



The Newsletter of the Burning Sea!

We sincerely hope this newsletter finds you all well, safe and healthy. With the world facing incredible challenges right now, we know more than ever how important your online community is. If you have not yet joined us on our Discord Server, we encourage you to do that now: <https://discordapp.com/invite/burning-sea>

There are a lot of great things happening in the game right now, and many more to come! If you have not played Pirates of the Burning Sea in a while, you can download the Game here: <https://play.burningsea.com>



Daily Item Giveaways!

Beginning **May 10, 2020** we will start distributing a gift to each account that logs in, **every day** until **May 17, 2020**. We are doing this to thank you **ALL** for being part of our amazing, ongoing community of Pirates.

Each daily gift will be awarded based on the level of the **first** character to log on from the account each day during the gift period. Gift types are divided into those for leveling characters (levels 1-49) and non-leveling characters (level 50). The character you log in with **first** will determine which of the two types of gifts the account receives -- **please choose accordingly!**

These gifts cannot be traded, but they can be saved for use at a later date, when it is most convenient for you to play. Let's all be safe, think of the safety of others and have some fun on the Burning Sea until this storm blows over.



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Dev Blog - April 2020 by Fodderboy

Until now, the ship has been drifting in the right direction as we have been getting our final preparations in order to set sails and start launching our new builds.

I am happy to say that day is just about upon us. The preparation steps we outlined, resolving our launcher issues and restoring the build and deployment processes are nearly complete. In the month of May, we intend to release the new 2.17 build to replace the current Test Server build. If all goes as we hope, the 2.17 build could finish testing and move to the Antigua and Roberts servers some time in the second half of May.

Read the full Dev Blog here: <https://burningsea.com/dev/4>



Mardi Gras Extended!

Some of our more observant Captains have already noticed we did not turn off the **Mardi Gras** content during Easter weekend as we usually do! The team has decided to extend it until the end of May! *Laissez les bon temps rouler!*



You will find the Mardi Gras in-game content on the docks in your nation's starting port.



Special Guest Blog - SyndicateCon Announcement

Dragons from **The Syndicate Guild** has shared a special **Guest Dev Blog** post with us, in which he reminisces about playing PotBS "back in the day" and shares news of the Syndicate Con this year.

You can read the **Guest Dev Blog** here: <https://burningsea.com/dev/3>



Until the next newsletter, stay safe and smooth sailing!

~ The Pirates of the Burning Sea Team



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