

# INTRODUCTION

Hello and welcome to chapter one of Oceanspirit Dennis: Archipelago Adventures, almost certainly the best game about pirates you'll play while playing this game.

This product is the result of the somewhat hard work of several people and this is where I'm supposed to tell you not to swap it freely with other people. But this is a game about pirates, so feel free to pirate it. It's freeware anyway. All we ask is that you please distribute it with this manual and all other documentation included.

Enough prefacing. Let's get to the good stuff.

This game tells the story of Oceanspirit Dennis, the greatest pirate-ninja-detective in the OSD universe (or Oceanspiritverse, for short. (By the way, OSD is short for Oceanspirit Dennis)). As the story opens, Dennis is about to leave his island base to set sail for the distant Eastern Archipelago, a collection of mostly unexplored islands located somewhere in the expanse of the Eighth Sea (the secret one).

And now that we know something about what he is doing, let's learn a little about our hero.

## Oceanspirit Dennis



Pictured: Pure Awesomeness

Oceanspirit Dennis, Scourge of the Underworld is a low level Ninja-Pirate. As such, he is a hybrid class who focuses mostly on combat with a limited amount of spell-casting to round him out.

Dennis begins with three life points, which is more than it sounds. Most people have only one or two. He gets one attack per combat turn, with a 25% chance to get a second, bonus attack. Unarmed, he hits 66% of the time for one point of damage, meaning he can kill the average guy with only one or two punches. But Dennis only kicks and punches if he has no other choice.

Usually he is armed with the mighty EmoBlade, an oversized sword that always hits (except under certain rare conditions, such as attacks against flying enemies). At the start of the game, the EmoBlade hits for two points of damage and benefits from Dennis' chance to bonus attack. It is a magical blade that can strike enemies who are immune to normal weapons. When the story begins, the characteristics of the EmoBlade, like

Dennis' own stats, aren't particularly great, but can be improved by questing and advancing in levels.

Dennis gains an extra life point when he reaches levels two, five, and eight. He increases his chance to bonus attack by +25% at levels one, four, and seven. He gains an extra mana point at levels three, six, and nine.

Dennis can also cast spells. He begins the game with five spells available and more can be added provided he can find new spells.

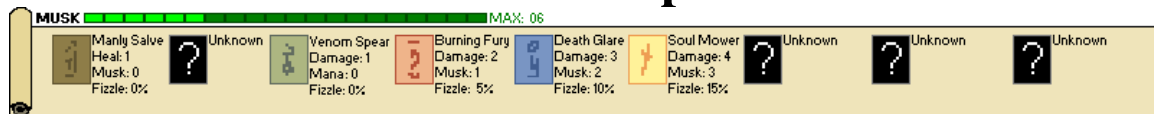
Dennis can cast one spell per combat turn, for as long as his mana holds out. It should be noted that all casters derive their power from something unique to them. Some need a magical hat, a pointy wand, or an enchanted catchers mitt. Dennis derives his spell power from the strong cologne he uses. Dennis' brand of choice is Brut™ and he wears one of their soap-on-the-ropes around his neck at all times. This ensures that a thick cloud of strong, manly fragrance follows him around all day, and it is from this musky, eye-watering fog that he draws the power to focus his magic.

As the game begins, Dennis' musky cloud provides a maximum of six spell points, but he can increase this limit by finding more Brut™ soap-on-the-ropes to wear. Each one found will increase his maximum manly musk by one point. He can also raise the cap by one point by increasing his level, allowing him to become more efficient in his use of the cologne fog, depleting it less slowly as he casts spells.

Each game day spent aboard his ship restores Dennis to full life and magic points. But while exploring, Dennis must rely on his magic and certain inventory items to recover lost points. These items, such as healing potions and bottles of Brut™ cologne, will be covered in the next section of this manual.

For the moment, let's take a look at Dennis' spells.

## Common Spells



Pictured: Dennis' Spell Scroll (Sea Version)

Dennis begins with these five spells on his spell scroll and room for four more. In order, they are:

Manly Salve (Mana Cost: 0, Fizzle Chance: 0%)

Dennis produces a uniquely masculine fluid with healing properties. At sea this spell fully restores one matey to life. On land this spell heals everyone in the landing party one life point.

Venom Spear (Mana Cost: 0, Fizzle Chance: 0%)

Dennis conjures a poisoned spear out of thin air that hurls itself at an enemy. It always hits the targets he chooses. At sea this spell kills one enemy matey (or inflicts 1 point of damage on larger monsters). On land this spear does two points of damage to any target of Dennis' choosing. (Note: Against certain monsters such as the undead, it only does one point of damage because they are immune to the poison component of the attack).

Burning Fury (Mana Cost: 1, Fizzle Chance: 5%)

Dennis channels all of his anger at how *The Simpsons* has really gone downhill in the last few years, focusing it into a white hot eruption of rage. At sea it kills two enemy mateys (or inflicts 2 points of damage on larger monsters). On land it inflicts four points of damage on a single target.

Death Glare (Mana Cost: 2, Fizzle Chance: 10%)

Dennis lifts his eye patch, revealing his terrible, deadly critical eye (it sees all your faults!). At sea this kills three enemy mateys (or inflicts three points of damage on larger monsters). On land it does six points of damage against a single target.

Soul Mower (Mana Cost: 3, Fizzle Chance: 15%)

Dennis briefly astral projects himself aboard a psychic riding lawnmower and trims the surrounding area. At sea this spell kills four enemy mateys (or inflicts four points of damage to larger monsters). On land this spell does seven points of damage to the target and one point of damage to everyone else in combat, except Dennis himself – yes, even Dennis' own mateys will take damage! (Note: This spell is much less effective against some creatures, such as the undead or lower life forms such as giant spiders or sea serpents).

## The Man Purse & Some Common Items



Pictured: Pictures of Stuff

While on land (although not while in town), Dennis keeps his stuff in a magical man purse, which appears as a small leather satchel in the lower right corner of the screen. To open it, simply click it.

The inside of the man purse is actually a pocket dimension. Within, Dennis can store a near-infinite amount of certain items, provided the item is small enough to fit into the opening of the purse. Additionally, due to the vagaries of the pocket dimension, Dennis can only see one of each item at a time. For example, Dennis has four small healing potions, two medium healing potions, one small bottle of Brut™ and one scroll of "Quick Save." Peering into the man purse from our side of the dimensional barrier, Dennis would

see only one small healing potion, one medium healing potion, one small bottle of cologne, and one scroll of “Quick Save.” He won’t know he’s down to his last scroll or bottle of cologne until he pulls it out of the man purse.

Dennis begins the game with only a few items in his inventory. But a much larger selection of stuff awaits the man bold enough to ~~steal~~ find it. Some items are only available for use at sea. Others can only be used on land. Here are a few:

Healing Potions (Small, medium, large) [Land Only]

When opened, Dennis passes the potion around and every member recovers some lost life points – one point for a small potion, two for a medium, and three for a large one.

(Dennis begins the game with one small healing potion.)

Brut<sup>TM</sup> Cologne (Small, medium, large) [Land Only]

Dennis can open one of these bottles and pour it on his head, allowing him to quickly recover lost mana points – one point for a small, two for a medium, and three for a large.

(Dennis begins the game with one small bottle of cologne.)

Jiffy Mana [Sea Only]

These big jars are greatly prized by spell casters. When opened they normally restore ten points of mana. But for hybrid casters like Dennis, only five points are restored – but in a pinch, that could make all the difference. These jars are too big to fit through the flap of Dennis’ man purse, so he must keep them on board his ship. Like all inventory items available at sea, they are used during the “Special Actions Phase” in combat.

At the end of any combat turn at sea, if Dennis has fewer than five spell points remaining, he will be give the option of opening one of these jars.

(Dennis does not have any of these jars at the start of the game.)

Spell Scrolls [Land Only]

Many spells are simply too advanced for a hybrid caster like Dennis to inscribe on his spell scroll, but he can still cast them if he has a scroll to read from. Each scroll is good for one use, as the magical ink fades away as the spell is read aloud.

Spell scrolls can be carried around in his inventory and samples include:

Quick Save

This scroll allows Dennis to use clairvoyance to write an entry in his logbook, saving the game even at great distances.

Revive Matey

With this scroll, Dennis can restore one dead member of his landing party to life. The revived matey will return with two life points and instantly rejoins the party.

### Spirit Exchange

A much more complicated version of Revive Matey. This spell allows Dennis to restore every matey in his party, should it come to that. For each life point Dennis has above one, a matey will be restored, but Dennis will lose one life point in the exchange. Thus, if Dennis is alone but has three life points, he will lose two points (he can't sacrifice his last point) and two mateys will be restored to the party. Each revived matey will return with only one life point, so Dennis will have to heal them with magic or healing potions if he doesn't want to lose them again when the next combat occurs.

But none of these items and spells will do a pirate any good if he doesn't have a ship. Fortunately, Oceanspirit Dennis has a fine one!

## ***THE FANCY MAN***



Pictured: More Pure Awesomeness

Dennis' ship, *The Fancy Man*, is his home away from home. This moderately sized ship has been modified a great deal before the game begins and will be improved further as the story progresses. These are its stats at the beginning of the game:

**Type:** Medium Pirate Ship

**Captain:** Oceanspirit Dennis

**Crew:** 30

**Grog:** 30

**Cannon:** 4 (standard type)

**Cannonballs:** 25

**Gold:** 99 maximum (this ship has no safe. Dennis keeps the money in a pillowcase)

Special Equipment: 1 extra gun, full set of queen-sized hammocks (doubles crew size from 15 to 30).

Special Rules: "Ball Handlers" (The crew of this ship don't mind if their balls are touching. +5 cannonballs).

Tribute: If Dennis loses a battle at sea or is ransomed while on land, he must pay twenty gold pieces, eight cannonballs, and three barrels of grog to the victor.

## THE WORLD MAP



Pictured: The Map of the World

Dennis gets around the Eastern Archipelago by using the world map. His ship and its current location are displayed, as well as any islands and other locations of interest that are known to him. In the picture above, the only two things on the map besides his ship are the peninsular port town of Archipel-A-Go-Go and the mysterious smoke cloud that has recently appeared, making travel into the eastern part of the map impossible.

While at sea, Dennis is in his element. He can load and save the game, easily recover life and spell points, and his magic is much more powerful.

## GETTING AROUND AT SEA

To travel, just choose a hex adjacent to on the ship is in and Dennis will sail there. The journey will take one day, during which time one barrel of grog will be consumed.

Upon arriving in the new hex, a random event may occur. Dennis might have sailed into a storm; he may be attacked by pirates that are lying in wait; or perhaps nothing at all will happen. After the event, if there is one, is resolved, Dennis may continue on to another hex or he may opt to patrol the hex he is in.



Patrolling a hex is easy: Just click the hex the ship is currently occupying. Patrolling takes a day, consumes a barrel of grog, and restores health and mana points as normal, and it also confers many other benefits. By spending a day in the same hex, Dennis can get the drop on other pirates, giving him the option of attacking them or letting them pass. Storms are also somewhat easier to weather while patrolling. Dennis has more time to see them forming on the horizon and so the mateys are able to batten down the hatches, secure cargo, and prepare for the worst. There are also a few encounters than can only be had while patrolling.

You can stay out at sea for as long as your supplies hold out. But when the grog locker begins to run low, head for town. You will lose one matey for each day spent at sea with no grog!

The Eastern Archipelago contains many islands; some large, some tiny. To visit an island, sail to it and answer yes when asked if you want to drop anchor there.

Most islands are undefended and you can drop anchor without any problems. However, if the island is defended, you will have to defeat any ships or forts (or monsters!) that are trying to stop you from setting foot ashore.

## GETTING AROUND ON LAND



Pictured: A breathtaking piece of scenery

Once on land, Dennis is much more vulnerable than he is on the water. Dennis cannot save or load games while away from his ship, and his magic is much less potent. But land is where most of the treasures are buried, so if Dennis wants to make money and complete quests, he'll have to go there sooner or later.

Exploring an island is a simple enough affair. Dennis and his landing party will begin in a hex with the launch they used to reach the island. When he is ready to return to his boat, come back to this hex and answer yes when asked if you are ready to return to the sea. This will end the day and put him back on the world map in the same hex as the island he was just exploring.

Moving from hex to hex is handled much as it is on sea, but there are much fewer random encounters. When entering a hex for the first time, any monsters and items of interest will be revealed to you. If Dennis encounters a monster, the game will immediately go to combat (more on that later). Once the battle is resolved, Dennis can then interact with anything he finds in the hex. Treasure chests can be dug up from mounds; potions can be picked up; and so forth.

Typically, once Dennis and his men have cleared a hex of treasure and monsters, it will remain clear.

Some hexes contain access points to sub-maps. The points may take the form of doorways leading in to beach shacks, gloomy entrances into caves or mines, and so forth. When Dennis enters the sub-maps, the rest of his landing party may or may not be able to accompany him.

## COMBAT AT SEA

Combat on the ocean is a common affair in the life of a pirate, and proceeds by turn, in phases, as follows:

Phase One: Sea monsters and the like attack in this phase.

Phase Two: Boarding skiffs and other small craft move and attack in this phase.

Phase Three: Larger ships exchange cannon fire in this phase.

Phase Four: Fortifications on land fire cannon in this phase.

Phase Five: Spell casters use magic during this phase.

Phase Six: Special actions occur here and then a new turn begins anew with phase one.

Combat continues until only one ship has any mateys left or until turn twenty, at which time the day is over and all parties will return to the world map.



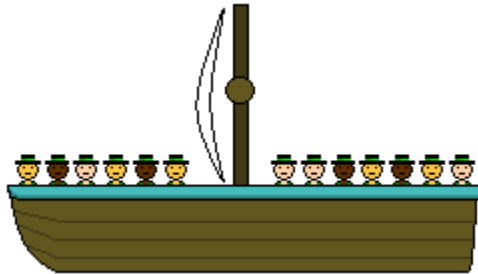
# COMBAT ON LAND

Combat on land is a much less intensive affair, with much lower body counts (usually). Each side goes in order of initiative – Dennis and company will usually go first. The few exceptions to this are certain very fast enemies, like tigers, snakes, or velociraptors.

Each combatant on a team gets an attack with its weapon, spells, or claws. Hybrid characters like Dennis get a melee weapon attack followed by a magic attack. There is no special actions phase at this scale of combat. Things happened quickly, leaving no time to dig through your inventory!

Combat concludes until only one side is left standing. There is no turn limit.

# SAMPLE ENEMIES



Many trade routes crisscross the eight seas, and merchant vessels are a common sight. Merchant ships are always unarmed and pay tribute slightly above their ship class.

**Type:** Medium Trader

**Captain:** (Merchant fleet)

**Crew:** 13

**Grog:** 30

**Cannon:** 0

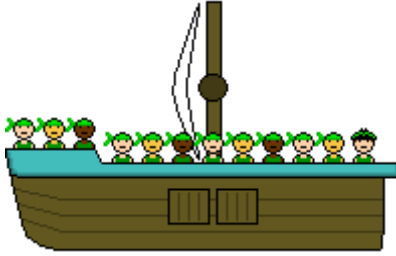
**Cannonballs:** 0

**Gold:** 699 maximum (this ship has a superior quality safe)

Special Equipment: None.

Special Rules: “Noncombatant” (If unescorted, this ship must automatically surrender).

Tribute: If Dennis defeats this ship, he will receive ten gold pieces, and four barrels of grog.



Merchant vessels are often escorted by one or more armed ships.

**Type:** Small Escort

**Captain:** (Merchant fleet)

**Crew:** 12

**Grog:** 30

**Cannon:** 2

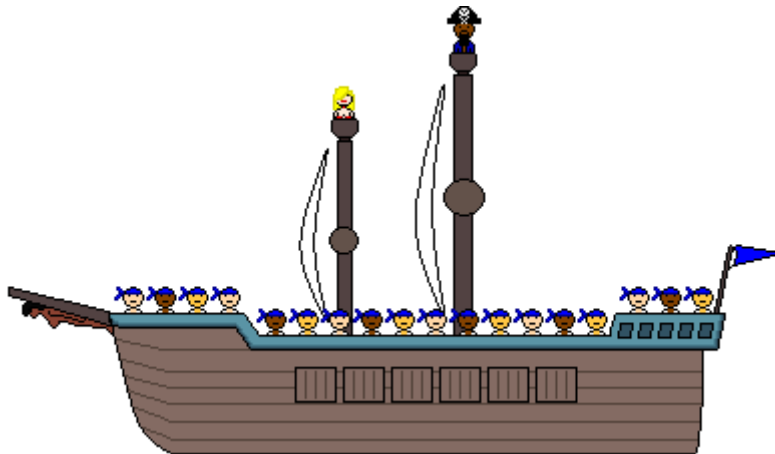
**Cannonballs:** 40

**Gold:** 99 maximum (this ship has a strongbox, not a proper safe)

Special Equipment: None.

Special Rules: None.

Tribute: If Dennis defeats this ship, he will receive five gold pieces, four cannonballs, and three barrels of grog.



Dennis' longtime enemy, Knottybeard the pirate travels the seas in this ship, the *I Love Women*. It is a powerful ship and one Dennis should not grapple with if he's anything less than full strength. Knotty is a pure pirate class, not a hybrid. As such, he cannot cast spells. He has hired Corsettica the witch to fill that role.

**Type:** Large Pirate Ship

**Captain:** Knottybeard

**Crew:** 31

**Grog:** 65

**Cannon:** 6 (standard type)

**Cannonballs:** 70

**Gold:** 699 maximum (this ship has a high quality safe)

Special Equipment: 2 extra guns, expanded bunkroom, oversized magazine, extra grog locker, 2 boarding skiffs.

Special Rules: “Ball Handlers” (The crew of this ship don’t mind if their balls are touching. +10 cannonballs); “Cheap Dates” (This crew goes easy on the grog at dinner time. +5 grog); “Hired Wand” (Corsettica)

Tribute: If Dennis defeats this ship, he will receive thirty-six gold pieces, twelve cannonballs, and three barrels of grog.

## CONCLUSION

Hopefully, this manual has prepared you for your journey to the Eastern Archipelago. If you have any questions or if you find a bug, feel free to drop me a line at [tackyworld@earthlink.net](mailto:tackyworld@earthlink.net).

Thanks for playing and I hope you enjoy the game.

## GAME CREDITS

Game Designer: Ponch

AGS Engine Provided by: Pumaman

Additional Programming:

SSH (Rain effects and Save/Load module)

Kweepa (“OtherRoom” functions)

Oceanspirit Dennis created by Snake, Discordance, DDQ, and Ben304

Thanks to my team of translators for bringing those pirates to life!

Australian Translations: Ben304

Scottish Translations: Frodo

Spanish Translations: El\_Serape

Yiddish Translations: Magic Tomato

Playtesters: Chaz, DDQ, Discordance, Frodo, Magic Tomato, Snake, Studio3

Special thanks to IceyGames, who accidentally the whole thing.

*Oceanspirit Dennis is freeware and should be supported and distributed as such.*

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