

DRAGON BOAT FUNK 1987

**-the official manual for the ultimate retro fully
fledged boat racing experience**

Brought to you by:



Part 1: Controls



- to make your boat steer to the left



- to make your boat steer to the right



- to save the game during gameplay and exit to the menu

Part 2: Navigating through the menu



- Open the boat selection screen for selected difficulty



- Load the last save game



- Exit to desktop

Part 3: Stats

Our game uses different stats that drastically change the way your boat is behaving during your playthrough of the game. They are bound to a respective boat and are shown at the top of the screen. They are as follows:

Robustness - Indicated by the red bar, it dictates the amount of hit points your boat has. Hit points are decreased as you collide with obstacles and when they reach zero, the game is lost.

Speed - Indicated by the yellow bar, it dictates the top vertical speed of your boat. The higher it is, the faster your boat will be able to move forward.

Acceleration - Indicated by the blue bar, it dictates the amount of time your boat needs to get to its top forward speed. The higher the stat the less time it takes.

Maneuverability - Indicated by the green bar, it is similar to acceleration. It dictates the ease with which your boat is able to steer left and right.

Part 4: Choosing your boat

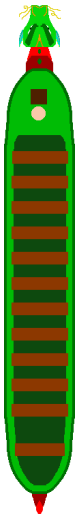
Our game currently gives you the option to choose between 4 different boats with each having different strengths and weaknesses. (*More boats will be released in the future via free or paid dlc*). The ones that you did not choose will be your opponents, racing against you. The boats are:



Blue boat - Packing decent speed, below average robustness and maneuverability, but really high acceleration, this boat is designed for the players that want a fast game. The boat is being punished by having both a hard time avoiding obstacles and not being very resilient, yet it is able to get back on track with ease, it is the best boat for keeping momentum.



Red boat - Packing the most robustness, decent speed and acceleration but low maneuverability, this boat is designed for players that don't want to move too much. The downside of it having a hard time avoiding obstacles, it is offset by its resilience to them, it is overall a pretty good choice for starting players.



Green boat - Packing decent robustness, good speed and acceleration and really high maneuverability, this boat is designed for people that really want to move at all times. It should be able to avoid obstacles with ease, and maintain a decent momentum, this is the most consistent boat in the roster.



Yellow boat - Packing decent acceleration, below average robustness and maneuverability, but really high top speed, this boat is designed for people that want to get on top fast and stay there. Having a hard time dealing with everything that might slow it down, this boat is fine tuned for a high risk, high reward style of play.

Part 5: Gameplay

In Dragon Boat Punk: 1987, four boats, one controlled by the player and three computer opponents race a predetermined river track trying to score the lowest time in as many of the legs as possible to qualify for the final and win the championship.

The first leg is just a practice and the fourth and final leg is the race for the championship! (top 3 best leg times qualify)

Each boat has its own lane, delimited by a row of red squares, continuous among the track, if any of the boats goes in another lane, a penalty to its time is added depending on how much it stays on the wrong lane.

The main challenge of the game is trying to avoid colliding with any of the obstacles, as doing so will have your boat take damage and slow down, putting it at risk to be overtaken by the opponents. Obstacles can either be the land, at the right most and left most side of the screen, that is not sail-able or in the river itself. Obstacles that you may encounter in the river are geese and branches:



The player should also attempt to hit power-ups along the way to gain an edge over the opponents:



- Regenerate lost boat health



- Regenerate lost boat stamina



- Gives boat a speed boost



- Increases the boat's acceleration



- Increases the boat's maneuverability

Good luck out there!