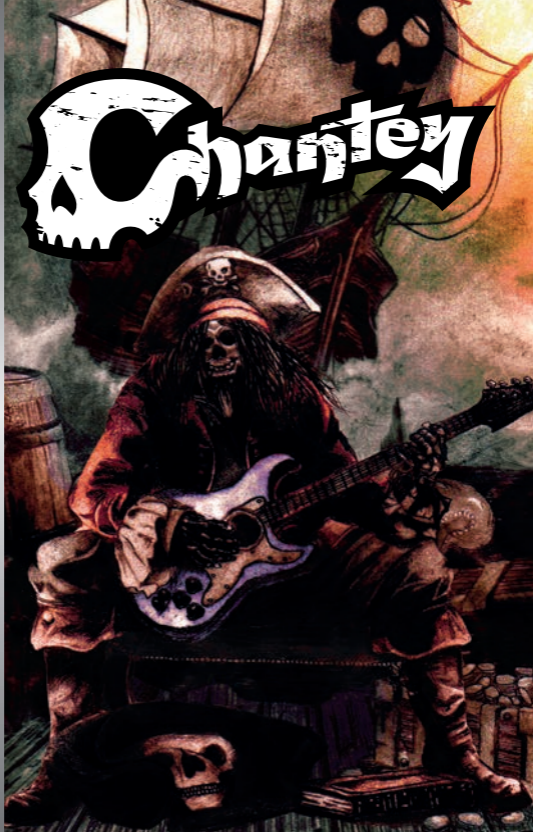


INSTRUCTION BOOKLET

MODRETRO CHROMATIC®



ModRetro has carefully assessed
this product, confirming it meets
our exacting standards for quality
craftsmanship, reliability, and
unadulterated fun.

OFFICIAL
MODRETRO
PRODUCT

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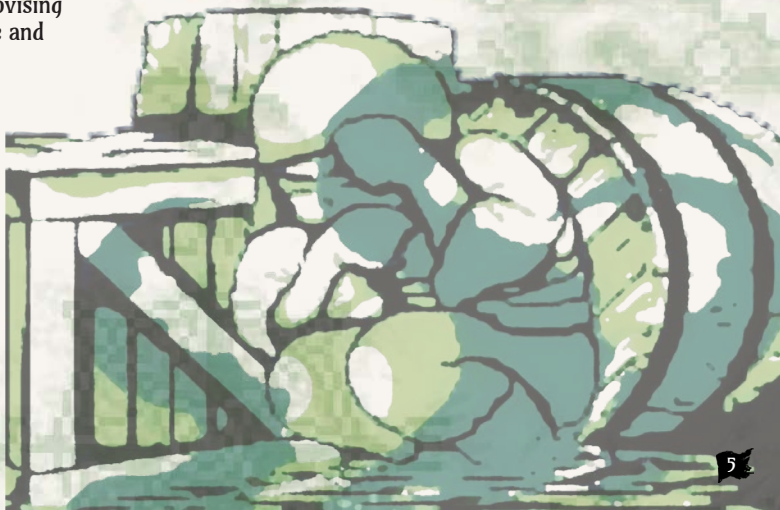
Thank you for choosing Chantey for your ModRetro™ Chromatic™ or Nintendo® Game Boy® system. To get the most out of your new game, please read this instruction booklet carefully. Keep this booklet handy for future reference.

Prologue

You were born in Ireland, in the late 17th century, to a pair of indentured servants in the Ulster Plantation. At the age of 14, you have already been plowing the fields for almost a decade. As your voice grows deep and commanding, you develop a reputation as a chanteyman among the plantation's workers, acknowledged for your skill in improvising verses, and belting out tunes that fit the type and speed of the work at hand.

Reckoning there's more to the world than a life of servitude on the plantation, you decide one night to escape, craving for adventure, riches and fame. Barefoot and penniless, you eventually make your way to Kinsale, boarding a Spanish merchant vessel at night, undetected.

Stowed away on the lower deck, and hiding amongst the crates of cargo, your long and arduous voyage to the West Indies is about to come to an abrupt end...



Pirate Lore

Many scoundrels and cutthroats have sailed the seven seas, but none so renowned as the legendary pirate Nathaniel Greaves! Little is known of the man who would leave his mark on history as 'the Nightingale Pirate' prior to his ascend as a pirate King. Some say Nathaniel once struck a deal with the devil in exchange for the Tome of the Mariner's Rhymes, a mystical grimoire with incantations powerful enough to change the course of any battle.

Renowned for his musical prowess, Nathaniel combined the power of the Rhymes with intense and powerful music, creating a unique form of voodoo magic with which he was able to inspire his crew to perform extraordinary feats, boosting their abilities and morale during battles and other challenges. Legend has it Nathaniel was even able to bend otherworldly eldritch horrors to his will, and even manipulate the sea herself.



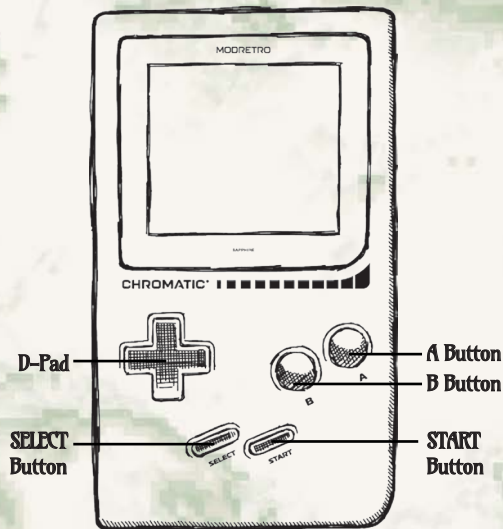
In spite of this magic, however, the Nightingale Pirate mysteriously vanished after using the Rhymes to summon a beast older than time itself, while desperately trying to seize a Spanish treasure fleet. Neither he nor his crew were ever seen again. The Tome is said to have been torn apart, its pages scattered across the West Indies, becoming coveted relics for those aspiring to follow in Nathaniel's footsteps.

Some say that the Tome was cursed from the start, containing a magic so powerful, that it could not be controlled by any mortal man. The chanteys themselves are said to have been a gift, intended to bring about the end of the world. Nathaniel and his crew might have unknowingly become pawns in a grand scheme of death and destruction, manipulated by the very power that created this magic.

Others simply believe the quest for the chanteys to be a fool's errand, for none have ever laid eyes on the ancient creatures of legend still said to stand watch over Nathaniel's final resting place, and lived to tell the tale...

... until now!

Controls



D-Pad

In the Main and Overworld screens, use the D-Pad to move your character or ship in eight (8) different directions. The D-Pad also controls the cursor on the Main Menu and dialogues. In the Rhythm Battle Screen, the left and right directional options are used to play the corresponding notes in time with the scrolling left and right note sprites on the game screen.

A Button

In the Main and Overworld screens, the A button allows you to interact with people and the environment. You can also use the A button to advance long conversations, or select an option on the Main Menu or during a dialogue. In the Rhythm Battle screen, use the A button to play the corresponding note in time with the scrolling A note sprites on the game screen.

B Button

In the Main and Overworld screens, the B button allows you to quickly exit a multiple-choice dialogue without selecting an option. You can also use this button to return to the Main and Overworld screens while on the Main Menu or any subscreen. In the Rhythm Battle screen, use the B button to play the corresponding note in time with the scrolling B note sprites on the game screen.

START Button

In the Main and Overworld screens, use the START button to display the Main Menu. Pressing the B button will hide the Menu.

SELECT Button

In the Overworld screen, use the SELECT button to switch to the Main screen. This will allow you to navigate the Crow's Folly (see p.18).

Getting Started

Insert the Chantey™ cartridge into a Chromatic™, or Game Boy® unit's cartridge slot, and turn on the power. After logos and disclaimers, you will see an introductory sequence. Press the START Button to bring up the Start Menu. Move the cursor up or down using the up or down directional options on the D-Pad, and press the A Button to select that option.

Pro Tip: You can skip the introductory sequence by pressing any button.

New Game

Select this option to start a new game from the beginning. Note that this will permanently erase your previous save file, and it will create a new one in its place. All prior progress will be lost.

Continue

Select this option to continue the game from the last save point. If there are no saved files, only the New Game option will be displayed.

Battle

Select this option to quickplay any rhythm battle. This mode is unlocked only after the game has been completed.



Game Screens

In Chantey™, you will navigate the main character through the various towns, settlements and islands of the Caribbean, talking to other non-player characters (NPCs), completing tasks and assignments, and figuring out where to head to next. Throughout your quest, you will regularly battle against enemies, or powerful and destructive forces of nature, by playing short note-matching rhythm mini-games. The game consists of the following basic screens:

Main Screen

While on this screen, you can navigate the main character through the various towns, settlements and islands of the Caribbean (on foot).



Overworld Screen

While on this screen, you can navigate the main character's pirate ship sprite to sail the Caribbean, and move from one town, settlement or island to another (on board).



Battle Screen

While on this screen, you must match the scrolling notes on screen to the corresponding button on the Chromatic™ or Game Boy®. Press that button in time to the music to perform the song.



Main Menu

The Main Menu will give you access to a number of subscreens. The subscreens contain information about your adventure, and allow you to make decisions regarding the game in general. Press the START Button while you are on the Main or Overworld Screen, to display the Main Menu. The game will be paused while the Menu is displayed. Move the cursor up or down using the up or down directional options on the D-Pad, and press the A Button to select that option. Press the B Button (or select the 'Exit' option) to exit the Menu.



Status Screen

Select the 'Status' option to enter the Status Screen. This Screen shows several basic information about your adventure, such as the available amount of money, current objective, active courier mission, and overall game completion stat (percentage). Press the B Button to return to the previous Screen.



Map Screen

Select the 'Map' option to enter the Map Screen. This Screen allows you to see all the different towns and settlements in the Caribbean that you can travel to. An 'X' indicates your current location on the map, whereas you can move a square animated cursor through the different locations by using the left and right directional options on the D-Pad. Press the B Button to return to the previous Screen.



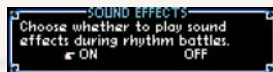
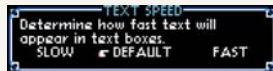
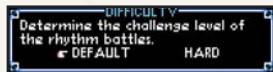
Options Screen

Select the 'Options' option to enter the Options Screen. This Screen allows you to view and configure several gameplay options on the fly (i.e., a configuration will immediately take effect upon being set). You will be able to change the following settings:

Difficulty: Controls the difficulty level of the rhythm battles. Select between 'Default' and 'Hard'.

Text Speed: Controls how fast the text will appear inside text boxes. Select between 'Slow', 'Default', and 'Fast'.

Sound Effects: This option allows you to turn the rhythm battle sound effects on or off.



The following subscreens become available during the game's story, allowing you to review additional information about your adventure.

Chanteys Screen

Select the 'Tome' option to enter the Chanteys Screen. This Screen allows you to keep track of all the chanteys discovered so far throughout your adventure. It also displays additional information, such as the song's length, and your performance rating (ranging from C to A+), indicating how well you performed the song in its corresponding battle.

Use the left and right directional options on the D-Pad to select a chantey. Use the up and down directional options to move the cursor up or down in the bottom-right submenu. You can select to 'Play' the song (audio only), or 'Stop' the song currently being played. Use the A Button to select one of the options available. Press the B Button to return to the previous Screen.



Track selection

Crew Screen

Select the 'Crew' option to enter the Crew Screen. This Screen allows you to see all the different crew members recruited throughout your adventure.

Use the left and right directional options on the D-Pad to select a crewmate. You will be able to see that character's Loyalty, and a message, which will offer insight into your current relationship with that crewmate. Press the B Button to return to the previous Screen.



Track playback

How to Explore

Chantey™ features an expansive open world to explore at your own pace! Exploration occurs in both the Main and Overworld screens, each allowing you to unravel the plot while on land or at sea, respectively.

Interacting with the world

Progress the story of Chantey™ through interactions with people and items. Initiate all interactions by moving next to the person or item, and pressing the A Button.

Pro Tip: In some cases, interacting with an object from a particular position will trigger a different outcome!

Setting Sail

You can set sail in your pirate ship at any time, in order to travel to the different ports and settlements of the Spanish Main. The Crow's Folly's wheel is your hub to the Overworld Screen. When you interact with the ship's steering wheel while on the Main Screen, you'll have the option to 'set sail'. Opting into this option will automatically switch the game to the Overworld Screen.



Saving the Game

An area with a king-size bed indicates a Save location. Interacting with the bed will prompt you to 'rest' and save the game. Saving the game will delete the previous save file (if one exists). Pressing the B Button will terminate the interaction with no action taken.

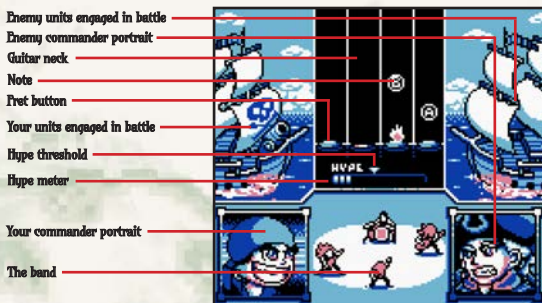


How to Battle

Rhythm battles are the manner in which conflicts are resolved in Chantey™. Conflicts may include encounters with antagonists and enemies (in either Story or Overworld mode), or random encounters with destructive forces of nature (only while in the Overworld screen).

Screen Display Features

Each Battle Screen portrays a close-up view of the combat using different background screens, depending on where the battle is taking place. The screen features a guitar neck, appearing vertically at the top center of the screen, with 4 fret buttons appearing at its bottom. The screen also shows the animated units that are involved in the battle, along with the portraits of the battle commanders, who change expressions based on your performance.



While the song is playing, notes will travel down the screen in time with the music. These are marked with left, right, A and B symbols, and their horizontal positions on the guitar neck match the layout of the corresponding buttons on the Chromatic™, or Game Boy®. Pressing any of the aforementioned buttons or directional inputs on the D-Pad at any time will trigger the corresponding fret button on the screen. As soon as a note arrives on top of the fret buttons, you must press the corresponding button, or directional input on the D-Pad, to play that particular note in time with the audio. Hitting the note in time will set the note ablaze. Otherwise, the note will travel below the fret buttons, and disappear upon reaching the end of the guitar neck.

The Hype Meter



Below threshold



Meeting the threshold



Maxing out the hype bar

Success or failure to hit the notes in time with the music will add or detract from the 'hype meter', displayed directly below the guitar neck. Whenever you successfully hit three (3) notes in succession, one bar will be added to the hype meter. Similarly, depending on the current difficulty setting, five (Default) or three (Hard) successive failures will lower the hype meter by one bar.

Pro Tip: Don't get overwhelmed! Hit a note you're comfortable with to break a missing streak and avoid draining the Hype Meter!

The objective of the rhythm battle mini-game is to complete the song, with the hype meter exceeding the threshold value, indicated as an arrow marker displayed on top of the meter.

Pro Tip: Max out the Hype Meter for a special bonus!

If you conquer the battle, the screen switches back to the Main or Overworld scene, and you can continue your adventure. If you fail, the game will load from the last checkpoint, so you can try again.

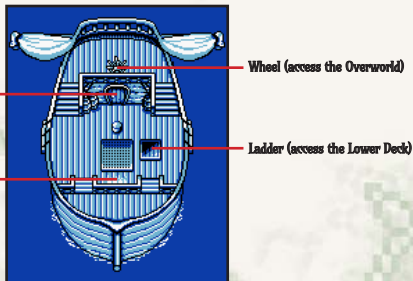
Pro Tip: A checkpoint is created prior to all battles. This is temporary only, and does not count as saving your progress!. If you turn off the console, the game will load from the last Save point (as described in p.15).

Your Pirate Ship

The 'Crow's Folly' is a multi-decked pirate ship, and the main means of transportation over the Caribbean sea. You can access the Crow's Folly in two ways: (1) Board the ship whenever docked at a town or settlement (sometimes a crew member may have to row you to it on a small boat); or (2) while sailing in the Overworld Screen, press the SELECT Button, to switch to the Main Deck on the Main Screen. On the Crow's Folly, you may encounter crew members, and catch up with them.

Main Deck

The Main Deck connects to the various parts of the ship, and allows you to jump into the Overworld by using the Steering Wheel (see also Interactions on page 15). From the Main Deck, you can choose to enter the Forecastle (on the forward part of the ship), the Captain's Quarters (on the rear part), or access the lower decks (via the ladder).



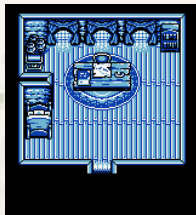
Crow's Folly Main Deck

Forecastle

The Forecastle houses the sailors' living quarters. Here you will find the crew members unwinding after a rough day at sea.

Captain's Cabin

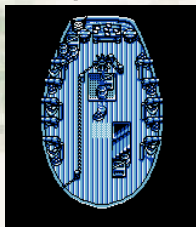
Your personal quarters on the Crow's Folly allow you to save the game at any time, while docked in a town or out at sea, free of charge!



Captain's Cabin

Lower Deck

The Lower Deck functions as the Crow's Folly's gun deck. It houses several cannons, crew bunks, and a card table. Here you will find the crew wagering away their shares of the plunder.

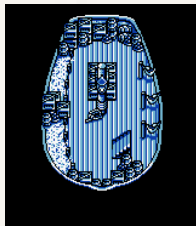


Lower Deck

Cargo Hold

The Cargo Hold is where all shipments and provisions are being kept. It is also where the crew keeps the livestock, having incorporated animal pens for both chickens and a goat.

Pro Tip: Explore the Crow's Folly often while out at sea! You'll never know what mood your crew members might be in!



Cargo Hold

Side Missions

In addition to the main quest, Chantey™ features a number of side missions and optional objectives for you to complete as well. You do not have to complete the side missions to progress the story.

Pro Tip: Side missions are necessary if you aim to achieve 100% game completion!

Courier Missions

Each town or settlement in the game (with the exception of Providencia) features a Warehouse building, where you will be able to take on courier missions, by talking to the Warehouse owner. Courier missions are a means to earn revenue, which you can use to rent rooms in taverns (Saving the game), renovating your villa, or completing specific missions. To trigger a courier mission, enter the Warehouse of any town or settlement, and talk to the Warehouse owner.

If you accept, you will be expected to travel to the designated destination, and talk to the owner at the corresponding Warehouse building, thereby completing the mission and earning the amount of revenue. The currently assigned courier mission can be viewed in the Status screen, accessible through the Main Menu (see p.12).

The current mission will appear on the Map Screen using the courier icon.



Pro Tip: Accepting a courier mission will not hinder your progress in the main story.

Loyalty Missions

As the story progresses, you will eventually be tasked with finding and recruiting crew members, to boost the effectiveness of the Rhymes performed during combat. Loyalty is earned with each crew member by completing unique optional missions of personal importance to each crewmate. Gaining crew members' full Loyalty has a direct consequence on gameplay, as each loyal crewmate decreases the Hype Meter threshold (and hence difficulty) of subsequent rhythm battles by one bar.

Loyalty missions are triggered by talking to recruited crew members during your travels on the Crow's Folly. Accessing the Crew screen through the Main Menu will inform you which crewmates can be talked to, to unlock their next loyalty mission. It will further indicate the level of Loyalty cultivated with each character (none, slight or full).

Each character will ask that you complete two loyalty missions in total. Each successful mission will increase that crewmate's Loyalty meter by one bar, while simultaneously lowering the hype meter threshold on subsequent rhythm battles by 1/2 bar. You will have to complete both missions for a crewmate to become fully loyal to you.

Pro Tip: Check on your crewmates often by pressing the SELECT button when sailing in the Overworld Screen.

The Villa on Isla de Providencia

Throughout your travels, you will discover an abandoned villa on Isla de Providencia, making for the perfect hideout for you and your ferocious pirate crew! By purchasing various repairs and cosmetic upgrades, you can renovate and decorate the villa, giving the island hideout a more personal touch. All upgrades and repairs can be purchased at the villa, assuming you have the necessary funds. Revenue can be earned by winning rhythm battles, completing mandatory and optional assignments, completing courier missions, and winning wagers in card games.

Characters

The Caribbean is filled with all sorts of unsavory characters! The game features numerous NPCs to talk to, scattered across the ports, towns and settlements of the Caribbean, some of whom play a key role in the events of the story:

You

A young man with a powerful singing voice and a debt of gratitude to repay. Soon after learning about the mystical magic contained within the Tome of the Mariner's Rhymes, you become entangled in a fierce pirate vendetta between the descendants of the legendary 'Nightingale Pirate'.

Captain Angus Greaves

The proud Captain of the 'Crow's Folly', and a descendant of the legendary 'Nightingale Pirate'. Having rescued you from the wreckage of the merchant vessel you arrived in, Angus recruits you to locate and rebind the scattered pages of the long-lost Tome of the Mariner's Rhymes, planning to use them to claim a treasure once coveted by his famed ancestor.

Commodore Piers Osborn

Osborn is an ambitious and ruthless Commodore in service of the British Crown. Taking pride in his fearsome reputation, Osborn's personal grudge against the notorious pirate captain Angus Greaves sets the game's events in motion.



Recurring NPCs

Several NPCs throughout the game offer useful services or information. Be sure to pay them a visit!

Bartenders: Each town or settlement in the game will feature a Tavern building, where you can interact with the Bartender. Bartenders offer insight into the game's story, impart knowledge on game features, and may offer tips on ways to play the game. Each Bartender will offer new pieces of information when talked to, so make sure to check in on them from time to time!

Warehouse owners: Each town or settlement in the game will feature a Warehouse building, where you can talk to the Warehouse owner. If you haven't accepted a courier mission yet, the owner will offer one, whereupon he will request of you to deliver a cargo shipment to another location. Depending on the length of the voyage, your reward will be determined. You may opt to decline the mission and exit the building, at which point re-entry will cause a new mission to be generated for you.



Know your Enemy!

The Spanish Main is a hotly contested region, with a significant military presence from both English and Spanish forces. As you travel through various ports and towns, you'll likely come across different soldiers and officers. Be sure to familiarize yourself with their uniforms, flags and sails, and avoid drawing their attention!



British Soldier
(Redcoat)



Spanish Soldier



British Warship



Spanish Warship

Towns

Chantey features 11 towns, ports and settlements, which you can visit in non-linear fashion throughout your journey:

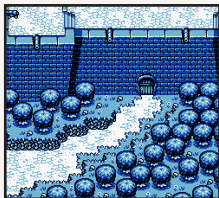
Port Royal

Located in southeastern Jamaica, at the centre of the Spanish Main, Port Royal is where your quest begins! Brimming with pirates and all sorts of unsavory characters, Port Royal is the foremost home port to the English Crown, often visited by high-ranking naval officers in search of notorious pirates. Those captured often end up in chains in Fort Charles, awaiting trial and execution.



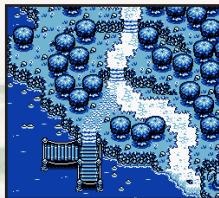
Nassau

Located on the island of New Providence in the Bahamas, Nassau is the unofficial capital of the pirate republic. With its naturally fortified harbor that's too shallow for large battleships, Nassau has become a haven for some of the most notorious pirates in the Caribbean, ruling over the brethren from within the formidable Fort Nassau.



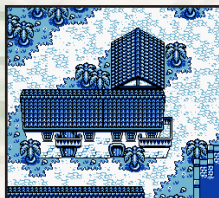
Isla de Providencia

Isla de Providencia is a small island lying midway between Central America and Jamaica. Once the base of notorious pirate Henry Morgan, Providencia is uninhabited, with naught but the remains of the old fort Warwick (Morgan's home and seat of power) overlooking the island's cove.



Havana

Havana is the largest city in the Caribbean, and home port of the Spanish Empire. It is located on the northwestern coast of Cuba. Despite being fortified by walls, and guarded by the Castillo San Salvador de la Punta fortress in the north of the city, pirates often flock to Havana's taverns and brothels, to sniff out the latest on the Spanish treasure fleet routes.



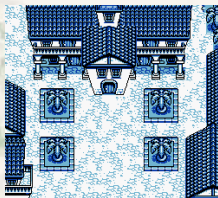
Tortuga

Tortuga, once the bustling hub of pirate activity in the Caribbean and the stronghold of the Brethren of the Coast, has long since fallen into decline. Nevertheless, it remains a safe haven for all sorts of smugglers and ne'er-do-wells. Dense foliage and the hillside pirate stronghold Fort de Rocher protect the natural harbor of Tortuga.



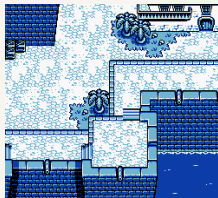
Santiago

Located in the southeast of Cuba, Santiago is the second largest city on the island. Having been built at the foot of the mountain-encircled Bay of Santiago, and protected by formidable coastal fortifications, Santiago is a major base for Spanish privateers. As a result, it's not unusual to see massive Men O' War warships docked in Santiago's port.



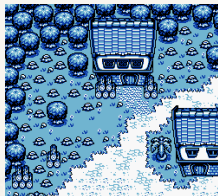
Cartagena

The treasure port of Cartagena on the north coast of Colombia features the most extensive fortifications in the Spanish Main, meant to protect the treasure ships from pirate attacks. As a result, the city is nigh impregnable, thereby attracting rich and highly esteemed merchants, alongside less reputable traders.



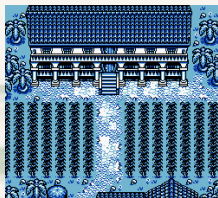
Belize

The English settlement of Belize is a small town located on the north-eastern coast of Central America. Its main source of income comes from logwood export. From afar, mysterious ruins from a bygone era can be seen towering over the surrounding jungle.



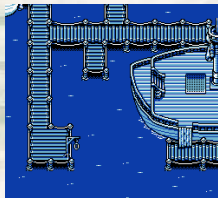
Saint Domingue

Known as the "Pearl of the Antilles", Saint Domingue is the richest colony in the Caribbean, owing to its expansive system of slave-based sugar cane plantations. Many of the runaway slaves found across the West Indies originally come from the plantations of Saint Domingue.



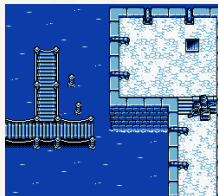
Maracaibo

Located on the western shore of Lake Maracaibo, this port consists of several small docks and piers, designed to accommodate smaller ships for trade and commerce with inland settlements. As military presence is noticeably limited, small pirate vessels can easily dock in the town, leading to widespread illegal trade in Maracaibo.

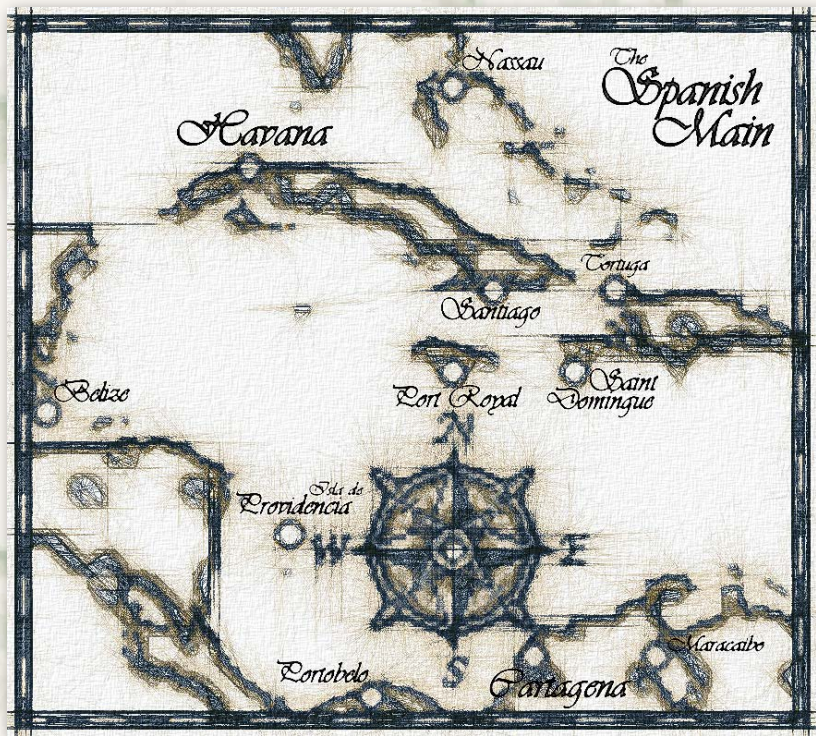


Portobelo

The natural harbor of Portobelo (meaning "Beautiful Port") is one of the most heavily fortified coastal positions in the Caribbean Sea, its entrance guarded by the San Jerónimo Battery Fort. Regardless, Portobelo has been raided so many times that pirates can frequently be seen strolling around the town, grabbing anything that isn't bolted down!



Map



Battle Mode

Battle Mode is an alternative game mode that becomes available after completing the game, i.e., by defeating all rhythm battles. In this mode, you can replay any rhythm battle in any order.

After selecting this game mode from the Start Menu (see p.10), you can choose the chantey to perform/practice on from the setlist. You can also enter the 'Options' Screen (see p.13), to set the difficulty and sound effects configurations with which to start the battle.

After successfully completing a song, you will be given a new rating, replacing the one achieved during your adventure.

Credits

Konstantinos C. Apostolakis (Gortyn Code)

Game design, programming, artwork and graphics, music and sound effects, story and dialogue.

Additional Credits

Logo design by Aaron Gadol (@CRTOGRPHR)

GB Studio created and maintained by Chris Maltby (@maltby)

Special Thanks

To the love of my life Stefania, and my beautiful Zacharias and Arialena, to whom this game is dedicated: Thank you for putting up with me during this endeavor!

To my family, for their continued love and support!

To ModRetro™, for the partnership and especially Chris, Yoonsang and Richard, for their friendship and support throughout the development of Chantey™.

To the amazing Game Boy Homebrew developers and community, for being a constant source of inspiration and encouragement.

And to you!



CAUTION DURING USE

1. Take a 10 to 15 minute break every hour during extended play sessions.
2. This equipment is precisely crafted. Avoid extreme temperatures, rough handling, and do not disassemble the unit.
3. Keep connectors dry and avoid contact with water to prevent malfunction.
4. Avoid using volatile solvents like thinner, benzene, or alcohol to clean this equipment.
5. Store the game in its box when not in use.

WARNING - REPETITIVE MOTION INJURIES

Playing video games for extended periods can cause discomfort in your muscles, joints, or skin. To prevent issues like Tendonitis, Carpal Tunnel Syndrome, or skin irritation, follow these guidelines:

- Take a 10 to 15 minute break every hour, even if you don't feel the need.
- If your hands, wrists, or arms start to feel tired or sore, stop playing and rest them for several hours.
- If discomfort in your hands, wrists, or arms persists during or after play, stop playing and consult a doctor.

WARNING - SEIZURES

Some individuals (about 1 in 4000) may experience seizures or blackouts triggered by flashing lights, such as those in TV shows or video games, even if they've never had a seizure before. Anyone with a history of seizures, loss of consciousness, or symptoms related to epilepsy should consult a doctor before playing video games. Parents should monitor their children while they play. STOP IMMEDIATELY and seek medical advice if you or your child experience any of the following: convulsions, eye or muscle twitching, loss of awareness, altered vision, involuntary movements, or disorientation.

TO REDUCE THE RISK OF A SEIZURE WHILE PLAYING VIDEO GAMES:

1. Sit or stand as far from the screen as possible.
2. Use the smallest screen available.
3. Avoid playing when tired or in need of sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

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