

Greedy Pirates



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Story

In the Pacific Ocean, somewhere near the Equator, lived 7 desolate islands, uninhabited by any being. That is, until the pirates found these small places, built villages, and turned them into thriving metropolises. Then one day a crew of ten got fed up with being the lowlives of the city. "Let's storm the capitol and take leadership!" said one pirate. "Or we could sneak around and then... BAM! Their guards: dead! The Chief: dead! THEN we could take leadership of the place," said another. "Silence!" the two burliest pirates commanded. The noise abruptly stopped.

"We shall take over all of the islands, one by one, so that The Chief slowly loses control over his cities," said the one in brown clothes. "Then, we will storm Capitaro, rip their leader away, and have full control over the islands. Sound like a plan?" said the one in orange clothing, standing up. All of the other pirates stood and cheered, eager to begin the journey. Eventually, word reached Capitaro. "WHAT?!" The Chief shouted angrily. "My subjects are BETRAYING me?!" He took a few deep breaths and called a messenger. "Send word to the guards to be on high alert. Look for any signs of raiding lowlives." The messenger nodded a few times then ran to fulfill his duty.

How to play

Use the Z or [Space] to interact in the map and to attack when in an island. Arrows to move your cursor and pirate.



Getting Started

On the game start-up, press the A button to see a map. This is the map you are able to choose from. The name of the island is on the bottom, along with the difficulty and amount of money you earn (See page 00 for more details.) Move your cursor with the arrows and press A to start a island.



Characters

When you are in an island, there are a few important things you should know. The brown and orange characters are the players, while the red characters are the Militia. You have to beat every Militia person to beat the level and collect the coinage at the end.



Beating an island and looting

When you slash a enemy Militia, their body will fall to the ground, along with a few coins. Press A when touching one of these bodies will have you loot them. The farther you are in an island, the more coin you will gain from looting them. Then when beat an island, a treasure chest will appear. Press A to open it and you will return to the map with your prize.



Money

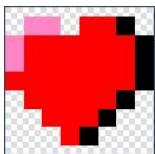
When you beat a island, the money will go into your ship. It is dangerous to carry your money in your ship, as you may get attacked by other pirates. Get your money to your island as fast as possible when you beat a island.

If you both die in an island, the Militia will raid your boat and take any money you had in your boat and your pockets.

Yarrgh, ye be
swimmin' with
thee fishes!
Thar militia
have raided ye
ship!



Icons



The first and most common icon you will see is a heart. There are three in for each pirate (P1 being the left, P2 being the right) and they represent your health.



The coin appears when you go into a island, and represents the coin you've collected from Militia (your pockets).



The life icon in the bottom left is the amount of pirates/lives you have on hand. If you run out it's (you guessed it) game over.

Icons (Continued)



The island and ship icons that appear in the map are the amount of money you have on your ship and island.



The skulls and coins (above) that you see in the map near the name mean how hard the island is, and how much coin you will get out of it.

Boat Battle!

When you travel to different islands, you have a chance to meet enemy pirates. The more money you have, the more attractive your boat is. The enemies will try to get your treasure, so defend it well! They can parry, too, so keep that in mind.



Treasure Island

When you go back to Treasure Island, you can deposit your coin in the chest, and no enemy pirates can steal or take over your island and treasure. But you can get raided on your way there, so plan ahead!



Credits

Coding.....Chris Weed

Art and Music.....Eli Weed

Special Thanks to Ezren Cychosz

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Built in approximately 35 hours for the
Microsoft Game Jam pirate theme