

# BOOTY

**Jim the cabin boy** wants to take advantage of the stay of his boat in **Port Royal** to fulfill his own plans for the future. As bold as he likes, he is ready to keep the **125** pieces of treasure which are distributed by the galleon warehouses and flee as far as possible.

But the mission is not easy. The ship is full of **pirates** who watch the booty with strict discipline. The **rats** are not on our side either, and the captain's **parrot** usually appears at the most inopportune moments. Besides, the galleon's cellars make up a **labyrinth** of doors and rooms, where it is very easy to get lost or fall into the void.

## HOW TO PLAY :

The galleon's warehouses are formed by **20 screens**. To advance through them and reach the pieces of the booty you have to open each numbered door with its respective **key**. We can only carry one key at a time. To change between screens we will use the **front doors**. The game ends when we get to clean all the treasure screens, in total, **125 pieces**.

## TIPS AND TRICKS:

- ✓ The adventurers who really want to get the treasure should make a **map**, or use some of the ones found on the internet, from the original game of 1984.
- ✓ To avoid leaving any piece of booty, you ideally would have to clean each screen completely before moving on to the other, although many screens require **re-entering** from other doors to collect all their treasures.
- ✓ A good option to take refuge from enemies in compromised situations is to be crouched in the middle of the **staircase**.
- ✓ Be careful when opening all the doors in a **corridor**. At that time, rats or the captain's parrot may appear.
- ✓ It is not advisable to jump to vertical **mobile platforms** when they go down. A fall from one floor above or more will make you lose your life.



## GAME CONTROLS (default):

**Q** = up

**A** = down

**O** = left

**P** = right

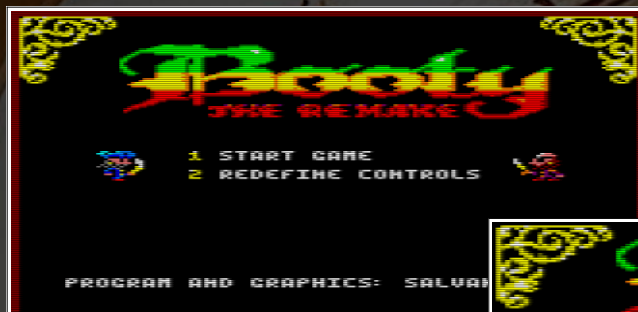
**SPC** = open door

**M** = music ON/OFF

**H** = pause

**X** = cancel game

\* Keyboard/Joystick configurable from the start menu.



**Booty. The Remake**

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|                     |                                |
|---------------------|--------------------------------|
| <b>SalvaKantero</b> | Program and graphics           |
| <b>A.Pérez</b>      | Music                          |
| <b>Brundij</b>      | Loading screen                 |
| <b>Masterklown</b>  | Tape cover and manual pictures |
| <b>Blackmores</b>   | Betatesting                    |
| <b>Felipe Monje</b> | Executive Producer             |

