

MegaNinjaPirateMice: The Adventure

Genre:	2D Adventure
Platforms:	PC
Primary Audience:	Children, Boys 6-10
Number of Players:	1
Rating:	E
Core Technology:	Flash

One Sentence Summary

MegaNinjaPirateMice: The Adventure puts players into the role of Marten as an adventurous young mouse solving puzzles as he searches for the fabled MegaHiddenPirateTreasure.

Game Summary

MegaNinjaPirateMice: The Adventure is a one-player adventure game for the PC where players solve puzzles and play through action platforming gameplay as a young Marten the mouse. Players venture through three separate areas in search of the MegaHiddenPirateTreasure, including Raton Island, the Wiss Islands, and Syle Island.

There are NPC's throughout the areas that players can talk to in order to gain information. Some NPC's give this information in exchange for the completion of a quest, which would involve action platforming, puzzle solving, and/or a combination.

Key Features

MegaNinjaPirateMice Setting and Characters!

This is the first and only adventure game of the MegaNinjaPirateMice franchise.

Fun Action AND Puzzles!

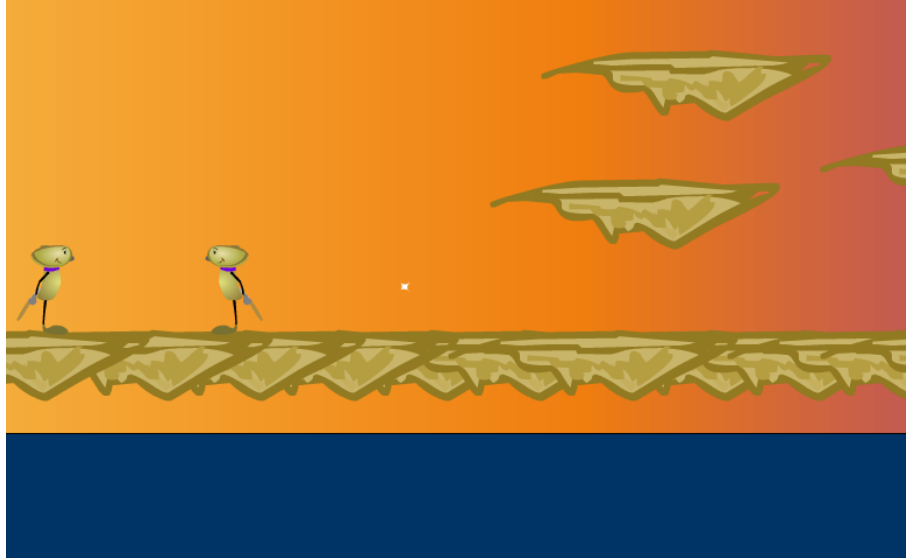
Both fun, action-filled platforming and interesting puzzles are part of the gameplay.

Designed for Kids!

MegaNinjaPirateMice: The Adventure is one of the few adventure games whose puzzles and mechanics are designed for children.

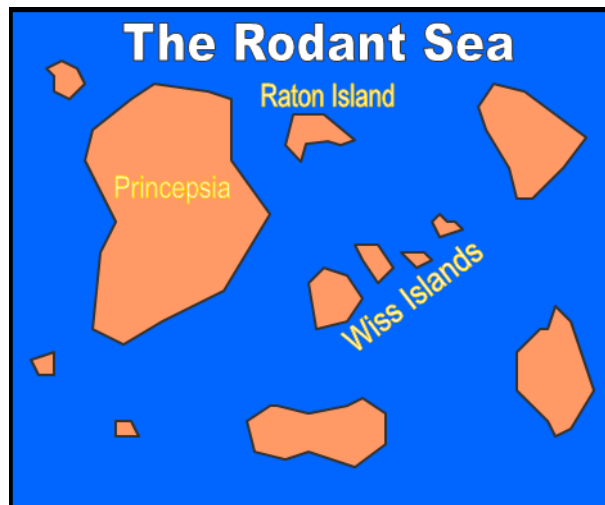
Presentation

Visuals:



The visuals are 2D, colorful, and in a cartoon-like style that resembles a comic book, as the game is intended for a younger audience.

Setting:



The game takes place across the islands of the Rodant Sea, including Raton Island, the Wiss Islands, and the Syle Island, during the younger years of MegaNinjaPirateMice when Marten was just a young lad.

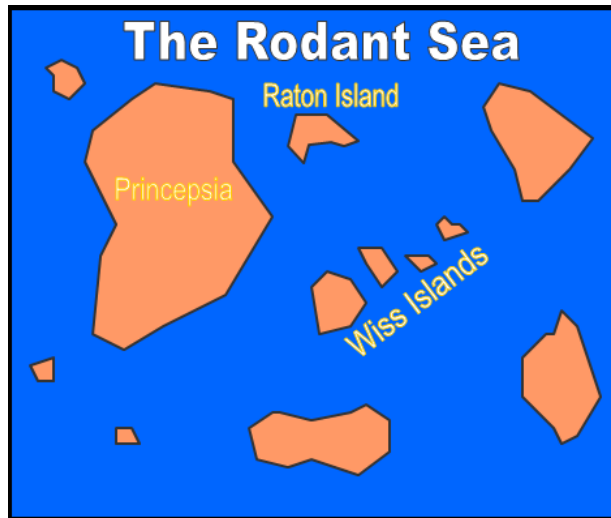
Characters

Marten

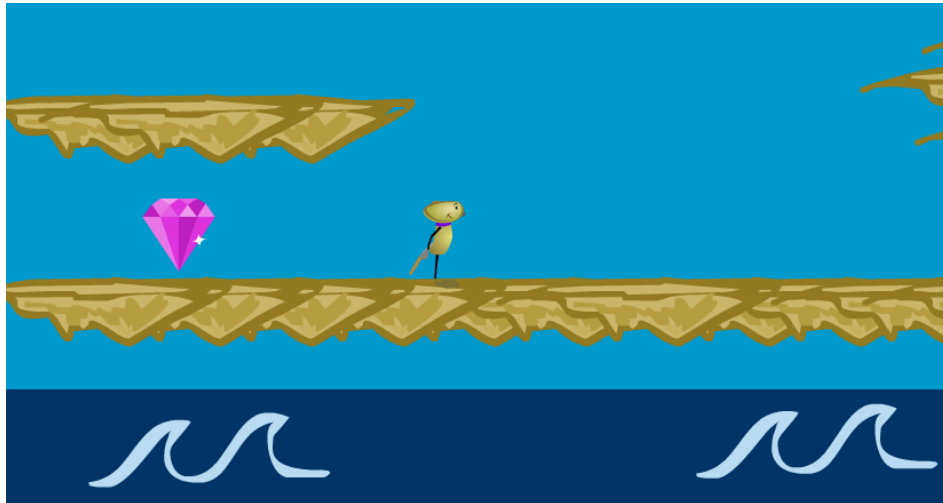


Marten is the main character of the MegaNinjaPirateMice as well as the game. The character in the game is a younger version of Marten, aged approximately 10 to 12 years. He is adventurous and wishes to go out into the world and find the MegaHiddenPirateTreasure.

Areas



Raton Island

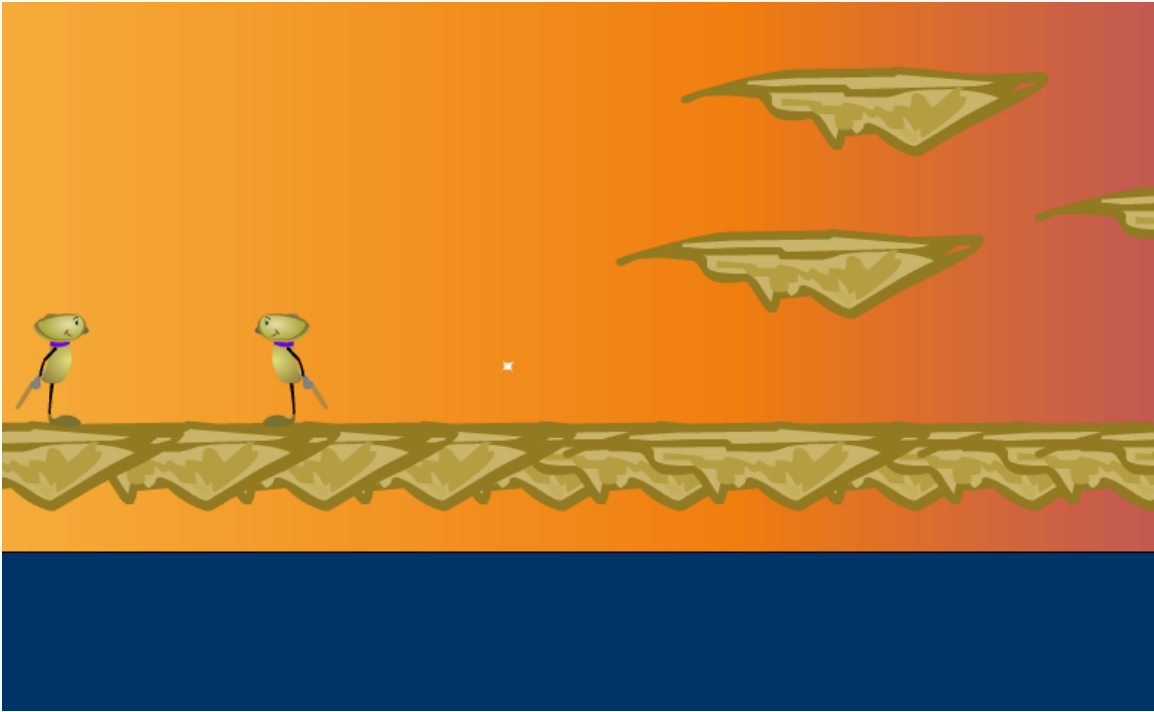


Players start off here, and they learn how to play the game. Raton Island is a pleasant, sunny island with very little problems. Players play through a variety of puzzles to get off Raton Island in order to get to the Wiss Islands.

Wiss Islands

This is the area that players come to next. They are a series of small islands inhabited by old fisherman and other rough types. Some of the people here have information regarding the real location of the MegaHiddenPirateTreasure. Players must solve puzzles here in order to gain this knowledge.

Syle Island



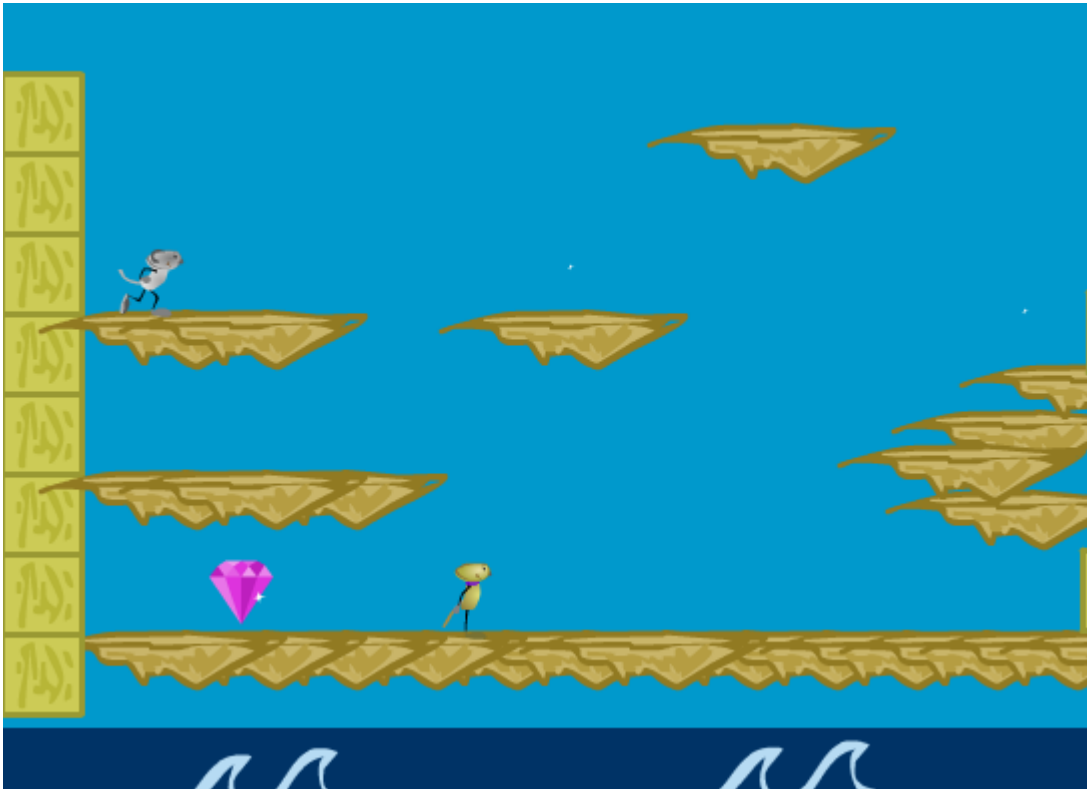
This is the final area. It is a mysterious place with many challenges for players, and according to legends, it is the place which hides the MegaHiddenPirateTreasure.

Game Modes

Single Player

The game has just one mode of play, Single Player. This is the main mode where players play through the adventure from start to finish.

Gameplay Example



The player starts off in an area. In the area, there are various platforms that can be jumped on, an NPC, a mysterious MegaStone at the bottom, and an NPC to talk to. The player jumps down and talks with the NPC, who informs the player that the MegaStone is a teleportation stone, but it requires some kind of magic to use it. If the player tries to interact with the stone, it emits a negative-sounding noise, letting the player know that it cannot be used yet.

The player then heads onwards, jumping on top of platforms in order to progress further to the side. The player is led by little sparkling, magical-looking lights that vanish when he/she comes into contact with them. Eventually, the player discovers a magic wand. The player picks up the wand, and then he/she heads back to the location of the MegaStone.

The player can talk to the NPC once again. The NPC will comment on how cool the wand looks and remark on how magical it seems, giving the player the idea that perhaps the wand is the right magical item to use with the teleportation MegaStone. The player steps up to the MegaStone, and the magic reacts with the stone, causing the player to teleport to a new area.

Competition Analysis

	Recognizable Characters	Single-Player Campaign	Action Platforming	Fun, Unique World	Puzzles Designed for Kids	Ninjas	Pirates	Mice
<i>MegaNinjaPirateMice: The Adventure</i>	x	x	x	x	x	x	X	x
<i>Strong Bad's Cool Game for Attractive People</i>	x	x		x				
<i>The Secret of Monkey Island</i>		x		x			x	
<i>Syberia</i>		x		x				

There are a variety of other adventure games. However, there are very few that are actually marketed and designed specifically for children. *MegaNinjaPirateMice: The Adventure* has the advantage of having a real, colorful setting and characters that are already known to the world.

Team Description



Super Awesome Game Studios

Super Awesome Game Studios is one that has been newly created, but from that, there's a great amount of spirit and energy. Also, it's made up of some very talented individuals who have been in the industry for a fair amount of time. Their experience and talent is what makes Super Awesome Game Studios super awesome.

Notable Staff

Randall “Magic” Fivetoes – Programmer

Mr. Magic has programmed many games in his long career. He's most well known for his infinite loop game called *Magic's Infinite Loop Game*, wherein you watch an infinite loop of print statements until your eyes hurt.

Jerry Sandals – Designer

Jerry has not been in the industry long, but despite that, he's produced quality work. His design work is evident in *The Great Pony Catastrophe* in the barn layouts as well as the tornado paths.

Mary Stockings – Artist

Mary Stockings worked with Jerry Sandals in *The Great Pony Catastrophe*. She was also the lead artist for *Hangin' Up Your Socks* the Wii game, which featured a realistic but fun simulation of doing laundry.