

# DICYCAT: 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 to flood the ET fortresses, and liberate York.

# CONTROLS

|   |     |   |                |   |   |                  |
|---|-----|---|----------------|---|---|------------------|
| P | ESC | M | Menu           |   |   |                  |
|   | Λ   |   | Drive Forward  |   |   |                  |
|   | V   |   | Drive Backward |   |   |                  |
|   | <   |   | Drive Left     |   |   |                  |
|   | >   |   | Drive Right    |   |   |                  |
| 1 | 2   | 3 | 4              | 5 | 6 | Switching trucks |
|   | +   | - | Map Zoom       |   |   |                  |

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. You can zoom in and out of the map using the plus and minus keys.

## MENU NAVIGATION

How to navigate the in-game menus.

On the main menu there are four buttons:

- New Game: begins a new game of Kroy, and allows you to choose your desired truck with which to play the game with.
- 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.
- Exit: closes the game/application.

## OPTIONS

How to change the options in-game.

On the options menu when you are playing a game, there are 3 buttons to choose from:

- Resume: exits the menu and returns to the game.
- 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.

# AIM OF THE GAME

- Drive your fire engine around the map using the arrow keys.
- Get close to ET fortresses and your truck will automatically shoot water at them.
- ET fortresses will be destroyed once you have shot enough water at them.
- Avoid the projectiles shot by the fortresses, you can only get hit by 10!
- Every 30 seconds ET patrols will be spawned from alive fortresses making the game progressively harder.
- 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.
- After five minutes the ET patrols will work out how to destroy the fire station - so no more refills!
- A new fire truck will automatically 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!

# 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.

# MINI-GAME



- It is a flappy bird inspired mini-game.
- The goal is to get your goose as far as you can without colliding into the asteroids.
- The spaceship will fall continually fall, make it jump back up by pressing the space bar.

SPACEBAR

JUMP