FurstMate Manual

Nov 4, 2026 · @Roy

FurstMate gives you three ship's animals: a dog you buy, a tavern cat you win with food, and a wild booby who finds you at sea. Each one lives on your ship, needs feeding and does a job for you.



This manual covers FurstMate 0.9.6, the first beta. Everything in it has been tested in the game.

At a glance

	Dog	Cat	Bird
What she is	Aestrin Shepherd	Ship's mouser	Wild booby
Where you find her	Bone Isle kennel, below the lighthouse	Gold Rock City tavern, on the rumour man's table	At sea, in warm open water, sailing over 3 knots
How you get her	Buy her for 400 Aestrin Crowns	Feed her once, free	Feed her fish or meat during a visit, free
What she does for you	Warns of pirates. Full grown, she cuts what they take (needs Dangerous Waters)	Food on her ship spoils 40% slower	Senses land, warns of hidden land in fog, brings you fish
Commands	Heel, Stay, Sleep, Sleep spot, Pet, Here	Pet	None

	Dog	Cat	Bird
A full belly lasts	2 game days	14 game days, plus 1% for each hunt	14 game days, plus 1% for each dive
If she starves	Sleeps and does nothing until fed	Sleeps, stops hunting and the rats come back, until fed	Gone one morning after 2 game days at no food. She may come back

All three work the same way with your hands. Look at her to read her name, what she is doing and her food. Hold food and click her to feed her. Click her with empty hands for her food bar and, on the dog, her commands. On the cat, you also get a Pet plate.

The dog: Aestrin Shepherd

Buy her as a puppy at the Bone Isle kennel for 400 Aestrin Crowns. She takes commands, and once full grown and fed she cuts what boarding pirates carry off.



Finding her

Bone Isle is at about 41.3 N, 0.27 W, some 12 km north-west of Fort Aestrin and 5 km north-west of Eastwind. It has no port or dock.

1. Sail to the island. The lighthouse flame shows at night.
2. Anchor off the long south-east beach and go ashore.
3. Walk north-west up to the flat terrace below the lighthouse, about 90 m. A worn foot path leads in to the keeper.
4. Find the keeper at the kennel gate, with a puppy at his feet and a sign beside him.

The keeper and his dogs keep vendors' hours, 7:00 to 18:00. At night he has gone home, and the ghost of Bone Isle walks the tower instead. Stand near him by day and his speech bubble tells you about the dogs.

Getting her

You need a ship of your own and 400 Aestrin Crowns.

1. Click the keeper, his puppy or the sign. The first click names the price.
2. Click again within 8 seconds to buy her.

She goes aboard the ship you are on, or your last ship if you are ashore. A note names the ship, and she comes on deck when you board. You can have one dog at a time.

Looking after her

Feeding. Hold food and click her. A full belly lasts 2 game days.

- Meat and fish fill her 3 times as much as other food. Raw meat and fish are fine.
- Bread, cheese and fruit are fine. Other food that wants cooking, she refuses.
- Bowls and soup mugs from Vittles and Stir-Fry work. She licks them clean and the dish stays in your hand.
- She refuses spoiled food, cargo promised for a mission, food you have not bought, and anything at all once she is nearly full.

At 0% food she falls asleep where she is, ignores commands and gives you no help against pirates. Feeding her wakes her.

Growing up. She is full grown one year after you buy her, measured by the Climate mod's year, or 92 days without Climate. The days below are for a 92-day year.

Game day	Her look text says	Size	Model and voice	Pirate benefits
0	a puppy	45%	Puppy	No
21	a young pup	55%	Puppy	No
41	a big pup	65%	Puppy	No
61	half grown	75%	Grown	No
69	nearly grown	90%	Grown	No
92	her name alone	100%	Grown	Yes

A note tells you each time she grows. She changes from the puppy model to the grown one while you are not looking at her.

Her home ship. She lives on one ship and stays there when you leave it. To move her, stand on another ship of yours, or in a home you own, and use Here. If her ship is destroyed she goes aboard your last ship. With no other ship she is lost, and you can buy another pup.

What she does for you

Her job is pirates, and it needs the Dangerous Waters mod. Without it she is company only. She scents a pirate at 1,000 m, which wakes her and puts her on alert. A puppy goes through all the moves, but only a full grown dog counts.

When she is full grown, fed and aboard the ship you are on:

- Boarders carry off 1 item fewer, and never fewer than 1.
- They take 50% less of your coin.
- With the pirate alongside and her by your side, each blow to its nerve costs it 15% more.
- The plunder message ends with "held them off the rest".

Commands

Click her to open her board. It shows her food bar, which turns red below 25%, and five plates. It shuts after 15 seconds, when you click her again or when you give a command.

Control	What it does
Heel	She follows you, walking, and trots when you are more than 5 m away. If you leave the ship she waits, lies down and goes to sleep.
Stay	She sits where she is and dozes if left long. She holds it for a minute for each game day of her age, up to 92 minutes when full grown, counted while you are aboard, then goes her own way. Any command calls her sooner. She holds it for as long as you are off the ship.
Sleep	She goes to her sleep spot, or sleeps where she is if she has none. She gets up at 6:00.
Sleep spot	Makes where you stand her sleep spot. She keeps one on each ship.
Pet	Stand within 2.5 m. For about 12 seconds she lies down, wags her tail and pants with her mouth open, then goes back to what she was doing. A starving dog is too hungry to care, so feed her first.
Here (Alt+H, or the F1 switch Here now)	On her home ship she comes to heel, and is brought to you if there is no way to walk. On another ship of yours, that ship becomes her home and she appears beside you. In a home you own, that home becomes hers in the same way.

Let go of the walk keys when you press Here, because a key held with it stops it. You can change the key in F1. Up in the rigging she cannot reach you, and a note says so.

Living at your home

Press Here inside a home you own and she lives there instead of on a ship. A note says the house is her home now, and she appears beside you at heel. If you have a cat, she moves to the house too.

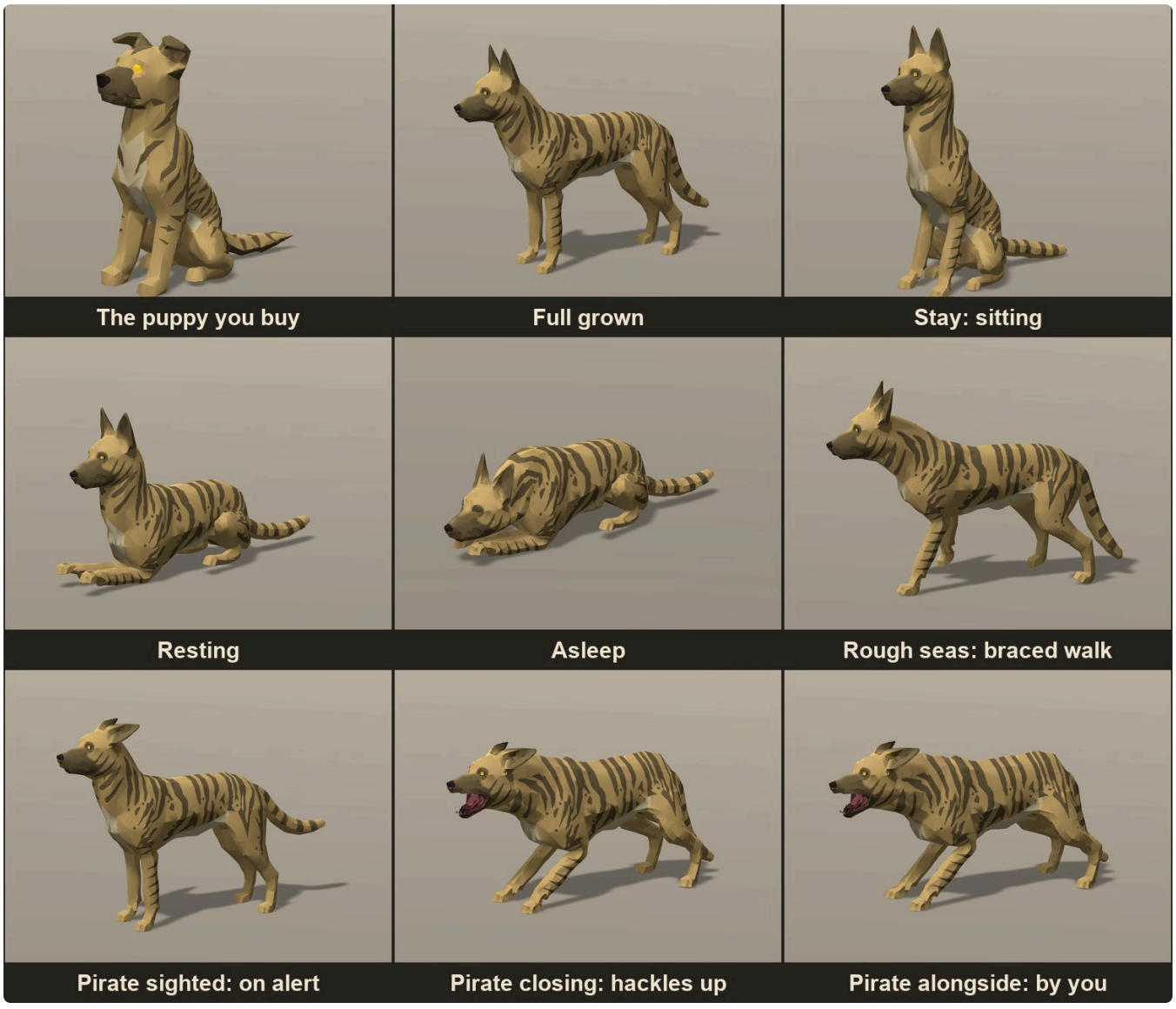
She walks the house and the ground around it, up to 20 m from the middle of the house. You can change that in F1. If you walk further off she stops following and waits, and she comes to you when you come back. A shut door stops her, just as it stops you. Her

commands and her sleep spot work as they do on a ship.

To take her back to sea, stand on a ship of yours and press Here. A cat living at home comes aboard too.

Behaviours and what they mean

These pictures show her game model, not screenshots from a voyage.



What you see or hear	Her look text	What it means	What to do
Strolling, resting, coming over to see you	off on her own	She has no orders: she gave up a Stay or got up for the day	Nothing, or tell her Heel

What you see or hear	Her look text	What it means	What to do
Goes off to bed around 21:00	asleep	Left to herself, she puts herself to bed	Nothing
Sits up and howls every minute or two, heard to 150 m (a puppy whines)	waiting for you	You have been off her ship over 20 minutes	Go back to her
Crouched walk, low lion pose (a puppy whines)	her usual line	A storm, or the ship rolling, pitching or heeling 15 degrees. Ordinary waves don't bother her	Nothing. She is bracing
Whines, runs for shelter, curls up shivering with hackles up	sheltering from the storm	A severe storm. She will not take commands	Wait until it passes
Pants on and off, with quiet spells between (grown dogs only)	her usual line	A storm is on you. She is used to waves, so waves alone don't make her pant	Nothing
Barks, then growls and stares at a ship	on alert - growling	A pirate is closing to look you over	Get ready
Hackles up, head low, snarling	hackles up!	The pirate is chasing you, or you have fired on it	Fight or run
Trots to you and rocks forward at them, attack sound	standing by you!	The pirate is alongside	Keep fighting with her at your side
Asleep and will not answer	starving - hold food and click her	Her food is at 0%	Feed her
Lies down, wags her tail and pants with her mouth open	any	You petted her. It lasts about 12 seconds	Nothing

F1 settings

Defaults are shown. Testing has switches of its own: Give me a shepherd now, Empty her belly now, Pretend weather, Pretend pirate stage, Pretend age, Show her route and Log her readings.

F1 section	Setting	Default
Breeder	Price in Aestrin Crowns	400
Dog	Name	Your shepherd
Dog	Size (full grown)	1.18
Dog	Here key	Alt+H
Dog	Stay minutes for each day of age	1
Dog	Sunrise she wakes at (hour)	6
Dog	Calls for you after (minutes alone), 0 for never	20
Dog	Sound volume	0.8
Dog	Panting volume	0.25
Dog	Panting heard out to (m)	10
Food	She needs feeding	On
Food	A full belly lasts (game days)	2
Food	Meat is worth	3
Growing up	She starts as a puppy	On
Weather	She reacts to the weather	On
Pirates	Items she saves from boarders	1
Pirates	Share of the coin she saves (percent)	50
Pirates	She scents a pirate at (m)	1,000
Pirates	Extra nerve loss while she stands by you (percent)	15
Coat colours	Coat, Dark markings, Light patches, Nose and eye frame, Eyes	Shepherd colours

F1 section	Setting	Default
Home	Her run of the property (m), 8 to 35	20

The cat: the ship's mouser

Feed the tavern cat at Gold Rock City once and she is yours, free. All the food on her ship spoils 40% slower while she is aboard.



Finding her

Go to the tavern at Gold Rock City. She sits on the table of the man who sells rumours for a drink, washing, lying down and dozing by turns. Stand by her and she purrs.

The bartender warns you in a speech bubble when you stand near: "Don't you go feeding that cat. Feed her once and you'll never get rid of her."

Getting her

1. Hold food and click her. She takes what the dog takes, and the same things are refused (see Feeding below).
2. A note says she has decided something and will follow you.
3. Stand on a ship of yours. She is aboard it, and a note says so.

You can have one cat at a time. Clicking her with empty hands only gets you a look at your empty hands.

Looking after her

Feeding. Hold food and click her. A full belly lasts 14 game days, and each mouse she catches adds 1%, so she needs feeding far less often than the dog.

- Meat and fish fill her 3 times as much as other food. Raw meat and fish are fine.
- Bread, cheese and fruit are fine. Other food that wants cooking, she refuses.
- Bowls and soup mugs from Vittles and Stir-Fry work. She licks them clean and the dish stays in your hand.
- She refuses spoiled food, cargo promised for a mission, food you have not bought, and anything at all once she is nearly full.

At 0% food she lies curled up and calls now and then. She stops hunting, and the rats are back at your food until you feed her.

Moving ships. She moves herself. Step on to another ship of yours within 50 m of hers and she comes across. Further off, she stays aboard her own ship.

If her ship goes down. A note tells you, and she goes out of sight with it. You have three ways to get her back:

- Recover the ship, and she is still aboard.
- Step on to another ship of yours, and she comes to it.
- Go back to the tavern, where she is on her table again, and feed her as before.

If the ship is gone for good she goes aboard your other ship. With no other ship, she is back at the tavern.

What she does for you

She keeps the rats off the stores. All the food on her ship spoils 40% slower while she is aboard and not starving. That covers Vittles and Stir-Fry dishes too, and it keeps working when you are off the ship.

Her job is only on the ship she is on, so keep her with the food you most want to save.

Controls

Nobody tells a cat anything, so she has no commands. You can pet her, though.

- **Look at her** to read her name, what she is doing and her food.

- **Click her with empty hands** to show her board: her food bar, which turns red below 25%, and a Pet plate. It shuts after 15 seconds, when you click her again or when you walk more than 6 m away.
- **Hold food and click her** to feed her.
- **Click Pet on her board** within about 2.5 m of her, and she settles and purrs for about 15 seconds. Your ship's cat only purrs when petted, and she won't stop for it while she is hunting.

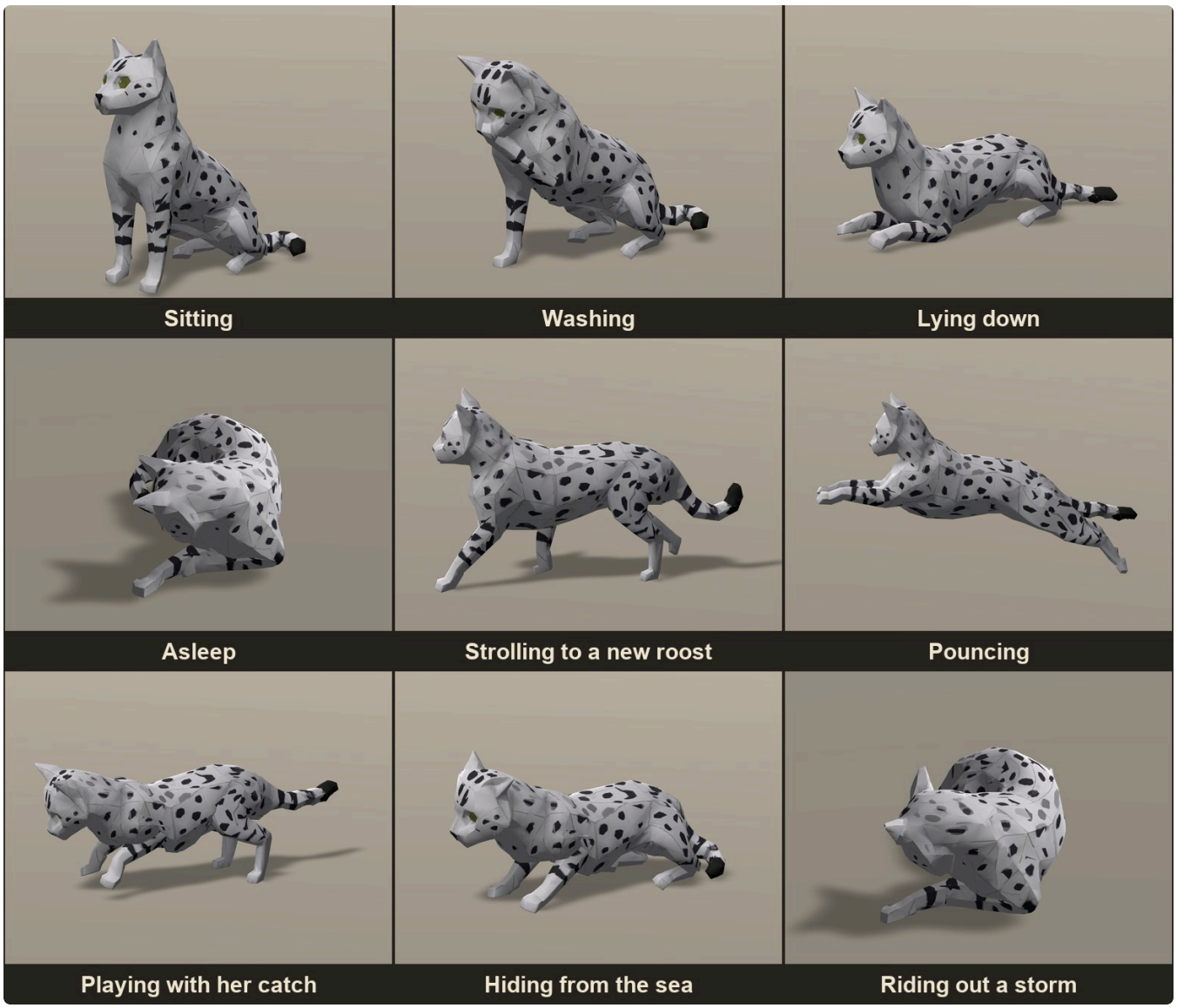
Living at your home

Press Here inside a home you own and she lives there too, with the dog if you have one. A note says the house is her home too. She walks the house and the ground around it, as far as the F1 setting Her run of the property allows, and moves between places to sit. She hunts there as she would under way, and the food you keep there spoils 40% slower while she is at home.

To bring her back aboard, stand on a ship of yours and press Here. While she lives at home she doesn't cross to other ships by herself.

Behaviours and what they mean

These pictures show her game model, not screenshots from a voyage.



What you see or hear	Her look text	What it means	What to do
Strolls between a bunk, a hatch top and open deck, then sits, lies down or sleeps	keeping the rats down, or asleep	Calm weather. She is mostly asleep at night	Nothing
Licks herself clean	washing	Calm weather, at rest	Nothing
Purring	any of the resting lines	You petted her. The tavern cat also purrs when you stand beside her	Nothing
A meow as you come aboard	any	She has noticed you are back	Nothing

What you see or hear	Her look text	What it means	What to do
Stalks off to food, a crate, a barrel or a hatch, and pounces	hunting	Under way in calm weather	Nothing
Plays after the pounce, with her play sound	playing with what she caught	She caught a mouse, and her food goes up 1%	Nothing
Leaves the open deck, crouches under a bench or in the cabin, meows now and then	hiding from the sea	A storm, or the ship rolling, pitching or heeling 15 degrees. Ordinary waves don't bother her	Nothing
Curled up tight and shivering in a bunk or a corner of the hold, often out of sight	riding out the storm	A severe storm. She ignores you and will not eat	Wait until it passes
Curled up, calling now and then, not hunting	starving - hold food and click her	Her food is at 0%, and the rats are back	Feed her

F1 settings

Defaults are shown. Testing has switches of its own: Give me a cat now, Send the cat hunting now and Empty the cat belly now.

F1 section	Setting	Default
Cat	Name	The ship's cat
Cat	Size	1
Cat	Sound volume	0.7
Cat	Food spoils slower by (percent)	40
Cat	Comes across to your other ship within (m), 0 for never	50
Cat	She needs feeding	On
Cat	A full belly lasts (game days)	14
Cat	A hunt feeds her (percent)	1

The bird: a wild booby

You do not go looking for the booby: she finds you in warm open water. Feed her fish or meat during a visit and she stays, sensing land for you and bringing you fish.



Finding her

She comes as a random encounter, and only when all of this is true:

- You are aboard a ship of yours, over 3 knots, and have held that for a minute.

- You are in open water, more than 40 sea miles (6 km) from land.
- You are in warm water, no further north than the port of Oasis plus 2 degrees.
- There is no storm or heavy rain.
- She has tries left, and at least 30 minutes have passed since she last flew off.

Then the chance is 40% every minute, so she should turn up soon. A note says "A booby is coming in from astern." She glides in and lands within your reach, on a rail or the deck.

Getting her

A visit lasts 10 to 15 real minutes from when she lands. She comes down by you three times and goes up into the rigging between, so you get at least three chances. Pick up fish or meat while she is up there and she comes down for it.

1. Hold any fish or meat. A slice will do, and it can be raw.
2. Click her. A note says "The booby has stayed."

With empty hands she looks you over, and she turns her bill away from other food.

If you do not feed her. She flies off through the rigging and may try again another time. After 3 unfed visits she stops coming, and a note warns you. To start her tries again, use the F1 switch Reset her tries now.

A visit cut short is no try. She leaves without counting it if a storm comes up, your ship sinks, you go more than 300 m from the ship, or you slow under 1 knot within 20 sea miles of land.

A visitor is not kept in your save. Reload, and she is gone with her tries still counted.

Looking after her

Feeding. Hold fish or meat and click her. She takes nothing else, and she refuses spoiled food, cargo promised for a mission, food you have not bought, and anything at all once she is nearly full.

A full belly lasts 14 game days. About every 15 real minutes under way in calm weather she dives for small fish following the ship, and each dive adds 1%.

Where she keeps. She stays up on her high places and leaves you alone. She comes down to you when her food is below 35% or when you hold fish or meat.

Starving. At 0% for 2 game days she is gone one morning, between 5:00 and 9:00, gone to look for food. This is not forever. Her tries start again and she can turn up again in warm open water.

Moving ships. Stand on another ship of yours and she comes to it in about 20 seconds, at any distance. If your ship goes down she leaves it, and comes to the next ship of yours you stand on. When her ship goes into a shipyard she flies off, and comes back when you next board. Each time she arrives she reads the ship afresh, so she knows any new masts and spars.

What she does for you

These work only once she has stayed.

Her job	When	What she does
Senses land	Land within 75 sea miles (11 km)	Wakes, goes to the bow, paces and calls
Warns of hidden land	Fog, heavy rain or a lesser storm, under way toward land within 75 sea miles and over 400 m off	Hangs in the air over the bow facing the land and cries out, about every half minute
Brings you food	About every 25 real minutes, in calm weather, if her food is above 0%	Dives, comes back with a fish and drops it on the deck. It is a real raw fish to keep

The chart counts 60 sea miles to a degree, and a sea mile here is 150 m of the game's world. So 75 sea miles is about where an island sinks below your horizon.

Controls

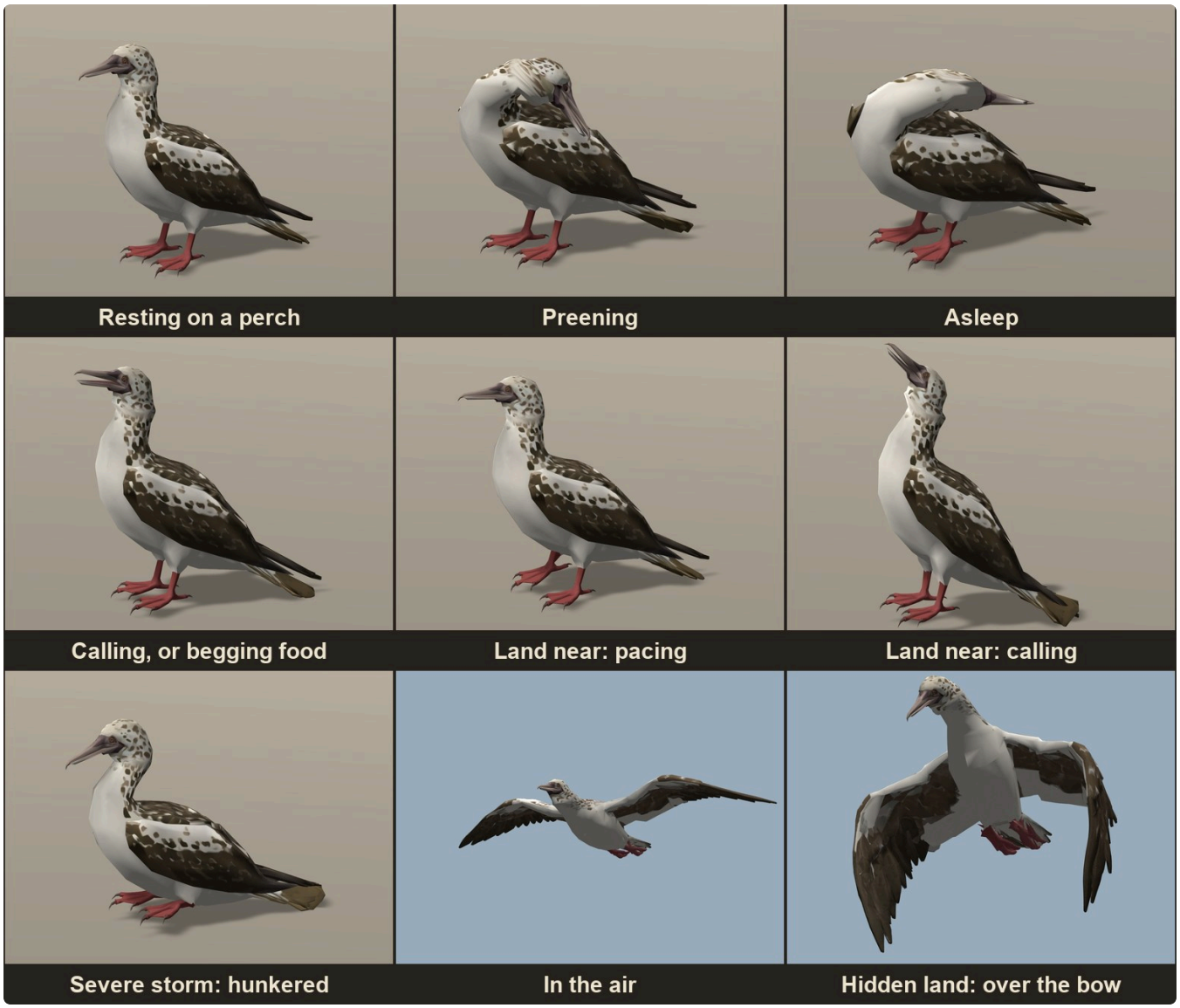
A wild animal takes no orders, so she has no commands.

- **Look at her** to read what she is doing and her food.
- **Click her with empty hands** to show her food bar, which turns red below 25%. She calls at you. The bar shuts after 15 seconds, when you click her again, when you walk more than 6 m away or when she flies.
- **Hold fish or meat and click her** to feed her.
- **Hold fish or meat within 3.5 m of her** and she begs with her call.

- **Stand under her within 5 m** while she hangs over the bow and she bends her neck to look down at you.

Behaviours and what they mean

These pictures show her game model, not screenshots from a voyage.



What you see or hear	Her look text	What it means	What to do
Glides in from astern and lands by you, turning to face you	A wild booby	A visit has begun	Hold out fish or meat and click her
Flies up into the rigging during a visit	A wild booby	She is waiting, and will come down again	Pick up fish or meat to call her down

What you see or hear	Her look text	What it means	What to do
Flies up, once round the ship and away	none	The visit is over, and she may try again	Have fish or meat ready next time
Rests on a mast top, the bow or a yard end, looks about, preens, sleeps	at home on your ship	Nothing to report. She sleeps mostly at night	Nothing
Comes down and stays near you, begging	at home on your ship	She is hungry, or she has seen your food	Feed her
Goes to the bow, paces and calls	she senses land	Land within 75 sea miles	Watch for it
Hangs over the bow crying	none	Land ahead that you cannot see	Check your position and slow down
Dives into the sea and comes back	none	Feeding herself or fetching you a fish	Watch the deck for a fish
Hunkered low in a sheltered place	riding out the storm	A severe storm	Wait until it passes
Food at 0%	starving - she will leave you	She goes after 2 game days like this	Feed her soon
A note: she is gone	none	She starved and went to look for food	Sail warm open water and she may return

F1 settings

Defaults are shown. Real minutes are minutes at your desk, not game time. Testing has switches of its own: Bring the bird now, Tame the bird now, Empty the bird belly now, Send the bird fishing now, Send the bird diving for herself now, Send the bird away now, three Pretend switches for fog, land and storm, Show the bird perches and Read the bird perches of every ship.

F1 section	Setting	Default
Bird	A wild booby may come aboard	On
Bird	Name	The booby

F1 section	Setting	Default
Bird	Size	1
Bird	Call volume (1 to 100)	50
Bird	Wing volume (1 to 100)	35
Bird	Chance a minute that she comes (percent)	40
Bird	She comes when you sail over (knots)	3
Bird	Open water is over (sea miles from land)	40
Bird	Her waters reach north of Oasis by (degrees), 90 for anywhere	2
Bird	A visit lasts at least / at most (minutes)	10 / 15
Bird	Tries before she stops coming	3
Bird	Reset her tries now	Off
Bird	Before she tries again (minutes)	30
Bird	Once she stays she needs feeding	On
Bird	A full belly lasts (game days)	14
Bird	She dives for herself about every (minutes)	15
Bird	A dive feeds her (percent)	1
Bird	At no food she goes after (game days)	2
Bird	She senses land within (sea miles)	75
Bird	She brings a fish about every (minutes)	25
Bird	She looks down at you within (m)	5
Bird	She may perch on square yards	On
Bird	Thick fog at density / Heavy rain at strength	0.015 / 0.6
Bird	Her wings are heard out to (m)	25
Bird	Her calls are heard out to (m)	60