Press Information

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Introduction

Captain your very own pirate ship on a Caribbean voyage. Use your word skills while fighting pirates, Arrr!

As runaway pirate, Captain Lucy, you must embark on an adventure throughout the Caribbean to restore your father's name.

Earn a reputation as a fearsome pirate with a mighty ship to command. Defeat your enemies and learn to talk like a pirate, Arrr!

The Story

The story is revealed using in-game character dialogue.

Lucy is the spoilt daughter of a wealthy trade and shipping merchant, a senior figure in the EITC (East India Trading Company) operating out of Miami and responsible for the whole Caribbean. While her father is away on business her step mother decides to bundle her off to boarding school. Distraught, this precocious teenager commandeers one of her father's ships and sets out to find him. Little does she realise the forces conspiring to ruin her father and destroy her family, nor does she comprehend just how far reaching the conspiracy really is. With no sign of her father and no money she has no choice but to take on the life of a pirate.

You are a young woman alone in a bygone era, a man's world; your adventure now begins….

Design Details

Pirate Princess is a historical adventure game built up from a very familiar and therefore accessible foundation, the word puzzle game. Each element of the game is discussed below in detail:

Word game combat

The player can make words from his selection of nine letters (plus any extra letter "coins" he may have). When a valid word is complete it can be "fired" and the ship's guns will damage the enemy. The power of the shot is based on the size of the word, the rarity of letters, the level of the player, the type of ship and any action coins that may be affecting the shot.

Navigation

The player moves around the Caribbean on the map screen, the map is split into five zones and each zone has many nodes.

Visiting a port allows you to pick up new missions or buy a new ship.

Economy

Trade in unwanted action coins and buy new ones. There is even a working economy; with careful trading you can make a tidy profit!

The Enemy

There are many enemies for a young pirate in the Caribbean.

Merchants – rich traders with the most lucrative cargoes, but unpredictable movements and powerful ships.

Brigands – pirates that follow no moral code, sneaky wretches that attack anything and everything.

EITC – pirates who now work for the East India Trading Company under a "letter of mark". They are company lackeys who've turned their back on real pirate life.

Action Coins

The player can learn to wield many different "action coins" as he levels up and travels around. By selecting only specific types of coin to learn from many, he can specialise in combat. For example, a player could focus on steal actions and win by ensuring the enemy never has an action to use of its own.

In-Game Tasks

From time to time story elements and tasks are revealed to the player via in game dialogue. Different characters will pop up with missions to carry cargo, protect a port or hunt down a specific pirate.

Don't worry if you forget what you're supposed to be doing, because the captain's log records everything.

Level up

The more battles you take part in, the more experience you gain. This experience lets you move through specific levels and spend reward points enhancing specific skills. Even losing a battle is still a valid experience.

However, losing or running away is not good for your reputation. Take care or end up labelled as a cowardly dog!

The Characters

The game contains a host of interesting characters to meet and interact with, both in game and in the tutorial. Each new character has a distinct personality and area of expertise, which comes across throughout the game. Sometimes they have a mission for you, a snippet of news or even a full blown conversation.

Supporting characters that appear in game:

Unique Features

- Beautifully drawn character artwork.

- ***Real time word-play combat*** *against the computer.*

- Classical music sound track and sound effects.

- ***Four different skill threads*** to find and level up.

- ***Five different zones*** within the Caribbean to explore, only the first is in the demo and the rest are much bigger.

- Make alliances with friendly pirates and ***trade.***

- ***Captain your own pirate ship***. Find and purchase any of five different ships.

- ***Use action coins*** to alter the flow of battle. Freeze, steal, word reveal – and may more.

- ***Earn a reputation*** as a fearsome pirate or cowardly dog.

- ***Follow the compelling story*** to its gripping climax.

Reviews

Jayisgames	"a genuinely interesting story that drives you to want to see its completion"
Casualgameplay	"I really enjoyed Pirate Princess ...anyone can pick it up"

About Moonpod

Run by a husband and wife team, a real family business. Mark Featherstone is a games industry console developer with more than 10 years professional experience. Holly is an aspiring artist with a natural talent and enthusiasm for all things gaming. This duo is driven by the desire to create innovative, original games. Moonpod delivers fun games that you just cannot get anywhere else. Indies should make something fun first, innovate second and forget about the hype.

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