

Fitzroy in the dark

Background

Fitzroy has been kidnapped! He was having a nice nap after a hard day's work only to wake 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 starting with his toes and working their way up!

Fitzroy must find a light and make his way through the caves while watching out for the dangers lurking around every corner. He is all too aware of 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 the Small ENTER key

Movement

'Fitzroy in the dark' is a turn-based game. Each move is performed one square at a time. After Fitzroy moves, the enemies will have their turn. Fitzroy can move one of eight possible directions (including diagonals) to move around the map, attack enemies or activate objects.

There are now two modes for movement:

1. Four directional movement
2. Eight directional movement

When in eight directional movement mode you can use eight different keys to move in any of eight directions.

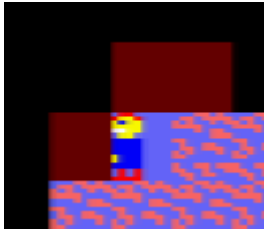
When in four directional movement mode you can use four direction keys to move and a switch key that switches movement between diagonal moves and straight moves.

The four directional movement mode provides the means to use a joystick with precision required to play the game effectively.



An indicator on the top right hand corner of the screen shows that Fitzroy will perform diagonal moves instead of straight moves.

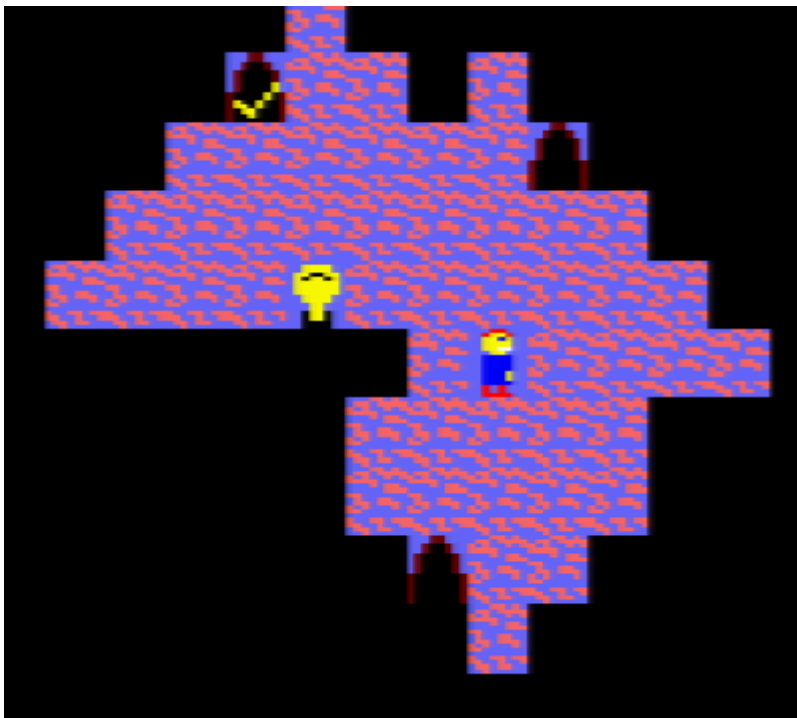
Pressing the switch key again will change Fitzroy back to normal straight moves.



If a square is blocked Fitzroy will stand right next to it indicating he can't move there. As shown on the left, the walls near Fitzroy are visible indicating the square is blocked. However, a dark square might not be as solid as they appear; you never know where a secret might be.

Map Screen

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



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.

Dark moves remaining: the number of steps (the L represents a foot) that Fitzroy can move in the dark. When this drops to two the HUD will change colour to highlight the low value state. Once it reaches zero, death is imminent.

Health: the number of hits Fitzroy can take before dying.

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: the amount of oil remaining for the equipped oil lamp. Once it reaches zero the light will go out. Fitzroy can make 70 steps for each unit of fuel.

Battery power: The amount of battery power remaining for the equipped torch. Once it reaches zero the light will go out. Fitzroy can make 90 steps for each unit of battery power.

Arrows: the number of arrows available for the bow.

Meat: the amount of meat collected in the level (up to you to figure out what it is for).

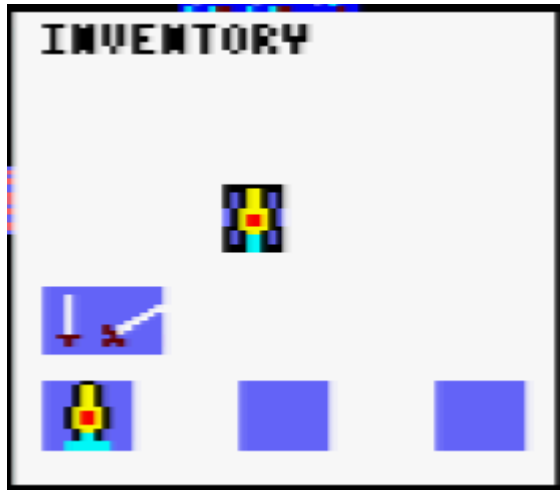
Boss health: the amount of health that the boss has.

Inventory items: single use items Fitzroy is carrying that are required for progressing through the level.

Inventory Screen

The inventory screen shows the items that Fitzroy is carrying and allows you to choose what he has equipped in each hand, or drop an item on the ground. Some items can be equipped one handed whereas others require two hands.

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



Use the directional controls to choose which items to select.

Press Attack (Default X) to equip (or activate) an item through one of the three possible options.

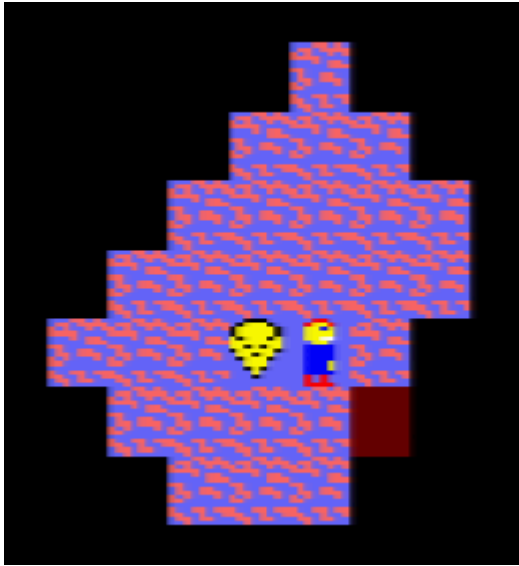
Note: You may need to activate an item multiple times until the item is equipped correctly.

Items

This is a complete list of all the items that can be found in the game.

	Health		Yellow key card		One handed sword
	Red key		Scuba gear		Two handed sword
	Green key		Test tube		Bow
	Yellow key		Box of nails		Arrow
	Hammer		Oil lamp		Carry mine
	Glove		Lamp oil		Gem
	Red key card		Torch		
	Greed key card		Torch battery		Meat
			Wood block		

Lighting



In order for Fitzroy to see where he is going, you must equip a light. A light item only works when Fitzroy is carrying sufficient fuel.

The light item provides vision to the Fitzroy in the form of a light radius around him. You will be able to see the squares within the light radius but squares outside will remain black. Immediate wall squares will be visible in brown.

Note: if you pick up fuel for an equipped item when previously carrying no fuel you will have to unequip and re-equip the item before it will function.

Enemies

Fitzroy will encounter many enemies in his journey through the caves. If an enemy is one square away from the Fitzroy (in any direction) it will attack. Be careful of going too close to enemies, Fitzroy will always take damage from an enemy if it attacks first.

Options

There are several options available to customise the game experience.

Controls

All game controls are rebindable, by default the game defaults to the numeric key pad (F Keys) controls.

Directions

The directions that Fitzroy can move to a new square (either in four or eight directions). If that square is occupied by an enemy Fitzroy will attack the enemy. If the square contains an activateable object he will activate it if the prerequisites are met.

Fire Arrow (Attack) \ Equip Item

Fitzroy will fire an arrow at the position specified (arrows and bow required) or used for equipping an item from the inventory screen.

Inventory

Displays the inventory screen showing which items Fitzroy is currently carrying and lets the player equip or drop certain items.

Exit

Displays the exit dialog allowing the player to exit the cave or the entire game.

Default Controls

These are the default controls used in the game.

Eight directions

North	F8
North East	F9
East	F6
South East	F3
South	F2
South West	F1
West	F4
North West	F7
Fire Arrow \ Equip Item	X
Show Inventory	I
Exit	Escape

Four Directions

North / North East	F8
East / South East	F6
South / South West	F2
West / North West	F4
Switch Straight / Diagonal	S
Fire Arrow \ Equip Item	X
Show Inventory	I
Exit	Escape

Difficulty

There are three difficulty levels to choose from:

Easy	Fuel does not deplete, Fitzroy has additional health, the largest light radius and certain objectives are easier.
Normal	Fuel depletes at a set rate, medium size light radius.
Hard	Fuel depletes at a set rate (same as normal), the smallest light radius, Fitzroy has less health, and certain objectives are more difficult.

Directions

Switches the game between four directional movement and eight directional movement.

Colour \ Green Mode

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

Hints

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

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