Fitzroy and the Confounding Labyrinth

Background

The darkness is coming, and the only hope against darkness is the great artefact. Unfortunately, the great artefact was stored away for safe keeping, to prevent it falling into the wrong hands. But to make matters worse the archivists who put it away somewhere safe thought it was a good idea to build a confounding labyrinth to store the pieces of the great artefact. This is no holiday destination. Every step of the way through the labyrinth is designed to kill and leave any budding adventurer confounded. It is Fitzroy's task to recover all the pieces of the artefact, to reassemble the great artefact and repel the darkness.

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.

Level Objective

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 action key).

On each level there are one or more staff (great artefact) pieces that must be before you can exit.
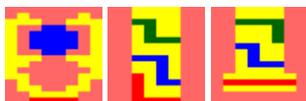
If the pieces have not all been collected a screen will show you how many pieces need to be collected.

The number of pieces that need to be collected is also on the HUD.

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 arrows that Fitzroy can fire with his bow.

Artefact pieces: The number of pieces of the staff that must be collected in the level before Fitzroy can exit.

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: red key, green key, yellow key, machete, fins, block and glasses.

Time: The number of seconds remaining to complete the level.

Options

There are several options available to customise the game experience.

Controls

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

The game should be playable with a single button joystick although it may be more difficult than with a keyboard.

Directions

The directions are used to control where Fitzroy can move.

Action

There are several different player actions that have been combined into a single control (this allows for a single button joystick).

The combined actions are:

- Use
- Shoot
- Drop block

If Fitzroy is in on top of an interactive object, then the interactive object will be activated.

If Fitzroy is carrying a block, he will drop the block (if there is a clear space for it in front of him).

Otherwise, Fitzroy will fire the bow (assuming Fitzroy has picked it up and has sufficient ammo).

Exit

Displays the exit dialog allowing the player to exit the game back to the main menu.

Default Controls

These are the default controls used in the game.

Action	Control
Up	Up
Right	Right
Down	Down
Left	Left
Action	X
Exit	Escape

Sound

Turn off all sound effects and music.

Difficulty

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

Practice	The same as easy except 100 seconds from hourglasses.
Easy	Less damage from spikes, increased stats from items, fifty second hourglasses, and five lives.
Normal	Standard stats from items, thirty-eight second hourglasses, and four lives.
Hard	Same as normal except thirty second hourglasses, three lives, checkpoints disabled, and spike traps can more easily kill the player.
Brutal	Same as hard except more damage from enemies and spikes, twenty-two second hourglasses and 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.

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.

Item		Item		Item	
Red Key		Blue Gem		Staff top piece	
Green Key		White Gem		Staff middle piece	
Yellow Key		Fossil		Staff bottom piece	
Block		Jar		Corn	
Bow		Candelabra		Pineapple	
Glasses		Ring		Eggplant	
Machete		Book		Pear	
Fins		Arrow		Watermelon	
Health Pack		Coin		Shell	
Yellow Gem		Hourglass		Prawn	
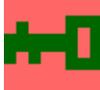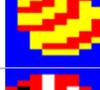
Blocks

The game includes a droppable block mechanic, this is a block that Fitzroy can carry and drop in the level. Fitzroy cannot shoot or activate an interactive object while carrying a block. He can also only carry a single block at a time.

Move onto the block to pick it up.
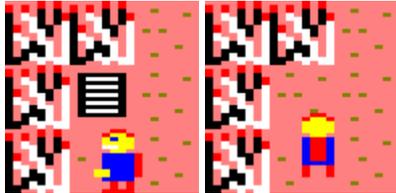
When you are carrying a block the hud will display a block.

In order to drop a block there must be an empty space (or something that you are allowed to drop the block onto) in front of Fitzroy. The block will be dropped in front of the direction that Fitzroy is facing but slightly to the left.
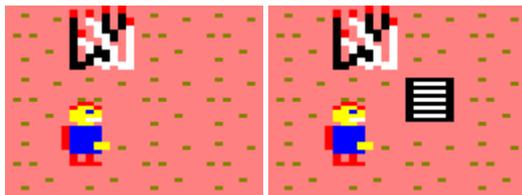
Interactive Objects

Different objects can be interacted with to progress the level, some require items in order to be used.

	Doors come in different colours each with corresponding keys.
	Gates need to be activated by another interactive object to open.
	Levers can be used to activate\deactivate other interactive objects.
	Pressure plates can be used to activate\deactivate other interactive objects but only if occupied.
	One way blocks only allow the player to travel in a single direction.
	Switchable one way blocks only allow the player to travel in a single direction but can be flipped the opposite direction.
	There are multiple different types of teleporters: phase blocks, ladders and trapdoors. Some of these work in pairs and others are one direction only. Be careful as you can be transported somewhere unpleasant.
	A phase block may need to be turned on.
	Watch out for spikes they are not very pleasant. Spikes come in several forms and may do permanent damage.
	Checkpoints can be used to save your progress.
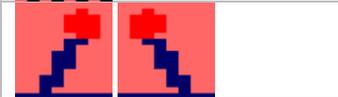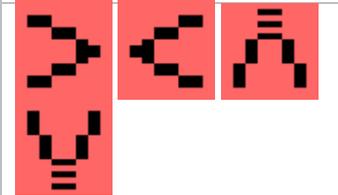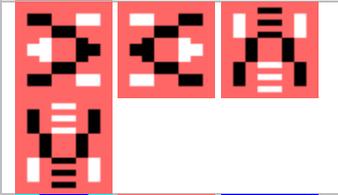
Environments

Different environment cells post different dangers to the player. Some require the player to do something, others are too dangerous to even touch.
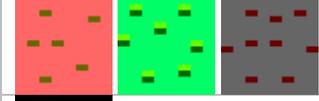
	Most environment cells can be walked on and pose no danger to the player (this is not a definitive list of safe cells).
	Chasms are dangerous and will instantly kill if you fall in (it is safe to walk over the edge of a chasm).
	Water is dangerous if you are not carrying the appropriate equipment (it is safe to walk over the edge of the water).
	Lava will kill instantly on touch.
	Hedges are walls but can be broken down if carrying appropriate equipment (only partial hedge cells can be destroyed).
	Crumbling blocks will crumble when the player walks on them. They can crumble to water, chasm or lava.
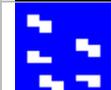
Enemies

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.

Up down enemy		Shark	
Left right enemy		Dangerous Plant (land)	
Cornering enemy		Dangerous Plant (water)	
Moving rock		Timed spike	
Turret		Sea urchin	
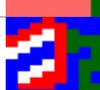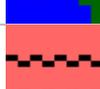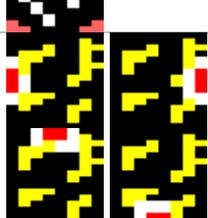
Checkpoints

Checkpoints (new in v1.2) allow the player to save their progress in a level.

When you activate a checkpoint (this is done the same way as other interactive objects) it will change from blue:
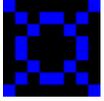
to yellow:

If you die in a level (having previously activated a checkpoint) instead of starting the level again you will start at the the position of the checkpoint. Only one checkpoint can be activated in a level at a time, on activating a second checkpoint the previous one will be deactivated. Activating a checkpoint provides the game a position to reload the level to when you die. It does not save the state and the time the checkpoint was activated. Instead the state of the level and items will be exactly the same as when you die. If the remaining time is less than the initial start time for the level it will be reset to the level start time.

To provide a defence against unfriendly checkpoints (eg impassable crumbling blocks) the game will prompt you whether you want to restore the game to the checkpoint. If you press Y it will start the player in the level at the position of the checkpoint. If you press N it will discard the checkpoint and restart the player at the beginning of the level.

Checkpoints are only available in practice, easy and normal difficulty.