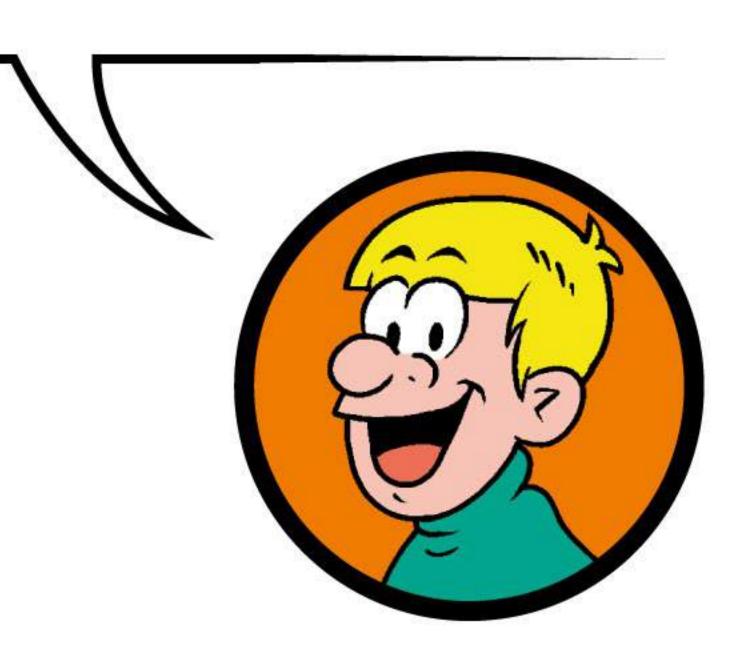


INSTRUCTION BOOKLET

SNAPPY SAYS

THIS IS THE VERY FIRST VIDEO GAME CREATED BY DUTCH ISLAND GAMES. I HAD A LOT OF FUN DEVELOPING THIS TITLE TO RUN ON ACTUAL NES HARDWARE. EVEN THOUGH IT IS ONLY INTENDED FOR TESTING PURPOSES, THERE WERE STILL MULTIPLE HURDLES TO OVERCOME IN ORDER TO MAKE IT WORK. I HOPE YOU ENJOY THE FINAL PRODUCT.

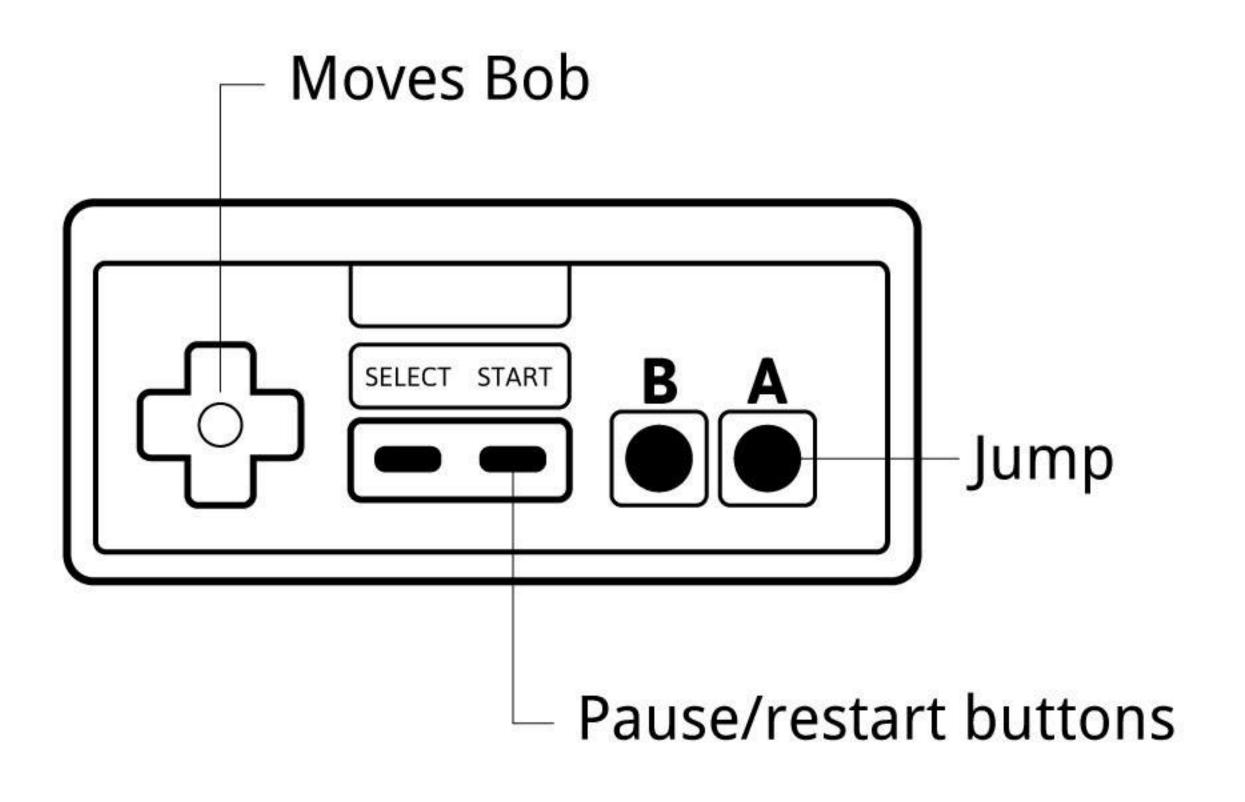


STORY

While working late one night, Bob accidentally plugged some composite cables into the component ports and was digitally transferred to the World of Sea Arty. Now, he must restore color to their monochromic flag in order to return back to his own world!

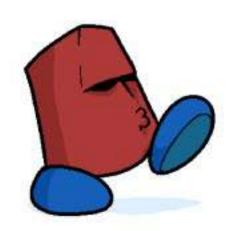


CONTROLS





ENEMIES



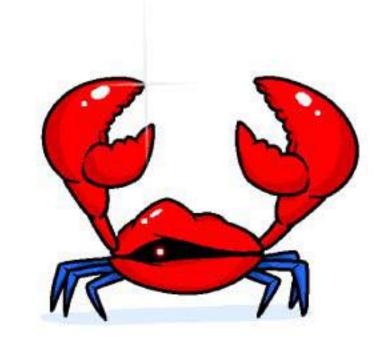
Brick - Is the textbook definition of an overachiever and the fastest of all bloogs.



Raisin and **Taffy** - Best friends who are always together. If you see one, then the other is never far behind.



Fern - "Slow and steady wins the race" is Fern's personal motto.



Clyde - You don't mess with Clyde; Clyde won't mess with you.

MEMO



THANKS FOR PLAYING

Special thanks to Bob from RetroRGB for keeping retro gaming relevant. You can learn more about RetroRGB and how to help support them by visiting https://www.retrorgb.com

Game development was made possible by NESMaker. Find them on the web at https://www.thenew8bitheroes.com

Cartridge boards were provided by Broke Studio. Visit them online at https://www.brokestudio.fr

You can reach us via email at contact@dutchisland.games Please visit us online and learn more about our other projects at https://dutchisland.games

Code, graphics, level design, box art and illustrations by **Snappy** Music and sound design by **Cosmicgem829**Printing services provided by **GoBoxIt**

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