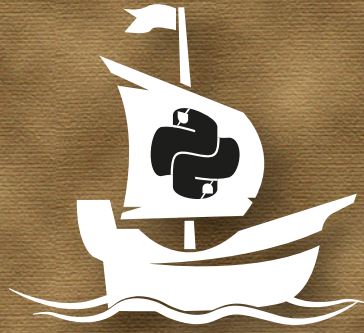


# Pyrates



Hey Pyrate... as our project has gotten out of hand in terms of complexity but we don't have time for a full fledged tutorial: Here is a long-ass text file that will go over the basics!

## THE GAME

The game is fairly simple: You start from an island at the bottom of the map and have to make your way to the final island at the top of the map. You control your boat by clicking somewhere on the very right side of your screen. On your way to the final island you gotta be careful not to run out of food or have your ship wrecked in battles...and every ship needs a crew obviously, so a dead crew also is game over.

On your way you will see a lot of islands. While visiting those can result in injuring or even losing crew members, we highly recommend visiting them for resources.

## THE ISLANDS

There are 6 different islands. Yet only 4 are relevant to your crew as the other 2 are start and finish of your journey:

### 1 | Generic islands

These islands have the biggest variety of events, yet the most likely is meeting a castaway willing to join your crew...

### 2 | Shops

If you happen to visit a shop island you will be able to buy necessary goods like ammunition or supplies (aka food) from them...maybe you even get lucky and find a shop with a rare special item.

### 3 | Treasure island

When visiting this island you will be presented with a chance of finding a treasure of high value. Yet there also is a chance that you will find nothing and one of your crew members will be injured...

(Chance to successfully find the treasure can be increased by having adventurers in your crew. For every level, a brute will increase your winchance by 1%)

### 4 | Fortress/Kraken

When passing by a fortress or encountering a kraken you will be presented with the choice to either flee or stand and fight.

To make this choice easier you will be shown your exact chance of winning (Chance to win can be increased by having brutes in your crew.

For every level, a brute will increase your winchance by 1%)



## YOUR CREW

Every ship needs a crew. You command up to 8 crew members (visible on the left of your screen) who have certain roles (and therefore benefits) and level up individually

To give you an overview of the roles:

### 1 | Helmsman

The Helmsman knows a lot about ships, the sea and the wind. Due to his many years of experience he is able to increase your ship's speed by 1% per level.

### 2 | Adventurer

With his great expertise of traps and the islands of the area the adventurer increases the chance for you to successfully find a treasure on a treasure island by 1% per level.

### 3 | Doctor

The doctor is essential on every ship! It is the only role that can heal it's allies. By clicking his 'work' button, you can choose an injured crew member for him to heal. Be aware though: While the doctor can heal another crew member whose level is equal or lower within a day, if the crewmember has a higher level than the doctor it will take 1 + level difference days to heal his ally.

### 4 | Carpenter

From a young age on, the carpenter has worked on ships and therefore has learned to fix them very quickly. He can heal your ship for 1 HP per day (don't forget to send him to work every day). If your ship is at full health and your carpenter has a higher level than your ship's max HP, he will be able to "overheal" the ship and therefore permanently increase your ship's HP by 1 per day.

### 5 | Cook

The Cook is the only mobile source of supplies (food). While he consumes his level in gold every day, he also produces his level in supplies every day.

### 6 | Brute

The Brute is a fierce warrior, eager to face every opponent. Therefore he increases your chance to win a battle by 1% per level.

### 7 | Fattie

Honestly we (the devs) are unsure what he is good for. He does not provide any buffs or has any skills. Seems pretty useless, right? Well, maybe he is? Unless...

Considering the amount of "levels" in this section it might be obvious by now: There are certain actions in the game that give your crewmembers XP and they level individually!

While having stronger crew members in itself seems nice there also is a downside: Your crew members consume their level in supplies each day - meaning a high level crew might not be sustainable in the long run. Maybe ditch them every once in a while - you could always find new crew members on islands nearby.

That being said: recruiting a new member is not possible if you have a full crew of 8. So maybe ditching a high level wounded crew member is not such a bad choice. They all are dispose- and replaceable after all...



## ITEMS

There are 3 things you need to keep track of if you want to finish the game:

### Supplies

Supplies are a combined measurement of food and water. While you can find them on islands and buy them in shops, if you drop (below) 0 this results in game over.

### Ammunition

Battling costs ammunition! If you don't keep track of your ammunition, you will instantly lose every battle and take double damage...what is a pirate ship without cannons?!

There also are a few bonus items:

### Healing potion:

is instantly consumed when clicking on somebody's 'injured' indicator and instantly heals them. This potion is strong, so it doesn't matter what level the crew member is.

### Safeguard:

Is automatically consumed when you visit a treasure island. This item will prevent your crew from being hurt. For once, that is..

### Treasure map:

Is automatically consumed when you visit a treasure island. This item will increase your chance of successfully finding the treasure by 15%.

## WHAT IS THE GOAL?

As mentioned earlier: Your goal is to reach an island on the very top of the map. Depending on your resources and crew members when completing your journey, you will be awarded with a score.

There also is a (local) highscore list in the main menu.

The map is randomly generated every time you start a new game, so memorizing routes beforehand is useless.

**Thanks a lot for playing and have Fun!**

Ben & Max