Fitzroy Dives Deep

Background

Fitzroy has finished his seafaring holiday where he did what must look suspiciously like a lot of work and not much holidaying. Now he is looking for a change and something that does not involve any mines (sea mines or otherwise). Due to inherent attraction to up and coming disasters and calamities he has learned that the nearby town's underground water facility is in a state of disrepair and the town will soon be devoid of water. Describing it as a facility might be stretching it, it is more of a series of water caves with some water infrastructure here and there.

It is now Fitzroy's challenge (as the only volunteer), (If there was anyone else I wouldn't be telling the story, now would I?) to repair the facility and escape the monsters lurking below. So now our intrepid hero must go back underground (luckily for him this is a well-lit cave system unlike his previous cave experience) for a new adventure. Rumour has it the cave also contains treasure so now is the right time to save the town and get a tiny bit wet!

Loading

For loading from disk:

Type Run"Game and press Enter

For loading from tape:

Press CTRL and the Small ENTER key, then press Play.

Levels objectives

The game contains a series of connected levels. On completing a level, you will move onto the next one until you have completed the game. To exit a level, you must use the level exit (press the use key).

On some levels there are additional objectives that must be completed before you can exit.

If the level objectives have not been met a screen will show what needs to be done and how many actions need to be performed.

The objective type and the number of actions that need to be done is also on the HUD (if there are no special objectives for the level then nothing will be shown).

Valves

Find and activate the valves in the level, this may or may not have additional effects in the level. Valves can only be used once to count towards the objective.
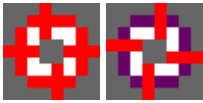
Repair Machinery

Repair any broken machinery (with the appropriate tools) found in the level.

Collect pipes

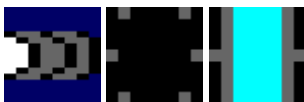Collect the pipes that can be found scattered across the level.

Place pipes

Place the pipes that the player is carrying (presumably previously collected) in the empty pipe locations.

Collect and place pipes

Both collect the pipes in the level and place them in the empty pipe locations.

HUD

The HUD (heads up display) is shown at the bottom of the screen and provides information about the current state of the game.

The HUD provides the following information:

Score: the number of points that the player currently has collected in the game. If the player dies the score will be reset to the score when they started the level.

Health: the amount of damage Fitzroy can take before dying and losing a life. Health can be replenished by consuming health items (these are rare).

Lives: The number of times that Fitzroy can lose all his health before the game is over. When a life is lost the player will go back to the start of the level. There is no way to replenish lives.

Ammo: The number of shots that Fitzroy can fire with his projectile weapon.

Oxygen: the amount of oxygen Fitzroy has when under water, this will gradually deplete while underwater until reaching zero. Once oxygen reaches zero Fitzroy will start losing health at a steady rate.

Inventory items: single use items Fitzroy is carrying that are required for progressing through the level. In order as shown in the screenshot above and below: spanner , red key , green key , yellow key , floppy disk , cassette tape .

Objective Actions: The objectives that need to be completed in the level before Fitzroy can exit. The HUD shows a graphic indicating the type of objective and the number of actions that need to be completed.

The objective types are the following: valve , picking up pipes , placing pipes (in some levels the pipes may need to be collected first) , and fixing water machinery .

Pick count: The number of picks that Fitzroy is carrying. These can be used to break through cracked tiles in the level. A pick can only be used once before breaking. With this quality of equipment, no wonder no one else volunteered!

Options

There are several options available to customise the game experience.

Controls

All game controls are rebindable, further information on the defaults are below.

Directions

The directions are used to control where Fitzroy can move. When on land (out of the water) only the left and right directions can be used. When under water all four directions are utilised.

Jump

Causes Fitzroy to jump vertically when on land or quickly move upward when in water (boost) while carrying the scuba gear.

Use

Activates an interactable object if Fitzroy is in front of it.

Shoot

Fires the weapon if Fitzroy has picked it up and has sufficient ammo.

Exit

Displays the exit dialog allowing the player to exit the level and the entire game.

Default Controls

These are the default controls used in the game.

Action	Control
Up	Up
Right	Right
Down	Down
Left	Left
Jump \ Water boost	Z
Use \ Activate	X
Shoot	Space
Exit	Escape

Sound

Turn off all sound effects and music.

Difficulty

There are three difficulty levels to choose from to adjust the game difficulty:

Easy	Take less damage from spikes, increased stats from items, five lives.
Normal	Standard stats from items, three lives.
Hard	Take more damage from enemies and spikes, only two lives.

Colour \ Green Mode

Adjusts the game palette to provide a better experience for when using a monochrome green monitor (GT64\GT65).

High Scores

Display the high scores from previous game sessions.

Pass Codes

On game over you will be given a pass code for the level.
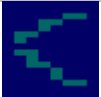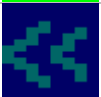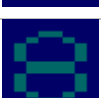
Using the pass code menu, the code previously received can be entered to restart the game at that level.
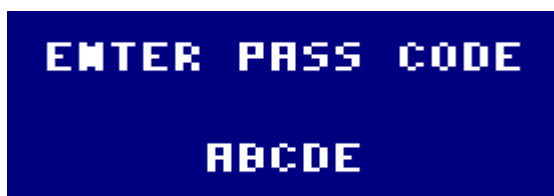
Note this will make you ineligible for the game completion bonus.

Water

There are different types of water in the game. Watch out as they may cause you to go where you didn't expect or effect your oxygen. Some water can be activated or deactivated by interactive objects.

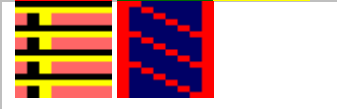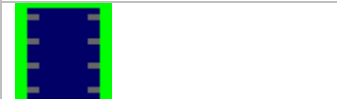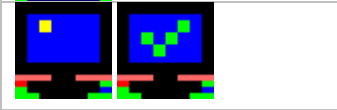|		
Normal water	Standard water with no special qualities.	
Left current water	Water with a current that moves the player in the indicated direction.	
Right current water		
Up current water		
Down current water		
Biohazard	Water that is hazardous and will kill the player on touch.	
Fast left current water	Water with a fast current that moves the player in the indicated direction quickly.	
Fast right current water		
Fast up current water		
Fast down current water		
Low oxygen water	Low oxygen water applies a fast oxygen depletion rate to the player.	
High oxygen water	High oxygen water applies a slow oxygen depletion rate to the player.	
Adds oxygen	Adds a significant amount of oxygen to the player (up to a predefined maximum).	
Subtracts oxygen	Subtracts oxygen from the player so that they only have a small amount of oxygen.	

Items

Fitzroy can pick up various items in the game. Some of them are used for performing certain actions whereas others are there to increase your score.

Red Key		Pick		Mushroom	
Green Key		Green gem		Carrot	
Yellow Key		Red gem		Grapes	
Weapon		Blue gem		Ice cream Cone	
Scuba gear		Weapon ammo		Strawberry	
Spanner		Oxygen tank		Pizza	
3" Floppy Disk		Apple		Fish	
Cassette Tape		Banana		Circuit Board	
Health pack		Cherries		Starfish	
Water pipe		Lemon			

Interactive Objects

Different objects can be interacted with in order to progress the level, some require items in order to be used. Objective based interactive objects were detailed earlier in the user manual.

	Doors come in different colours each with corresponding keys.
	Electric doors need to be activated by another interactive object to open.
	Electronic switches can be used to activate or deactivate a linked interactable or water region.
	Replenishes the player's oxygen on activation.
	Teleporters transport the player to a connected teleporter. The connected teleporter could be linked to a different teleporter potentially taking you somewhere entirely different. Be careful as you can be transported to a teleporter underwater, but an underwater teleporter cannot be used as an escape.
	A teleporter may need to be turned on.
	Amstrad CPC 464 that can be used to activate or deactivate an interactive object with the appropriate storage media. This can only be activated once.
	Some blocks are damaged and can be removed with the appropriate equipment.
	Watch out for spikes they are not very pleasant.

Enemies

Fitzroy will encounter many enemies in his journey through the game. Be careful of going too close to enemies as Fitzroy will take damage if he touches an enemy. Enemies can be shot but you may find you need to conserve your ammo.

Water bug		Snake	
Fish		Scorpion	
Octopus		Land bug	
Crab		Water Plant	
Moth		Land Plant	
Snail			