



### The Newsletter of the Burning Sea!

First, we want to wish you a very happy fall season and send sincere wishes that you, your family and your friends are all staying safe and healthy during this tumultuous year. 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 explore and download the Game here: <https://burningsea.com>



### A New Game Installer & Launcher!

After much behind-the-scenes work at both the Game Client and Game Server level, the new Game Installer and Launcher for Pirates of the Burning Sea is finally ready.

Based on "Advanced Installer", it is a full-on replacement for the original BitRaider Installer / Launcher, which has been giving alarming-sounding "Malicious Software" errors to many users when they attempted to install the game. Since this error began appearing, it has led (we are sure) to many potential players becoming alarmed and NOT installing the game. Correcting this serious issue has been a high priority for Vision, and today it is announced as complete.

Along with the new Installer and Launcher is a new Patching system. With it in place, the Build Pipeline and Patch system is also restored. This enables new changes, updates and features to be released on an ongoing basis, with each new update being quickly and automatically installed when the Launcher is loaded.



### Staged Roll-Out of PotBS Version 2.17

All Captains are recommended to download and install the new Installer right now at the following link. It will install in a different location than your current PotBS installation, and so for a short while (until we fully transition the live servers to 2.17) you will have two installations.

The reason for this is we are doing a Staged Roll-out to Version 2.17.

To explain what that means, when you first install the new version (2.17), you will only be able to see the Test Server (which is running Version 2.17), but NOT the two current live servers (Antigua & Roberts).

The reason for this is that the Game Client only shows Game Servers of its own same version. In other words, when you run the v2.17 Game Client, you will see the only v2.17 Game Server at the moment -- the Test Server. Once everyone has had a chance to install v2.17, we will update the two main Game Servers to v2.17 as well.

So, until ALL of the Servers are finally running v2.17, after you install the new version of PotBS, keep the old version of PotBS. This will enable you to continue playing on all of the Servers without any delay or interruption.

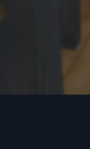
Once the transition of the live Game Servers to v2.17 is complete, and you can see all three Servers (Antigua, Roberts and Test) in the new (v2.17) Game Client, then it will be time to uninstall the old version of PotBS.

Please be aware that with v2.17, Windows 7 will become the oldest Operating System supported by PotBS.

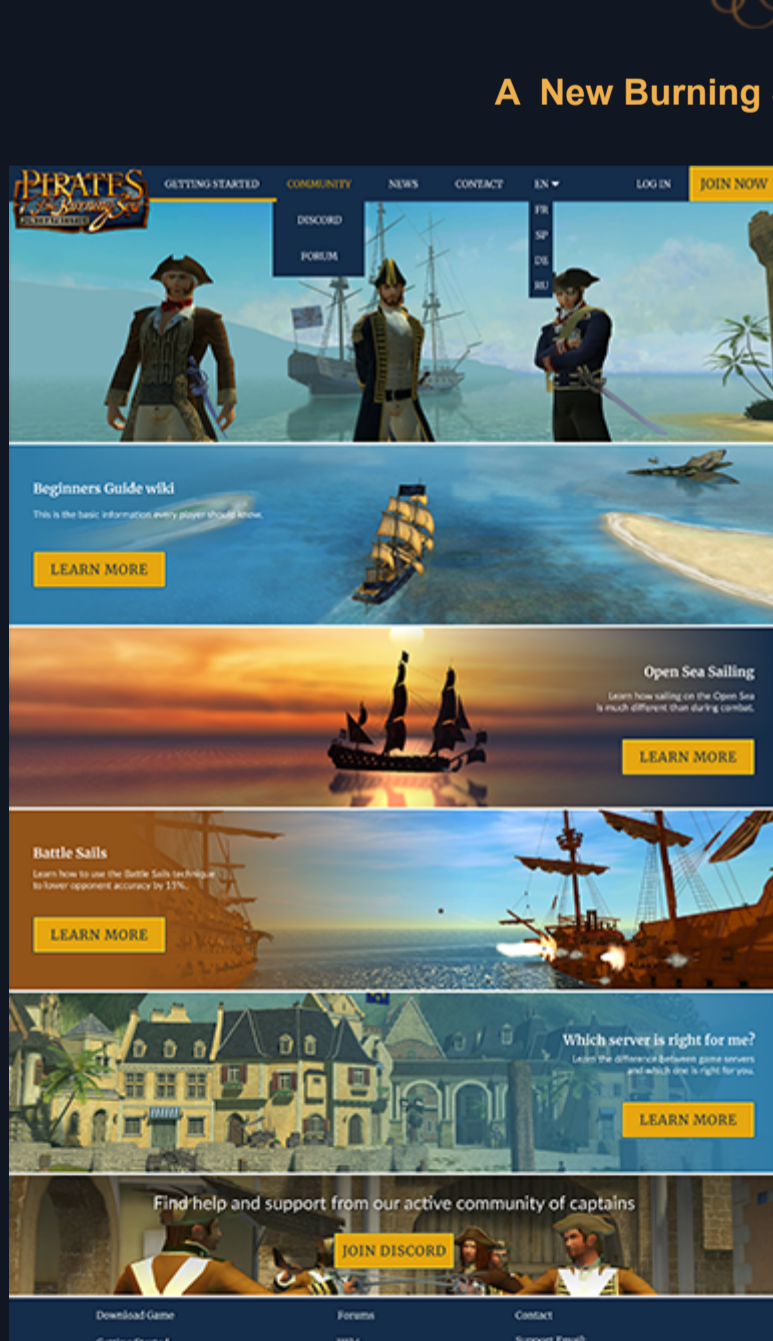
If you encounter any kind of gameplay or functionality problems while you are exploring the v2.17 release on the Test Server, please let us know (in detail) via e-mail at [feedback@VisionOnlineGames.com](mailto:feedback@VisionOnlineGames.com)

The v2.17 Installer can be downloaded at the following link:

[https://cdn.VisionOnlineGames.com/potbs/POTBS\\_Installer.exe](https://cdn.VisionOnlineGames.com/potbs/POTBS_Installer.exe)



### A New Burning Sea Web Site!



One of the greatest lacks for PotBS over the past few years has been that it had no Web Site to call its own. No place that showcased it as a title, something that would allow prospective players to immediately see why they would want to play it.

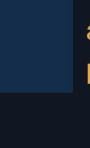
This lack of a modern showcase, with Screenshots, Videos and much more, was felt to be a major missed opportunity, and so Vision has undertaken the design and launch of a new PotBS Web Site. This new web site is now live, at <https://www.burningsea.com>.

This new Web Site will dovetail into all of our upcoming Social Media Marketing Campaigns, helping to bring ever-more Captains to the Burning Sea.

The initial launch of the new Web Site is in English, but it will soon thereafter be followed by Spanish, French, German and Russian versions.

While the Web Site will automatically choose which language to display based on its Visitors' Web Browser settings, Visitors will also be able to manually select different languages from a drop-down menu.

The intent of this, coupled with our upcoming automatic Chat Translation System (inside the game itself) is to provide non-English-speaking players a consistent, native-language experience, from the initial Marketing that leads them to our Web Site, to running the Installer and then automatically being set to their specific language in the Launched game.



### Vision's 2020 PotBS Hardware Refresh

Vision's 2020 hardware refresh is complete, and we are ready to release the new Game Installer, restore access to the Test Server and begin setting up for the total switch-over of all players to the new version of the game, Version 2.17.

The latest physical server to be added to Vision's Datacenter Racks will support both the launch of PotBS v2.17 and ongoing development. It is a 96-Core Dell PowerEdge R830 with 768 GB of RAM and dual Hot-Swap 1200 Watt Power Supplies. It has a fast LSI 16i 12G RAID Controller driving sixteen 1.92 TB SAS-12 SSDs in a RAID-60 Array.

This new server is connected on the back end to Vision's Dual Redundant 40 Gbps InfiniBand internal network and faces the outside world on a Dual Redundant 10 Gbps XFP Fiber connection. This new server was accompanied by the addition of a brand-new 48-port 10 Gbps XFP Fiber Switch to the rack as well, to extend Vision's front-end network capacity. With this latest upgrade in place, PotBS is ready for 2021 and many years to come.



## Closing of the Old Game Forums

At the outset of Vision's tenure as the operator for PotBS, we had started up an official Discord Server. This new Server proved immensely popular, not only from a talking-to-one-another perspective but also voice chats, building a greater sense of community. This sense of community was aided by an integrated linguistic translation system that allowed players to participate in their own native languages.

One unanticipated side-effect of Discord's huge popularity with the Players was that the venerable PotBS Forums saw an equally great fall-off of use, and eventually were left with just one or two people visiting the site each month.

After a lot of discussion and watching the low level of traffic for several months, the decision was made to make a full backup of the Forums and take them offline. At some point in the future, we plan to convert that trove of historical posts into a searchable database, so both new players and old can drill back down and use all of the valuable content in it.



## New PotBS Wiki

After receiving a lot of comments about the third-party wiki concerning its slow speed and being overloaded with advertisements, Vision agreed to host its own, super-fast ad-free Wiki. This is currently being worked on, with new content added each day by a team of dedicated volunteers. It can be visited over at: <https://wiki.burningsea.com>



## Q4 2020 to Q1 2021 Next Steps

Although it has been mentioned on the official PotBS Discord Server, the launch of the new Game Website, Wiki, Installer, Launcher and v2.17 Build (with all of its many changes) will be followed by the launch of a Marketing Campaign intended to dramatically increase the number of new Captains joining PotBS each month. The first Marketing Campaign in turn will be followed by a staged roll-out of an automatic translation system within the game itself, translation of the Game Website and then promotion of PotBS across multiple languages. The goal is to have a fully-consistent native language experience for new players, from the moment they hit the Game Website, to running the Installer, through to them entering the game via its new Launcher. So the next steps are as follows:

- Initial Marketing Campaign (*English*)
- Translation System Integration
- Game Website Translation (*Spanish, French, German, Russian*)
- Installer & Launcher Language Preparation
- Marketing Campaigns: Spanish / French / German / Russian
- New Distribution Platforms: Steam & Windows Store

The goal of these next steps are to steadily increase the game's population, which in turn will allow Vision to add more Staff to the project team. The first new staff to be added are expected to primarily consist of additional Customer Support team members and Programmers. As growth continues, the Programming team will work to restore the creation of additional content.

Once the above steps have been completed, it will be time to turn our attention to the **Legacy Server** (*along with all of the systems required to support it*), and provide Captains a taste of the earlier days on the Burning Sea!



## The Halloween Event has Arrived!

**Halloween** is upon us! It is a time for all manner of ghouls, monsters and spirits to stalk the waking world! But when the moon hangs like a baleful eye in the sky above, the seas sit becalmed and every augury that is cast carries sinister signs, even the bravest sailor dares not whisper of the ghost ship that is rumored to have dragged so many brave men to their shrieking doom...



Halloween content starts in game beginning on Halloween -- **October 31!**



Until the next newsletter, stay safe and smooth sailing!

~ *The Pirates of the Burning Sea Team*



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