



Game Manual

# System Requirements

- Keyboard & Mouse
- Windows XP/Vista/7/8
- 512 Mb RAM
- Graphics card that supports DirectX 9.0c and Shader Model 1.1

## Installation Guide

1. Extract contents of the provided .zip file
2. Run setup.exe and follow on-screen instructions
3. Run Pirates.exe
4. Be the greatest Sky Pirate of them all!

# Background

Legend speaks of an era called the Age of Aeronautic Exploration, a time long ago when ships first took to the clouds. Many believe it to be myth, as history prior to it has been lost, no longer a part of the memory of mankind. People have lived all their lives on airships, just as those generations and generations before them had.



You are Fausto, the boldest sky pirate captain around and you will stop at nothing to get more booty. Take to the skies in this highflying, side-scrolling pirate adventure filled with ship combat, commandeering, and plundering. Every ship is fair game when you're running low on resources, and the only way you can continue is to risk it all and jump ship.

# Gameplay

## Slay Enemies!

Waves of pirate ships wait in each level, eager to shoot you out of the sky and impede your travel. Shoot them down first to show them who's the best sky pirate.



## Commandeer!

Enemy ships will eventually start wearing down your health. Take their health and upgrade to their ship by launching Fausto out to commandeer them!



## Collect!

Ships that you kill will drop purple crystals called Aerocite. Collect the Aerocite to build up your score and earn extra lives!



# Interface



1. This is Fausto's current ship. It will always be linked to a red X, which shows where the ship's cannon is currently aiming.
2. This is the message box of each level, it displays helpful hints in story-mode and the current wave number in Infinite Mode.
3. This is the current lives count and current score count. Score earns points for lives.

# Infinite Mode

In Infinite Mode the goal is clear: fly right and fly right as far as possible.

As you do so, waves of enemies of increasing difficulty will spawn before you in an attempt to stop you. You will have to choose between shooting them down or commanding in order to proceed.



# Story Mode



The ultimate goal of Story Mode is the same as in Infinite: fly right. This time however, each level will present a unique array of ship and obstacle placements intended to impede your travels.

In addition to regular ships of varying strength, challenges can include:

- Strong winds that blow your ship/bullets off course
- Rain clouds that weigh down your ship and also provide cover for enemies.
- Large boss ships with high health/firepower that block you from reaching the exit. (These cannot be commandeered)

# Ship Types



## Frigate:

Health: Medium

Damage: Medium

Speed: Medium



## Balloon:

Health: Medium

Damage: Medium

Speed: Fast vertical & slow horizontal

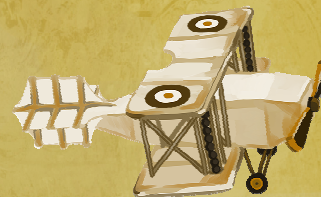


## Dirigible:

Health: High

Damage: Low

Speed: Slow



## Biplane:

Health: Low

Damage: High

Speed: Fast horizontal

# Controls



# Tips

- Your ship's momentum can propel bullets farther. Use it to your advantage!
- Pay attention to the amount of fire on your ship. As damage goes up, so will the flames.
- Use commandeering wisely. Do it too much and you'll have a hoard of mutinous ships after you. Too little and you may meet an early death.
- You can still shoot/commandeer as your ship is falling after being shot down! Don't lose hope!
- Be wary of wind. It can blow your bullets and Fausto off course.



# Fat Panda Interactive



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# Acknowledgements

## General

Farseer Physics

[stackoverflow.com](http://stackoverflow.com)

[dotnetperls.com](http://dotnetperls.com)

## Our Shepherd

Walker White

## Sound

Kevin MacLeod

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