



A How To Guide
for Would Be
Swashbucklers, Scoundrels, Rogues
and other Seafaring Miscreants

The Duke Abides

Welcome to Bodacious Bay, the finest port on the Azurbbe-an Sea. It's a perfect family vacation spot -- that is, if your family name is Blackbeard. Lying, cheating, stealing, kidnapping, fistfights and swordfights abound...and that's on a slow day.

Here's where we first join our heroes, the crew of the pirate schooner Brazen Blade. After a surprising encounter with a mermaid at the Siren Rocks, the Blade lost Captain Amerigo, its daring leader -- missing, and presumed dead -- and gained a bunch of new holes in its prow.

Now the Blade's crew must choose a new captain, and Duke Grabowski wants the job. Eight feet tall, more brawn than brains, and as subtle as a typhoon, Duke is not the first choice of the Brazen Blade crew. Or the second. Or the forty-fifth.

In order to keep him from becoming captain, Duke's ship-mates have issued him a challenge: Woo three women and show them he's worthy of leading the Brazen Blade crew into swashbuckling glory.

Duke is more than worthy. Smash zombie raiders with his head? Check. Drink a fish under the table? He can out drink the whole school. Sail a ship backward and blindfolded? Actually, no. (Don't tell him that.)

Anyway, Duke barely knows what a woman is -- much less how to romance one. He needs help. Lots of help. He needs you.



Lay of the Land



Getting around in Bodacious Bay is easy. To make Duke travel anywhere on the screen, just move your skull-and-crossbones cursor there and click the left mouse button.



When you hover the cursor over certain objects or people, the skull-and-crossbones cursor turns fiery red. Good for you! You discovered a special interactive object. Left-click on it, and you'll open the Action Menu.



Sometimes, the cursor will change to a skeleton hand pointing in a certain direction. Left-click while the skeleton hand is visible, and Duke will mosey off to another part of the island. Double-click and it will instantly cut to the next location.



The Azurbbean - a paradise for pirates and scalawags

Ye Olde Action Menu



The Action Menu appears whenever you left-click on an object or person. It consists of a brass emblem with three action icons: Mouth, Eye and Hand.

You might think of a big lunk like Duke as a pirate with limited resources, but. he's got plenty of talents. He can use the Mouth action to talk to people or inanimate objects or to attempt to eat something. He can examine people or objects with the Eye action. And he can let his fingers do the walking or his fists do the talking the Hand action.

You can use every action in the Action Menu on every object in the game. Converse with a boat! Feast your eyeballs on a horde of zombie raiders! Sometimes you'll discover secrets. Other times, your actions will backfire -- but in unexpected or hilarious ways.

Click around. Explore every location completely. You never know what you'll be able to punch, yell at, or try to eat -- and you never know what Duke will need for the next step of his adventure. Like Captain Amerigo used to say, you never fail until you try.

Duke's Secret Stash

Every ship worth its salt has a hidden deck, and every pirate has a secret treasure stash. Some are hard to find. Duke's is not.

To see Duke's stash, hit "I" or right-click anywhere on the screen. When you discover new secrets and collect items through the world, they'll appear right here. Some characters will also give you their skills to use. They'll show up in Duke's stash as well. And if Duke wants to remember a large item that can be useful later, or gets a good idea, they appear in his stash encompassed in a blue ethereal cloud to distinguish them from items Duke carries with him.

To use an item in the stash, right click on it to open the Action Menu, then left click on the Hand action. This changes the cursor to the item. Then left click the item onto the thing you want it to interact with. Note: you can also use the Mouth and Eye actions on any item in your inventory to get additional information. Once Duke no longer needs an item, it will disappear from the stash.



Rogues Gallery

Bodacious Bay brings together a colorful and chaotic chorus of tourists, bandits, pirates and ne'er-do-wells. In his adventures, Duke must challenge some of them, cavort with others, and even possibly make a friend or two.

Capt. Jane Starling

As deadly as she is debonair, Captain Jane Starling is a thief, pirate, and master of disguise. She might be a swashbuckler, but she's an outlaw with honor -- if she's got your back, she'd take a sabre through the heart for you. She's also no stranger to these parts.

Slewface

The best first mate a swashbuckler could ask for...if he was the last man on Earth. Slewface is insidious, treacherous, double-faced and smelly-breathed. Duke trusts Slew about as far as he can throw him. Thing is, though, Duke can throw him pretty far, and thinks Slewface is a close friend.

Lady Aziza

A North Farika noblewoman, and a seriously smart lady who made a seriously foolish choice.

Sheriff Steele

She's keeping the peace on the island before it falls to pieces. There's a corrupt administration and a population that's mostly pirates and scalawags. A combination of infinite patience and utter cool, she's the only person keeping the chaos of Bodacious Bay at bay. A healthy abhorrence of pirates helps too.

Ben Plunder

Former pirate and current proprietor of the Ben Plunder Inn, known for its unlikely cocktails and frighteningly high rate of food-borne illness. Frequented by pirates, islanders and wayward foodies who view eating there as a rite of passage.

LL Sweet T

Smooth, suave ladies man, LL Sweet T is equal parts rogue and Romeo. Not above a little lucrative blackmail when the opportunity arises, he's always ready with a charming smile and a steady stream of romantic chit-chat.

Ogu Raiders

Wicked worshippers of Baron Ogu, the Vooju god of death and destruction. They sail from a hidden base, capturing merchant ships and turning crews into zombies under the command of the sinister Papa Mystify. Who knows where they'll strike next?

“Stare at them. Give them deep, meaningful, glassy-eyed stares.”

*Excerpt from “How to Woo Women”
by notorious pirate and
relationship expert Slewface.*



Hot Keys

All you really need to play *Duke Grabowski: Mighty Swashbuckler!* is a mouse. Point, click, and romance your way to the top. Still, every good pirate has a few tricks up their sleeve. Here are some of yours.

Getting antsy during a cinematic cut scene? Just hit the space bar to skip it and leap back into the action.



Want to move things along during an in-game dialog? Left-click to skip a dialog line.



In any location, hold the tab key to briefly reveal every clickable object, character, and exit.



To have Duke leave a location quickly, just double-click the skeleton hand pointing to the exit you want to use.

Bury Thy Treasure

Duke Grabowski, Mighty Swashbuckler! will automatically save your game from time to time. You can always save more often by using the Esc key or left-clicking the Menu icon in the upper left corner of the game screen and selecting "Save." Then left-click the "Create a new save" button and you're good to go.

To jump to a previously-saved game, hit Esc or click the Menu icon and then select "Load." Then left-click the picture of the game you'd like to load.



From One Buccaneer to Another

The sea is a vast and lonely place. You learn to take all the help you can get -- and to keep your eyes peeled for pick-pockets and backstabbers while you're takin' that help. In the spirit of fellowship between seamen, we offer you a few helpful hints.

Try each of the three actions (Mouth, Eye, and Hand) on anything and everything. You never know when the exact object you need is hiding in the lush tropical foliage.

A swashbuckler improvises. Once you collect a few objects, try combining them or using them on each other. They might unite to form something even more exciting or even more dangerous.

Be resourceful. Use objects from your stash on people and places in the world. Even if it doesn't solve a puzzle, it may give Duke a clue.

If you're stuck, talk to people again. Duke may have dredged up something new to say.

Even if you think you've explored an area thoroughly, be sure to return later and take another look around. New objects might become clickable. And new secrets might reveal themselves to you.

Keep your enemies close, and keep your friends even closer. Your allies have talents that you can use on objects in the world. If Duke can't do something all by himself, he still might be able to get by with a little help from his friends.