



GAME BOY[®]

DOG'S MUCK ISLAND

INSTRUCTION BOOKLET

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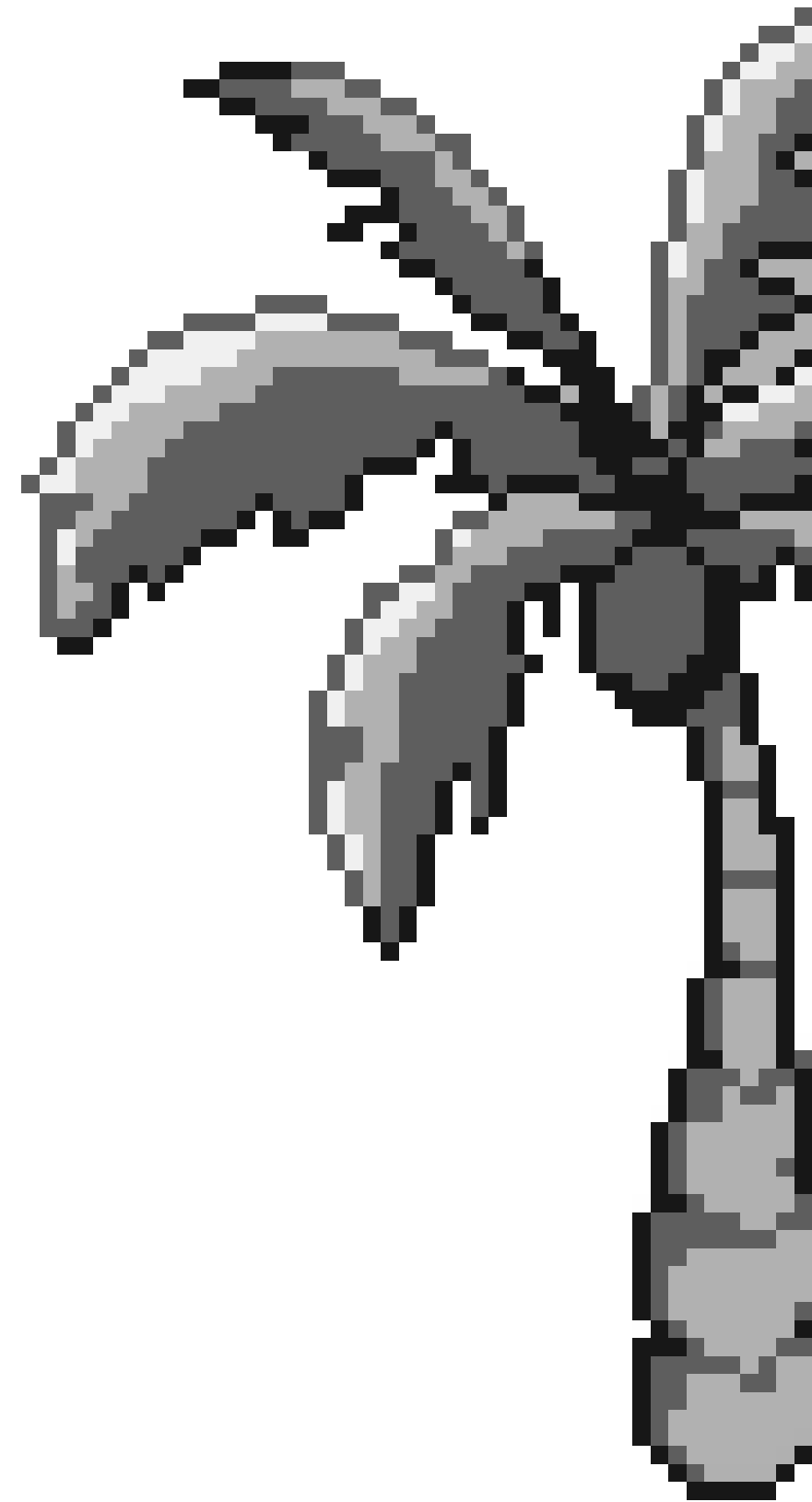
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Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this booklet for future reference

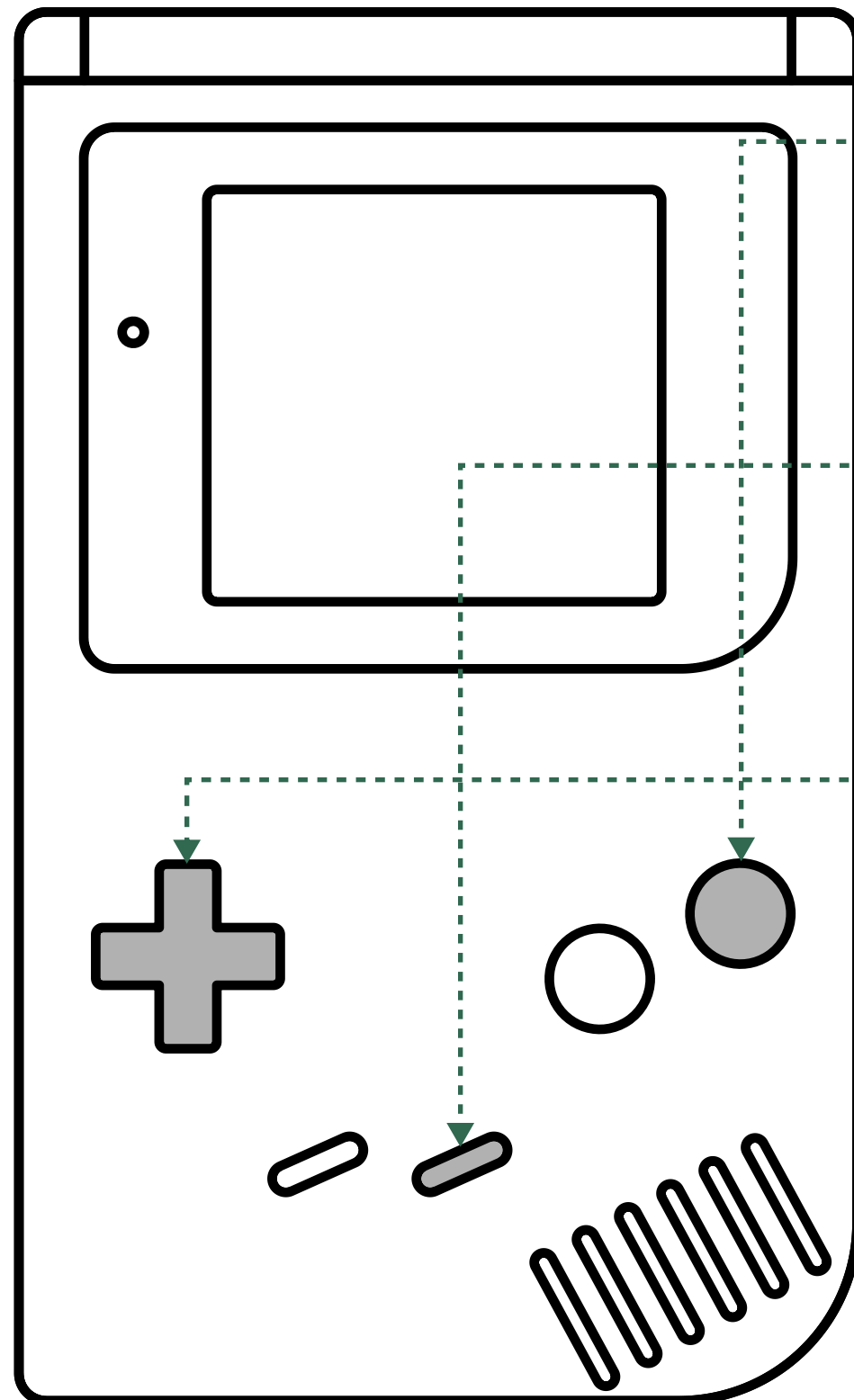
THE STORY OF DOG'S MUCK ISLAND

Welcome to beautiful Dog's Muck Island, traveller. With lush sandy beaches, palm trees, and a semi-functional sewage system, it's one of the top 750 places to visit in the region.

Legend says the island has a hidden secret, but nobody's ever figured out what...



CONTROLS



- **A Button**

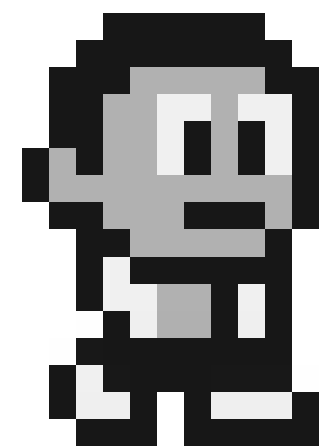
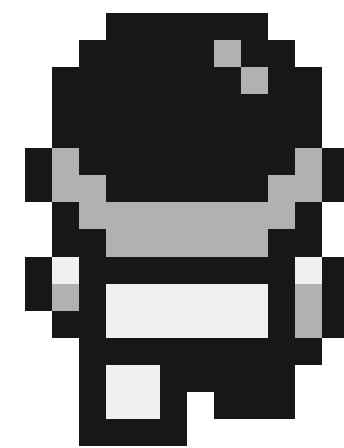
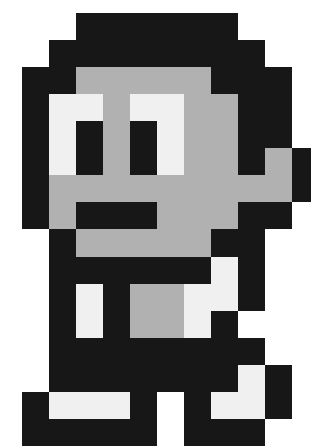
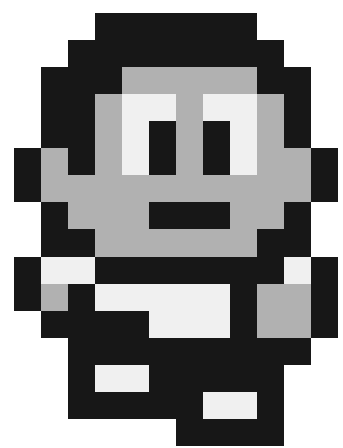
Action (talk or interact)

- **Start Button**

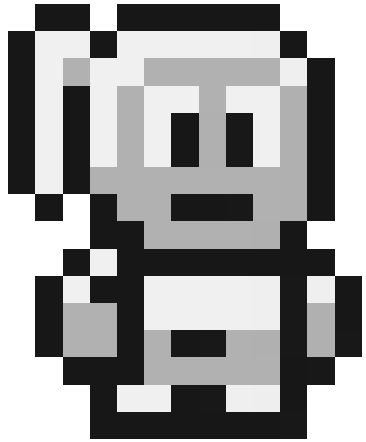
Pause (and view inventory)

- **Control pad**

Move your player

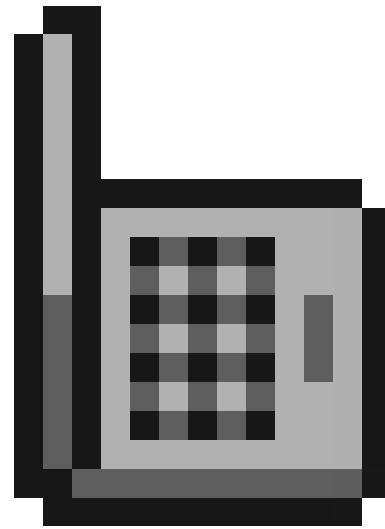


TIPS



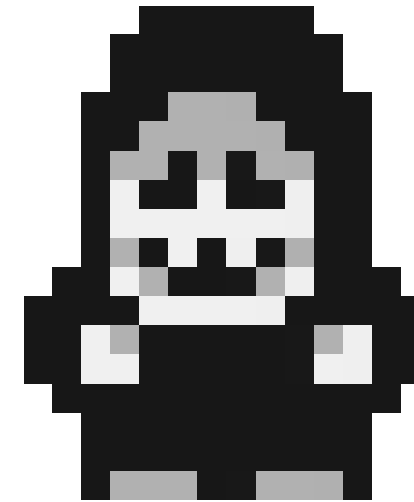
Getting started

Not sure where to begin?
Try speaking to the girl at
the top of the island who's
lost her lunch!



Saving your game

You can save your progress
at any time by visiting the
house at the top of the
island and using the laptop.



If you get stuck

There is a fortune teller on
the island that can see into
the future, maybe they can
give you some advice on
what to do next?

CREDITS

Design, story and programming

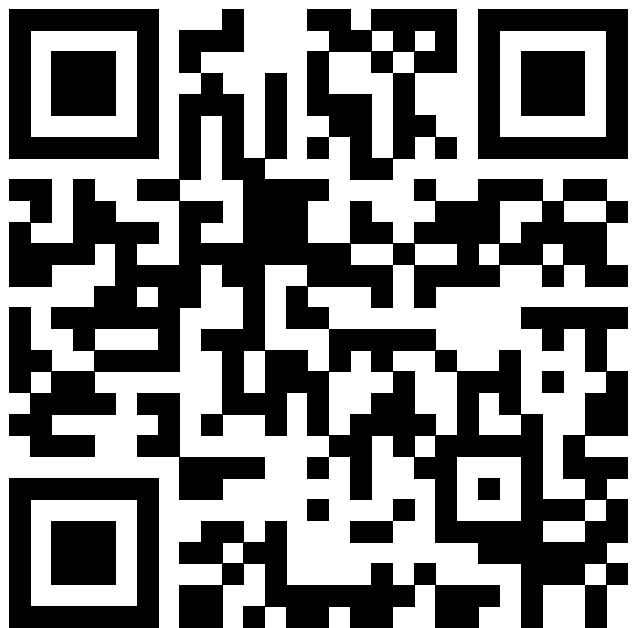
Ben Mckeown (@soully)

Music

Ember#1765 / DeerTears

krümel (crumb)#0723

Tomas Danko



Share your feedback

I hope you enjoying playing Dog's Muck Island, please leave a comment or feedback here:

soully.itch.io/dogs-muck-island

Developed using



GBStudio

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