

Fitzroy and the infestation

Background

The defence of the realm is in peril, the Tesla tower has been infested. The lurking evil will soon arriving and the safety of the realm is in peril with the Tesla tower out of action. Now it is Fitzroy's job to become an engineer and an exterminator and bring the tower back into operation before the lurking evil arrives. After all, there is nothing like a deadline if you want to get things done.

Instructions

For loading from disk:

Type Run"Game and press Enter

For loading from tape:

Press CTRL and Small ENTER

Fitzroy

Our intrepid hero can move around in all directions and shoot at enemies and infestation.

Goal

The goal of the game is to reach to the level exit in each level and satisfying each of the objectives.



HUD

At the bottom of the screen there is a heads up display (HUD) that provides information about the current state of the game.



The HUD provides several pieces of information:

Score: this is the number of points that you currently have in the game.

Lives count: this is the number of times your health can reach zero.

Hit points: the amount of hits you can take before losing a live.

Objective item counts: the number of objective items that Fitzroy is carrying.

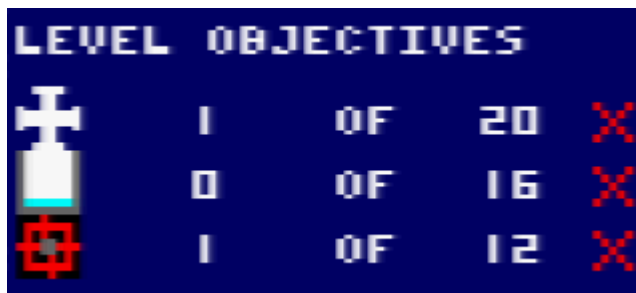
Ammo type: This indicates which weapon Fitzroy currently has equipped.

Ammo count: The amount of ammo that is available for the current weapon

Inventory items: this shows the special items that Fitzroy is currently carrying.

Objectives Screen

The objectives screen details the status of the objectives: whether it has been completed or not and what further is required to complete the objective.



Inventory Items

Fitzroy can carry many different items. You will have to figure out what particular item may be required to progress to the next stage of the game. A word of warning, Fitzroy can only carry one item of a particular type at a time.

Objective Items

Objective items are the items that Fitzroy must pick up in order to repair the tower machinery.

Tower machinery

Throughout the tower, there is machinery that is in need of repair.

Enemies

Enemies will either wonder around or come for you, watch out!

Options

There are two options that you can use to customise the game experience.

Controls

Controls are fully rebindable and consist of the following:

Directions

Player movement

Shoot

Fires the weapon that Fitzroy is currently using.

Weapon

Switches between three possible weapons.

Objective

Brings up the objective menu that shows the current status of game objectives.

Exit

Brings up menu option to choose whether to exit the game

Difficulty

There are three difficulty levels available:

Easy: This is the default level for the game, enemies are simpler and a greater number of lives are available

Normal: This is the default difficulty; enemies are mixed, and you have less lives than easy mode

Hard: This is the hardest difficulty with harder enemies and fewer lives and weaker powerups.