# York Pirates! Instruction Manual

## Controls
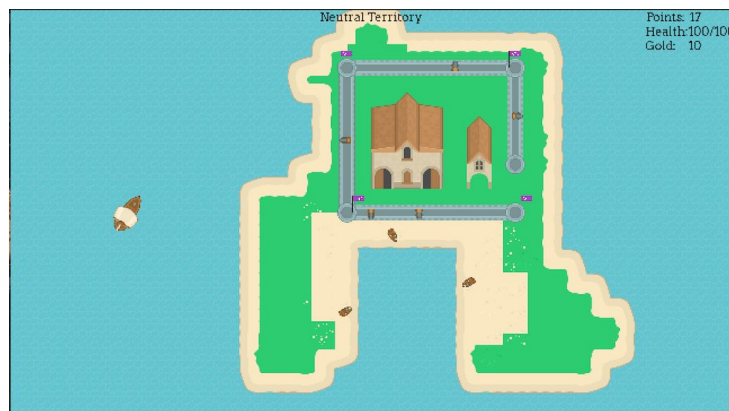
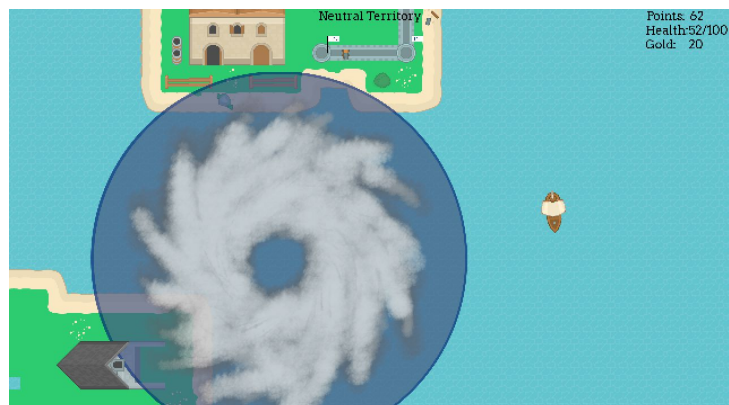| Key | Control |
| --- | --- |
| Up Arrow | Accelerate in the forward direction |
| Down Arrow | Decelerate |
| Left Arrow | Rotate left |
| Right Arrow | Rotate right |
| F | Interact with islands |
| Esc | Exit menus |
| Left Mouse Button | Select button |

# Gameplay

## Sailing

During sailing mode you can use your ship to move between islands. You can also randomly encounter enemy colleges' ships if you sail around in their territory (the territory you are currently in is displayed at the top of the screen). The chance of encountering a ship increases as you progress though the game. If you sail to a college's island you can challenge their boss ship by interacting with the island. If you successfully defeat a college's boss you will take over their territory and will no longer encounter hostile ships there. You will also be able to heal at that college's island (for a cost) and will gain a crew member on your ship which gives your ship an attack and defence boost.

Some islands house departments rather than colleges. These islands are neutral and so can always be used to repair or even apply unique upgrades to your ship.
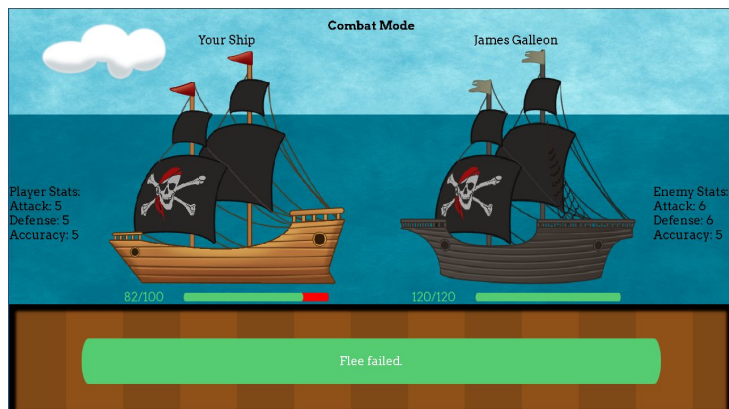


While sailing, you may encounter a typhoon which will slow down your ship as well as deal damage to it - resulting in you losing health.

# Combat

During combat mode you are able to select attacks to use against the enemy ship in order to defeat them. You can also flee if you feel you are unable to defeat the enemy. Successfully defeating an enemy ship will reward you with some points and gold.

You can hover your mouse over each attack to read what they do.



# Minigame

If you find a department while you are sailing around you are able to interact with it and play a minigame. The minigame involves betting on whether a coin will land on heads or tails.

Each time you flip the coin you bet five gold. If it lands on the side that you guessed you get your five gold back and gain five more. If you were wrong you lose your bet.