



A grappling-hook platformer for 1–4 pirates on one screen.
Work together to raise the black flag, then squabble over the gold.

Getting started

- Choose **Tutorial** in the main menu for a short solo lesson. Nothing is saved from it.
- **New game**: pick the **Crew size** (1–4), a name and a look for each pirate, and a **Game mode**, then **Choose your sea**. The mode and the sea are fixed for the whole game.
- On the map, click a place (or use the arrows and **Enter**), then **Set sail**. Fog hides the places you cannot visit yet: clearing a place opens others. The game saves after every round.

Game mode	What changes
Deckhand	No damage between pirates, and fewer enemies. Pure co-op.
Freebooter	The game as designed.
Buccaneer	Extra enemies, and not a single power-up.

Controls

Action	Shared keyboard Pirate 1	Shared keyboard Pirate 2	Solo keyboard	Gamepad
Move	Q D	K M	← →	Left stick or D-pad
Jump · grapple in mid-air · let go of the rope	Z	O	Space	A
Reel the rope in / out	Z / S	O / L	↑ / ↓	Stick up / down
Drop through a ledge	tap S	tap L	tap ↓	tap down
Hop onto a ledge just above	Z	O	↑	Stick up
Shoot, towards the direction you hold	Double-tap a direction key		Left Ctrl	X
Chest: hold 1.5 s on the ground	hold S	hold L	hold Left Ctrl	hold X

Esc or **Start**: pause menu · **P**: freeze the game · **R**: restart the level · **F11**: full screen

Grappling hook

Press **Jump** in mid-air: the hook locks onto the anchor best lined up in front of you (range about 460 px). Steer left and right to pump the swing, reel the rope in or out, and press **Jump** again to let go with a burst of speed.

Each seat picks its own input in **Options** → **Controls**, where every key can be remapped. A keyboard only fits two players: the others need gamepads. The default shared-keyboard keys are laid out for AZERTY keyboards; on QWERTY, switch to Solo keyboard or a gamepad, or remap them.

A round, in two phases

1. The Harvest



- You have **60 seconds**.
- Grab coins, and **bury them in your own chest**.
- Defeat the required enemies: a counter shows how many are left, and the flag stays locked until they are gone.
- Touch the flag. It turns into the **Jolly Roger**.

2. The Scrap



- The **whole crew** must reach the dinghy to clear the round.
- Once one pirate is aboard, the others have **10 seconds**. A seated pirate cannot be hurt; press **Up** to hop out again.
- This is when chests get **stolen**, and the only time **Relic feats** work.

The round is lost if time runs out, if a pirate reaches 0 HP, or if you choose **Give up**. A lost round credits nothing, but the game goes on and you can retry the place.



If everyone climbs back into the dinghy before the flag is reached, you simply return to port: the round counts neither as a win nor as a defeat, and nothing is credited.

Gold: only your chest counts

Bury it or lose it



- Gold in your hands is **lost when the round ends**, won or lost. Never board the dinghy with full pockets.
- **Create your chest** by holding the chest action for 1.5 s on the ground, away from other chests and from the dinghy. All the gold you carry goes in. You get **one chest per round**; hold the action on it again to deposit more.
- Only a **cleared** round banks its gold, and every chest then gets **+20 %**.

Theft (The Scrap only)

- Hold the chest action on a rival's chest: the loot ends up **in your hands**, and you cannot bury it on the way. Run for the dinghy!
- Board first, and the theft stands: the loot is yours and the round is cleared.
- If the victim is **already seated** in the dinghy when you arrive, the theft is cancelled: they get their gold back, and you pay them **3 coins** from your own chest.
- Bumping into a rival also steals **1 coin** from their hands (not in Deckhand mode).

Staying alive

- Everyone has **100 HP**. Touching an enemy costs 20 %, a bullet 30 %, lava 35 % per second; spikes and cannonballs hurt too.
- **Stomp** most enemies by landing on their head: the hit bounces you up, and each kill heals 15 %. Some tough ones can only be stomped when stunned, so shoot them instead.
- The **pistol** has unlimited ammo and a short reload between shots. Bullets also hurt other pirates, except in Deckhand mode.
- Water will not kill you: you float, then get hauled back onto the nearest platform.
- Walking over a power-up picks it up (none in Buccaneer mode): **Life** +25 % HP · **Shield** blocks the next coin theft (12 s) · **Magnet** widens coin pickup (8 s) · **Speed** (7 s) · **Bomb** makes your next shot explosive.

Relics, medals and the end

- Every place hides one Relic, unlocked by a secret feat that only works in The Scrap. Nobody tells you what it is: read the **Hint** on the place's sheet, then experiment. Once the Relic appears, walk over it and clear the round to keep it.
- A Relic gives an **ability** to one pirate, the one who picked it up by default. Reassign it any time on the **crew sheet** (click the dinghy on the map): Double jump, Extra heart (+25 max HP), Sea legs (+20 % speed), Speedloader (faster pistol), Boiled leather (-25 % damage), Wide-barrel arquebus (spread shot), Lodestone (wider coin pickup). The last Relic of each sea is a trophy with no ability.
- Each pirate gets a **score out of 100** per round. Each place keeps its best medal:



Bronze: round cleared



Silver: and the Relic found



Gold: and every pirate at 80/100 or more

Clear every place and bring back every Relic to finish the game. Finished games enter the **Rankings**: the most gold comes first, and the fastest crew wins a tie.

Quick tips

- Swing from anchor to anchor instead of running: the hook is the fastest way across the level.
- Heavy things (rocks, barrels, cannonballs) slow you down and shorten your jumps, but not your hook.
- Robbed? Reach the dinghy before the thief and wait there.
- Solid platforms stop bullets: use them as cover from gunners.
- Lost a round? You keep everything from your previous ones, so go straight back in.