Silver Island: The instruction manual.

Controls:

Arrow keys= movement
A=Jump
S=Attack
D=Pause/Inventory Menu

Special Weapon= Hold up & Press attack

To Enter certain doors, hold up... Sometimes... Holding down will take you places too...

Saving:

There are PortaPotties scattered about the game world, where you can save your data. Make sure you have your cookies enabled for them

to work.

Quick Save: A quick save allows you to save your progress (Level, Items, Kills, Money, etc), but does not save your location. Upon

loading the game file up, you will start back at the last Porta-potty you saved at. If you did not use a Porta potty, you will start

back in the projects.

To use a gamepad, it is recommended you configure your Steam/Xbox controller
to the controls from Settings>Controller>base controller
...OR... Alternatively...

Because steam is a pain in the ass, I've included JoyToKey in the file folder, complete with an XBOX controller config... So, if you

need quick and easy gamepad support... Just go to - C:/program filesx86/Steam/SteamApps/common/SilverIsland... Run joy to key and

voila... Instant game pad support.

Useful tips:

-You have a map available from your inventory menu. If you get lost or stuck, use it.
-It is helpful to read the descriptions of the items you pick up. Chances are, if you find yourself in a puzzling situation, a certain

equipable item will help.
-You may encounter some enemies that hand you your ass in a seemingly unfair and unbalanced way. Chances are, you've gone the wrong

way for the time being, and you'll need to level up and find better equipment.
-Sometimes items at the store can be found elsewhere for free... Other Items... Not so much.
-Humor>Moral outrage.

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At this stage, there may still be some lingering buggies as this is an early release, New builds will be periodically uploaded, but

please, email us at demmonkeyswithkeyboards@gmail.com with any questions, concerns,bug reports, hatemail, etc...

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