

# Fitzroy in the dark

## Background

Fitzroy has been kidnapped! He was having a nice nap after a hard day's work and now he has woken up all alone in a massive cave system.

It gets worse! If it is dark for too long the monsters will attack eating Fitzroy alive!

Fitzroy must find a light and make his way through the caves watching out for dangers lurking behind every corner and with the ever-present fear of the light running out.

## Loading

For loading from disk:

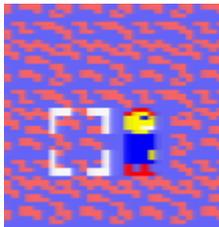
Type Run"Game and press Enter

For loading from tape:

Press CTRL and Small ENTER

## Movement

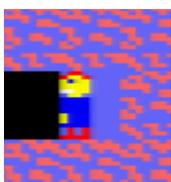
This is a turn based game. All movement is done one square at a time. Our hero can choose one of eight possible directions (including diagonals) to moving.



To move use the chosen directional controls to choose a desired square. Then press the use\move key to move to that position.

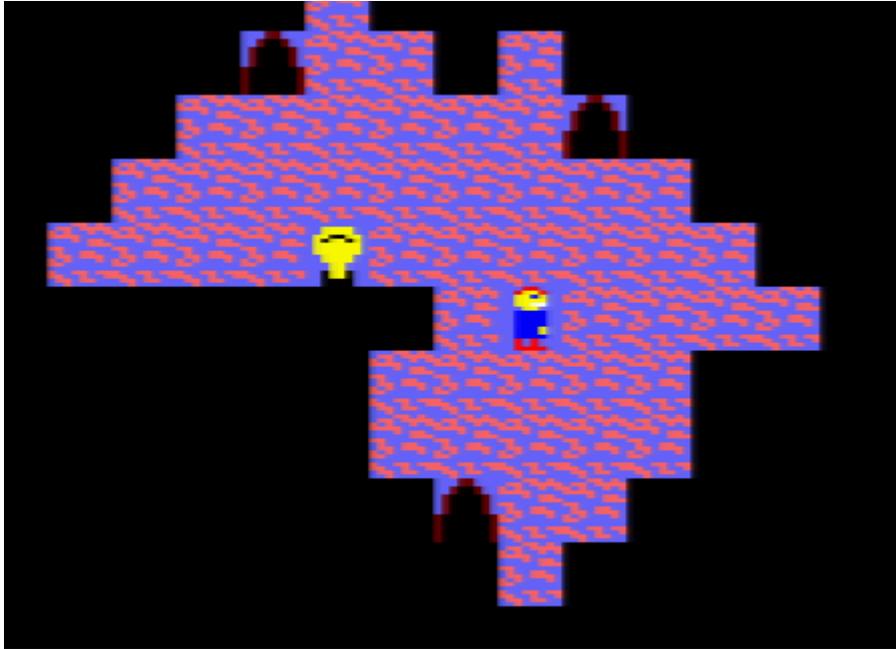
Alternatively you can hold down the use\move key and press the direction keys. This will provide a faster movement experience but you cannot do diagonals this way.

If a cell is blocked Fitzroy will stand right next to it. That said don't be discouraged from trying dark cells as you never know when a secret might be found



## Map Screen

Instead of being linear the game has a map screen where you can choose which level you want to enter. There are 11 cave entrances on the map. The first 10 must be completed (tick will show once complete) before the final locked level will be available. Complete all 11 levels to win the game.



## 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.

**Dark moves remaining:** this is the number of steps you move in the dark, once it reaches zero you are DEAD.

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

**Left equipped item:** The item currently equipped in Fitzroy's left hand.

**Right equipped item:** The item currently equipped in Fitzroy's left hand.

**Oil Fuel count:** The amount of oil remaining for the equipped oil lamp.

**Battery power count:** The amount of battery power remaining for the equipped torch.

**Arrow count:** The amount of ammo that is available for the bow.

**Inventory items:** this shows a number of single use items for progressing through the level.

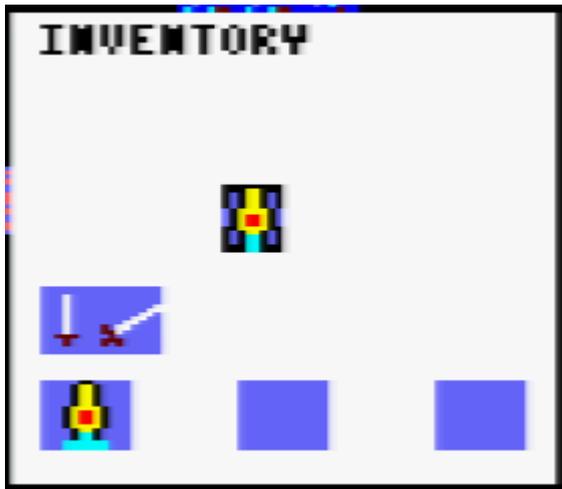
Note: there are also meat and boss indicators that you might see later but you can figure those out.

## Inventory Screen

The inventory screen details the items that Fitzroy and allows you to choose what he has equipped in each hand.

Some items can be equipped one handed others require two hands.

Note: the wood block is an exclusive item and will lock the inventory while you are carrying it.



Use the directional controls to choose which items to select.

Press 1 to equip left handed.

Press 2 to equip right handed.

Press 3 to drop it on the map at Fitzroy's position.

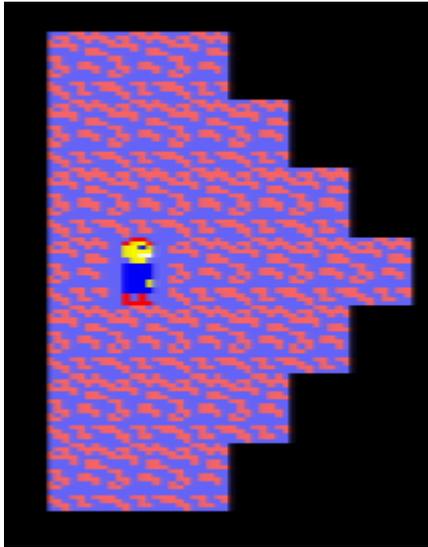
Press 4 to unequip it.

## Lighting

In order to see where you are going you need to equip a light.

The light requires fuel to function. The light itself is displayed in the form of a light radius around the player. You will be able to see the visible cells and the dark cells will remain black.

Note: if you pick up fuel for an equipped item when you have no fuel you will have to unequip and reequip the item before it will function.



## Enemies

There are lots of enemies that wander around. If an enemy can attack you with a move it will.

Be careful of letting an enemy attack you as you will always take damage.

## Options

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

### Controls

Controls are partially rebindable and consist of the following:

#### Directions

Player movement

#### Use\Move

Moves Fitzroy to the specified square or Fires the weapon that Fitzroy is currently using.

#### Attack

This is only used for the bow and allows you to fire an arrow at the position specified.

#### Inventory

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: Fuel does not deplete, more health, greatest size light radius.

Normal: Fuel depletes, medium size light radius, certain objectives more difficult.

Hard: Smallest light radius, least health, certain objectives more difficult.

## Hints

If you get really stuck here are some hints that might help you.

- Diagonals are often the best cause of action.
- The big scary plant is hungry.
- The dragon does not like stepping on mines.
- Wood blocks make good bridges.