

## **Carpentry - Basic**

### **Controls**

Controls for carpentry are relatively simple provided you have a mouse with a mouse wheel. Left-click a piece in the toolbox to pick up a piece, then place it in a hole by left-clicking in a legal spot. While you are holding a piece, you can right-click to flip the piece horizontally or rotate the mouse wheel to rotate the piece.

For those using a mouse without a mouse wheel (like me), you can still rotate pieces by pressing the "x" key on the keyboard. For those without a mouse at all, you're pretty much screwed as the keyboard commands for this game are way too complicated to put in this document.

### **Basic Idea of the Game**

The basic idea of Carpentry is to repair damage to the ship by filling in holes with wooden pieces as efficiently as possible. The ship regularly accumulates damage as the ship sails, and cannon fire will also cause damage. High damage reduces the effectiveness of the sailors and increases the rate at which bilge enters the ship, so carpentry (abbreviated to "carp" by most) is a very important duty on a ship.

When you get past the beginning carpentry (which is only one hole), you will have four holes that need to be filled. You will also be given three random wooden pieces at a time to fill in those holes. The goal is to fill in the holes with as little overlapping of the pieces as possible. The masterful carpenter can fill in most holes with no overlap at all, earning a "Masterpiece."

If you neglect a new hole for a while, it will begin to flash red. This indicates that the hole will get worse and expand if no pieces are played there. You have three moves in which to find a piece to play in that hole or else the hole will expand, making a masterpiece impossible.

If you neglect a hole with a piece already in it, a piece may occasionally start to shake. In this case, you have only two moves to find a piece to play in this hole. If you don't, the shaking piece will peel off the board, also making it impossible to form a masterpiece.

### **Legal Moves**

Of course, the pieces cannot be placed just anywhere on the board. Your moves must adhere to the following:

- A piece must always be placed adjacent to another piece or the edge of the hole. No floating pieces allowed!
- A piece cannot be placed too far outside the hole. Why you would want to is beyond me, but you can't.
- Pieces may overlap each other or the edge of the board, though this should only be done if absolutely necessary.
- Pieces may only be placed in a part of the hole that hasn't been filled. Hopefully this is common sense.

### **Scoring**

In Carpentry, your efficiency in placing pieces is the most important factor. Make sure to fill holes with as few pieces as possible. A perfect fill results in a Masterpiece, the best scoring fill. Using one extra piece will give you a Craftsmanship, which is still good and may be what you get most of the time. Using two extra pieces will give you a Fair Job. Using three extra pieces will earn you Sloppy Work, not a good sign. Doing absolutely horrible will merit a Pig's Breakfast, but you shouldn't really get this unless you are trying to.

Speed also plays a role, though it is less important. The faster you play pieces and fill holes, the better your overall score will be.

### **Forming Effective Holes**

Since the main goal of Carpentry is efficiency, you'll want to fill in the holes so that you avoid overlapping pieces. In the general case, you will want to fill in holes from the outside and move inward. To do so, fill in the gaps on the sides of the board first, making sure not to overlap any pieces. Then work your way toward the center, leaving no gaps behind. Eventually you should get to a point in which you have a hole that can be filled by two or three pieces. At this point, you may find it difficult to get the correct pieces, so concentrate on other holes until you either get the pieces you need or until the pieces start to shake.

### **Using the Putty**

Every so often, you will receive a bucket of putty in your toolbox. The putty represents a wildcard piece that can be played in any enclosed space the size of one standard piece or smaller. Basically, the putty will pour into and take the shape of the space as if you had played a piece of that same shape there. So the putty is very useful to have around for finishing holes. However, since the putty cannot be played in a space larger than a standard piece, it can also take up room in your toolbox if you have several large holes to fill. Typically the best strategy is to leave a hole requiring one piece to fill, then using the putty on that if you don't get the appropriate piece.

### **Forming a Trash Pile**

You must prevent pieces from flying off the board at all costs, even if it means overlapping pieces. But just because you won't get a masterpiece on that hole doesn't mean it's not still useful. A hole that cannot be finished perfectly is known as a trash pile because you can use this hole as a dumping ground for hard-to-use pieces that cannot be played in any of the other holes. This helps you create masterpieces in the other three holes while preserving your score. As a general rule it is advised that you only play one extra piece in a trash pile so that you at least get the Craftsmanship award for that hole. Also, the putty should NEVER be played in a trash pile; it is far too valuable to waste on a hole that won't be a masterpiece anyway.

### **Preventing Penalties**

Penalties come in two forms, and both types of penalties can be avoided if you play the game wisely.

First, there is the penalty in which a hole will expand because no pieces have ever been played there. This penalty is rather easy to avoid; merely playing pieces in a hole as soon as it appears will prevent holes from expanding.