seguente indirizzo: Support, Kalypso Media Group GmbH, Wilhelm-Leuschner-Str. 11-13, D-67547 Worms, Germania. Kalypso Media non fornisce alcuna altra garanzia in merito a danni diretti o indiretti derivanti dall'uso del prodotto, a meno che questi danni non siano derivanti da un intento a nuocere o da una negligenza palese, oppure siano coperti da garanzia obbligatoria per legge.In ogni caso, l'ammontare della garanzia non può superare il prezzo di acquisto del prodotto. In nessuna circostanza Kalypso Media si assumerà responsabilità legate a danni non prevedibili o anomali. Questa limitazione non è da applicarsi a eventuali richieste nei confronti del distributore presso il quale hai acquistato il prodotto. Kalypso Media non fornisce alcuna garanzia in merito a danni derivanti da uso improprio, in particolare per i casi in cui venga disatteso il manuale, procedure errate, trattamento inappropriato o utilizzo di accessori non adatti, a meno che Kalypso Media non sia responsabile di tali danni.

DIRITTO D'USO

Acquistando questo software, l'utente ottiene il diritto personale, non esclusivo, di installare e utilizzare il software su un singolo computer. Tale diritto non può essere trasferito, ceduto o dato in prestito. Qualsiasi altro utilizzo del software senza il consenso del detentore del copyright è vietato.
La creazione di copie di backup è consentita solo per gli scopi previsti dalle leggi vigenti.
Il programma, o una sua parte, non può essere trasferito, concesso in licenza, ceduto, modificato, tradotto, adattato o pubblicato, con o senza costi. È espressamente vietato decompilare, disassemblare o convertire in altro modo il software, in toto o in parte, in una forma universalmente leggibile.
Chiunque copi, distribuisca o riproduca pubblicamente il software senza alcun tipo di permesso, o aiuti altri a farlo, è perseguibile legalmente.
La copia non autorizzata del software può essere punita con una multa o con una pena massima di 5 anni di reclusione. Il giudice competente può autorizzare il sequestro e la distruzione dei materiali copiati illegalmente.
In caso di violazione del presente accordo, Kalypso Media si riserva il diritto di adottare tutte le misure legali a disposizione del concessore di licenza a tutela della proprietà intellettuale.

TERMINE

Questo accordo di licenza è valido fino alla sua conclusione. Esso può essere terminato distruggendo il software e tutte le sue copie. Kalypso Media può annullare l'accordo con effetto immediato qualora l'utente si renda responsabile di una grave violazione dell'accordo stesso o dei suoi termini d'uso. In tal caso, l'utente deve distruggere immediatamente il gioco senza alcuna sostituzione e rimuovere il software dal proprio computer. Di fronte a un annullamento valido del presente accordo, per qualsiasi ragione, tutte le licenze garantite vengono revocate immediatamente, senza alcuna forma di sostituzione.

CLAUSOLE FINALI

Nel caso in cui una clausola di questo contratto o una sua parte sia ritenuta o diventi inapplicabile, le clausole rimanenti resteranno comunque in vigore. Le clausole non applicabili verranno sostituite da altre dal significato analogo. Questo accordo di licenza sostituisce tutti i precedenti accordi, verbali o scritti, e va ad affiancare i termini d'uso, senza sostituirli. Kalypso Media si riserva il diritto esclusivo di aggiornare, modificare o alterare i termini d'uso. La versione riveduta di questo accordo di licenza verrà pubblicata sul sito web di Kalypso Media (www.kalypsomedia.com).

INFORMAZIONI TECNICHE:

Se dovessero insorgere problemi durante l'installazione del prodotto, potete contattare il nostro servizio tecnico: **https://www.kalypsomedia.com**. Alla comunicazione vanno allegati una lista dell'hardware utilizzato con indicazione della marca e del modello delle schede audio e grafica, e del processore.

https://www.facebook.com/KalypsomediaINT
https://www.twitter.com/KalypsoMediaINT
https://www.youtube.com/KalypsoMedia

DROGI GRACZU,

Gratulujemy zakupu. Wraz z developerami gry dołożyliśmy wszelkich starań, by przygotować produkt dopracowany, interesujący i zapewniający rozrywkę na najwyższym poziomie. Mamy nadzieję, że spełni Twoje oczekiwania. Będziemy wdzięczni, jeśli zarekomendujesz go swoim znajomym. Jeśli jesteś zainteresowany innymi produktami naszej firmy lub chciałbyś otrzymać więcej informacji na temat naszej grupy biznesowej, odwiedź następującą stronę internetową:

www.kalypsomedia.com

Z poważaniem,
Zespół Kalypso Media

OSTRZEŻENIE O EPILEPSJI

Zapoznaj się z tym ostrzeżeniem przed rozpoczęciem gry albo wydaniem swoim dzieciom pozwolenia na jej użytkowanie. Niektóre osoby, narażone na działanie migoczącego światła lub pewnych jego naturalnych kombinacji, mogą dostać ataku epileptycznego lub utraty przytomności. Powodem wystąpienia tego ataku albo utraty przytomności mogą być między innymi oglądanie telewizji lub użytkowanie gier komputerowych. Przypadłości te mogą wystąpić u osób, u których nigdy wcześniej nie stwierdzono epilepsji, i które nigdy wcześniej nie doznały ataków epileptycznych. Jeśli ty lub ktokolwiek z twojej rodziny miał kiedykolwiek objawy wskazujące na epilepsję (ataki epileptyczne lub nagłe utraty przytomności) i był lub jest wrażliwy na migotanie światła, powinien – przed uruchomieniem gry – zasięgnąć porady lekarza. Zalecamy również, aby rodzice nadzorowali dzieci bawiące się grami komputerowymi. Jeśli stwierdzisz u siebie lub dziecka występowanie następujących objawów: duszności, zaburzenia wzroku, skurcze powiek i mięśni oczu, utrata przytomności, zaburzenia błędnika, drgawki lub konwulsje - natychmiast wyłącz komputer i wezwij lekarza.

ZALECENIA PRZY KORZYSTANIU Z GIER KOMPUTEROWYCH:

- Nie siedź za blisko monitora, a najlepiej tak daleko, na ile pozwalają kable.
- Zaleca się granie na małych ekranach.
- Unikaj grania, gdy jesteś zmęczony.
- Upewnij się, że pokój, w którym grasz, ma dostateczne oświetlenie.
- Na każdą godzinę gry powinieneś robić 10-15 minut przerwy w graniu.

GWARANCJA

Ze względu na swą złożoną naturę oprogramowanie to nie może być uznawane za całkowicie pozbawione błędów. Z tego względu firma Kalypso Media nie może zagwarantować, że zawartość tego produktu spełni Twoje oczekiwania, ani że program będzie działał bezproblemowo we wszelkich możliwych warunkach. Co więcej Kalypso Media nie udziela żadnej gwarancji na określone funkcje i efekty działania oprogramowania wykraczające poza aktualny minimalny standard dla technologii w okresie, w którym program został stworzony. To samo dotyczy precyzyjności i/lub kompletności dołączonej dokumentacji. Jeżeli po dostarczeniu oprogramowania zostanie stwierdzony defekt, który mimo odpowiedniej obsługi uniemożliwi korzystanie z niego w przewidziany sposób, firma Kalypso Media dokona wymiany produktu, dostarczy nową kopię lub dokona zwrotu kosztów zakupu w okresie nieprzekraczającym dwóch lat od daty zakupu. Dotyczy to wyłącznie produktów zakupionych bezpośrednio od firmy Kalypso Media. By skorzystać z niniejszej gwarancji, należy przesłać zakupiony produkt wraz z dowodem zakupu i szczegółowym opisem problemu na adres: Support, Kalypso Media Group GmbH, Wilhelm-Leuschner-Str. 11-13, D-67547 Worms, Germany. Firma Kalypso Media zrzeka się wszelkiej odpowiedzialności za jakiekolwiek szkody wynikające pośrednio lub bezpośrednio z użytkowania produktu, chyba że szkody te spowodowane umyślnym lub rażącym zaniedbaniem, albo jeśli taka odpowiedzialność jest narzucana przez prawo. W każdym przypadku wysokość gwarancji ograniczona jest do ceny zakupu produktu. Kalypso Media zrzeka się wszelkiej odpowiedzialności za nieprzewidziane lub nietypowe uszkodzenia. Nie obejmuje to roszczeń jakie można zgłaszać do dystrybutora od którego nabyto program. Kalypso Media zrzeka się odpowiedzialności za uszkodzenia wynikłe z nieodpowiedniego korzystania z oprogramowania, w szczególności niezastosowania się do instrukcji użytkowania, nieodpowiedniego rozpoczęcia eksploatacji, nieodpowiedniego obchodzenia się lub korzystania z niedostosowanych akcesoriów, chyba że Kalypso Media jest bezpośrednio odpowiedzialne za takie zniszczenia.

INFORMAZIONI TECNICHE

W związku z tym, że niniejszy produkt został poddany dokładnym testom, nie powinniście spotkać się z żadnymi problemami. Nie można jednak przetestować każdej konfiguracji. Jeżeli jednak wystąpią jakiekolwiek problemy, proszę zajrzeć do części „Wsparcie" na stronie **http://www.kalypsomedia.com**.

Tu znajdują się często zadawane pytania (FAQ), w których podawane są najczęstsze problemy. Jeżeli trudno coś znaleźć w części FAQ , proszę zwrócić się do poniższych punktów kontaktowych:

EMAIL:
support@kalypsomedia.com

ADRES:
KALYPSO MEDIA UK LTD.
4 Milbanke Court, Milbanke Way, Bracknell,
Berkshire RG12 1RP, United Kingdom

Kalypso Media

HTTP://DOWNLOAD.KALYPSOMEDIA.COM/MANUALS

WWW.KALYPSOMEDIA.COM

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GAMING MINDS

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