

— LUSTY — BUCCANEERS



The official guide v0.35

Patreon.com/LustyBuccaneers



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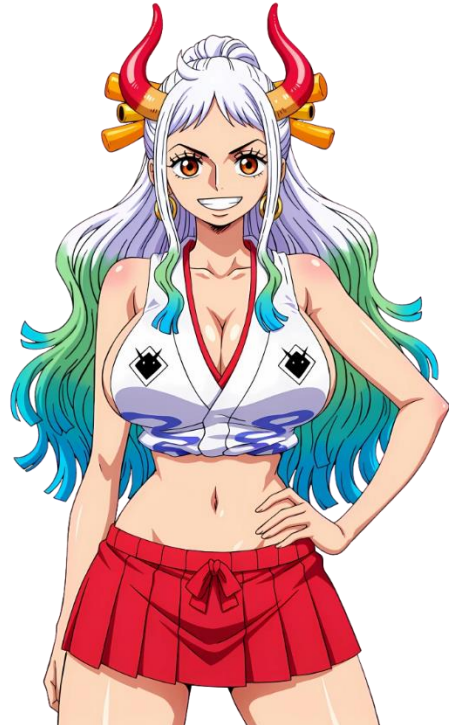
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Character List

Main girls



Nami



Yamato



Robin



Perona

Reclutable : Yes

How to get her

To recruit Perona, you simply need to progress through the Thriller Bark arc by entering the castle.

In the Thriller Bark Castle, the final area before you can recruit Perona, you'll face Ryuma Zombie. Once defeated, you'll gain access to Perona's room and be able to recruit her.

For more information about Thriller Bark, check [here](#).



Hancock

Reclutable : Yes

How to get her

To recruit Boa Hancock, you must find her, help her resolve the issue with her sister, and then pass all the trials she sets in her coliseum on Amazon Lily.

She is first found in the forest area on Thriller Bark Island. You can navigate the forest through trial and error, but the easiest way is to find the map in the doctor's room.

Once there, you must listen to her conversation with Cindry. Afterward, speak with Cindry to purchase the Eternal Pose to Amazon Lily, but at this point, you won't be allowed to enter yet. You'll then need to repair the library on your ship and return to the doctor's room for information, which will lead you to Drum Island. There, you'll acquire the Sakura Flower, which will allow you access to Amazon Lily. Afterward, you'll need to earn Hancock's respect by fighting her people, which will then enable you to recruit her.

For more information about Thriller Bark, check [here](#).

For more information about Amazon Lily, check [here](#).



Vivi

Reclutable: Yes

How to find her

To recruit Vivi, you simply need to progress through the Arabasta Arc and defeat Crocodile at the end of the story.

To find her and have her as a temporary companion, you must start the Bounty Hunter for Zala in Shells Town. After finding Zala and boarding her ship, you'll battle her, and if you win, you'll obtain an Eternal Pose to Cactus Island. There, you'll need to drink at the bar to trigger Vivi's event. Upon meeting her, she'll give you the Eternal Pose to Arabasta.

For more information about Cactus Island, check [here](#).



Uta

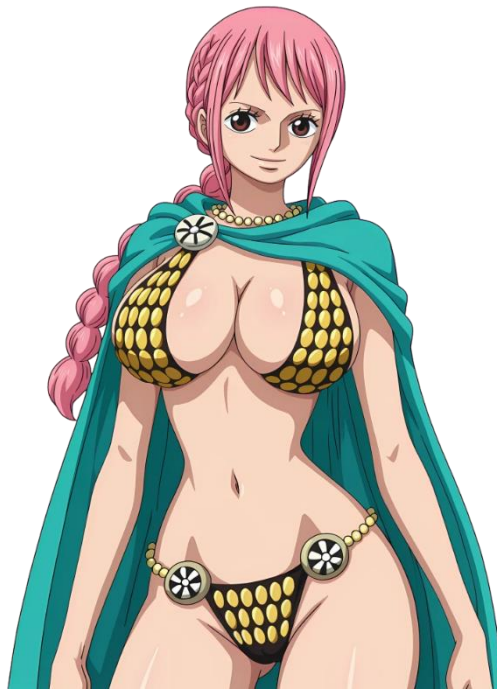
Reclutable: Yes

How to find her

To recruit Uta, you simply need to progress through the Elegia Arc and defeat the Jellyfish Pirates at the end of the story.

To start the Elegia Arc, recruit her and have her in your crew, you must start the Newspaper event in Shells Town, which is enabled after 10 ingame days.

For more information about the Elegia Arc, check [here](#).



Rebecca

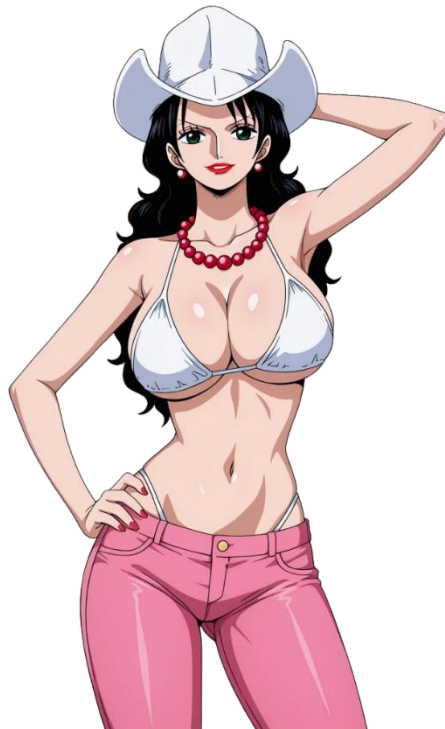
Reclutable: Not in the current version

How to find her

To recruit Rebecca, you simply need to progress through the Dressrosa Arc. In v0.33 she is not recruitable yet.

For more information about the Dressrosa Arc and Rebecca, check [here](#).

Side girls



Alvida

Reclutable : Not in the current version

How to find her

Currently, Alvida is not recruitable, but several interactions are already included. To find her, start her Bounty Hunter mission on Shells Town. After finding and defeating her, you'll be able to interact with her.

To learn more about her, read [here](#).



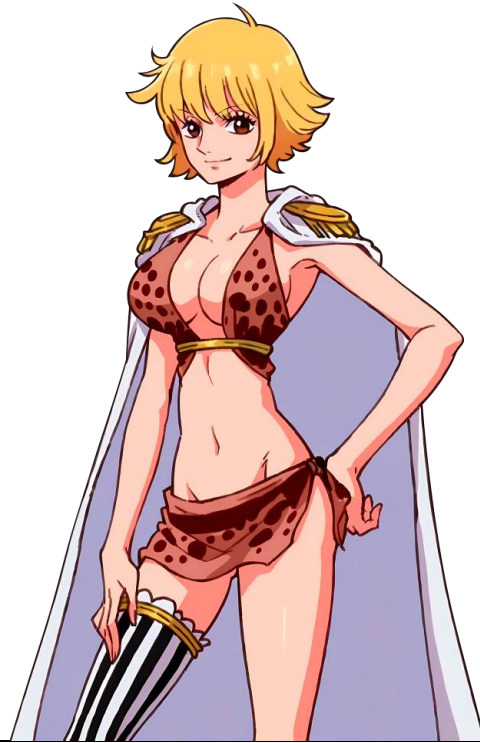
Cindry

Reclutable : Not in the current version

How to find her

At the moment, Victoria Cindry is not recruitable and only serves as a shopkeeper at her store on Thriller Bark. To find her, head to the forest area on Thriller Bark Island. You'll first encounter her there alongside Boa Hancock.

To learn more about her, read [here](#).



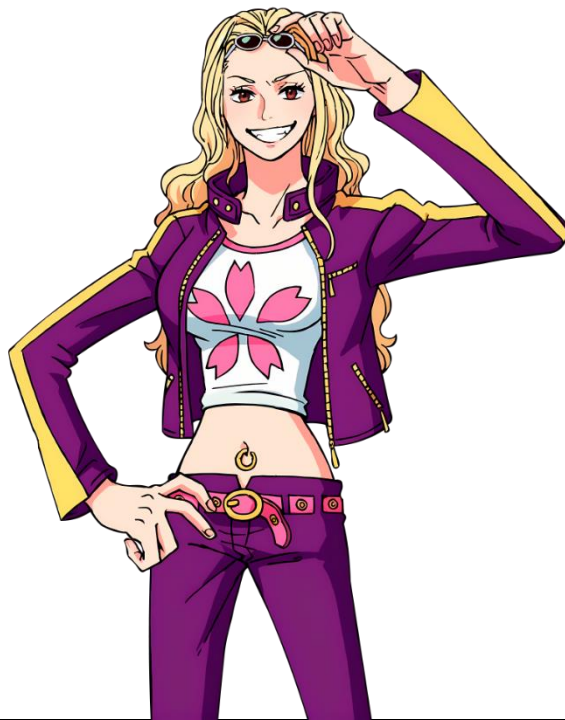
Marguerite

Reclutable : Not in the current version

How to find her

Marguerite is currently not recruitable. She only appears in the storyline during the Amazon Lily arc and will additionally face you in the coliseum. To meet her, you must reach Amazon Lily (requires Sakura Flower) and progress through the story.

For more information on how to obtain her, read [here](#).



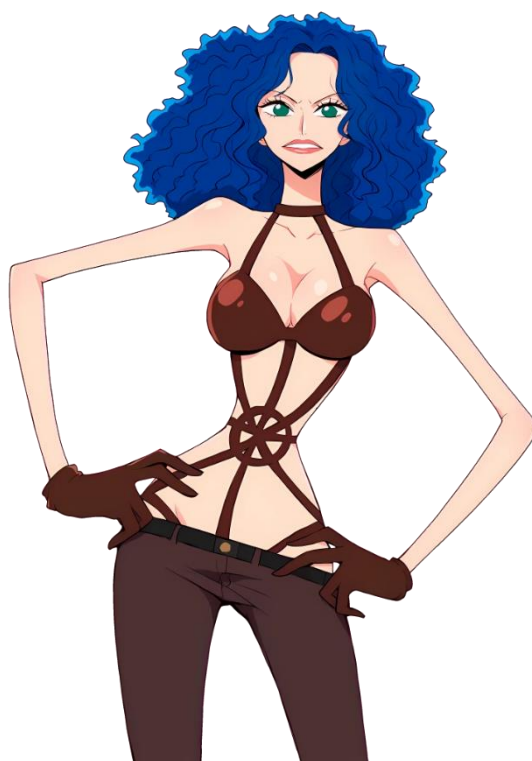
Kureha

Recrutable : Not in the current version

How to find her

Dr. Kureha is not recruitable at the moment. She only appears in the storyline during the Drum Island arc, and no interactions are currently available. To meet her, you must reach Drum Island and progress through the story in search of the Sakura Flower.

For more information on how to obtain her, read [here](#).



Zala

Recrutable : Not in the current version

How to find her

Zala is not recruitable at the moment. She only appears in the storyline during the event's of Cactus Island and the start of the Arabasta arc, and no interactions are currently available. You must reach her through the Bounty Board in Shells Town, where you take the job of capturing her.

For more information on how to find her, read [here](#).



Kalifa

Reclutable: No

How to find her

Kalifa is not recruitable at the moment. She only appears in the storyline during the event's of the Elegia Arc.

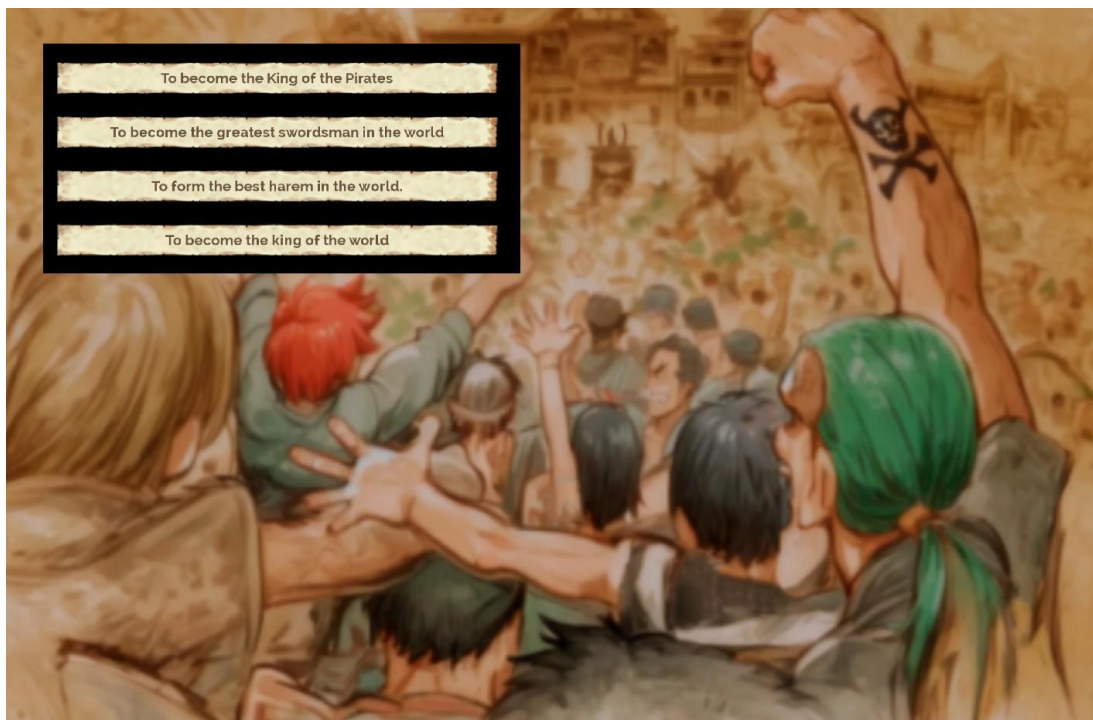
To start the Elegia Arc, you must start the Newspaper event in Shells Town, which is enabled after 10 ingame days.

For more information on how to find her, read [here](#).

Romance Dawn

The era of piracy has begun!

At the beginning of the story, we'll need to choose our aspiration from the four main options:



While in the current version (V0.33), this choice doesn't heavily impact the story, it will affect content in the future, unlocking new dialogues or special events. Currently, each option provides the following effects:

To become the King of the Pirates: +1 Strength, +1 Charisma

To become the greatest swordsman in the world: +2 Strength

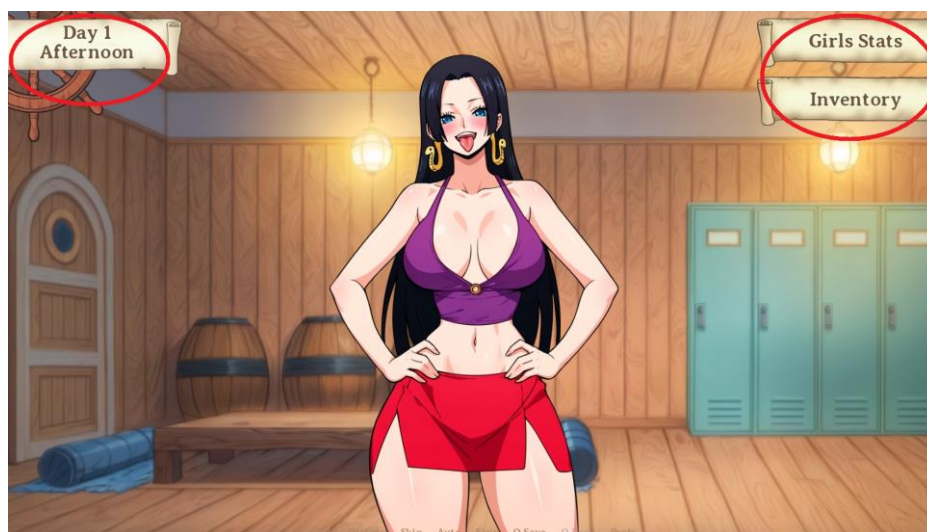
To form the best harem in the world: +2 Charisma

To become the King of the World: +1 Strength, +1 Luck

At this moment, the best choice would be the second option to save a bit of extra training.

Once chosen, we'll be introduced to our first crew.

General Menus



First, let's talk about the generic ingame menu. No matter where you are, in most rooms and maps, you'll always have the two rounded options shown in the upper image.

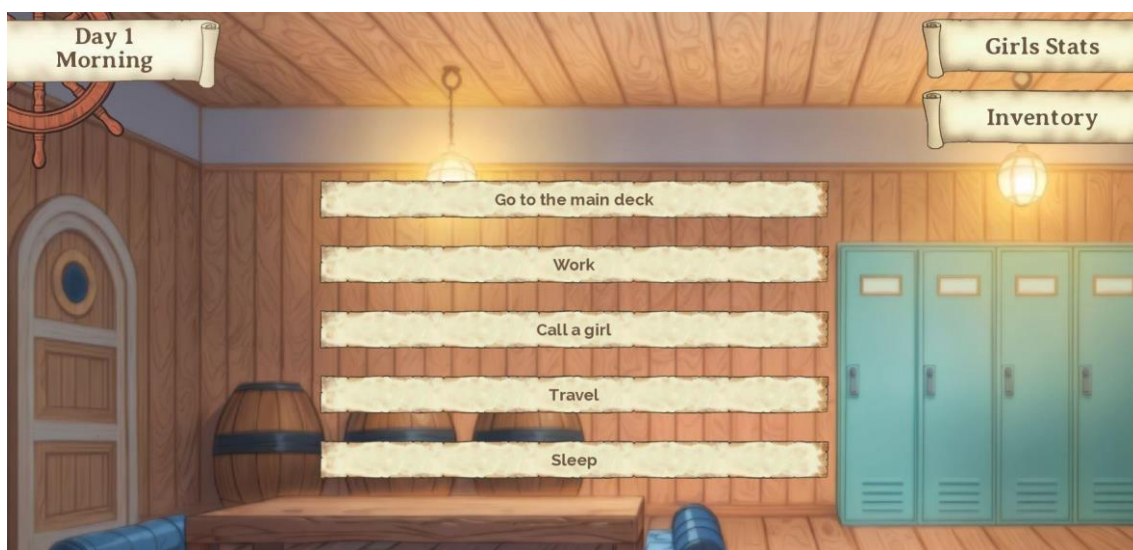
In the top left corner, you'll always see the current day and time of day. This will have more interactive features in the future, but for now, it's mainly informational and affects certain environments. Keep in mind that, depending on the time of day, certain events will be triggered—for instance, visiting the girls' room during the day differs from visiting at night.

On the other hand, we have the menu on the top right, where you can always first view the girls' stats and who is currently part of your crew. You can also access the inventory, where all basic crafting materials, money, food for healing, combat items, and other tools can be found. On the left side of this inventory, you'll also find the tools menu, with items like the fishing rod, shovel, and more.



Our Ship

Captain's cabin



This is the Captain's Cabin, one of the busiest areas in the game. Here, you can take several actions:

The first option lets you go to the main deck, opening up a variety of new options.

The second option, "work," allows your character to spend a moment of the day earning Berries through work.

The third option, "Call a Girl," enables you to summon crew members to interact with. After selecting one, you'll have four possible choices:

Chat to raise relationship or lust levels.

Perform "Lewd" actions, allowing the player to increase lust, make specific requests, engage in intimate interactions, or make other requests.

Give her gifts you've crafted or bought in towns or dismiss her to return to the previous menu.

Returning to the Captain's Cabin options, the fourth choice, "Travel," is crucial for navigating to different locations and progressing through the story.

It's worth mentioning that the ship initially starts in Shells Town's harbor. If you head to the main deck and disembark, you'll be able to visit the town. But, for instance, if the ship is in open water, the disembark option changes to allow [fishing](#) instead, so keep that in mind. Once we obtain different Eternal Poses, we'll be able to travel to new destinations using the travel option and disembark to visit these places through the disembark option on the ship.

If you're at sea, the RAID option will also appear here, allowing you to proceed with the sea [battle minigame](#) or to search for a ["Wanted" poster](#).

Finally, there's the "Sleep" option, which lets the player advance to the next day or recover SP if it has been spent during a fight.

Main deck



On the Main Deck, the player can:

Talk to a randomly selected crew member.

Visit the girls' quarters. It's essential to consider the time of day, as visiting at night will trigger a unique event with each character, whereas visiting during the day will provide various [interactions and events](#) starting from V0.14.

The "Get off the ship" option will be available if there is an island set as the previous destination in the Captain's Cabin. If you're at sea, you can fish instead.

The "Room" option takes you to the next section.

Rooms



The Kitchen: Cook with the girls to quickly build relationships or heal by eating food, restoring 50 HP after a tough battle.

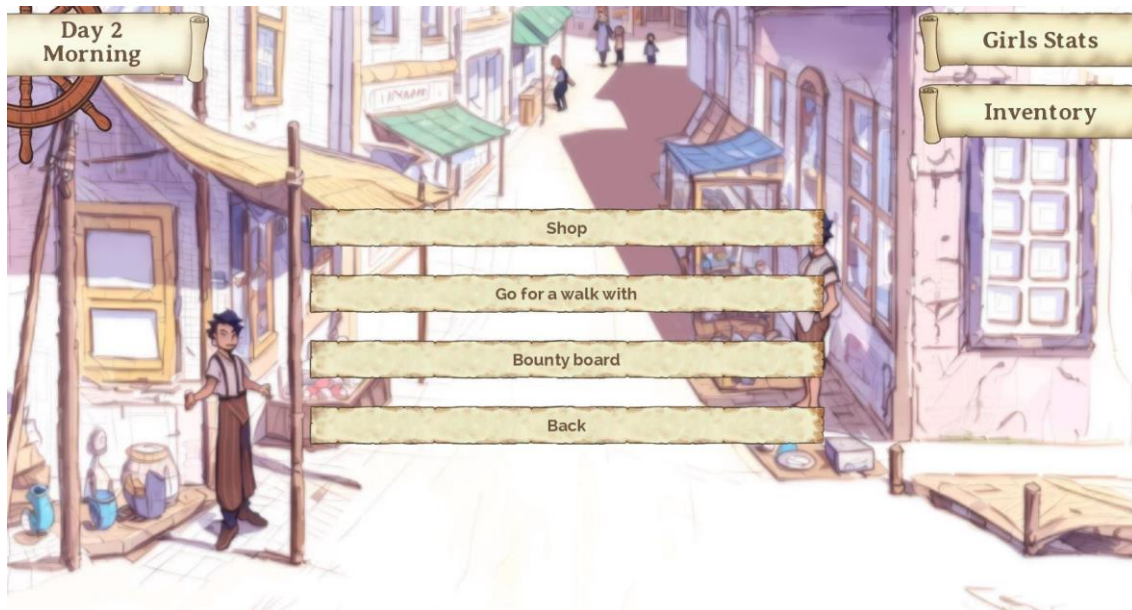
The Workshop: Craft various gifts, quest items, and materials needed to progress the story, like books for the library. You can also repair the ship if it has been damaged after a sea battle.

The Training Room: Use this area to train and become stronger once it has been repaired (requires 8 wood, 4 iron, and 200 berries).

The Library: Available only if you've progressed far enough in the story to reach Boa Hancock's plotline; you'll need to rebuild the library to unlock the next storyline stages.



Shells Town



Shells Town is the starting city where the adventure begins. Beyond the storyline content that will be covered in each section later on, the city mainly offers the following options:

The Shop: Buy and sell all kinds of items, including materials, weapons, gifts, Eternal Poses and tools.

Go for a Walk: Spend time with the girls during the day to increase relationships.

The [Bounty Board](#): View all wanted missions to earn money and access various special events. It also includes a special section for the most feared pirates across all seas—the Patreon Tier 5 supporters (thank you so much for your support!).



Tools



Tools are key items that are used to progress through certain events or to complete specific jobs/tasks that will allow you to earn money quickly or advance the story.

Currently, only the shovel and the fishing rod are available. Both cost 300 berries each and are sold in the shop in Shells Town.

With the fishing rod, you'll be able to fish on the open sea or in cities like Nanohana Port in Arabasta, allowing players to earn funds after completing the minigame unlocked by this tool. To learn more about this minigame, click [here](#).

On the other hand, the shovel allows you to dig graves to earn money, and is also used to complete certain side quests like Toto's dream in Arabasta.

To learn more about the grave-digging minigame, click [here](#).

Main Story

Thriller Bark



To reach this island, the first thing you'll need is to collect a total of 200 Berries to buy a Eternal Pose in Shells Town. You can earn this any way you like, but the easiest way is by spamming the "work" option in the captain's cabin. I recommend using this opportunity to save additional funds, aiming for about 300 Berries if possible—I'll explain why shortly. Additional funds can be useful to repair the Training Room and get in some training sessions, which will help you advance quickly and without too much trouble in battles.

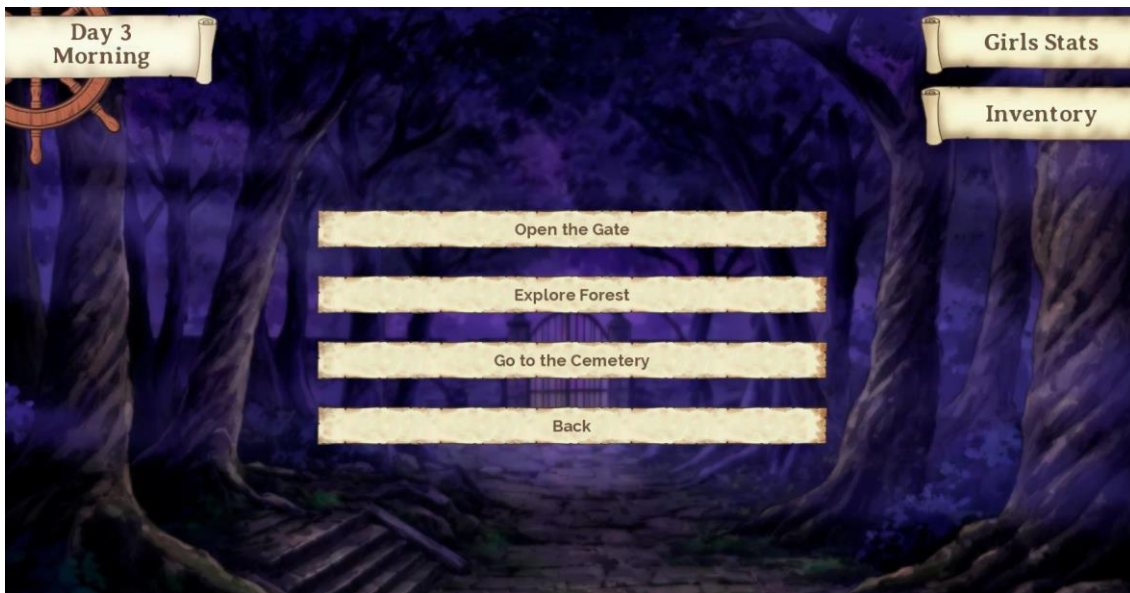
Once you've got enough money, head to Shells Town, go to the shop, and in the tools section, look for the Eternal Pose to Thriller Bark. Along with the Eternal Pose, it's wise to stock up on plenty of food, especially if you haven't trained much, as you'll face several battles ahead, and food will be crucial.

After you've finished shopping, head to the Captain's Cabin and select the Travel option. If you have the Eternal Pose, Thriller Bark should now be available as a destination.

Once the journey has started, go to the main deck and disembark.

When you arrive at Thriller Bark, after some introductory dialogues with our beautiful Buccaneers, you'll need to face Cerberus. It's a straightforward fight; if you've trained, you shouldn't have any issues. If not, having 2 or 3 food items in your inventory should be enough to get through it easily. Try to save your SP for later.

If you continue along the path, you'll reach the forest, where the path will split.



CEMETERY

If you bought the shovel in Shells Town (Shop > Tools), you can come here to raid graves. Grave robbing is an easy way to earn money and other resources. It consumes time but is usually a pretty practical method. The only risk is running into Zombie enemies while digging, though their difficulty level is low, so they should be easy to defeat.

EXPLORING THE FOREST

The forest is a transitional map in our adventure. Here, you'll encounter a mini-game where choosing the wrong direction will send you back to the start, losing all progress made. It's easy to get lost, so it's recommended to find the map first (or follow the path detailed below). This path leads to Boa Hancock's arc, so ideally, it's best to wait and cross it later. However, if you'd like to proceed now, the solution to the puzzle is:

Up (↑), left (←), right (→), right (→), left (←).

To continue this event continue below in "FOREST EXPLORATION".

OPEN THE GATE

Here, continue straight ahead, and after some dialogue, you'll reach the castle.

THRILLER BARK CASTLE

Follow the path straightforwardly—there's no way to get lost—until you reach the battle with Ryuma Zombie:



This is possibly the first challenging enemy in the story. If you haven't trained, bring plenty of food, at least 20 portions. That's why I recommend saving up and bringing provisions, just as I mentioned at the beginning of the guide. You'll notice that Ryuma generally hits less than what you can recover by healing, so if your health bar is close to running out, heal repeatedly to return to a safe level, then resume attacking. Repeat the process until you defeat him. It's highly recommended to have trained a few strength levels, ideally for 2 or 3 days. This is the perfect time to use skills to gain an edge in combat. Once defeated, you can move forward **and meet Perona, who can be recruited to the crew if you wish.**

Once you have your new Buccaneer, there will be no choice but to backtrack to exit the castle. Head back to the room with the armor ornament on the right side of the screen, where a new option/room will be available. In this new room, filled with photos of Victoria Cindry from her acting days, you'll find the Thriller Bark Forest Map with the solution to cross it.



Backtrack two more times until you reach the crossroads, and this time, take the forest path.

FOREST EXPLORATION

If you're following this guide and haven't previously visited the forest, the girls will talk about the situation and remind you of the map found in the castle. Here, a mini-game is introduced where if you choose the wrong direction, you'll be sent back to the beginning, losing all progress. Follow the instructions exactly, and you'll pass it with ease:

Up (↑), left (←), right (→), right (→), left (←).

Once you cross this gloomy forest, you'll reach a camp where you'll meet Boa Hancock and Victoria Cindry. After several dialogues, the option to repair the ship's library will become available, along with access to Cindry's shop. In her shop, you can purchase the Eternal Pose to Amazon Lily (300 berries), which will be helpful later. This concludes the current content in Thriller Bark V0.18.

Drum Island



Once the encounter with Boa Hancock concludes, your mission is now to seek the Sakura Flower, a medicine that may help you earn the trust of your pirate empress.

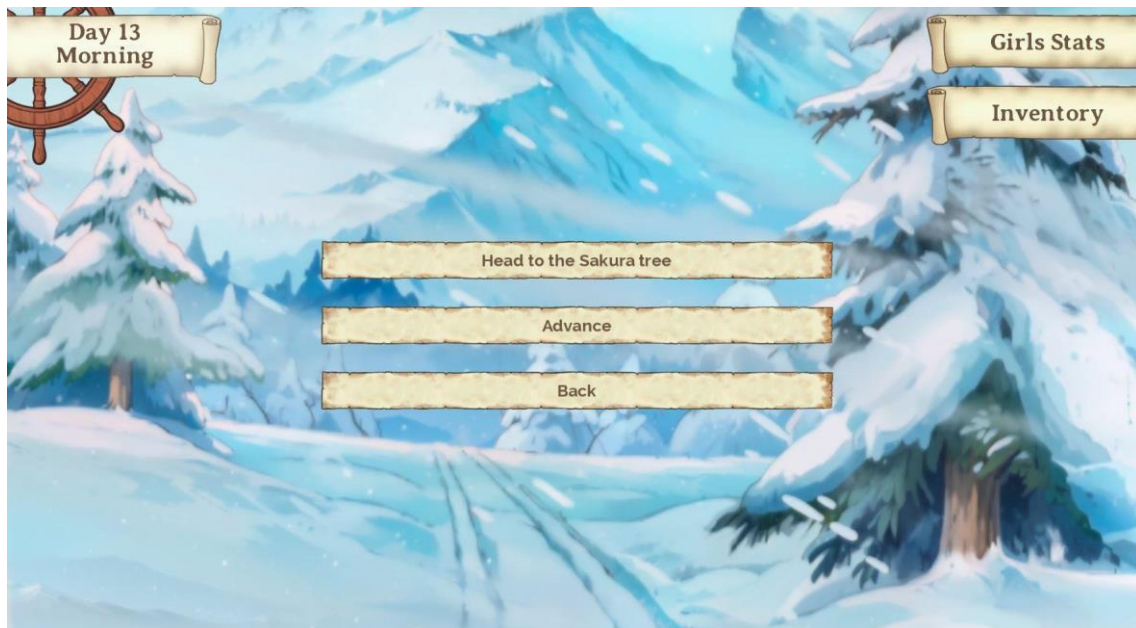
After the events in Thriller Bark's forest, repairing the ship's library is now available. Go to the Main Deck, then to rooms, and upon entering the library, you'll need to repair it (requires: 12 wood, 5 books, and 200 berries). Once repaired, Robin will indicate that to find more information about the medicine, you need to revisit the doctor's room in Thriller Bark (where the forest map was found).

Upon reaching this room, you'll obtain a new Eternal Pose, this time with a destination of Drum Island. Before heading there, remember to buy food and train a bit to be prepared.

Once ready to depart, head to Drum Island and disembark.

Once you arrive here, the story is fairly linear in this V0.18.

First, speak with a village resident who will guide you along the mountain path to the snowy castle at the summit. Inside the castle, you'll encounter Dr. Kureha. After speaking with her, a new path will open up in the mountain (see image). Head back a couple of times until you're halfway down the mountain, where a new option will take you to the Sakura Tree area.



Before obtaining the medicinal sample, you'll need to face a Lapahn that guards the tree. Given the game's current level, if you've trained a bit, it shouldn't be too challenging. But stay alert, as it hits hard and has quite a bit of health!

With the flower in hand, this concludes the Drum arc in V0.24, and you'll now be able to enter Amazon Lily freely.

Amazon Lily



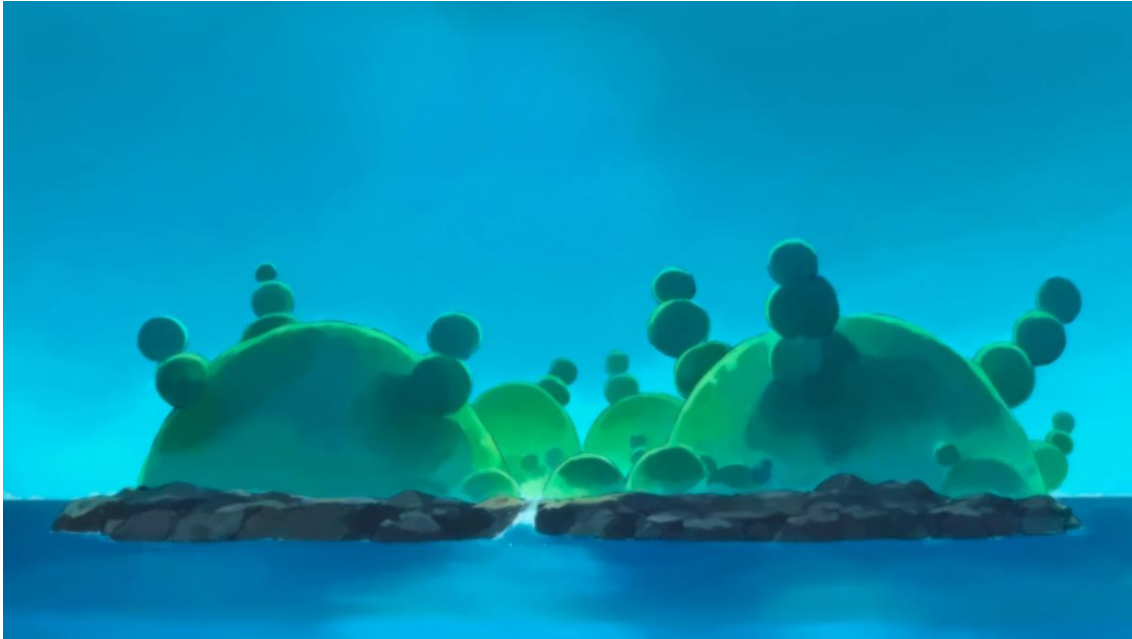
Since meeting Boa Hancock in the forests of Thriller Bark, you've now got the option to buy the Eternal Pose from Victoria Cindry to reach this island.

If you came here directly without going through the Drum Island content, the Amazons won't let you pass, so it's essential to complete the entire Drum main story. With the Sakura Flower in hand, you'll be allowed entry.

After the storyline events, Boa Hancock will set you free and let you roam the island.

In version 0.18, the only content currently available is interacting with Boa Hancock to recruit her into your crew. It's advised to bring plenty of food and have done some training since you'll need to win three battles. The first two are straightforward, but the third, against one of the Gorgon sisters, may be challenging if you're unprepared. She has two stages, so don't get overconfident! Once victorious, you'll earn Boa Hancock's favor and have the chance to add her to your crew. This is the extent of the content in version 0.24.

Cactus Island



This is the starting island for the Arabasta arc. Here, you will meet Princess Vivi and begin her story, leading to the journey to Arabasta.

To reach this island, the only available method at the moment is through the Bounty Board in Shells Town, where you take the job of capturing Zala (the blue-haired girl in the image).



Once you locate her ship at sea, remember not to sink it, weaken it sufficiently and board it to face Zala. If you have doubts about the naval battle minigame, refer to the relevant section in the guide [here](#).

After defeating Zala, you won't be able to interact with her much as Nami interrupts. However, you'll acquire an Eternal Pose that Zala possessed: the Eternal Pose to Cactus Island.

When you arrive at the island, you will engage in some dialogues with your lovely buccaneers and spend time enjoying yourselves at the bar. After a few drinks, you'll leave the bar at dusk and encounter a peculiar duck named Karoo, who will guide you to a location where it seems a clash occurred between Igaram and the Baroque Works members.



Igaram will ask you to follow Karoo to the group's hideout to rescue a captive princess, who you later discover is **Princess Vivi of Alabasta**.



At the hideout, you'll find Vivi tied up and face Mr. 5, a member of Baroque Works. The battle shouldn't be too challenging if you've trained properly. Ensure you are well-equipped with enough food to heal yourself if needed and sufficient SP to use special attacks to speed up the fight.

After freeing Vivi, she will explain the situation and give you the **Eternal Pose to the Kingdom of Arabasta**, where your adventure continues.

Arabasta



Arabasta is the desert kingdom where Vivi, one of the possible recruitable characters, is the princess.

You'll land in the port city of Nanohana, where after some story events, you'll need to buy the map (400 berries) and it's also recommended to bring provisions. Having 10 water and 10 food (750 berries) will be enough for now.

Once you have the map, a new option will appear in the city, allowing you to travel across the desert kingdom. (Different locations will unlock gradually on the map.)

Your first destination: Erumalu!



On the way to Erumalu, you'll face a Ku Fu Dugong, an enemy that shouldn't give you much trouble.

After winning the battle, you'll see some story scenes about the city, and can then continue your journey to Yuba.

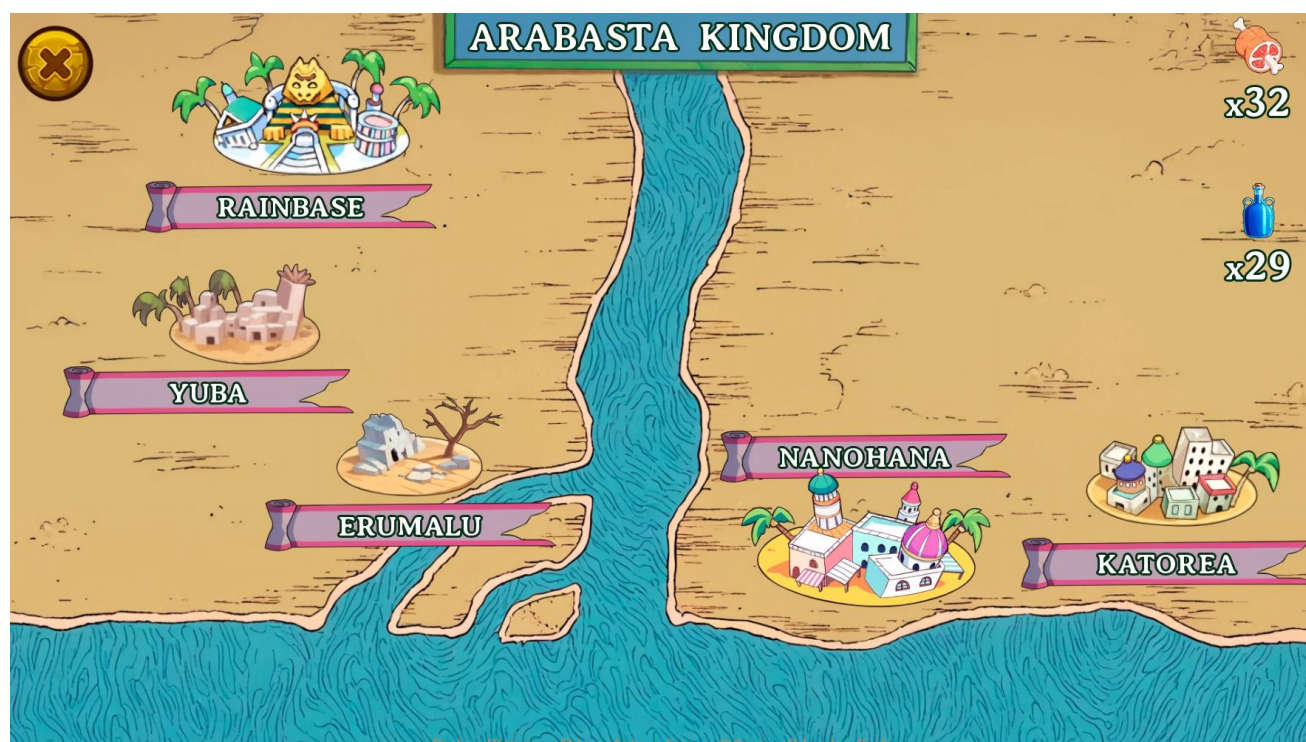
As you cross the desert again, you'll encounter another enemy, a Sandora Dragon, a huge desert lizard. Despite its fearsome appearance, it shouldn't be too tough, but it will be stronger than the previous one. Having some food in reserve should keep you safe.

Upon arriving in Yuba, you'll meet an old acquaintance of Vivi, Toto, whom you can help by progressing his side mission if you have the shovel.

To learn more about this side mission, click [HERE](#).

After the events in Yuba, the story can branch into two paths: go to Katorea to seek the help of the revolutionary army, or head straight to Rainbase to face Crocodile.

If you want to experience both paths, this is a good time to save your game before choosing.



While both options lead to the same outcome, there are several maps and even exclusive characters in each route, and you can view both if you want to. What will change, however, is the amount of dialogue during the final battle depending on the path you chose.

First option: Katorea — The goal here is to gain the support of the revolutionary army and Koza, which will help you in the final battle by removing Mr.2 and Mr.1 from the fight entirely.

In this path, before going to Alubarna, you'll briefly explore Katorea, encounter Mr.2 disguised as the king and fight him, and receive Koza's help as he takes care of Crocodile's subordinates before the final duel.

If you went to Katorea first, you'll then be required to go to Rainbase and complete all its content, but remember that there will be fewer enemies in the final battle, thanks to Koza's intervention.

Second option: Rainbase — In this path, you choose not to rely on the revolutionary army and instead face Crocodile on your own, making the final fight harder. You'll have to first defeat Mr.2, then Mr.1, and finally Crocodile.

Before going to Alubarna, you'll explore Crocodile's casino, fight one of his pets, a Bananawani, and meet Pell, one of Arabasta's royal guardians.

At the end of the day, the main character will rest before the final battle, and if you chose the second option, you'll unlock Vivi's first Lewd event as a reward.

If you first went to Rainbase, you'll still be able to head to Katorea and do all the rebel army content, but this will affect how many battles you face in the final confrontation.



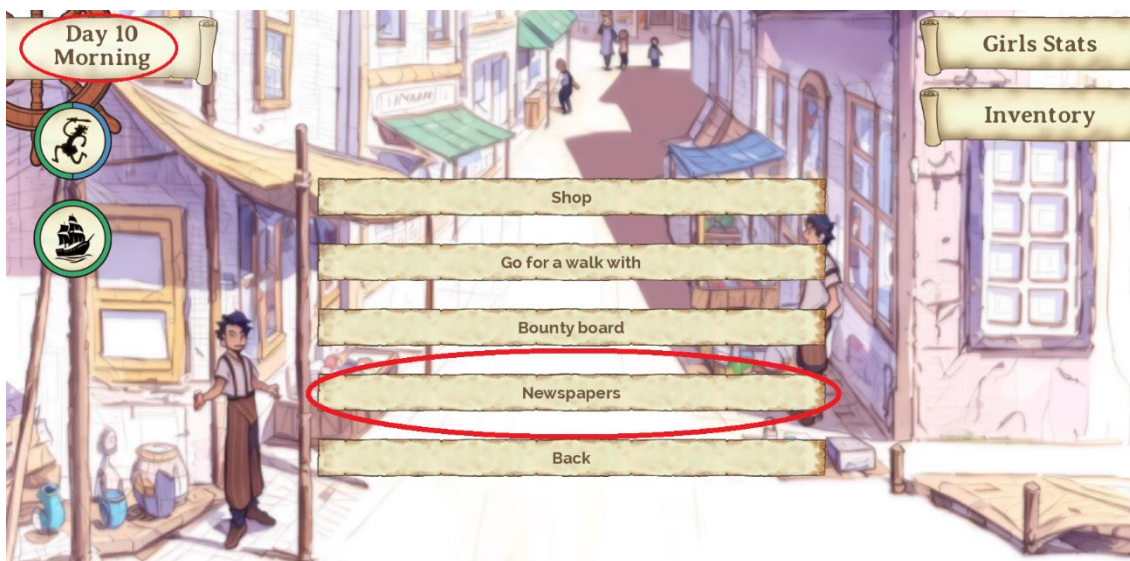
Elegia



Elegia is known as the island of music, where it will be possible to meet Uta, one of the main recruitable girls in the game, as well as many other important secondary characters who will appear throughout the story, such as Koby or Kalifa.

To reach this island, the first requirement is to have reached day 10 ingame, so that a new option and event in Shells Town will be unlocked, the Newspapers event.

You will need to have gathered 100 Berries to buy the newspaper and start the event.



Once the girls give you a general introduction to the island, don't forget to buy the Eternal Pose at the shop in the same store so you can set sail for Elegia. You'll need 300 Berries for the item, and it's not a bad time to buy meat or potions while you're at it. Also, It's advisable to have trained a bit beforehand to go to Elegia.

Once you arrive on the island, the story will be linear until the kidnapping of Uta occurs. Once this is overcome, you will need to leave the auditorium and talk to the island's director and king, Gordon.

After talking to the director, we'll retrace our steps back to the city center, but not without first running into Kaginote, one of the members of the Jellyfish Pirates.

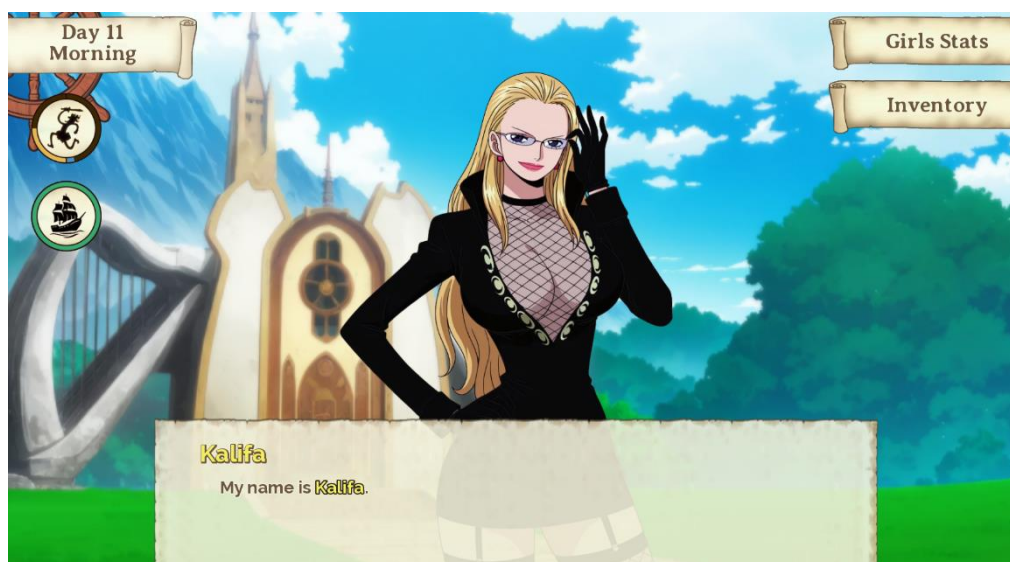
Without training, it's possible to beat him, but it will be difficult. In this fight, use up all the SP you want, and if you end up injured don't heal, as we'll soon receive a general heal for both stats.

After defeating him, the enemy will escape, so you'll have to keep moving back until you reach the fountain in the city center, where we'll run into a familiar face, Captain Koby, to whom we'll explain the general situation of the kidnapping.

After meeting him, we must return to the previous path, where a new option will now appear — a detour into the nearby forest.

The forest is a maze just like in Thriller Bark, only simpler, and if you get it wrong several times the girls will tell you the correct way. The solution to cross it is to go straight, then left, and finally right.

After crossing it, we'll meet Kalifa who will tell us she works with Koby, heal us and give us some potions as a gift, which will come in handy later on.



Once in the church, it will be revealed that it was all a show orchestrated by the pirates and Uta, but given the complex situation of the former, they now decide to truly kidnap her.

If we follow the pirates, we'll face Kagine once more, but this time he'll already be injured from the previous battle. This fight should be easy. The best strategy is to save SP and try to finish the fight as healed as possible.

On the way we'll find an interesting event with Robin, but it will be developed in versions after v0.28 — this side event still has no content.

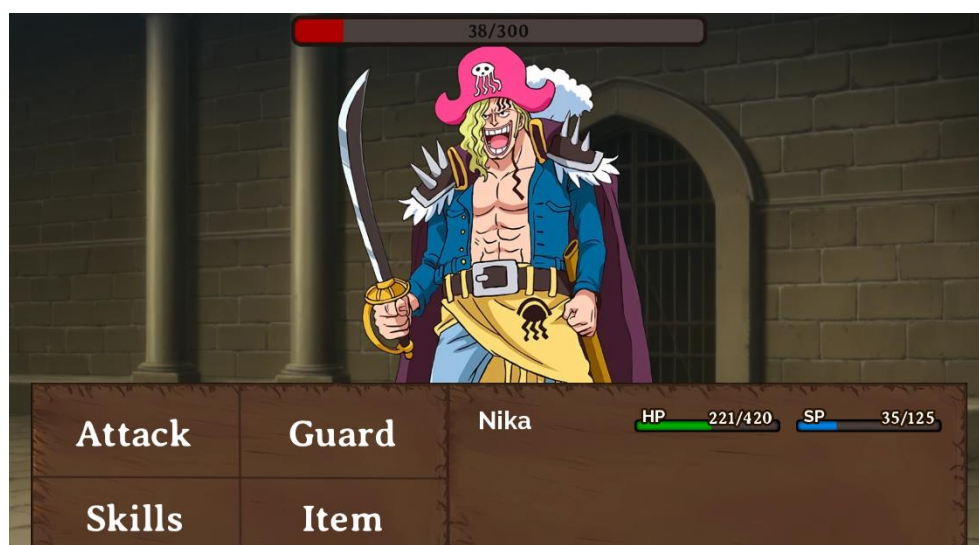


Continuing on, we'll reach a large room where we'll have to face the last two members of the Jellyfish Pirates, Hanagasa and Eboshi.

These will be tough fights, especially if you're in the early stages of the game. It's recommended that you train a bit and have food in addition to the potions Kalifa gives you.

Once both are defeated, the story will progress and you'll be able to recruit Uta.

If you want to increase your relationship with Uta, choose the first option in her conversation with Kalifa (+2 love)



Dressrosa



Dressrosa is an island in the New World known as the land of passion and love, a place where we will meet Rebecca, one of the main characters who can be recruited, along with many other important supporting characters in the story and strong enemies we will have to defeat.

To be able to reach this island, the player must first reach 15 in-game days, which will unlock a new edition of the News Coo in Shells Town, the 2nd edition.

You will need to have gathered 100 Berries to buy the newspaper and start the event.



After watching the NewsCoo Special Edition 2 event, you will need to buy the Eternal Pose of Dressrosa in the city shop, which means you'll need another 400 Berries.

Upon arriving at the island, we'll start to see a bit of the overall story plot and the background of this arc, until we finally gain access to the Corrida Colosseum.



The content in the coliseum is quite linear at first. You'll have to face several enemies and win in order to keep advancing in the tournament. During the intermission rounds, the player will be able to talk with Rebecca, Ricky, and other characters, gradually learning all the lore and history of Dressrosa, as well as increasing their relationship with our beautiful Gladiator.

This is where the content of version 0.35 ends here for now.

Side Quest

Bounty Board



In the city of Shells Town, you can access the game's first Bounty Board. For now, the only "wanted" poster is for the pirate Alvida and Zala, but later, this board will offer a variety of missions and events. Once you click on the wanted poster, the girls will explain how this content works. If you manage to find and defeat her, you'll not only earn loot but also unlock several Lewd options with this pirate!

Basically, you'll need to return to the ship, go to the open sea, and in the captain's cabin, the RAID option will appear.

Here, you'll need to search until you locate Alvida's ship, which will only appear if you've accepted the mission.

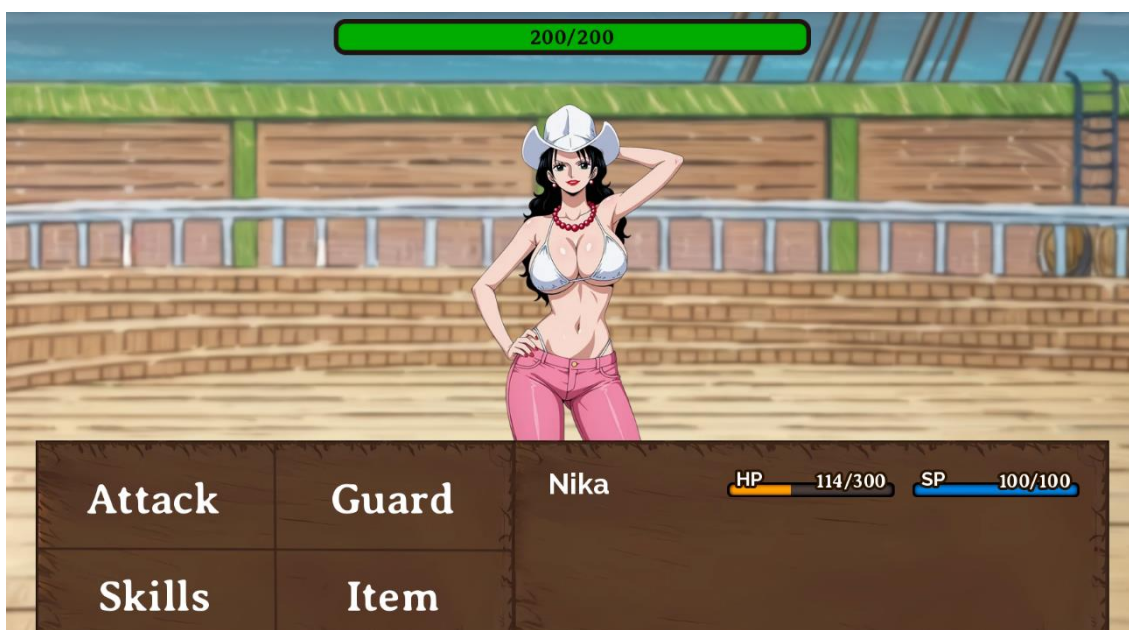


Note: If there aren't any ships in view during a RAID, or if Alvida's ship (or any other) isn't visible, wait a while and try again by spending some time, such as working or going to sleep.

You should be prepared and have cannonballs to defeat her ship, it isn't too difficult, but if you're already damaged, it's best to have some wood available too.

Once you find Alvida's ship, engage it (see the mini-game section [here](#) for details), but be careful not to sink it! If you sink the ship, you'll only get a small portion of the loot, but if you board it instead, you'll get to face the Captain!

After defeating her, you'll not only claim the mission's reward and the full loot from the ship but also unlock new interactions with her!



Yuba's bar: Old's man dream (Toto's bar)

To start this side quest, you must first meet certain requirements.

Once Crocodile is defeated during the Arabasta Arc, you'll unlock the possibility to purchase Nami's desert dancer outfit in Nanohana for 500 berries. This is a good time to also buy everything else mentioned below, to avoid having to travel back and forth on the map.

With this outfit in hand, head to Yuba and help Toto dig, if you haven't done so already. After digging three times, water will start flowing again, and you'll be able to begin building the bar.

If you visit his house, Toto will then ask for the following materials to rebuild the bar and take the first step toward fulfilling his dream 20 wood, 10 beer and 200 berries



Once the bar is rebuilt, and with Nami's outfit already acquired, you'll be able to have your Buccaneer perform dances for the audience, which will earn you money and later unlock new events.

In version 0.35, only the sensual and the erotic dances are available for now.

Silvers Rayleigh Quest Lines - Haki

Starting on day 15 in-game, a new bar will open in Shells Town, where a strange old man awaits us, enjoying his years of retirement.



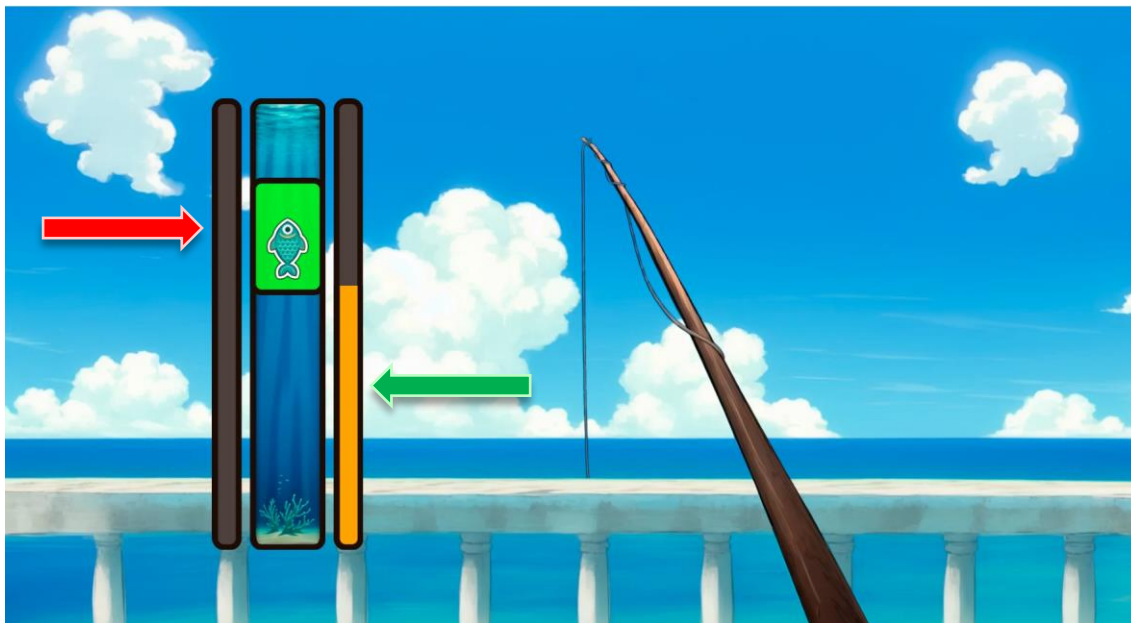
In this bar we'll meet Silver Rayleigh, a former pirate who seems to have a strange power. We'll need to visit him several times to earn his trust and get him to take us on as his apprentice.

In the future we'll have plenty of content with this character, and he'll allow us to meet a large number of important women in the game's world.

This is where the content of version 0.35 ends here for now.

MINIGAMES

Fishing



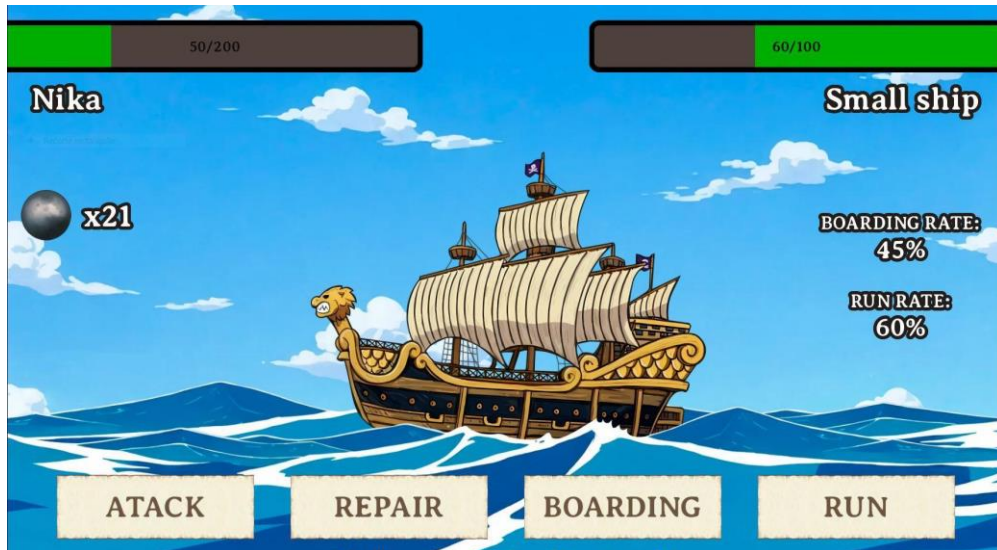
To fish correctly, the player needs to keep the green bar over the fish for as long as possible until it is caught. When the orange bar marked with the green arrow fills up, the game will end, and you'll receive your reward.

It is not necessary to click repeatedly, the key is to click intermittently so that the green bar stays on top of the fish. As seen in the image, this is indicated by the red arrow.

If the fish rises, click intermittently, if it falls, stop clicking.

The key is to click in short intervals while the fish is rising and stop clicking while the fish is descending. If the falling speed is too fast, balance it with a single click.

Fights on the High Seas



Sea battles will only be available if the player is in open waters and manages to spot a ship from the captain's cabin using the RAID option.

Note: If there are no ships in view when attempting a RAID, pass some time in-game (e.g., by working or sleeping) and try again. Repeat until one appears.

Once you find a ship, the combat begins!

If you manage to sink it, you'll recover a small portion of the loot, but if you board it, you'll gain a larger reward. Additional options will unlock later on.

If it's Alvida's ship or another mission ship, boarding it will unlock other available events.

The screen menu consists of:

Hull health bars for both your ship (top left) and the enemy ship (top right).

The amount of available ammunition (middle left).

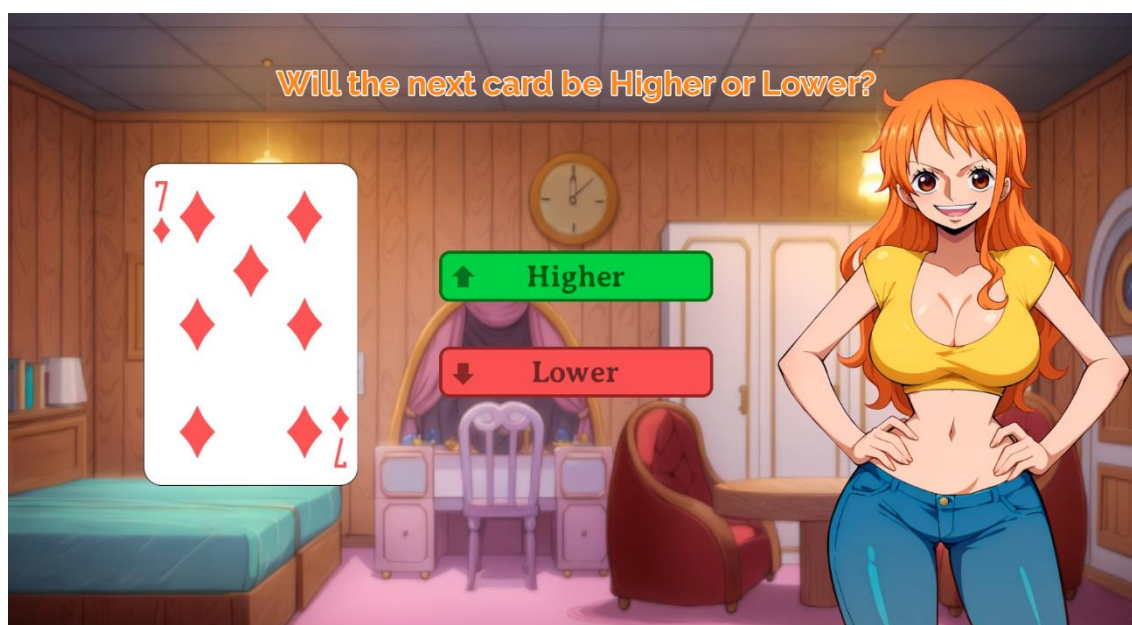
Options for boarding and escaping. The chance of a successful boarding attempt increases with damage to the enemy's hull. In version 0.14, the escape chance is fixed, but factors affecting it will be added later.

The options at the bottom of the screen include:

- Attack - Allows you to fire at the enemy. If you run out of ammunition, your only choice will be to flee.
- Repair - Allows you to repair your ship by using 1 wood, restoring health or hull status.
- Boarding - Allows you to board the enemy ship for more loot or other events, depending on the case. The boarding % will determine if the attempt is successful. If unsuccessful, you can try again or further damage the enemy hull to increase the chance.
- Run - Allows you to flee from the battle.

Card Game

In order to play the minigames in this section, it is necessary to visit the girls' room during the day and knock on the door to enter.



Note: This event will only be available during the day or evening, in the girls' rooms on the ship.

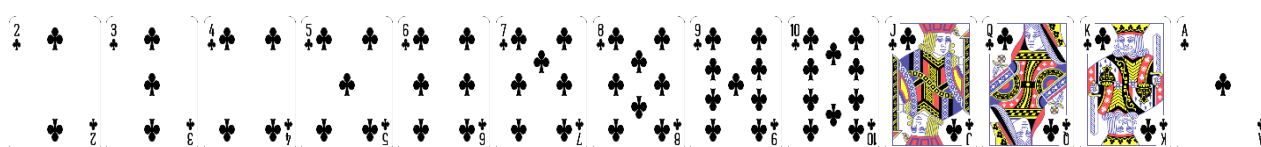
The card game is simple, Nami will draw a card to start the game, and if the player can guess if the next card will be higher or lower than the first, the player win.

If the player was wrong, Nami win, and the Player will have to pay her 30 berries.

Make sure to always have money available, or you'll end up making Nami angry!

In the game, the cards are poker cards, so besides the number cards from 2 to 10, we also have J, Q, K, and Ace. In poker, the Ace is the highest card, so the order goes like this:

$2 < 3 < 4 < 5 < 6 < 7 < 8 < 9 < 10 < J < Q < K < \text{Ace}.$



Memory Game

In order to play the minigames in this section, it is necessary to visit the girls' room during the day and knock on the door to enter.



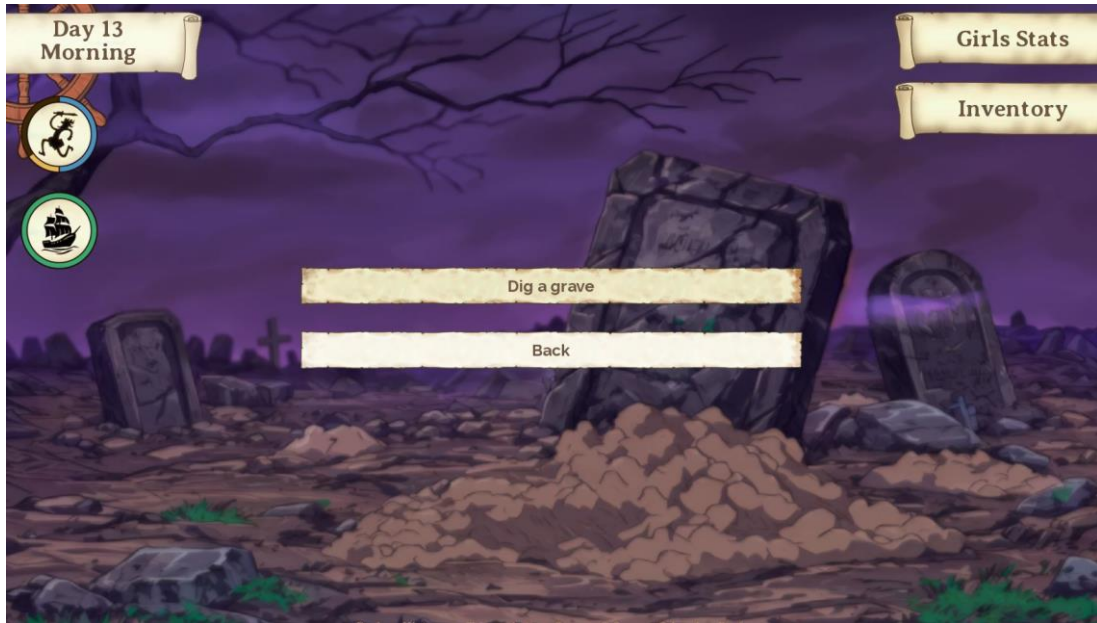
Note: This event will only be available during the day or evening, in the girls' rooms on the ship.

Robin's memory game is simple: the player must select one of the cards and flip it over, then select another and flip it over. If both cards match, the pair is removed and discarded from the game. However, if they don't match, the cards are flipped back, and the game continues. If the player manages to eliminate all pairs before the time bar on the left side reaches 0, the player wins.

If time bar on the left side reaches 0, Robin win, and the Player will have to pay her 30 berries.

Make sure to always have money available, or you'll end up making Robin angry!

Dig a Grave



The grave-digging job is currently only available in Thriller Bark.

To dig, you'll need to purchase the shovel in Shells Town.

Once you start digging, you can find treasures and earn gold or even berries, but there's also a chance you'll unearth a zombie, which will attack you. They're easy enemies, so you shouldn't have trouble dealing with them.

That's all the available content up to version 0.32.

Training with Yamato



To be able to train with Yamato, the player must have fixed up this room on the ship first.

Once the ship's gym is set up, the player can spend time with Yamato, increase their relationship, train strength, and later obtain lewd content with our beautiful buccaneer.

The game is quite simple: the player must make a lot of left clicks on PC, or tap repeatedly on a phone screen, to keep the stamina bar on the left filled, while Yamato's stamina bar at the top center of the screen slowly decreases over time.

The more strength the player has, the easier it will be to win the minigame. If it's too difficult to beat, it might be better to train alone first.

In the future, more complicated duels will be added, giving us juicy rewards if we manage to win.

That's all the available content up to version 0.35.