

KROY

User Manual

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INTRODUCTION

The year is 2042 and York has been invaded by evil extraterrestrials (ETs) from planet Kroy, who have set up fortresses in key locations (e.g. York Minster, Clifford Tower) around the city. While ETs are more technologically advanced and outgun humans, they have a major - and very convenient - weakness: they evaporate when they come in contact with water. As the leader of the Resistance, you have taken over York's old Fire Station and you are now in control of its fire engines. Your mission is to use the fire engines you control avoid ETs and flood their fortresses, and liberate York.

CONTROLS

+	Zoom in
-	Zoom out
1 2 3 4 5 6	Select firetrucks
^	Drive up
v	Drive down
<	Drive left
>	Drive right
Spacebar	Shoot (also jump in minigame)
P ESC M	Pause
T	Toggle minimap

The control scheme is very simple, making use of the arrow keys for movement and the escape key to enter the in-game menu. There are six trucks on the map which you can switch to using the number keys and use spacebar to fire water. You can zoom in and out of the map using the plus and minus keys or toggle the minimap on/off with the T key to help with navigating around the map.

MENU NAVIGATION

How to navigate the in-game menus.

On the main menu there are five buttons:

- **New Game:** begins a new game of Kroy, and allows you to choose your desired difficulty of the game.
- **Load Game:** once having clicked on it, directs you to a new window where you can load 1 of 3 games.
- **Options:** takes you through to the options menu(s), allowing you to tweak and change the settings for the game such as volume and enabling/disabling music.
- **Minigame:** launches the minigame.
- **Controls:** opens the controls screen informing the user of the various keys to press to be able to play the game.
- **Exit:** closes the game/application.

DIFFICULTIES

Different game mode specifications

- Once having pressed the 'New game' Button, you are directed to a 'difficulty' window which has three buttons:
 - Easy
 - Medium
 - Hard
- These buttons set the difficulty of the game that you will play.
- The specifications of each difficulty are outlined below:

Easy	Medium	Hard
Double UFO spawn time (60 seconds)	Regular UFO spawn time (30 seconds)	Half spawn time (30 seconds)
Double water tank size	No change in tank size	Half water tank size
Double health	No change in health	Half health
Max of 2 UFOs per fortress	Max of 4 UFOs per fortress	Max of 8 UFOs per fortress

[Assumptions: medium has default tank and health values.]

PAUSE MENU

Accessed from pressing Esc, P or M in game.

Descriptions of how to change options in game.

On the pause menu when you are playing a game, there are 6 buttons to choose from:

- Resume: exits the menu and returns to the game.
- 3 Save buttons (save 1 - 3) to save game states into
- Menu: takes you to the options menu (see below**).
- Exit: closes the game/application.

On the options menu** there are 5 buttons:

- Play/Stop Music: either enables or disables the background music.
- Mute/Unmute Volume: either enables or disables all game sounds.
- Back: returns you back to the main options page.

SAVING + LOADING

Saving and loading games

- If you don't have enough time to complete the game and would like to come back to it at a later date, worry not, as there are save and load capabilities to this game.
- To access them the save feature:
 - While in a game, press pause (with Esc, P or M) and you will see the pause menu with the buttons described on the previous page (see page 7: Options).
 - 3 of the buttons on this page, 'save 1', 'save 2' and 'save 3', act as three different slots to save your existing game into.
 - This will save any existing state you are in, even if you have a power-up
- To load your game, there is a load button on the main menu, just click that and you can then load up any of the three game states by clicking any of the three 'load x' buttons (where x is 1, 2 or 3)

AIM OF THE GAME

- Drive your fire engine around the map using the arrow keys.
 - Get within range of the ET fortresses and press spacebar shoot water at them.
 - ET fortresses will be destroyed once you have shot enough water at them.
 - Avoid the projectiles shot by the fortresses, these will destroy your fire truck!
 - Every 30 seconds ET patrols will be spawned from alive fortresses making the game progressively harder.
 - Defeat all 6 fortresses to win the game!
 - Power-ups will help you on your mission and will be laid out on the roads of the map.
- The blue bar above your truck shows how much water you have in your tank.
 - Return to the fire station (see map) in order to refill your tank with water and heal.
 - After 5 minutes the ET patrols will work out how to destroy the fire station - so no more refills!
 - A new fire truck will automatically be selected for you when your truck has been destroyed. You only have 6 lives/trucks, so be careful!
 - The faster you finish the game, the higher your score will be!
 - Each fire truck has unique specifications so choose wisely!
 - The minigame activates when picking up a powerup, the higher the score, the better th

NAVIGATING THE MAP



- This is the map, based on the city of York.
- Drive on roads, grass and dirt, but you will not be able to drive through buildings, structures or rivers.
- The fire station is your base of operations. Return here in your truck in order to refill your water tank.
- You can always zoom in and out of the map to find your bearings, or toggle the minimap with the T key.

MINI-GAME



SPACEBAR

JUMP

- It is a flappy bird inspired mini-game.
- You can play the mini-game either from the main menu, or by driving onto a power-up 'present':
- The goal is to get your goose as far as you can without colliding into the spikes.
- The goose will continually fall, make it jump back up by pressing the spacebar.
- The minigame appears on your menu screen and is embedded in the game to play to obtain your power-up

Score: 47

Score	Power-up
2 - 5	Unlimited Water
6 - 10	Shield
11 - 20	Freeze Enemy Patrols
21 - 25	Restore Time
26 - 30	Resurrect Dead Truck
30+	Rain Dance

S

Power-up

Score

2 - 5

6 - 10

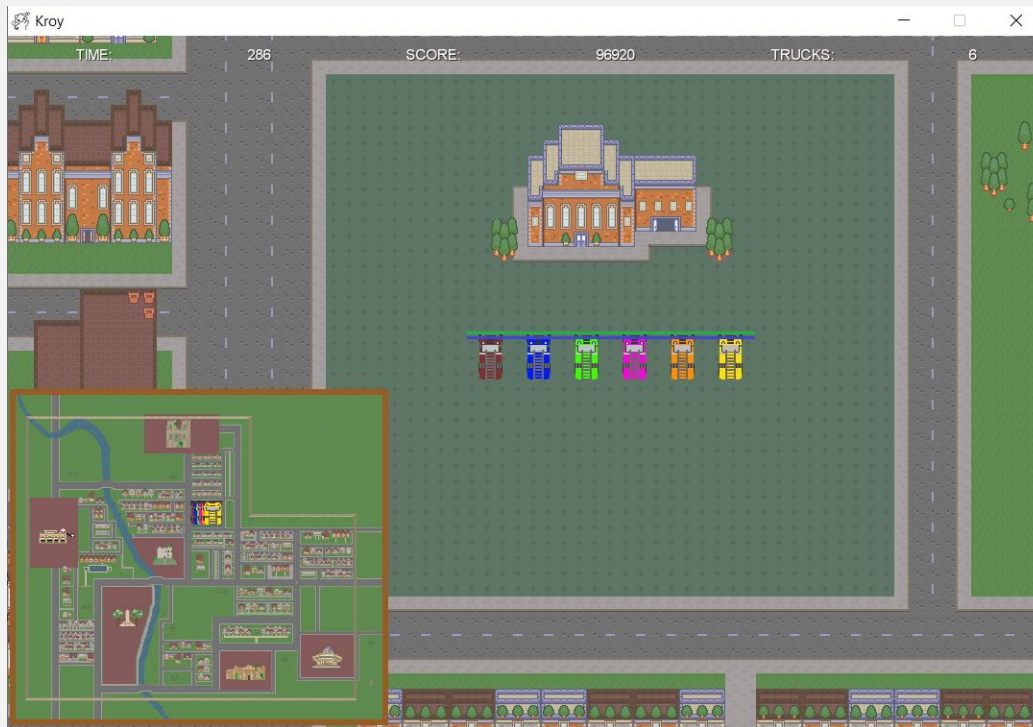
11 - 20

- The higher the score the user achieves, the better the power-up

- Scores associating to different power-ups can be seen the the following table:

- These are also outlined once you die in the mini-game

THE GAME SCREEN



- When you press the New Game button in the main menu, the game is set up and you are brought to this screen.
- It is now your job, following the advice in this manual, to complete the game with the highest score possible.
- You are in luck, as you will be helped along the way with these:

- Power-ups

