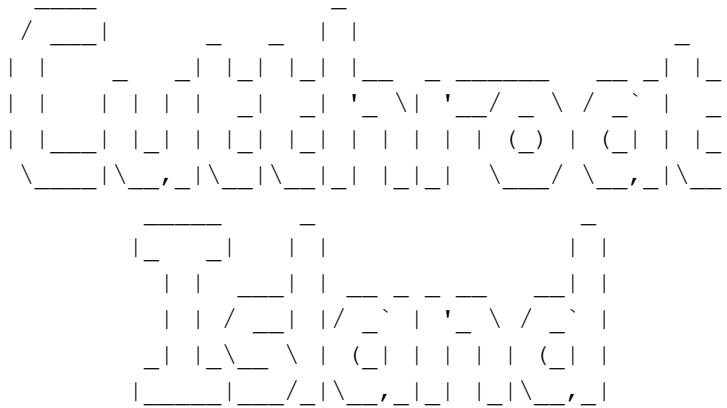


Cutthroat Island FAQ

by KeyBlade999

Updated to vFinal on May 31, 2012



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|               Cutthroat Island               |
|               An FAQ                         |
|               By KeyBlade999                 |
|                                               |
|               File Size: 10.3 KB             |
|               Current Version: Final         |
| Previous Update: 10:04 PM 5/29/2012        |
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Section Negative One: Donations                **C-ISLAND_-1**
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While I do write all of my guides for free, it does take a lot of time and effort to put them together. If you're feeling generous and want to show your appreciation, I am gladly accepting donations. I don't know exactly what the donations will be used for, but just know that you would definitely be helping me make more quality FAQs! Even the smallest donation amounts are appreciated, and are a great way to say how much you appreciate the work I do. If you do decide you'd like to donate, please send the donations through PayPal at the e-mail address listed below. Thank you so very much for considering this!!

keyblade999.faqs@gmail.com

By the way, this is also my contact e-mail, so if you want to contribute something to this or any of my other FAQs, or have a question to ask about one of them, go ahead and use this e-mail.

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Section Zero: Table of Contents                **C-ISLAND_0**
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[Section Title] [CTRL+F Tag]

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Section One: Intro **C-ISLAND_1**

Welcome to another FAQ of mine. This one covers the GameBoy game Cutthroat Island, a game based on one of the more stereotypical views of pirates in the colonial time period - swashbuckling treasure-seekers who let nothing stand in their way.

Huh. Kinda like Pirates of the Caribbean minus Jack Sparrow.

Yeah, I don't have much to say about this; not real good with this, you know. But try to enjoy.

Section Two: Version History **C-ISLAND_2**

Final - First and likely only version of this FAQ completed.
 10:04 PM 5/29/2012

Section Three: Legalities **C-ISLAND_3**

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If you would wish to contact me concerning this or my other FAQs, use this e-mail: keyblade999.faqs@gmail.com, or PM (Private Message) me on the GameFAQs message boards.

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Allowed sites for my FAQs	Forever-Banned Sites
O-----O	O-----O
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SuperCheats (www.supercheats.com)	Cheat Index (www.cheatindex.com)
	Cheat Search (www.cheatsearch.com)
	www.panstudio.com/cheatstop
	Game Express (www.gameexpress.com)
	Mega Games
	Cheats Guru (www.cheatsguru.com)
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 Controls

Fighting moves will be discussed soon enough. These are quick generalizations:

- ~~ D-Pad : Move around; jump/double jump (Up); duck (Down); fighting.
- ~~ A Button : Fighting.
- ~~ B Button : Fighting.
- ~~ Start Button : Pause/unpause.
- ~~ Select Button: N/A.
- ~~ L/R Buttons : These only have functions on the GBA SP and GameBoy Player ways of playing the game. They will widen/narrow the screen, respectively. Otherwise, N/A.

There also is a soft reset combination that lets you return to the title screen - A+B+Start+Select.

Fighting in itself is a bit more specific. Note that anytime I mention Up, Left, Right, or Down, it's a direction on the D-Pad.

Also note that "->" indicates a button combo. "+" indicates that they should be pressed together or the first one should be held.

- ~~ A = Standard sword slice.
- ~~ A -> A -> A = Sword combo.
- ~~ B = Kick.
- ~~ B -> B -> B = Kick combo.
- ~~ Down + B = Sweeping kick.
- ~~ Down + A = Uppercut slice.
- ~~ Right -> Right -> A = Sword thrust. (Can use Left or Right.)
- ~~ Up + Left = Backflip. (Use Right for a frontflip.) (You can attack with A.)
- ~~ Down -> A = Pick up and throw object.

 Playing the Game

Whereas the fighting is complex, the actual gameplay is far from it.

In each level, you'll fight a bunch of enemies and need to kill them. That's the gist of it. However, you also want to avoid their attacks.

That's what the health bar in the top-left corner of the screen is for: measuring your health. (The right health bar is for your enemies, but rarely

