



The Official PotBS Newsletter

Legacy (*ˈlegəsē*), *noun*; the long-lasting impact of particular events, actions, etc. that took place in the past.

15 Years before the Mast, sailing upon the Burning Sea

On Sunday, January 22, *Pirates of the Burning Sea* celebrated its **15th Anniversary!** That is a hallmark that very few games achieve, and in reaching it, our beloved game has joined a very exclusive club.

It wasn't easy reaching this point. Over the years, PotBS faced terrible storms in its early years at Flying Lab and with Sony, followed by a long, calm period with Portalus. But now, with Vision, the Burning Sea is seeing a resurgence of interest and energy. The coming years hold the promise of even more excitement for the Players of this amazing game!

To celebrate the **15th Anniversary**, a number of exciting Events will be held in game over the course of the entire week.

These Events include:

- 20% off "**Foundations**" BSN Sale, running from **January 23-31**
- "**Hunt for Pirate Gold**" PvP Event, running from **January 23-25**
- "**Tavern Fireside Chat**" Public Streaming Interview on **January 24**
- "**Shipwrecked**" Hide-and-Seek, running from **January 23-25**
- "**Freedom Run**" PvP Loot Event, running from **January 23-25**
- "**Lore Master**" Trivia Contests, running from **January 26-27**
- "**Haberdashery**" Costume Contests, running from **January 26-27**

More detail on each of these Events will be provided in the **#announcements** Channel of the official [Game Discord Server!](#)

If you haven't joined it yet, now is a great time to do so!



Latest Developments upon the Burning Sea

The latest big event for PotBS was the launch of the **LEGACY SERVER**, which opened its doors just before Christmas on December 23. Holding great appeal for Veteran players, Legacy has proven very popular so far, and has seen many long-lost players returning to the game they love, enjoying the lush, delightful, classic PotBS experience that Legacy provides.

The **Legacy Server** is an earlier version of PotBS, based on v2.10 of the game, the very first build after **Society Warehouses** had been introduced. It features a more classic array and diversity of ships, skills, ship stats, tactics, economy pipelines and much more. Yet at the same time, Legacy has been updated to take advantage of Vision's recent modern enhancements, such as the **Automatic Chat Translation System**, in which the game's Chat is automatically translated back-and-forth between Captains into the various Game languages. So, if your Game language is set to English, and another Player's game is set to Spanish (or German, etc), each Player will see the Chat in their own language, and can freely speak back and forth with one another. As PotBS is played globally, the Automatic Chat Translation System has shown ever-increasing value.

Although the Live Servers (v2.17) remain Free-to-Play, the Legacy Server (v2.10) requires a [Subscription](#) to access. However, the presence of the Subscription grants benefits to the entire Account, including Captains on both the Live and Legacy Servers. An Active Subscription provides the following benefits (*across all Servers*) while active:

- 6 Character Slots per Nation
- 10 Economy Slots per Account
- 5 Ship Slots per Character
- Dry Dock (100 Ship Storage Slots per Character)
- Insurance compensation for every ship lost
- Epic Missions Unlocked
- Society Creation without Charter
- +10% Increased XP Gain
- +10% Increased Loot Chance
- +10% Increased Faction Gain
- +20% Discount on Purchases made with Burning Sea Points



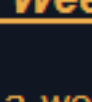
Announcing the New Bounty Hunter System!

Fifteen years ago, when *Pirates of the Burning Sea* was first released by FLS and published by Sony, it contained a few bugs in its code. Some of these were obvious, and easy enough to fix over time. Some were less obvious, and a few of those were exploited by unscrupulous Players, causing a huge amount of damage to the living game economy before they were found and fixed. The chaos wreaked by these sorts of things was significant over the early years of the game. The Engineers at FLS, Portalus and even now at Vision, have all worked to rapidly fix such bugs as soon as they were uncovered. But since they are not obvious, a common challenge across all of the teams has been to **find** the bugs in the first place! Just when they thought they'd closed them all, another would turn up that had existed from the earliest days of the game.

But now, **for the first time**, Vision is announcing a new system of recruiting the assistance of the **Players** themselves to help find and close these kinds of bugs. Called the **Bounty Hunter System**, it is a program which directly rewards Players for reporting exploitable bugs.

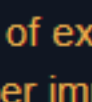
To participate, Players who have knowledge of an exploitable bug simply need to write up a **clear set of instructions** on what the exploit **does** and exactly how it is **performed**, then e-mail it in to Pirates@VisionOnlineGames.com. Our Testing Team will first work to duplicate the exploit -- and, if it is found to be valid, while the Engineering Team works to fix it, the reporting Player will be gifted a **lavish** set of awards -- which can include **BSN, Ships, Rare Items, special Titles and much more**, all based on how critical the reported bug was.

Remember -- **bounty rewards are given out on a first-come, first-served basis** -- this means that the **first person** to report a particular exploitable bug will be the one to win the bounty for it! So if **you** know of any exploitable bugs, don't wait -- write in about them and let us know!



Customer Support Expands to Seven Days a Week!

Yes, Customer Support is now available seven days a week, due to the added coverage provided by GM **Red Jaq** rejoining the Customer Support Team. She will be not only in the game regularly, but she will also be running Events in the Anniversary Celebration. Together, she and GM **Swabbie** will assist both in-game and via Customer Support e-mails every day.



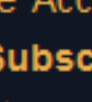
Next Upcoming Improvements

The Legacy Server has just completed its first month of existence -- the "**shakedown cruise**" portion, if you will -- and is now settling in for the long haul. To help further improve Legacy's performance and ensure it can handle an ever-greater number of players, several new Servers are being added to the Vision Server Cluster before the end of January, and a new 10Gbps Network Feed is being dropped to the rack to directly feed the Game Servers. Once these changes are in place, February is expected to mark a new era of smooth sailing for Legacy.

The **Live** Servers (v2.17) and the **Legacy** Server (v2.10) each currently require a separate Game installation to play, and separate Launchers. However, future improvements are aimed at improving this. The first improvement to the current structure is intended to be a unified Installer / Launcher which will enable Players to pick which Game Clients they want to install from a list of options, and once installed, which Games they want to launch -- all from one application. Further improvements to follow on the heels of this will be the ability to save your Account Credentials in the Launcher, and immediately dive into the game with a single click, bypassing the Game's current Login Screen.

Another planned improvement is overhauling the Game's network layer to make it less susceptible to problems on the paths that data may flow down across the Internet between the Player and the Datacenter.

Lots of work lays ahead, but each step brings us a better, more stable game, and one step closer to being ready for Steam.



Legacy and the Subscription System

While the Live Servers (Roberts & Antigua) are both Free-to-Play, the Legacy Server requires a Subscription to play on.

The Subscription System is accessed on the Game Web Site, <https://burningsea.com>. To access the site, you will need either an existing Account or to create a new, free Account. Once you log in, and are taken to your **Account Dashboard**, in the top right quadrant you will see your **Subscription Details**, such as if your Subscription is Active or not, and how many days remain in your current Subscription. To get started, simply click the "**Subscribe Now**" Button, shown below:

Subscription Details

Status	Not Active
Days Left	0 Days Left
End Date	

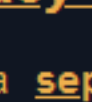
SUBSCRIBE NOW

Clicking this will take you to the Game Store, where you can choose the length of your Subscription. Players can select an automatically-recurring month-by-month Subscription, or can elect to purchase larger recurring subscriptions and take advantage of Discounts. Currently, the price for the three recurring Subscription plans are as follows:

- 1 Month (30 Days):** \$7 USD per Month
- 6 Months (180 Days):** \$6 USD per Month (14% Discount)
- 12 Months (364 Days):** \$5 USD per Month (29% Discount)

If you don't want the convenience of an automatically-renewing Subscription, a single-purchase **40-Day** plan is available, which will give you +40 Days of Subscription every time it is purchased, and will not renew itself.

After Subscribing, the next step is to **Download and Install the Legacy Client!**



How to Download and Install the Legacy Client

At this point in time the Legacy Server requires a **separate Installation** than the Live Servers (Antigua & Roberts). When you install Legacy, it will create its own Desktop Icons, separate and distinct from those of the Live Servers.

To download and install Legacy, simply follow these steps:

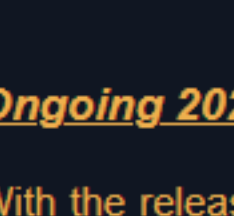
STEP 1: Go to the Game Web Site at <https://burningsea.com> and **log in** to your Account.

STEP 2: Click the **DOWNLOAD** Button at the top right once you are logged in.

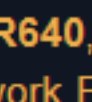
STEP 3: Click on the **Legacy Server** Download button to download the **Legacy Installer!**

STEP 4: Run the Installer and let the **Legacy Launcher** download and install the Legacy Client.

STEP 5: Run the Legacy Launcher in the future from the new icon on your Desktop!



Be aware that **when you are running the Live Server Client** (v2.17), you **will not see** the **Legacy Server** in the list of Servers! Similarly, when you are running the **Legacy Server Client** (v2.10), you **will not see** the **Live Servers**. **You must Download and Install the Legacy Client in order to see and access the Legacy Server!**



Ongoing 2023 Tech Refresh

With the release of Legacy and as part of Vision's tech refresh for 2023, two **additional Servers** are joining the PotBS Cluster to support ongoing development. The first of these is a **Dell EMC PowerEdge R740xd**, it features two Gold-class 2.7 GHz 18-Core CPUs, 768 GB of RAM, Dual Redundant 18-Swap Power Supplies, dual 10G XFP Fiber Network Ports, dual 40G InfiniBand Network Ports and a total of 28 (24+4) dual-port 12G SAS SSD in its internal RAID Arrays. The second server is a **Dell R640**, with two 3.0 GHz Xeon dual CPUs, Dual Redundant Hot-Swap Power Supplies, dual 10G XFP Fiber Network Ports, dual 40G InfiniBand Network Ports and several dedicated high-speed edge Network Interfaces.

The purpose of the first Server is twofold. First, it will be serving as a master Database server for the Legacy Cluster, and it's array of dual-port 12G SAS SSD Drives will enable lightning-fast reads, writes and backups. The purpose of the second Server is to form the first part of a segregated edge Game Server Network with its own 10 Gbps fiber feed and dedicated ports, intended to further accelerate response speed and bring latency to an absolute minimum.

The Tech Refresh which includes this Server will also be implementing a rolling software upgrade across all of the Servers in Vision's Cluster, intended to improve reliability, speed and responsiveness across our Infrastructure.

An additional part of the current Tech Refresh will be deep tuning of the network protocols that are being used by the Servers on both our internal networks and external networks through the use of new congestion protocols and careful adjustments to the TCP stacks, intended to further improve network performance.

The current Tech Refresh sets the stage for our next one in 2024, which will include upgrading the existing QSFP+ 40 Gbps InfiniBand Internal Network to a QSFP28 100 Gbps InfiniBand Network. This upgrade will more than double the maximum possible throughput of each Server when sending data over the Internal Network.

All of these ongoing changes help us to deliver an ever-better experience to our Players, both here in 2023 and beyond.

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