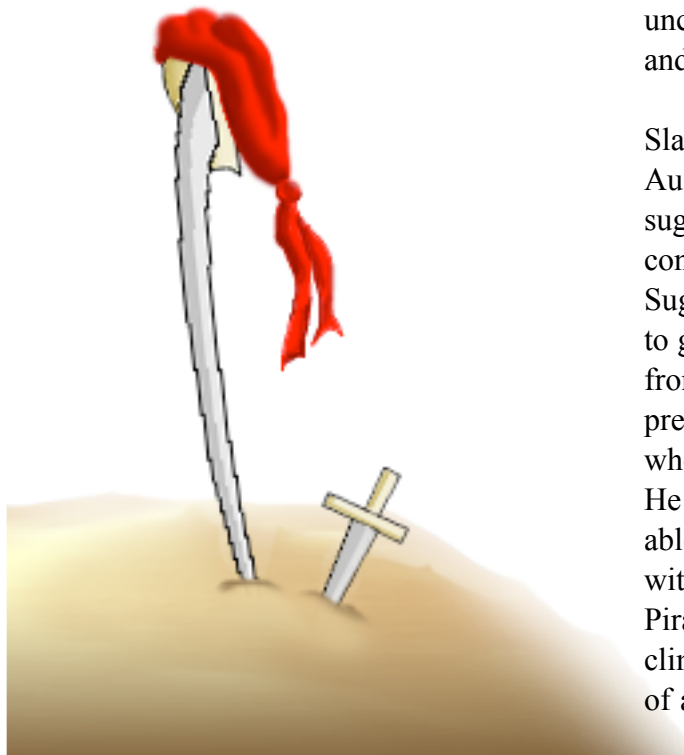# Table of Contents

Welcome To Pirate Isle!

July 12, 1597
First mate of the frigate Sun Burst

We continue on our voyage towards the infamous Pirate Isle, trusting in a captain who is placing his faith in a rotten old map to get us there. It has been nearly two months since we left the harbor of Napoli, and the morale of the crew has been tattering since the fifth week out. Now the lookout has spotted another nasty storm brewing off of the starboard bow. I fear that if it is as bad as the last one we may not survive to reach our foolhardy destination...

On July 15, 1597 the frigate *Sun Burst* was wrecked upon the shoals of Pirate Isle. The only surviving crew member was a furry cheeked sailor named Slash. The adventure begins when Slash regains consciousness among the debris of his former vessel, determined to uncover the secrets of the island, its treasure, and to discover a means of returning home.

Slash is a sugar glider from the distant land of Australia. Roughly the size of a small squirrel, sugar gliders have a membranous flap of skin connecting their forepaw to their hind feet. Sugar gliders can use this layer of skin in order to glide up to 150 feet through the air, jumping from tree to tree to escape the jaws of their predators. Our hero is a seaworthy buccaneer who wears his trusty sabre always at his side. He was a notable sailor aboard his ship, being able to leap from mast to mast seemingly without effort. During his future adventures on Pirate Isle, Slash will be able to run, jump, climb, and glide his way to and past obstacles of all kinds. When strategic maneuvers are not

an option, Slash can whip out his sabre to deal death to the most fearsome of foes. Sugar gliders love fresh fruit, so finding such items along the way can rejuvenate or even grant temporary powers to our stalwart marsupial. Using his unique talents, his uncanny wit, and his deft swordsmanship Slash must travel deeper and deeper into Pirate Isle, avoiding natural predators such as sea gulls, giant crabs, and hunting cats.

Installation

To install *Adventures on Pirate Isle*, simply place the application folder wherever you wish on your computer. The only restraint is that the Data folder must be in the same directory as the *Adventures on Pirate Isle* application.

System Requirements

Mac OS 9 Requirements
• Mac OS 9.0 or later
• 400 MHz PowerPC G3
• OpenGL compatible accelerator card

Mac OS X Requirements
• Mac OS X 10.1 or later
• 400 MHz PowerPC G3
• 16 MB OpenGL compatible accelerator card

Windows Requirements
• Windows 98/ME/NT/2000/XP
• 400 MHz Pentium II
• OpenGL compatible accelerator card

How to Play

Launch the *Adventures on Pirate Isle* application to begin playing. Once the game has finished loading, you will be presented with the main menu screen. From here you can choose to configure your controls, change the game options, exit the game, or play the game. Click on the "Play" sign to begin playing the game.

The game takes place on Pirate Isle, a treacherous and hazardous place to be sure. Our adventure begins on the beach where our young sugar glider awoke after his ship was wrecked on the island. It is your job to take our young hero through the numerous levels, collecting pirate treasure and avoiding various bad guys. The end of each level is marked by a specific treasure, such as a bronze and silver chalice or jewel of extraordinary value. To pass the current level, you need to acquire this item. There are also lots of smaller valuables scattered and hidden throughout the levels. Please note that you only have a limited time to finish each level, so knowing when to stop searching for buried treasure and capturing the end piece is important!

There are many enemies which Slash will encounter along the way. When Slash encounters an enemy, he has three basic options. First, you can try avoiding the enemy by jumping over or running around the enemy. This is not possible for some enemies. Also, some enemies carry treasure, which Slash can add to his stockpile once he has defeated them. To defeat an enemy, Slash has two main weapons.

Slash's first weapon is his trusty throwing

knife. When Slash has his throwing knife, pressing the action button from an idle position will cause Slash to throw the knife. Keep in mind that Slash only has one throwing knife, and he must run and pick the knife up again before he will be able to throw it at another enemy. If his throwing knife is lost, it is gone until you advance to the next level or you fail to complete the current level.

Slash's second weapon is his razor sharp sabre. Slash can employ his sabre in a number of ways, including thrusting and slashing which standing still, doing a spinning jump attack, or dive-bombing an enemy. It is a good idea to take a little time on the first level to play around with the various sabre actions.

Controlling Slash is a very important aspect of playing the game. One important move is to learn how to *glide*. Sugar gliders have a membranous flap of skin connecting their forepaw to their hind feet. This allows them to catch air currents and glide swiftly through the air. To do this, first press the jump button to jump in the air. Then hit the jump button again and Slash will begin gliding.

Game Characters

Our hero, Slash the sugar glider!

His pincers are sharp, reflexes quick, and tough out skin makes him immune to your weapons. It is best to avoid him altogether!

Trident throwing fish can be a pain, but they lack the armor to defend against your trusting knife and sabre!

Be wary when jumping across bodies of water, you never know when a lurking predator is ready to eat you!

When you hear the cry of a gull, run for cover! Their size makes your puny weapons ineffective. The only solutions to duck under cover.

Tips and Tricks

Got stuck? Always fail in a certain point? Read on for some helpful tips and tricks.

• You *must* glide in order to get over large bodies of water. If you need to, try practicing over land areas on the first level to get your gliding distance up.

• Some bodies of water contain jumping fish which can make gliding difficult. The key to getting across the water is timing. However, if you need an extra advantage, you can use your throwing knife to take one of the fish out. Please note that doing this will cause you to lose your knife for the rest of the level, but sometimes getting over the water is worth the loss.

• Slash glides faster than he can run, so if you are running low on time try jumping and gliding instead os just running.

• You can go extra long distance while gliding by starting one glide, then doing a spin attack, and then gliding again.

• Some levels have air currents which can take Slash to places not normally available. To ride an air current, jump and glide into one.

• Hidden items are abundant, make sure to attack things like palm tress to shake loose some free stuff.

• Triggers can be activated from a distance with your throwing knife.

• The only safe way to avoid the sea gull is to hide under an object, such as a piece of drift wood.

• Sometimes you can escape the sea gull in open territory by running back and forth very quickly.

Configuring Your Controls

You can configure your controls in the controls screen. To do this, first mouse the mouse over the control you want to change. Then press any key or control on any attached gaming device to set that control to that action (Current game device support is only in the Mac OS X version).

Specifying Your Options

Full screen Mode
Toggles between playing *Adventures on Pirate Isle* in a window or full screen.

Particle Effects
Toggles the particle effects. Turning this off may increase performance on some older machines.

Use System Cursor
When active the game will use the normal system cursor instead of the in-game cursor. Useful for compatibility with accessibility software.

Allow Continues
Gives the player the option to continue if they lose all of their lives. Play will restart at the current level.

Allow Progress Points

Available to help new comers, progress points are areas on levels where, if you die, you will restart the level at that place. One example of this is on the first level if you fail to glide over the water, then you will restart just after the water.

Play Demo When Idle
When active the game will automatically play a demo when the game is idle on the main menu screen.

uDevGame Contest

This version of *Adventures on Pirate Isle* was developed exclusively for the uDevGame Mac Game Development Contest.

http://www.idevgames.com/udevgame

This version was created for the uDevGame 2003 Mac Game Development Contest. If you enjoyed the game, please support this entry by placing your vote. The voting period begins November 5, 2003 and ends November 19, 2003. (For you convenience, you can click on the "Vote Now!" button on the main menu screen).

If you enjoyed this game, and would like to see a commercial version with more levels, monsters, and swashbuckling fun, please let us know though email (For you convenience, you can click on the "Submit Feedback" button in the Options screen)

Credits

Rocco Bowling
  - Design, Art, Programming
Dori Eggan
  - Music & Sound
Steven Tze
  - Additional Art
Melissa Bowling
  - Vocal Talent
iDevGames.com
  - Additional Sounds