

All Hands on Deck (2) - Game Manual

Controls

Control	Action
Mouse Click	Select game actions (main input)
UP/DOWN Arrow Key	Pan up/down on the sailing screen.





Gameplay

At the start of the game, the player will be prompted to select a starting node. The player can then click nodes connected to this node to move up the map (you can not move down). At each node, the player may encounter battles, choices, departments and colleges. Each node has a different icon which are listed in the key below.

Objectives

The aim of the game is to advance through all levels by defeating the boss at the end of each. Each subsequent level is more difficult than the last (as enemies will be more powerful). You can purchase ship repair and upgrades (to increase health) at department nodes (2 per level) and gain new cards to use with at the end of each battle.

Node Key

Node	Image		Node	Image
Start			Department	
Encounter			College	
Battle	