

# 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.

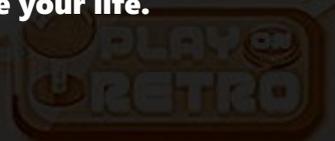
But the mission is not easy. The ship is full of **pirates** who watch the booty with strict discipline. The **rats** are not on our side either, and the captain's **parrot** usually appears at the most inopportune moments. Besides, the galleon's cellars make up a **labyrinth** of doors and rooms, where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

### Setting 1

**Q** = up  
**A** = down  
**O** = left  
**P** = right  
**SPC** = open door

### Setting 2

**W** = up  
**S** = down  
**A** = left  
**D** = right  
**SPC** = open door

### Setting 3

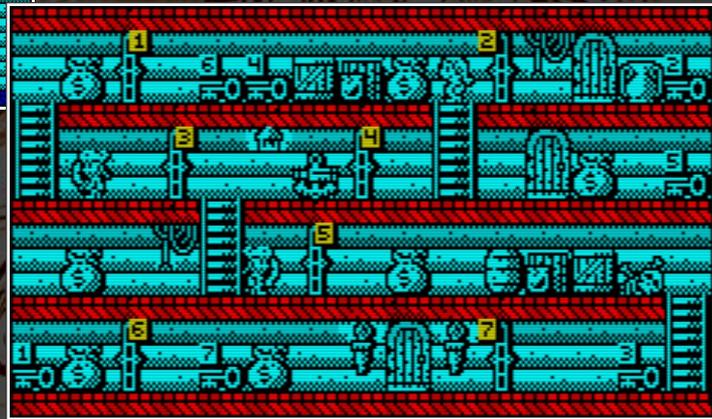
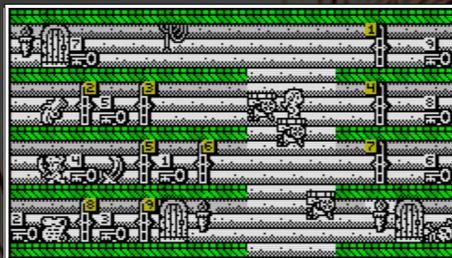
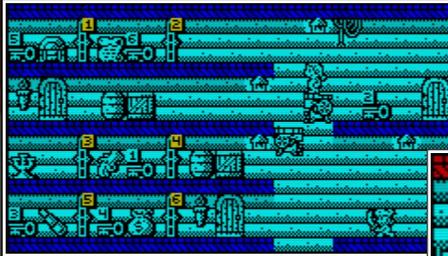
**Kempston Joystick**

### Setting 4

**Sinclair Joystick**

**M** = music ON/OFF

**X** = finish



**Booty. The Remake**

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**SalvaKantero** Program and graphics  
**Davidian** Music  
**Masterklown** Tape cover and manual pictures  
**Dany Cantero** Translations

## THANKS:

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... To Lourdes, for not throwing me overboard after stoically supporting my pirates for months.

