Solo Players

Generally speaking, it is encouraged that players join one of the active companies on the server or create their own company with friends. However, if you do wish to take on the challenge of solo play, you can. If you choose to do so, please ensure to provide an Arbiter with your Discord Tag, In Game Name, Steam ID and SteamID64 so that we know who you are.

As a solo player, there are a variety of limitations that you will encounter, the major ones being the inability to claim an island and share your items, ships and tames with other people. If you get pirated and choose not to surrender, you may get sunk and you won't have a company behind you to help recover your items, if the pirates don't dive for them first. There are also limitations on alliances, and as you are not able to claim an island, finding a home may be difficult, though it is possible to ask specific companies about the possibility of renting or purchasing part of the land they own for you to live on.

You will also need to respect the following. When approaching an island owned by a company, please ask the company that owns the island, before anchoring there. You can do this by either asking in game, or through Discord, by finding the leaders tags in the Company Registration channel, for the relevant company. Most companies will be happy with you anchoring there, as long as they're informed.

If a solo player has logged off for an extended period of time, and the ship that they pilot is in some way obstructing or impeding the operation of the company that lives on the island that the ship is docked at, the company may petition an Arbiter to move the ship, if they cannot reach the owner of the ship through conventional channels such as Discord.

If they seek to get in contact with a Solo Player, but cannot find them in discord, the Arbiters may share the discord tag of the player in question with the company leader that is trying to contact them, so as to avoid confusion.

Companies must give a one week grace period to allow the Solo Player to move their ship before petitioning an Arbiter to action.

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