



BATTLEFIELD PIRATES 2

YARR 2

~ Game Manual ~

A hoy and avast, this be your newfangled game guide for the second edition of Battlefield Pirates 2. Here ye shall discover a compendium of pictures and information detailing the features of Pirates 2, old and new. "Yarr 2" brings fourth many additions and changes to the battlefield, from massive new sea vessels to grog propelled air gliders. Pirates now have the opportunity to pilot hot air balloons, board and steal enemy vessels, fight zombie hordes, and many other piratical desires.



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~ Installing ~

* Start the BFP2 installer.

Make sure you correct the install path to match the location of your Battlefield 2!

Ex: C:\Program Files\EA GAMES\Battlefield 2\mods\bfp2

* After installation, a shortcut will appear on your desktop for Battlefield Pirates 2.



Now you are ready to plunder!

BFP2 Properties

General

Shortcut

Compatibility



BFP2

Target type: Application

Target location: Battlefield 2

Target: "F:\Program Files\EA GAMES\Battlefield 2\BF2"

Start in: "F:\Program Files\EA GAMES\Battlefield 2"

Shortcut key: None

Run: Normal window

Comment:

Find Target...

Change Icon...

Advanced...

OK

Cancel

Apply



~ Classes ~

Scout

This lightly armed class is best suited for adventuring behind enemy lines, using the crab4 explosive and a blinding flare launcher to disrupt and bewilder the enemy at its heart. The five barreled ducksfoot packs a punch across a broad arc to help get him out of most sticky situations. The class may also outfitted with an optional grappling hook on some maps.



Sharpshooter

This class carries a musket rigged with a specially designed scope handcrafted for the king's son, but pillaged from a crown vessel. The Sharpshooter stays in the shadows and avoids the thick of battle, best situated in a prone position. He is also armed with a small pistol and a noxious smoke jar for backup.



Raider

The Raider forms the backbone of every crew's fighting forces. Armed with rudimentary grenades, extra ammunition and a heavy pistol, this class is armed for battle. Like every class, the player has the option of drawing a cutlass should the first shots miss in close combat.



~ Classes ~

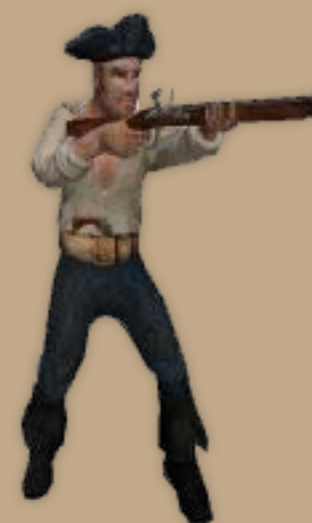
Gunner

This scurvy dog is best suited for extreme close quarters combat. Wielding the very devastating blunderbuss, you'd best take an enemy gunner out at range or turn tail and run fer yer life! The class is also armed with a small pistol, an exploding powderkeg and spare powder satchels which can be tossed on the ground to replenish the ammunition of other crewmates.



Carpenter

A true mariner at heart, this class is equipped with a short barreled musketoon and a grenade launching hand cannon. Most importantly, the carpenter carries a hammer which can be used to repair vehicles, stationary weapons and even the gate on Storm the Bastion.



Surgeon

Every salty bilge rat depends on a friendly surgeon to tend to his wounds. This class is armed with a deployable grog keg to ease the pain, but also comes with a musket, pistol and a very nasty flame potion jar which can stick to any surface and cough up noxious green flames.



~ Stationary Weapons ~



Stationed across the islands are an array of cannons, either stranded in place somewhere obscure or part of a defensive fortification.



Most all stationary weaponry has a secondary fire activated with the weapon selection keys (1, 2, scroll.)



~ Weapons ~

Cutlass



A pirates trusty blade, this short curved sword is a handy tool on deck or while swashing thru the jungle, as well as doing battle on

the close quarters of a ship or in the tight alleys of Tortuga. When wielded by a powerful hand, watch your head matey because this deadly weapon might remove it for you. Aim for the head or neck as two strikes will fall an enemy with full health.

Pirate Pistol



This heavy and powerful pistol is designed to stop a man cold in his tracks. Use it when closing in on your adversaries or to finish a

man off you've already wounded. Its good at mid-range with a deadly slug of lead sure to part your hair. While more powerful than the smaller French pistol, it does take longer to reload.

French Pistol



This small sidearm may not be as powerful as the Pirate pistol, but it does have the advantage in reload speed. This gentleman's gun is

a throw away weapon, allowing a pirate to simply grab another from his bandolier.. While it wont kill in a single shot, getting another musketball off before your enemy can reload could save your life.

Duckfoot



This botched together multiple-barrel pistol fires five rounds in one go for total enemy annihilation. However, its somewhat dirty nature

makes it much less accurate than the other pistols, and it often leads to misfires with only some of the barrels going off. If you haven't been cutlashed in the meantime you can at least get another shot or two off before reloading. Note that reloading the five barrels takes a long time leaving you extremely vulnerable.

Blunderbuss



The infamous blunderbuss is only effective in close quarter combat. Designed as a shortened shotgun style weapon, don't blow your load

too soon with this one. Wait until you see the maggots in the eyes of your enemy before firing and you are sure to devastate him.

Musketoon



The musketoon is a shortened Musket designed for the closer confines of a ship where it will not get tangled in riggings or

hooked on nets. Great at medium range, this deadly short rifle is packs a serious punch. There is no zoom feature with this weapon.

~ Weapons ~

Musket



This primary flintlock weapon fires a large slug of deadly lead that will put a hole in an enemy big enough to spit through. Accurate at

long range, a steady handed pirate can reduce his foes numbers from afar before the close action starts. **Sniper-Musket:**

Sniper Musket



The king of England had several of these weapons designed for his sons. Over time, several pirate bands obtained these gems by

pillaging crown galleons on their way to the windward islands. The optically enhanced sight allows you stay far from the battle. However, be careful its high powered zoom which will not be of much help if your enemy closes on you, as this is a pure distance weapon.

Grenade



The standard pirate grenade has a short fuse but packs a decent punch. Toss into a crowd of undead and wait for the shower of

bones. Right-click will start a power meter so you can time the power of the throw to the correct distance you want to throw it. Try banking this off of a wall to angle it into your enemy's position.

Hand Cannon



This Dutch invented hand cannon lobs grenades that are slightly smaller and less powerful than the standard grenades, but which

explode on impact. Make your shots count as ammunition is limited.

Noxious Smokejar



Need some cover to escape or want to disorientate the enemy? The smoke jar will fill an large area with dizzying smoke leaving your

enemy largely helpless and unable to see straight making them ripe for some easy cutlass pickings.

Flaming Potionjar



This green concoction will leave a small area in blistering green flames for a short period of time. Toss into a cluster of enemy and

watch them fall. Use this to defend doorways, ladders or a flag zones to give your reinforcements time come help you out.

~ Weapons ~

Powder Keg



This powerful explosive weapon has a lengthy fuse. Drop to catch enemy who are following you, roll down hills towards unsuspecting

pirates or to destroy key objects. Stay clear of its wide blast radius!

Crab 4



With a small powderkeg strapped to its back, this crab can be placed on any surface to destroy an entire crew of enemy or their vehicles.

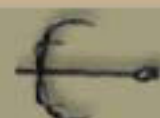
The weapon has an very long fuse fuse, giving you plenty of time to run away or hide nearby to watch the carnage.

Flare Launcher



This hand cannon Fires a flare rocket ideal for identifying a location to your teammates or blinding an entire enemy base.

Grappling Hook



Use the grapple hook to reach places that you would not normally be able to get. Press E to start climbing and G to retrieve your hook,

It can be found as a pickup kit, or in some classes on some maps. All Pirates have grappling hooks on Dead Calm for example.

Zipline Crossbow



Sometimes the dire need to escape outweighs the strength of ones arm and in those situations only a zipline crossbow will suffice.

Fire the grappling hook over vast distances and press E to climb up your new alternate route.

Dual French Pistols



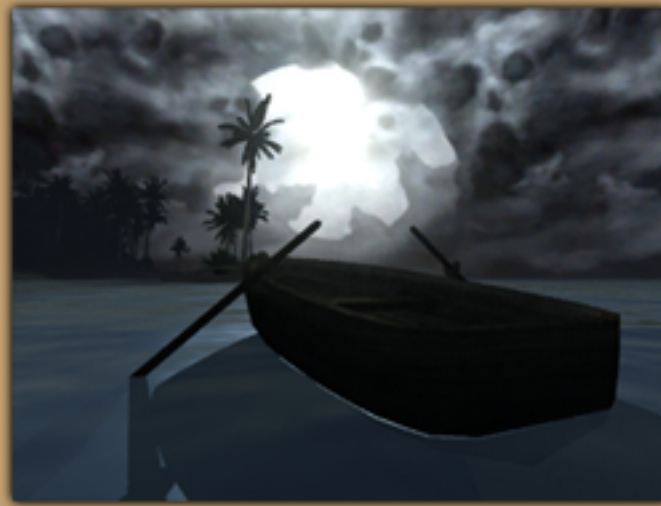
Cannoneer's have been known to sport multiple pairs of french pistols you sure have enough of them to accomplish something, to overwhelm their opponents in a flurry of shots. These dueler

pistols are not the most accurate or powerful but by god

~ Vehicles ~

Dinghy

The Dinghy is a small one-man rowboat that will allow you sneak quietly from shoreline to shoreline. Lightly armored and unarmed, it's best to avoid confrontation with other ships on the seas.



Like all boats out there, you can enter it with the E key and steer with the keyboard. When exiting, you will pop out on the deck, allowing you to shoot or toss a grappling hook.

Gnat

The Gnat is a dinghy equipped with a 6-lb cannon on the front. A mobile artillery piece, this vessel is useful for bombarding both land and sea targets, or for just getting around.



You can adjust the pitch of the cannon using the up/down arrows but have to steer the boat to line up your shot. Be warned that the powerful back blast will likely push you backwards in the water!

~ Vehicles ~

Runabout

The Runabout excels at moving your crew quickly from place to place and also provides an additional spawnpoint for your team. The craft has room for six with a bow mounted falconet to help defend itself from smaller craft.



Like all ships, the Runabout is most vulnerable to cannonballs shot in its hull, whereas rounds into the sails are largely ineffective.

Cutter

The Cutter is a mid-sized ship best suited for broadsides and traveling between islands. The craft sports four carronade cannons down each side which can be pitched up and down by the captain using the up/down arrows. The left and right mouse buttons fire to their respective sides of the boat.



Two 2lb falconets on the bow can be manned by crewmates, which can load the cannons with either grapeshot (default) or standard rounds using the 1 and 2 keys.

~ Vehicles ~

Wherry

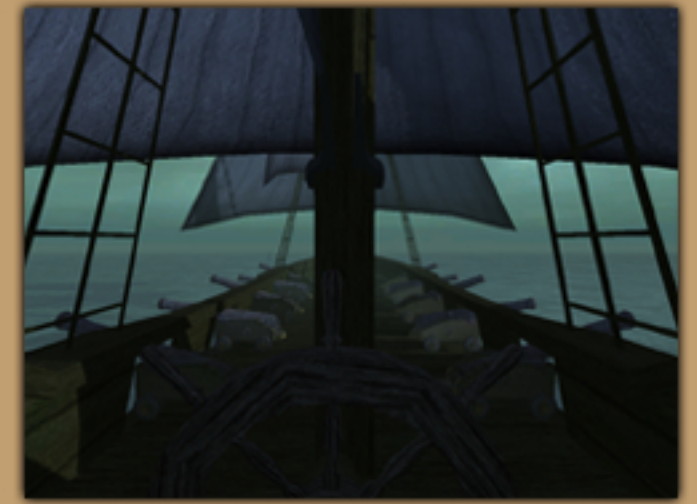
The Wherry is a support craft, ideal in situations of refueling and refreshing ship decks with fresh sailors. She sports two 6lb bow cannons and a heft of deck space for players to spawn on.



The Wherry will automatically re-supply any friendly ship it comes close to. The ship is loaded to the brim with powder and ammunition, so beware when one of these things explodes! The armament is enough to blow up an entire fleet.

Brig

The Brig is the second largest vessel in the pirate fleet. The craft sports five massive 6lb cannons per side, three controlled by the captain and the rest by the crew. The captain can raise and lower his cannons with the up and down arrow keys.

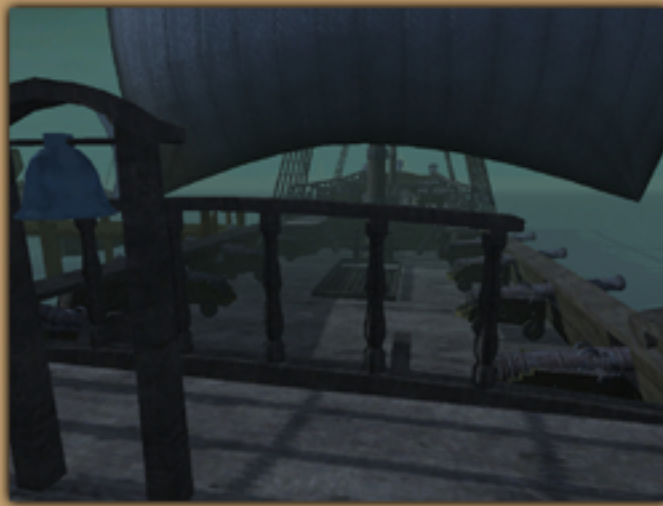


Two 2lb falconets on the bow can be manned by crewmates, which can load the cannons with either grapeshot (default) or standard rounds using the 1 and 2 keys. This ship may be boarded using two ladders along the side.

~ Vehicles ~

Frigate

The frigate is the largest vessel in the pirate fleet. It hold an array of massive 12lb cannons which can lay waste to any ship caught in its path. This ship is usually rewarded to a side for capturing a key location.



One position on the frigate will transport you to the crows nest, where a daring pirate can jump and parachute onto an enemy vessel up to 40 meters. There are four additional cannons on the ship's aft which can be controlled seperate from the main armament.

Balloon

The dastardly hot air balloon beckons pirates into the next frontier; the sky! With two mounted falconets and four attached powder kegs, this balloon means serious business. The pilot controls elevation with the spacebar.



This balloon is extremely fragile and does not react well to cannonfire or being powder bombed. Keep that in mind as you plunder the skies!

~ Vehicles ~

Bierglieter

By far the strangest contraption to be engineered by a especially drunken sailor, this beer keg has been shaken up vigorously and given sails and cannon as to fly around and bombard other pirates.



This aircraft will fly like a keg of grog unless you activate its beer afterburners by pushing the shift key. Shoot down enemy keg gliders with your spray cannon!



YARR!

YOU'LL HANG FOR THAT!



Look for special parrot kits on maps with gliders and balloons! Parrots can be "filled" with powder and sent off chasing down air vehicles to their doom.

~ Maps ~

Black Beard's Atoll

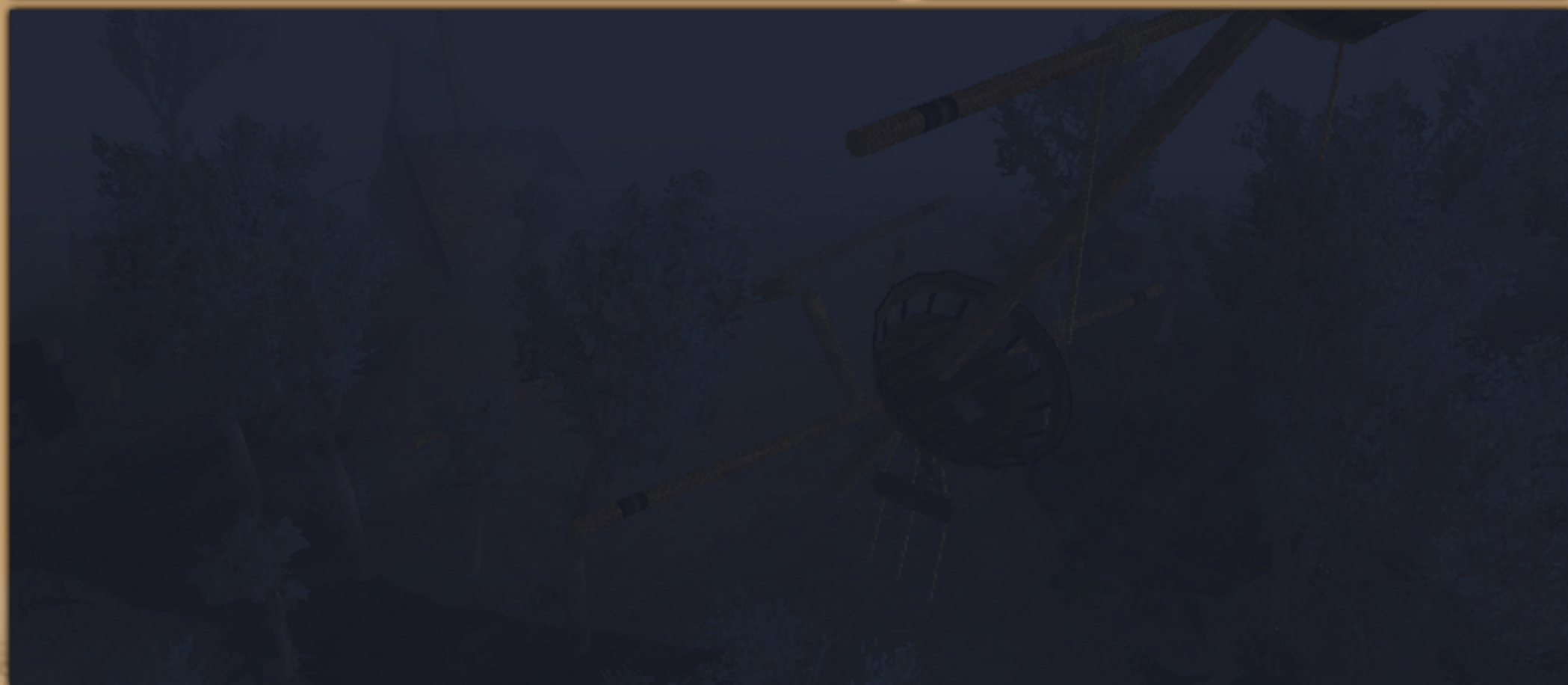
Both pirate teams have come in search of the very spot where Black Beard is rumored to have buried his massive fortune and a large cache of weaponry. Secure the Atoll and kill off all those who seek to steal your booty! BBA offers intense infantry combat along generally flat terrain. Small inlets and waterways crisscross the islands to quickly reach flags by land or sea.



~ Maps ~

Blue Bayou

Set deep in the Caribbean, the swampy river delta known only as Blue Bayou is home to the island of Lost Souls, one of the final resting places of the Undead. After a nasty storm, the Peglegs have found themselves shipwrecked on the northern island and cut off from the mainland, having only a nearby cave for shelter.



~ Maps ~

Dead Calm

Right in the midst of a most epic naval battle between Undead and Pegleg crews who have each secured a large ship of the line, the wind dies! Prepare yourselves for an epic close quarters battle to board and push the enemy into the waters below! The main objective on this map is to gain control of both ships making it nearly impossible for the enemy to reboard.



~ Maps ~

Pelican Point

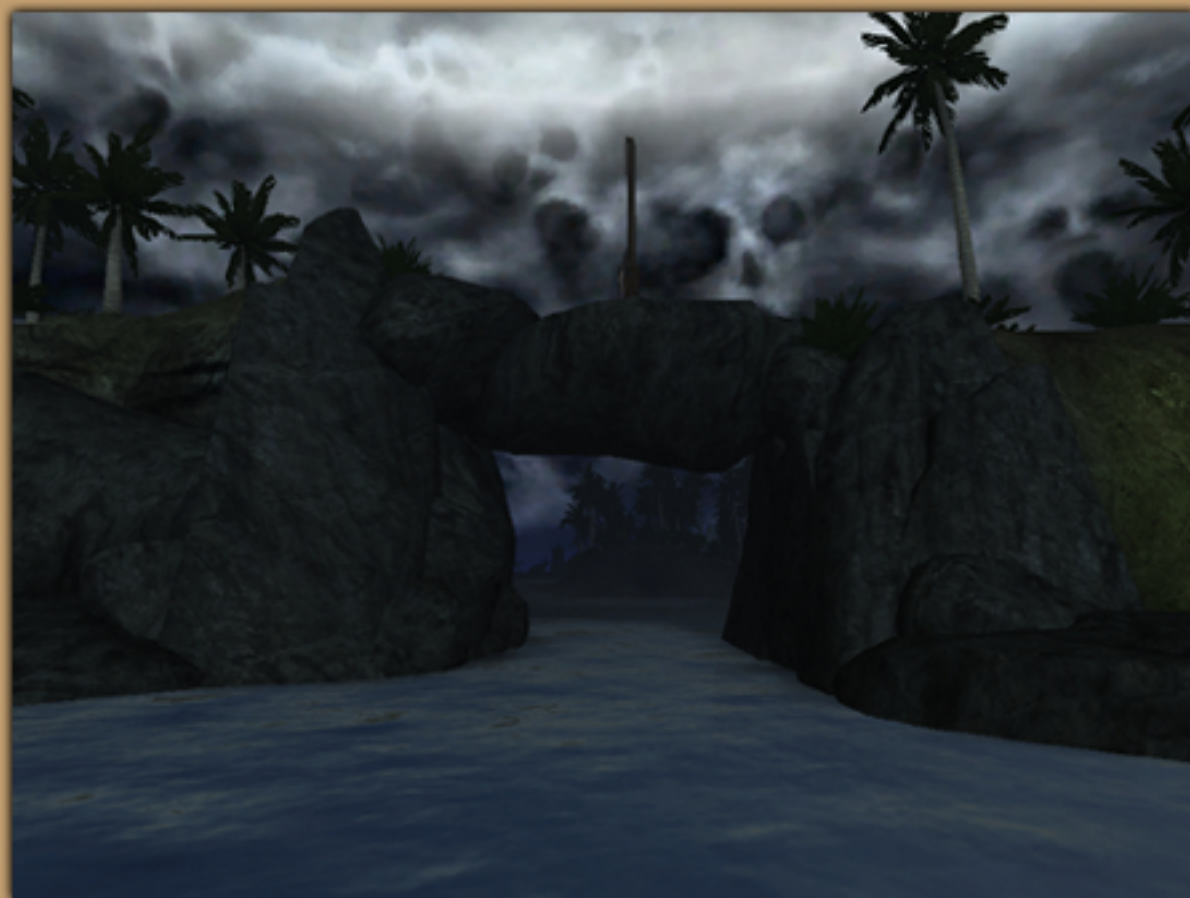
The Peglegs have found this massive abandoned lighthouse after sailing for many weeks with no sight of land. After setting up camp on the island, they were attacked by the undead souls residing in the lighthouse. This map provides many smaller craft to battle for control of the lighthouse.



~ Maps ~

Shallow Draft

As unpredictable deadly storms march through the region this cold season, two crews find themselves stranded. The storm begins to clear and the night awakens in the presence of the wicked full moon, the Peglegs and the Undead must battle each other to survive. Control the precious resources that other wayward crews left here long ago and use all means necessary to survive.



~ Maps ~

Shiver Me Timbers

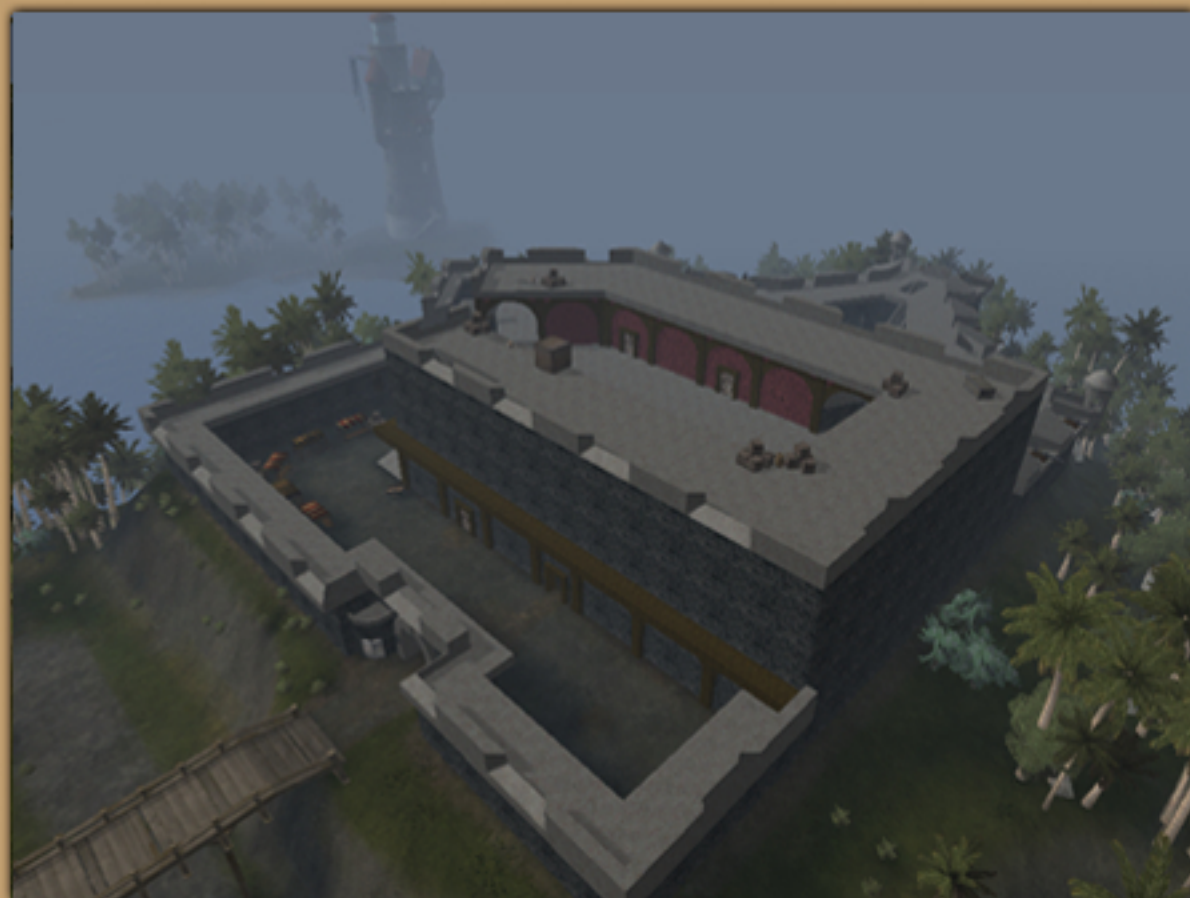
Both the Peglegs and Undead see this chain of islands as the prime location for an new forward outpost- giving the victor naval superiority over the region. This island chain provides both land skirmishes thru thick vegetation as well as open waterways for naval action and shoreline bombardments.



~ Maps ~

Storm The Bastion

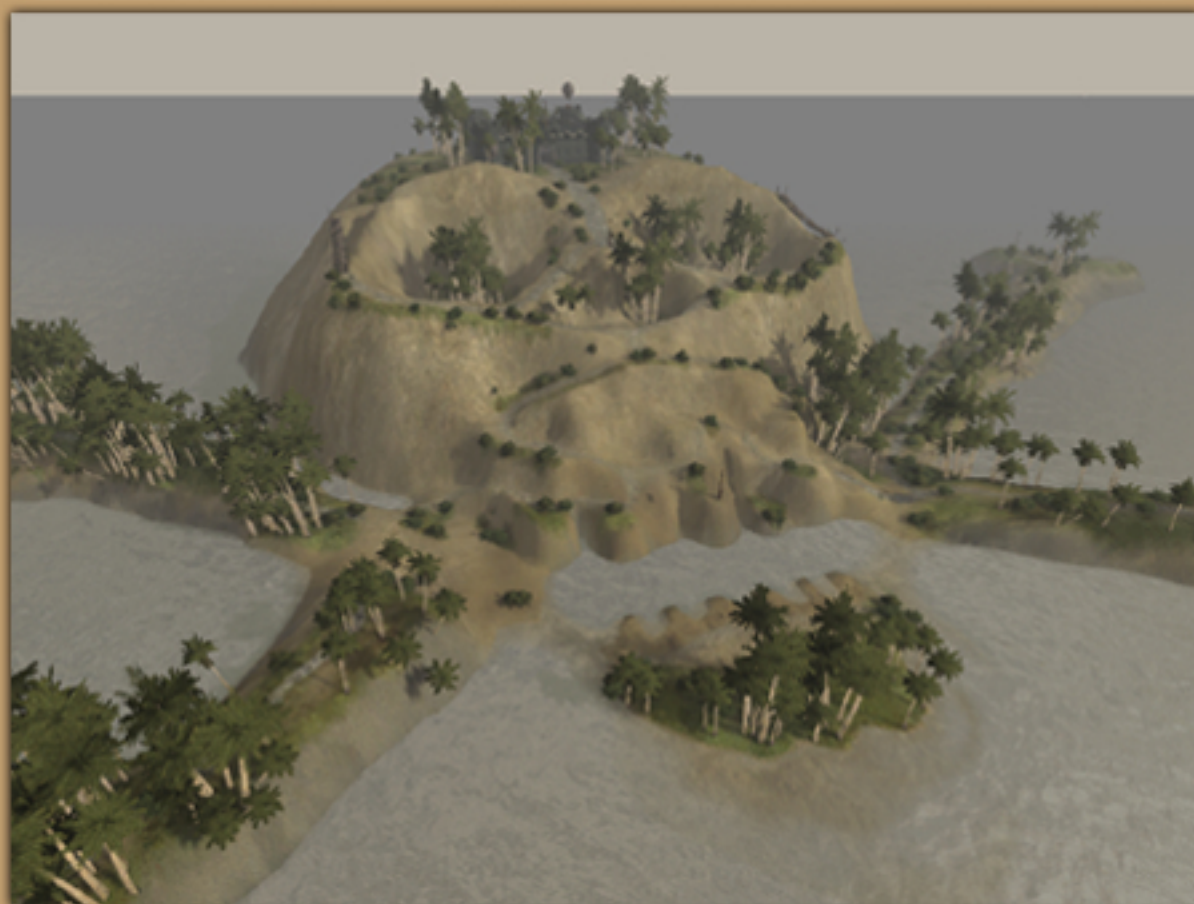
After running off the imperial powers that built this imposing defensive complex known as the Bastion, a large Pirate crew has set up operations in the surrounding areas. Hoping to catch the Bastion guards asleep at the cannons, the Undead have launched an early morning raid by slipping their boats quietly into the fog ... hoping to successfully Storm the Bastion for themselves.



~ Maps ~

Crossbones Keep

The Peglegs have discovered a legendary cursed isle which has been said to harbour the dead for countless years. The undead have a fortress atop the forboding island which is heavily armed. To combat the undead the Peglegs have devised a number of strange craft capable of propelling them through the air at .21 BAC.



~ Maps ~

Lost at Sea

Under the dreary early morning fog two opposing pirate fleets find themselves just leagues from each other, hidden in the dense mist.

Both sides have prepared their finest ships and aircraft for a climactic battle around the central atoll. Ye who takes the island is given command of a very powerful ship. Be sure not to fall into the deadly deep for your unlikely to get out uneaten.



~ Maps ~

O' Me Hearties Beach

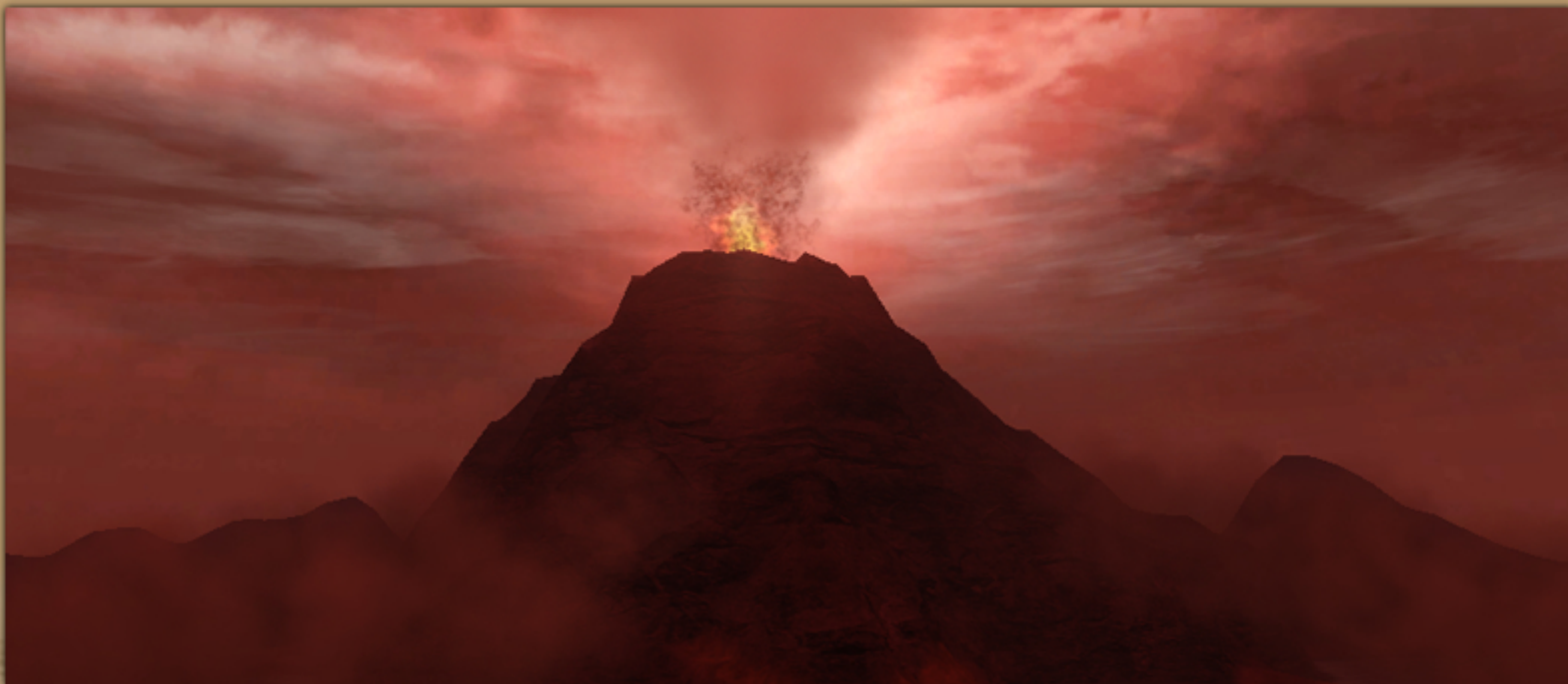
The undead have finally fallen upon the Pegleg's fortress cove and have prepared an assault against it's walls. The Peglegs have a massive fortress and keep laden with defensive emplacements, but it remains to be seen if it shall be enough to quell the undead tide.



~ Maps ~

Sailor's Warning

One fateful day the Pegleg's and the undead find themselves in the midst of a firey volcano holding a legend of immense treasure. As the sailor's approach the islands they find the sky turning red with fire and all their hopes and happiness sucked from their very eyes. This land heeds no survivors nor fulfilled fortunes but only death by cannonfire.



~ Maps ~

Stranded

Amongst two massive volcanoes the pirates find themselves squabbling over the treasures left there by an earlier generation of scoundrels who never made it off the island alive. This battle will rage for days before the same fate grips the victors, for nobody leaves the island once stranded there.



~ Maps ~

Wake Island J797

Here against the odds of reality a group of pirates finds themselves in the pacific ocean and decides to make war upon eachother. The island of Wake is the prize and all matters of weaponry from bierglieters to brigantines have been arranged. Battle for Wake Island long before anybody else ever will.



~ Maps ~

Pressgang Port

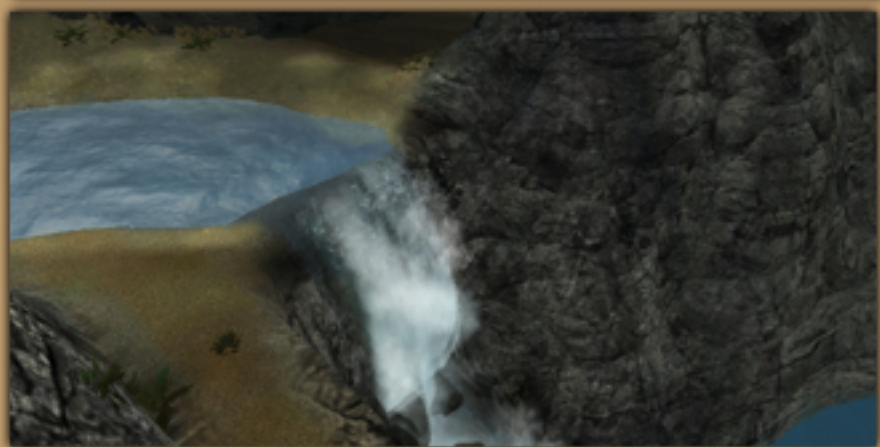
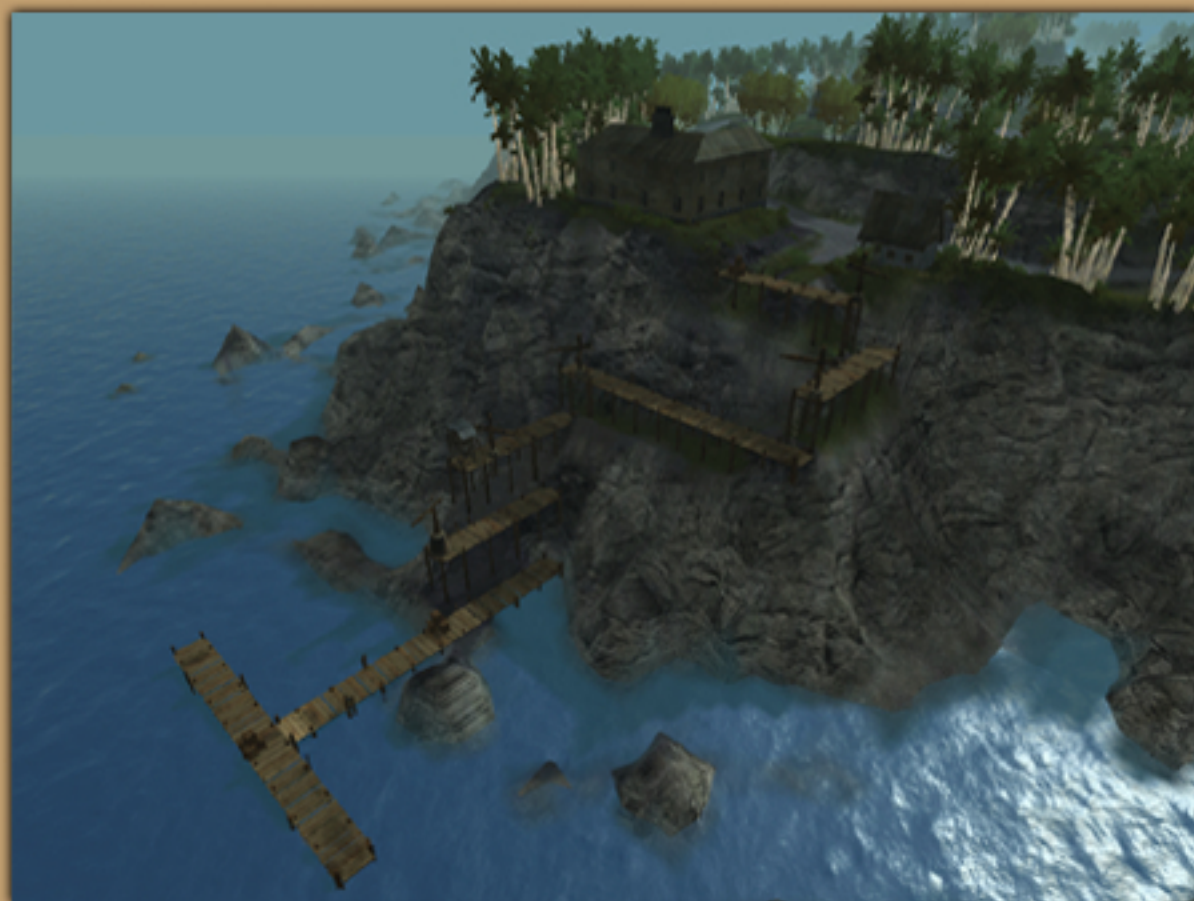
The pirates have descended upon the bustling economy of Pressgang Port. After scaring off the local populace, the opposing packs of plunderers found each other in the middle, and the battle started there. Fight amongst the sprawl of buildings, markets and bridges in this urban pirate romp.



~ Maps ~

Shipwreck Shoals

In a massive storm the undead galleon was cast hundreds of feet into the air and placed dangling on a cliff. From there the undead have begun to explore their new island only to find a Pegleg encampment through a giant cave. Explore the uncharted wilderness of this serene island but watch yer step, the cliffs and waterfalls can hold deadly traps a'waiting.



~ Game Modes ~

ZOMBIE MODE

In this game mode, one sole pirate on the server will be selected as the first zombie, and must slowly but surely turn all of his opposing human players by killing them. Every time a player is killed by the undead, he joins the undead.

- Zombie maps are not team based, as everyone starts on the Pegleg team and eventually winds up on the Zombie team
- The goal is to survive as a Pegleg for as long as possible
- All players start as Peglegs, except for one randomly selected player who is the first Zombie
- Anyone killed by the Zombie turns into a Zombie themselves
- Play continues until the last Pegleg is killed
- Players earn points for killing an enemy based on the number of enemies available
- The Pegleg players will not be able to hide successfully because their positions are randomly updated on the Zombie minimap/HUD every 7 seconds
- Zombies have a new melee weapon, the boarding axe, which is a one-hit kill... so dont get too close!
- We are working on a zombie player model that looks like a decaying Pegleg... who will be much harder to spot in a large crowd of enemies.

CAPTURE THE FLAG

This is a classic representation of the ultimate team struggle, capture the flag.

- Each team will have only one takeable flag that can be carried on your back
- Enemy flags can be taken by touching their flagpole
- Flag carriers are free to use their weapons and cutlasses
- Flag carriers can be tracked on the minimap / HUD
- You will carry a flag until you are killed or you return to your own pole for the score
- If killed when carrying the flag, it will be dropped on the ground until recovered or re-stolen
- Players earn points for stealing a flag, returning a flag, recovering their own stolen flags as well as assistance pts for helping other players do the same
- Players cannot return a flag for a score if their own flag has been stolen
- First team to cap a set # of flags will win the round

RUN YE COWARDS!

From all of us at the Battlefield Pirates 2 crew...

Happy Pillaging!

-www.BFPirates.com -



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