



Sea of Thieves

NEW PLAYER
GUIDE

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WELCOME ABOARD

Thanks for joining the pirate paradise that is *Sea of Thieves*! It's great to welcome you to the community, and we look forward to seeing you on the seas for many hours of plundering and adventure.

Sea of Thieves gives you the freedom to express yourself and determine how your story unfolds, how you are perceived in-game and how your legend will be remembered. It's a rich world full of beauty, mystery and lore which acts as a canvas for you to create your own personal adventures.

Over the past two years, *Sea of Thieves* has expanded massively through a series of feature updates and welcomed many new players to the waves. That's why we've created this comprehensive guide – one that explains all the opportunities and dangers that await you as you set out on your journey to Be More Pirate.

That said, this isn't a strategy guide or a user manual. Discovery, experimentation and learning through interactions with other players are important aspects of *Sea of Thieves* and we don't want to spoil all the surprises that lie ahead. The more you cut loose and cast off your inhibitions, the more fun you'll have.

We also know how eager you'll be to dive in and get started on that journey, so if you simply can't wait to raise anchor and plunge into the unknown, we'll start with a quick checklist of the bare-bones essentials. Of course, if something in particular piques your interest before you start playing, you'll be able to learn more about it in the rest of the guide.

Thanks again for playing, and we'll see you on the seas!



THE BARE BONES

1. *Sea of Thieves* is a vast pirate paradise filled with real players – some sailing solo, others as a crew. When you spot a sail on the horizon, you never know what to expect.

2. *Sea of Thieves* is governed by a Pirate Code that the community has helped to shape since the game first launched. We encourage players to stay within the spirit of the game, abide by the Code and do their part to keep the seas free of grievances.

3. Firstly, you'll pick the physical appearance of your pirate, with outfits and accessories coming later. You can call up another batch of buccaneers until you find the look that best embodies the pirate you've always wanted to be.

4. Before reaching the Sea of Thieves, you'll undertake your Maiden Voyage – an introductory adventure away from other crews that covers the basics of combat, sailing and using tools. You can replay this Voyage from the main menu whenever you like.

5. Generally, when you begin a new *Sea of Thieves* session, you'll appear in the tavern of an Outpost island somewhere in the world. Your ship will be docked at the same Outpost, waiting for you to set sail once you're ready.

6. You're free to approach life on the Sea of Thieves as you please, but if you'd like some gold to get started, the Trading Company representatives found at each Outpost will offer you work in exchange for gold and reputation.

7. There are three different sizes of ship: Sloops intended for one or two players, Brigantines for crews of two or three and Galleons meant for a full complement of four pirates.

8. Death is not the end in *Sea of Thieves*! If you die, you'll appear on the Ferry of the Damned. Keep an eye on the door to the Captain's cabin, as stepping through it once it opens will return you to the world of the living.

9. If you get separated from your ship, or it sinks after taking on too much water, all is not lost. Look for a helpful member of the merfolk in the water and interact with them to return to your trusty vessel. Ships recovered by the merfolk will be docked somewhere out of harm's way.

10. There are many ways you can find a crew to sail with. Opting for an Open Crew when you play the game will matchmake you with other pirates, or friends can join you on a Closed Crew. If you're looking for new shipmates, try our Forums or the official *Sea of Thieves* Discord server!



THE PIRATE CODE

From the very beginning, we've been determined to make *Sea of Thieves* a truly welcoming world in which players of any creed, culture, age, skill level and circumstance can voyage without fear of friction or frustration. With that in mind, we worked with the community to lay out a set of guidelines that we hope will help to keep the seas free of strife (beyond that stirred up in the course of a pirate's everyday activities).

The sacred bond between crewmates should never be broken, but even when waging war across the decks of rival raiders, all crews should ultimately hold one another in respect. So read, reflect upon and remember the *Sea of Thieves* Pirate Code!

ARTICLE 1: THE SEA CALLS TO US ALL

Everyone is welcome on the Sea of Thieves regardless of age, gender, race, sexuality, nationality or creed.

ARTICLE 2: THE SEA UNITES US AS ONE COMMUNITY

Outside the heat of battle or piracy on the high seas, all crews shall bond together as a community of like-minded souls.

ARTICLE 3: DISPUTES ARE SETTLED UPON THE WAVES

None shall quarrel or overly dissent against another crew, but let every engagement be settled by sword, pistol and good seamanship.

ARTICLE 4: ALL CREWMATES ARE EQUAL

Let each crewmate be respected as equal and free to follow their own bearing, speak openly and vote in affairs of the voyage.

ARTICLE 5: THE CREW BOND IS SACRED

Those who betray their crew and ship through griefing or trolling shall be sent to the brig.

ARTICLE 6: RESPECT NEW PIRATES AND THEIR VOYAGE AHEAD

May the old legends help to forge new ones: treat new pirates with respect and share your knowledge.

ARTICLE 7: THOSE WHO CHEAT SHALL BE PUNISHED

Pirates who show bad form and cheat their crew or others shall surely face bitter hardships and punishments.



ADVENTURE OR ARENA

There are two distinct game modes within *Sea of Thieves*. Both take place in a shared world full of other players, but offer very different experiences.

ADVENTURE

Adventure opens up the full *Sea of Thieves* world for players to live out the pirate life however they see fit, whether that means exploring, setting out on Voyages, preying on the loot of other pirates or kicking back in the tavern with a grog to swap stories. You can choose to sail solo or form a crew of up to four players. Adventure mode is also where you'll find Tall Tales, a series of story-focused adventures that play out across the same shared world.

ARENA

The Arena is a fast-paced competitive game mode which pits five crews against each other in 15-minute battles on custom maps. Silver is earned here by finding, claiming and successfully handing in the Sea Dog Chest, but crews can also earn points by landing hits on other ships or taking out rival pirates. The winning crew is the one with the most silver at the end of each contest!



KEYBOARD DEFAULTS



CONTROLLER DEFAULTS



GAME GOALS AND OBJECTIVES

As we've mentioned, the Sea of Thieves is wide open for you to enjoy however you please – but that's not to say there aren't a number of goals and objectives to tackle and rewards to earn to prove you're the boldest brigand on the seas. Some of these goals and rewards are always available while others change over time, ensuring that there are always new reasons to take to the seas!

OUTPOSTS

Outposts are usually the start and end point for your Voyages, and are also where most shipwrights, shopkeepers and Trading Company representatives are located.

Everyday supplies like wooden planks and cannonballs can be found here in crates and supply barrels, while the grog flows freely in taverns. You can also speak with shopkeepers to purchase new weapons, tools, clothing, cosmetics and ship parts, making use of their Chests to change the appearance of your pirate and your ship.

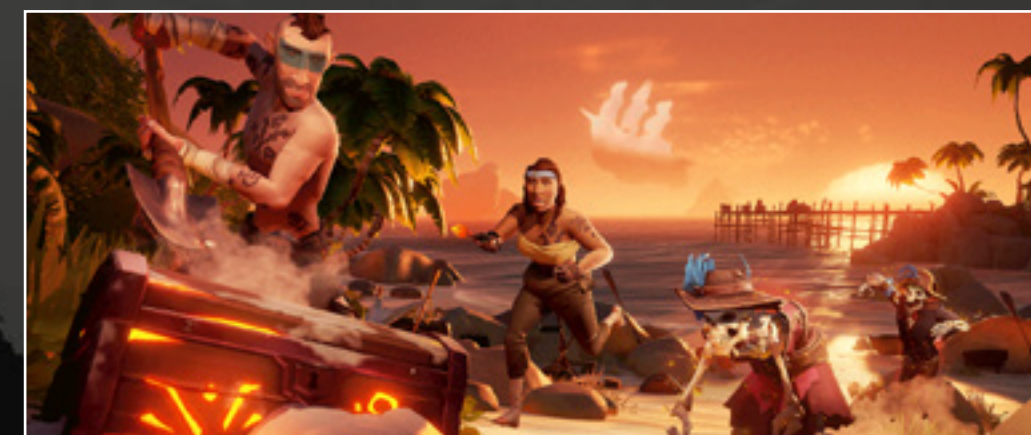
While they're fun to explore, it's worth remembering that Outposts are not safe zones. Other pirates who arrive looking to turn in treasures of their own are still able to attack you at an Outpost if they choose – so don't get too distracted shopping while your hold is still full of valuable plunder.



VOYAGES

Each of the Trading Companies has specific needs, but generally speaking these involve sending a crew out on a Voyage to complete a task – retrieving buried treasure, for example, or delivering undamaged cargo before time runs out. In exchange, crews will receive gold and reputation with that particular Company, which in turn allows them to climb the ranks and earn exclusive Titles and cosmetics.

Voyages can be collected from Trading Company representatives around the Sea of Thieves. They're free to begin with and offer modest rewards until you start to prove yourself, but the more valuable Voyages, available once you've risen up through the ranks, will need to be purchased. From time to time, you may also find a Voyage stashed in a barrel or a Message in a Bottle. Most chests aren't there to be opened, just handed in for rewards – find a Company rep and interact with them while holding eligible loot to cash it in.



EMISSARIES

Some Companies – including the Gold Hoarders, Merchant Alliance, Order of Souls and Athena's Fortune – offer the option of letting you sail as one of their Emissaries. Purchase their Emissary Flag and you can fly the Company colours as you set sail on Voyages, increasing your Emissary Grade by completing tasks that benefit the Company. A higher Grade yields even more gold and reputation from treasure handed in, and the most productive Emissaries will receive additional rewards at the end of the month when Emissary Ledgers are tallied up. There's a risk involved, though: being an Emissary makes you a target for other pirates who'd like nothing more than to take your Emissary Flag by force.



GAME GOALS AND OBJECTIVES

THE REAPER'S BONES

The Reaper's Bones are a newly established Trading Company who exist only to prove themselves as superior to all others. They don't offer Voyages of their own – rather, they will reward pirates handsomely for bringing certain loot like the Emissary Flags of sunken rivals back to their lair. Unlike the other Companies, loot intended for The Reaper's Bones – such as Reaper's Chests and Reaper's Bounties – can only be delivered to the island known as The Reaper's Hideout, which adds to the danger involved.

Crews sailing as Emissaries for The Reaper's Bones will be marked on other ships' maps, giving fair warning or the opportunity to tackle them head-on. Working with The Reaper's Bones is a great way for pirates to show off their prowess in battle, so anyone looking for a peaceful Voyage should probably steer clear of those distinctive flags...



THE HUNTER'S CALL

The Sea of Thieves is home to many exotic and delicious types of fish and other creatures, and The Hunter's Call Trading Company have made it their mission to pack their bellies with as many as possible. While they don't provide Voyages directly, The Hunter's Call offer gold and reputation for fish and other meats delivered to them at one of the Seaposts. There are many species of fish to be found in the depths, each with its own rare and valuable variants. Once caught you can sell them raw, or cook them to perfection to increase their value. Cooked meat can also be used to restore health!



PIRATE LEGENDS

The Pirate Lord, the first adventurer to discover the Sea of Thieves, is always on the lookout for truly legendary pirates to join him for a drink. If you can achieve Pirate Legend status by reaching rank 50 with three different Trading Companies, he'll grant you access to Athena's Fortune – a secret ship hideout where Pirate Legends can socialise and purchase exclusive goods. Make no mistake, becoming a Pirate Legend is far from the end of your journey, as Athena's Fortune also acts as a Trading Company with ranks of its own, and the Pirate Lord offers Athena Voyages that are the ultimate tests of bravery and skill.



GAME GOALS AND OBJECTIVES

DUKE AND THE BILGE RATS

Hanging around in the tavern you'll find your friendly local representative of the Bilge Rats. This bunch of rogues was first set up to celebrate the wild, adventurous side of the pirate life, but in recent times they've found themselves drawn into more dramatic developments on the Sea of Thieves.

Sturdy, bearded Duke is the original Bilge Rat rep, handing out Voyages that allow players to take part in whatever's unfolding around the Sea of Thieves' skeletal hordes and those who pull their strings. Things move fast on the seas, so whenever a new content update drops, be sure to hit the tavern and check in

with the Bilge Rats to see what they've gotten themselves mixed up in this time.

The Bilge Rats also run the Black Market, adding new stock every month. The Doubloons offered as reward for completing their Voyages (and certain challenges elsewhere) can be spent here, as can your gold reserves. The Black Market offers pirates a chance to complete existing cosmetic sets for themselves or their ships, or obtain wondrous new variants on previous time-limited sets.



WORLD EVENTS

If you find yourself sailing towards an ominous-looking cloud, it's best to be on your toes. Apart from everyday hazards like fog banks and thunderstorms, certain signs on the horizon indicate that some threat within the world has awoken.

Some unmistakable clouds act as indicators that a Skeleton Fort has sprung to life, with its defenders standing between you and the vast plunder in its vault – or perhaps a fleet of supernatural ships has risen from the depths to prey on the living. There are also plenty of dangerous sea creatures around whose arrival won't be foreshadowed, so it's wise to never let your guard down when you're out at sea.



TALL TALES

If you've ever wanted to play your part in a true pirate epic of hidden lands, ancient temples, cursed rogues and Skeleton Lords, these story-focused adventures won't let you down. Tall Tales take place in the same shared world as your other adventures but delve deep into the secret histories of the Sea of Thieves, requiring you to solve puzzles, tackle traps and struggle against some of the strongest foes the game has to offer. Newly added map markers, tooltips and mid-Tale checkpoints make these narrative expeditions more accessible and exciting than ever. Additional rewards await those who uncover journals and trinkets left behind by the stories' characters, offering insights into those who would seek to control the seas...



LIFE AT SEA

YOUR SHIP

Players can choose from three types of ship in *Sea of Thieves*: a Sloop intended for one or two-player crews, a two- or three-player Brigantine or a full-sized Galleon designed for four-player crews. When you start a session, you'll find your ship down at the docks with some basic supplies already aboard.

Regardless of its size, each ship has a number of features in common above deck:

CAPSTAN



Used to raise and lower the ship's anchor. When your anchor is raised, the ship will move freely across the waves.

SAILS



How many sets of sails you have depends on the ship type. Their length and angle can be adjusted by working the ropes attached.

HARPOONS



These have a limited degree of movement but can be used to grapple other vessels, pull things out of the sea and make sharp turns.

SHIP'S WHEEL



Used to steer the ship. You'll hear a clunk when the wheel is returned to its central position. The ship's compass is mounted next to the wheel.

CROW'S NEST



A small platform atop the mast that serves as a lookout point, and also holds the ship's flag box.

CANNONS

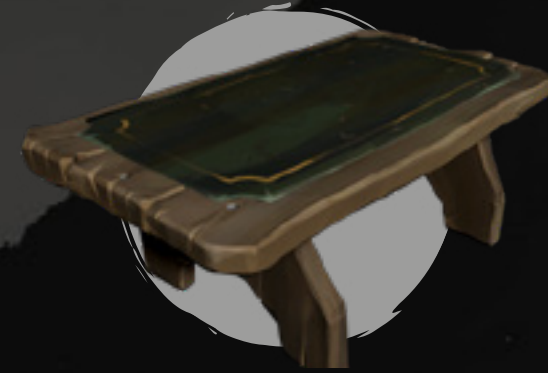


Your ship's primary weapons when loaded with cannonballs, but you can fire other things out of cannons too, including pirates and pets!

LIFE AT SEA

Below deck (or in the Captain's quarters, depending on the ship), you'll discover the following:

CAPTAIN'S TABLE



Used when voting on which Voyage to attempt next.

ARMOURY



Here's where you change which weapons your pirate is carrying.

SUPPLY BARRELS



Large containers designed to hold cannonballs, food or wooden planks.

AMMO CRATE



Reload your weapons from this unlimited supply of bullets and buckshot.

WATER BARREL



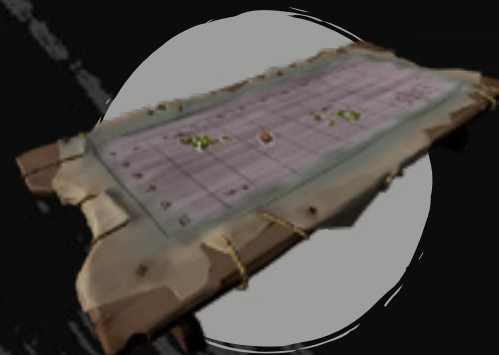
Holds a large supply of water which can be scooped into a bucket.

CHESTS



For customising the appearance of your pirate and pets.

MAP TABLE



Displays a large map of the Sea of Thieves as well as your position and (sometimes) the positions of other ships. You can mark waypoints on the map and remove them later.

GROG BARREL



Filled with fun! If you run out of grog, you can order a refill from a tavern keeper.

STOVE



Cooked food is better for you and means you won't be sick from eating it, but beware – if you leave food on the stove too long, your light lunch can set the ship alight...

LIFE AT SEA

WORKING THE SHIP

The basics of sailing a ship are explained during your Maiden Voyage, but here's a brief guide to staying afloat once you reach the Sea of Thieves:

- ⚓ Raising the anchor allows your ship to turn freely, but to travel anywhere at speed you'll also need to lower at least one sail. The further a sail is lowered, the more wind it will catch and the faster you'll go.
- ⚓ Ships sail faster if they're travelling in the same direction as the wind. You can

angle the sails to try and catch as much wind as possible.

- ⚓ If your ship takes damage from collisions, cannon fire or explosions, you'll likely find breaches in the hull that are letting in water. If your ship takes on too much water, it'll sink, so make sure you patch up the holes with wooden planks and bail out the water with your bucket.
- ⚓ Your ship's wheel, capstan and mast can also take damage, and you may need to repair them with planks before you can use them properly.
- ⚓ Be wary of storms. Heavy rain will cause your hold to fill with water over time, your ship's compass will spin wildly and lightning strikes can rupture your hull while you're busy wrestling with the wheel.

STARTING VOYAGES

Once you've collected a Voyage, it'll be added to the Quests tab of your inventory alongside any Tall Tales in progress. You can propose a Voyage by interacting with the Captain's Table aboard your ship, and if enough of your crew vote on the Voyage, it will become active.

Once the Voyage is active you'll find any maps, riddles or other associated resources on your Map Radial. Figuring out exactly how to decipher them is down to you! Activated Voyages disappear from your inventory whether you're able to complete them successfully or not, so don't vote on any rare or expensive Voyages if you can't see them through to the end.

Starting a Tall Tale from its beginning works slightly differently – you'll need to find one of the Tall Tale journals out in the world and vote on it there instead. You can find icons on the ship's map that point the way to any Tall Tales you've yet to complete.

RETURNING TO YOUR SHIP

Should you ever become separated from your ship – because it's been stolen or sunk, you've fallen overboard or your crew have forgotten you – look out for a column of smoke rising from the water. This will help guide you to one of the merfolk, who'll have you back on board in no time at all.

If your ship did sink, you'll find it's been dredged up from the waves by the merfolk and left somewhere safe with all damage repaired. Any treasure and valuables you had aboard will briefly remain afloat wherever you went down.

Sometimes it can be desirable to deliberately scuttle your ship if it's beached, damaged or you're trapped in a fight you can't win. You can scuttle your ship from the Game Options menu, but only if the majority of the crew vote in favour.

SHARKS

It might be tempting to try swimming from place to place and avoid being spotted, but be warned: the Sea of Thieves is filled with ravenous sharks who will take a bite out of any pirate they encounter. They're particularly common around sunken ships. Fortunately, Rowboats can also be found and attached to a ship, helping you stay nibble-free when collecting treasure.



LIFE ON LAND

You'll be introduced to some old tools and weaponry during your Maiden Voyage, but that adventure only scratches the surface of all that you can cram into your pirate's pockets while you're travelling. Each item has a permanent place on your Equipment Radial and can never be lost or damaged. Your equipment consists of:

TANKARD



Carries grog to your mouth. What more needs to be said?

SHOVEL



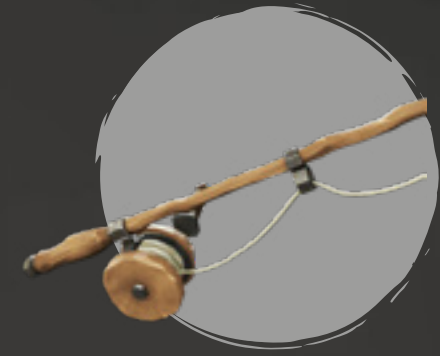
Used to dig up treasure and other buried objects.

COMPASS



The arrow always points north. Handy when you're following a map.

FISHING ROD



Used to pluck fish (and occasionally other treasures) from the sea.

SPEAKING TRUMPET



Allows voice projection over long distances so that other crews can hear you from far away.

SPYGLASS



Lets you look at distant objects, but gives off a tell-tale glint when used.

BUCKET



Can carry various liquids, but most commonly used for bailing water.

LANTERN



When held aloft, helps illuminate dark areas and caves.

POCKET WATCH



Tells you the day and time. Useful when ferrying cargo on a schedule.

INSTRUMENTS



From the booming drum to the lively hurdy-gurdy, use these to play synchronised music with other pirates, which is always fun and occasionally useful...

LIFE ON LAND

CONSUMABLE ITEMS

These are also kept on your person (so you won't lose them even if you die) but you'll have to find them during your adventures. Once they're gone, they're gone until you replenish your supply. Consumables include:

FOOD



Immediately restores health. Some food will continue to heal your pirate over time.

WOODEN PLANKS



Can be used to repair a ship or light a cooking fire.

BAIT



Used to attract different types of fish to your line. Tastes pretty nasty.

CHAINSHOT



Designed to take out a ship's mast when fired from a cannon.

THROWABLES



When hurled by hand or fired from a cannon, these explode violently with various consequences depending on what you're throwing.

CANNONBALLS



Ammunition for your ship's cannons. Cursed Cannonballs exist too, inflicting all manner of chaotic effects.



LIFE ON LAND

HELD ITEMS

Sometimes you'll come across something like a treasure chest or a Gunpowder Barrel that's too bulky to be stored in your inventory, so you'll just have to carry it. You won't be able to use weapons or equipment or sprint until you put down whatever you're holding, so make sure the coast is clear or you have a crewmate guarding your back.

WEAPONS

Not counting throwable items, pirates can arm themselves with two weapons at once. Firstly, there are firearms, each of which holds a maximum of five shots but can be reloaded at ammo crates. The Blunderbuss

is a powerful weapon at short distances, the Eye of Reach excels at long-distance shooting and the trusty Flintlock Pistol falls somewhere in between.

Pirates can also opt to carry a cutlass, which has a very limited range but can make short work of most enemies when you get up close and personal. For those who want to fight like a merchant, cutlasses can also block incoming attacks as well as deliver a powerful, but tiring, forward lunge.

DYING AND REVIVING

Pirates who meet an untimely demise on the Sea of Thieves will find themselves on a spectral ship known as the Ferry of the Damned, possibly alongside other fallen friends and foes. After a short time, the Ferryman will open a portal back to the world of the living, allowing pirates to return to their ship.

It takes a few seconds for a pirate's spirit to leave their body behind, during which time it's possible for members of their crew to revive them – though if revived, they'll be far from healthy. If you'd sooner serve your time aboard the Ferry, you can offer your soul to the Ferryman immediately upon death.



LIFE IN THE ARENA

If you choose to play in The Arena, the competitive multiplayer mode of *Sea of Thieves*, you'll experience a condensed, highly focused form of the kind of sailing and combat that Adventure mode has to offer.

The Arena features a battle between your crew and four other competing crews, and you'll need a crew of at least two (for a duo Sloop) or three (for a Galleon) to participate. The winning crew is the one that has the most silver at the end of each contest.

The most obvious way to earn silver is to find the single Sea Dog Chest – handily marked by a large glowing beacon – and deliver it to the Sea Dogs' Galleon at the centre of the map. Of course, that won't be easy when there are four other crews trying to snatch it from under your nose...

There are other ways to earn silver: landing hits with your cannonballs also counts, as

does taking down other pirates and sinking their ships. Be warned that if you yourselves sink, some of your silver will be deducted as a penalty.

As you compete in The Arena, you'll earn reputation as you would with any other Trading Company. Between rounds, you'll be invited into the Glorious Sea Dog Tavern, where shopkeepers will make Titles, cosmetics and other rewards available to pirates whose reputation has reached particular milestones. You can also chill out in the hot tub and get to know your opposition before the next match.

Some other differences between Arena and Adventure modes include:

- ⚓ Pirates who die during an Arena contest won't spend time on the Ferry of the Damned and will return to the shared world after a short time.
- ⚓ Each Arena contest lasts just 15 minutes.
- ⚓ Each Arena map covers a small section of the sea, and is surrounded by the Devil's Shroud, which will harm you and your ship if you sail into it.
- ⚓ Each ship begins the match with a Rowboat attached.



A WORLD OF REAL PLAYERS

Although there are plenty of emergent threats like Skeleton Ships, Megalodons and the mighty Kraken inhabiting the Sea of Thieves, it's often other crews of player-controlled pirates that pose the most formidable opposition – but can also offer huge opportunities for peaceful co-operation and profit.

You'll learn how to deal with other players' definitions of what constitutes 'fair play' for pirates as you carve your own path across the Sea of Thieves. It may sting to lose treasure to a crew that outguns you, but the sea is vast and there's plenty more adventure to be had far away from anyone lying in wait on an island or picking easy fights. Alternatively, sharpen your own combat skills and cunning tactics by turning the tables on them. But if in doubt, abide by the Pirate Code!

COMMUNICATION

By default, players who are part of the same crew can hear one another speaking through Game Chat – that's if they have an available microphone plugged in. They can also hear and be heard by other crews if they're close by. To be sure that distant players can hear you, it's best to use your in-game speaking trumpet.

Remember that not everyone on the seas speaks the same language, and some privacy settings may mean that others can't hear your voice at all. Just because you don't get a response doesn't mean you're about to be attacked. Also remember that if you choose to mute chat from other crews, they can still hear you speaking to your crewmates if they're close enough.

A more accessible method of communicating is to use the Pirate Chat system. This offers a series of short sentences that will appear to your crew and anyone else nearby. They're context-sensitive, so whether you're digging up treasure or fending off a Kraken, you'll be able to communicate your intent, and what you 'say' will automatically translate into different languages. You can also use a keyboard to communicate via text chat.

Lastly, you can access your Emote Radial, which allows your pirate to perform a

number of actions such as waving, taunting or pointing to help communicate. You can assign up to 40 of these at any one time, and they can be assigned from the Vanity Chest aboard your ship.

FLAGS

Your ship's flag box carries a number of different designs, some of which are purely decorative while others can be used to signal your intent. A white flag traditionally means peace, for example, while the Reaper's Mark flag not only signals you're out for blood, it displays your position on the maps of other ships. Of course, you can't always trust pirates to be honest about their intentions...

ALLIANCES

Along with the other flags in the flag box you'll find one that declares you'd like to offer an Alliance with another ship. When you're offering an Alliance, other nearby ships can join by raising the appropriate flag in return. Once they've joined, you'll remain in an Alliance until the flag is lowered or your crew leaves the game.

Ships in Alliances don't need to sail together, but if a crew in your Alliance hands in treasure to one of the Trading Companies, the other allied crews will receive some

bonus gold and reputation without anyone being short-changed on their own deliveries. A sizeable Alliance can amass a huge amount of treasure and sail secure in the knowledge that other pirates have their backs.

THE BRIG

If a member of your own crew is trolling, griefing or being otherwise disruptive, players on a Brigantine or Galleon can vote to send them to the ship's brig, where they'll remain until the crew vote to release them or until they leave the game.

PERSONALISATION

As you complete adventures across the Sea of Thieves, you'll unlock the right to spend your gold on all kinds of Titles, clothing, tattoos, hairstyles and other cosmetics that tell your story at a glance.

If you'd like to further expand your options, the Pirate Emporium offers exclusive ship liveries, pets to take on your Voyages (including an assortment of parrots, monkeys and cats with outfit selections for each) and new emotes, all in exchange for Ancient Coins. You can buy Ancient Coins using real-world currency, or occasionally find them in-game by taking down cowardly Ancient Skeletons.

FINDING A CREW TO SAIL WITH

If you're looking for new crewmates, you have a number of options:

OPEN CREW

Choose to play on a Sloop, Brigantine or Galleon with other players, and a matchmaking system will automatically find you people to play with. It'll search by communication method (mic/no mic) and by country to minimise language barriers. You can also invite friends to join an Open Crew. The number of people you're crewed up with will depend upon the size of ship you choose to sail.

CLOSED CREW

If you'd prefer to assemble your crew manually, you can choose to only invite players from your Friends list. By default, your friends can join without an invite even when it's Closed if there's room for them in your crew (although you can change this in the Game Options menu). You can also vote to switch to an Open Crew setting if you find you need new shipmates once you're underway.

CLUBS AND HUBS

There are numerous *Sea of Thieves*-related Clubs on Xbox Live, including the Official *Sea of Thieves* Club. Each has its own 'Looking For Group' tool, making it quick and easy to find crewmates whether you're playing on Xbox or PC.

AFFILIATE ALLIANCE

A collection of regional communities and resources created by groups of players around the world, from wikis to Facebook groups. Perfect if you're seeking a crew from your own home shores! Find out more [here](#).

DISCORD

The verified *Sea of Thieves* Discord server is a great place to chat about the game, not to mention find new folks to join your adventures. Find it [here](#).

OFFICIAL FORUM

The *Sea of Thieves* community is one of the most friendly and helpful around. Check out the official Forums [here](#) and you'll be sure to meet people who'll make the best crewmates.

REDDIT

Not an official channel, but the largest *Sea of Thieves* community outside the official Forums. Home to lots of good advice and content. And memes – lots of memes. Find it [here](#).



UPDATES, EVENTS AND AWARDS

UPDATES AND EVENTS

Sea of Thieves is constantly evolving, with new Voyages, enemies and challenges appearing regularly, as well as new items in the Black Market and Pirate Emporium. Sometimes we'll also hold special events like Daily Bounties, charity fundraisers, Free Play Days and Gold & Glory Weekends where you'll earn bonus gold and reputation for treasures you cash in.

The best way to keep up with everything that's coming to the game is to subscribe to our social media channels:

When events go live, you can learn about them via the What's New tab in-game, or at the dedicated *Sea of Thieves* [Events Hub](#).

COMMENDATIONS

Commendations within *Sea of Thieves* can be awarded for just about anything, whether it's fishing up rare specimens, battling Skeleton Captains or uncovering hidden tributes to legendary pirates.

While they're a great source of things to do, unlocking Commendations also brings rewards. Some Commendations provide additional reputation that counts towards your rank with a Trading Company, some award Bilge Rat Doubloons and others unlock new Titles which can be equipped through the Vanity Chest on your ship.

ACHIEVEMENTS

Sea of Thieves also allows players to unlock more than 100 achievements, earning Xbox Gamerscore and Steam Trading Cards along the way. Go get 'em!



STREAMS OF THIEVES

Whether you're uncertain how to tackle a fresh challenge in the latest content update or you'd like the inside scoop on tactics used by some of the most notorious pirates, the easiest way to learn is to watch them in action! *Sea of Thieves* has a huge number of popular streamers on Twitch, Mixer and YouTube, all bringing their own unique style to the seas.

We also like to get in on the fun with weekly *Sea of Thieves* streams of our own, inviting members of the game team and guest streamers to join us as we set sail and try not to accidentally leak anything. You can find us on your favourite streaming service at:



Sea of Thieves streamers and video creators of all sizes are encouraged to join our Creator Crew offering advice, asset packs and rewards! Find out more [here](#).

Beyond the Creator Crew we have a Partner Programme of approved streamers who receive regular access to events, giveaways and loot drops to share with their viewers. Whether they're sailing for charity, taking part in epic all-day ship battles or racing one another across the Sea of Thieves, our streaming partners provide a fantastic gateway to a lively, welcoming community.



FREQUENTLY ASKED QUESTIONS

Q) CAN I PLAY SEA OF THIEVES OFFLINE?

A) *Sea of Thieves* is set in a multiplayer shared world and requires an internet connection to play. Even if you're sailing solo, you'll still find a world inhabited by other crews of real players, adding new life and unpredictability to your adventures! You can enjoy traditional story-focused experiences by taking part in the game's Tall Tales whenever you please, but other players' journeys may still intersect with your own.

Q) CAN I PLAY SEA OF THIEVES BY MYSELF?

A) Yes! You'll begin the game learning the ropes on a solo Maiden Voyage, and all the challenges within the world can be accomplished as a lone wolf pirate if you're patient and skilled. That said, there's tons of fun to be had by crewing up with others

and discovering all the game has to offer together, especially when you're still getting the hang of solving riddles, sailing through storms and repelling unfriendly ships. If you're struggling to overcome a particular challenge by yourself, finding some crewmates is a great strategy for success. You won't even have to split the rewards!

Q) I'VE JUST STARTED PLAYING SEA OF THIEVES. WHAT SHOULD I DO NOW?

A) After picking your pirate, you'll take part in a Maiden Voyage that teaches you about using tools to dig up treasure, keeping your ship seaworthy and much more. Once you arrive on the Sea of Thieves, explore the Outpost for supplies and speak to the Trading Company representatives. They'll offer some short, simple Voyages to nearby islands and if you complete one, you'll earn gold and reputation. Of course, that's just a suggestion – there's nothing to stop you picking a point on the horizon (or your ship's map) and setting sail to see what you can find!

Q) WHAT'S THE SEA OF THIEVES INSIDER PROGRAMME?

A) The Insider Programme allows players who want to give their thoughts and feedback on upcoming features a chance to try out early, work-in-progress versions of forthcoming *Sea of Thieves* game updates and additions. On platforms where the Insider Programme is available, anyone taking part must first agree to abide by the terms of a Non-Disclosure Agreement before playing and refrain from publicly sharing any information or media from the Insider Programme. Find out more [here](#).



CREATING A SAFE SPACE FOR PLAY

Sea of Thieves is a shared world game where you'll meet and play with lots of other real players from all over the world. While we urge everyone to remember the Pirate Code, it's important to remember that not all crews are friendly. Sinking other ships (even smaller ones), stealing treasure and setting traps is part of the pirate life that other crews should be ready to face.

That said, there are certain experiences and types of behaviour that some pirates might not want to be exposed to, like unfiltered chatter from other crews. To begin with, we recommend using privacy settings to keep control of your experience, whether that's making sure your microphone is muted or hiding other players' gamertags if you're streaming.

For more information on adjusting your Xbox Live privacy settings, [click here](#).

For more information on Steam's Profile Privacy settings, [click here](#).

More generally, we operate a zero tolerance policy for players who violate the Xbox Live Code of Conduct and Steam Online Conduct rules. If you encounter any form of threatening behaviour, harassment, hate speech or cheating, please report it immediately. For more information on reporting players, see our own Support site article [here](#).





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