

Solana Seas: A Captain's Compendium

One shared ocean, six ports, and a simple cruelty at the centre of it: everything in your hold is lost the moment you sink. This is the complete guide to the world, how it plays, and where it's going.

THE OCEAN	HOME PORT	PORTS	CAPTAINS
8,000 × 8,000 leagues	Tortuga, dead centre	6, each with its own trade	40 per shard · 6 shards
RANKS	COST		
Deckhand → Sea Legend	Free. No download.		

§ 01 THE PREMISE

Plunder is easy. Keeping it is the game.

You are a captain on a shared ocean, sailing alongside every other captain online. You sink Navy patrols and skeleton galleons, you take their cargo, and your hold fills with **\$PIRATES**.

None of it is yours yet. Loot in your hold is **lost entirely if you sink** — to a Navy frigate, to a cursed hulk, or to another player who decided your ship was worth more than your goodwill. It only becomes yours when you sail back to a port and put it in the vault.

So every voyage is the same question, asked with rising stakes: one more wreck, or turn for home? The further you sail from Tortuga the richer the water gets and the meaner it gets with it. Most captains die with a full hold and a short distance left to run.

THE ONE RULE THAT MATTERS

Vault gold is **permanently safe**. Hold gold is **never safe**. Upgrades are bought with vault gold, so every refit you own was a voyage you finished instead of pushing your luck.

Eight thousand leagues square, with Tortuga at the middle and trouble in every direction.



A LANTERN-LIT HARBOUR AT DUSK — ONE OF SIX PORTS ON THE OPEN SEA

The ocean is one continuous world — no loading screens, no instances. Scattered across it are twelve named isles (Isla Perdida, Skull Rock, Kraken Cove, Devil's Anvil, Marooner's Rock, Padres del Fuego, Serpent's Coil, and others) and six ports. Islands block cannon fire, so a skilled captain uses them as cover.

Danger scales with distance

HOME WATERS

Within 1,500 of Tortuga. No captain-vs-captain fire. Enemies won't spawn or target you within 700 of the harbour itself.

THE BUFFER BAND

The next 350 leagues out. A no-camp margin so nobody can park on the safe line and pick off returning captains.

OPEN SEA

Everything beyond. Piracy is legal, hulls get heavier the further you sail, and the plunder is worth the trip.

The six ports

Every harbour does the same four things — bank, repair, refit, take contracts — but each one is good at something different, and the sailing time between them is a real cost.

PORT	KNOWN FOR	THE CATCH
Tortuga	Home port. Fair prices, safe water, always a fallback.	Best at nothing in particular.
Port Royal	Naval yards — refits 20% off and the cheapest repairs at sea.	Harbour dues are double.
Rumrunner's Bay	Free banking, no questions asked.	The chandlery marks everything up.
Smuggler's Den	Black-market refits at a discount.	Repairs cost a premium.
Skull Harbor	The bounty hub — richer contracts are posted here.	You have to survive the trip out.
Gallows Reach	The magistrate sells pardons. Wanted captains welcome.	You'll only need it if you've earned it.

Who else is out there

The **Navy** hunts in disciplined patrols and gets heavier the further out you sail. **Skeleton galleons** are cursed hulks — slower, tougher, and worth considerably more. Both come in four temperaments that fight genuinely differently: **broadsiders** hold their distance and trade cannon fire, **hunters** chase you down, **kitters** refuse to close, and **rammers** aim to hit you rather than shoot you.

Above them are the named elites — **Cutlass Kate**, **Iron Bart**, **The Gravewind**, **Salt-Blood Sam**, **Hollow Jack**, and **Widow Moreau**. They carry real money and they don't sink easily.

§ 03 SAILING AND GUNNERY

Cannons fire sideways. That single fact decides every fight in this game.



A FULL BROADSIDE — FIRED PERPENDICULAR TO THE HULL, BOTH SIDES AT ONCE

You do not aim in Solana Seas — you *manoeuvre*. Broadside fire is perpendicular to your hull, so winning a duel means getting your flank onto the enemy while keeping your bow or stern toward theirs. Chasing someone directly is the fastest way to take fire without returning any.

CONTROL	ACTION
A / D	Steer to port and starboard
W / S	Let out and take in sail — your speed
Space	Fire broadsides, both sides at once
1 – 4	Abilities
R	Use a repair kit at sea (restores 40% hull)
E	Dock, when close enough to a port
Enter	Chat

Abilities

Six abilities unlock as you rank up. Cooldowns shorten as you hire veteran crew.

ABILITY	UNLOCKS	COOLDOWN	WHAT IT DOES
Volley	Lv 1	6s	A concentrated broadside. Your bread and butter — powder charges supercharge the next one.
Chain Shot	Lv 3	9s	A spread of chained rounds that shreds sails and slows what it hits.
Brace	Lv 5	15s	Hunker down and cut incoming damage. The difference between limping home and not.
Ram	Lv 7	8s	A burst of speed that turns your bow into the weapon. Finisher, or escape.
Smoke	Lv 10	22s	Break pursuit and go briefly untargetable. The pirate's exit.
Grapeshot	Lv 14	14s	A short cone that melts light hulls at knife range.

Fights also carry critical hits and burning hulls, and the whole ocean runs a shared day-night cycle — every captain online sees the same sunset.

§ 04 PIRACY

You can rob other captains. It will cost you.



Outside Home Waters, any captain of **level 5 or above** is fair game and so are you. Sink another player and their hold is yours. Captain-vs-captain fire lands at 75% damage, so player duels last longer than fights against the Navy and reward manoeuvring over ambush.

Piracy is deliberately not free. Every captain you sink adds a point of **infamy**. Reach three and you are **Wanted**: visible to every captain on the ocean, with a Navy bounty on your head that scales with how bad you've been. Infamy decays slowly as you keep your head down — or you can sail to Gallows Reach and buy a pardon from the magistrate.

GREENHORN PROTECTION

Captains under level 5 cannot be attacked by other players at all, anywhere. New captains get to learn the ocean before the ocean learns about them.

Crews

Captains can form crews, talk on a private crew channel, and are routed to the same shard so you actually sail together rather than sharing a name tag in different oceans.

§ 05 PROGRESSION

Seven ranks, five refits, and a ship that gets meaningfully meaner.

RANK	LEVEL
Deckhand	1
Buccaneer	3
Corsair	6
Captain	10
Dread Pirate	15
Pirate Lord	22
Sea Legend	30

The shipwright

Five refits, bought with vault gold, each one costing sharply more per level.

REFIT	LEVELS	EFFECT
Reinforced Hull	8	+60 maximum hull per level
Heavier Cannons	8	+6 damage and crit chance; extra barrels at levels 2 and 4
Bigger Sails	8	+40 top speed per level
Veteran Crew	6	Faster reload and shorter ability cooldowns
Pirate's Fortune	6	+18% \$PIRATES from all plunder

Ports also sell repairs, **repair kits** (carry up to five, use at sea with R), **powder charges** that supercharge your next Volley, and pardons at Gallows Reach.

Contracts

The bounty board posts hunting contracts — sink two ships of any flag, sink four Navy vessels, put down three skeleton galleons — paying gold and experience that scale with your level. Skull Harbor posts the richest ones.

\$PIRATES is in-game plunder. During the beta it is worth exactly nothing, and that is on purpose.



The doubloon you fill your hold with. In the beta it buys refits, repairs, powder, and pardons — and nothing outside the game.

Everything you earn, bank, and spend today is a number on our server. Beta **\$PIRATES** has no monetary value, cannot be withdrawn, and balances may be adjusted or reset before full release. We would rather say that plainly than imply otherwise and disappoint you later.

You can link a Phantom wallet if you want to. It proves you own the wallet and ties it to your captain — nothing more. **No balances are read, no funds move, and no transaction is ever requested.** It exists so that when ownership does arrive, your captain is already who you say they are.

Where it's headed

The plan is ships you genuinely own — minted, customizable, tradable, and losable in the waters that warn you first. Your hold stays fungible and at risk; the ship becomes the permanent thing you build across hundreds of voyages. The full economic design, including where every coin paid out actually comes from, is published in the ship ownership dossier.

OUR COMMITMENT ON THIS

Nothing is for sale today. There is no presale, no allowlist, no token, and anyone telling you otherwise is running a scam. When that changes, it will be announced here and on [@solanaseas](#) first.

Everything before ownership is about proving the game is worth owning something in.

PHASE	WHAT ARRIVES	STATUS
P0 • Foundation	Shared ocean, naval combat, banking, progression, contracts, chat	Live
P1 • Piracy	Captain-vs-captain, infamy and bounties, crews, pardons, six ports	Live
P2 • The Fleet	Hull classes, five component slots, visible customization, ship identity	In build
P3 • Ownership	Minting, the marketplace, chartering, Blood Water capture zones	Designed
P4 • The Long Voyage	Seasons, crafted ships-of-the-line, the hundred Named Hulls	Planned

WHAT P2 ADDS

Five hull classes from the free Commissioned Sloop up to the Ship-of-the-Line, with component slots for sheathing, rigging, armament, figurehead, and wheel. Every component changes your silhouette, because the point of a rare ship is being recognised on the horizon before you're in range.

WHAT P3 ADDS

Ships become genuinely yours, and **Blood Water** arrives with them: opt-in zones behind a marked boundary and a blocking confirmation, where plunder roughly triples and a ship that founders can be boarded and claimed outright. Ordinary seas stay as they are — you lose your cargo, never your ship.

WHAT WE WILL NOT DO

- **Sell the top of the ladder.** The best hulls are crafted or earned, never purchasable. A leaderboard of wallets drives out every player worth having.
- **Gate the game behind a purchase.** The free hull stays competitive — total spread from free to best is capped under 2×.
- **Promise returns.** We're building a game. Anyone selling this as an investment is not us.

§ 08 WEIGH ANCHOR

It's free, it runs in your browser, and there's nothing to install.

Pick a captain name and a secret phrase — that pair is your account, and it works from any device. You'll spawn docked at Tortuga in calm water. Sail out, sink something, and bring it home.

Play now → • @solanaseas • Telegram

Solana Seas · The Compendium · Open Beta v0.1

Beta \$PIRATES is in-game plunder only – no monetary value, and balances may be adjusted or reset before full release.

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