

A GAME BY MOZZARELLA BYTES™

# KROQ

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## USER MANUAL

### ASSESSMENT

4

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# INTRODUCTION

## 1.1 STORY

It's the year 2042 and York has been invaded by Extraterrestrials (ETs) from the planet KROY. These ETs have taken over many of the key sites in our city and used them to build their fortresses.

**YOUR DUTY IS TO BRING THEM DOWN AND SAVE THE CITY!**

As leader of the Resistance, you must use your wits and skill to take down these hostile beings and restore peace to York. All you have at your disposal is the fire station and the knowledge that water is lethal to ETs. Use your fire trucks to travel the streets of York, avoiding ET patrols, and flood their fortresses. Watch out though! The ETs are cunning and are working to find and destroy your base as we speak.

## 1.2 AIMS

Use the Fire Trucks to travel the map and flood all ET fortresses.

The game ends either when you have destroyed all ET Fortresses, or when all of your Trucks have been destroyed.

Unless filled with a raging desire to dance, try to avoid ET patrols.

# FEATURES

## 2.1 TRUCKS




FireTrucks are your strongest and only offense towards ET Fortresses. Each FireTruck has unique stats for: Water Tank, Health, Range, Speed and Damage. You start each game with 4 trucks and cannot acquire more, so make sure to operate them safely.

## 2.2 FIRESTATION

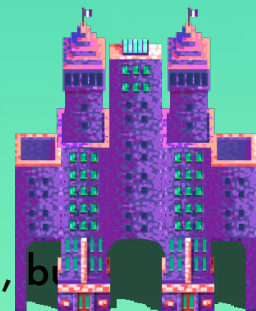


You can repair damages to your trucks and refill their water tanks at the FireStation. This is also where your 4 trucks will initially spawn at the start of each game.

Watch out for this guy  as he will try to destroy your FireStation after a while. You can set him back by challenging him to a dance-off, but he is inevitable.

## 2.3 FORTRESSES

ET Fortresses are York landmarks that have been taken over by the aliens. You must flood these using your FireTrucks. Each have a different health bar and deal more or less damage. Approach them with intent to harm, but also caution as they grow stronger with time.



## 2.3 PATROLS



ET Patrols roam around York hovering above the ground. In the event you were to drive underneath one, your only way out is to beat the extra-terrestrial being to an EDM fueled dance-battle. I hope your tempo is on beat, or the glutenous ET will deal heavy damage to your FireTruck.

## 2.4 POWERUPS



In order: **Water Refill, Range Extender, Health Replenisher, Enemy Shield and Freeze Time Bonus.**

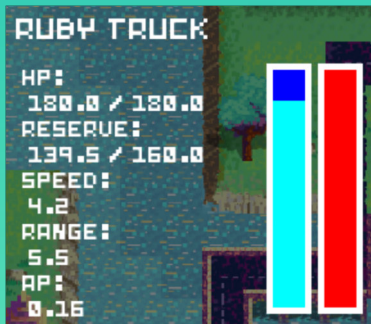
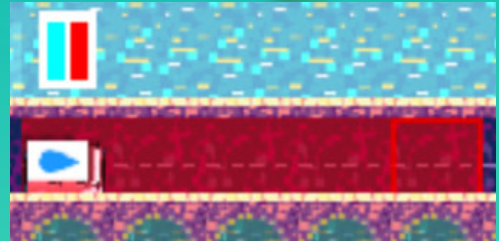
These power-ups will spawn randomly around the map for you to collect by driving over them. They have a limited amount of time before they expire. Defeating a Patrol in a dance-off will also spawn multiple powerups.



# HOW TO PLAY

## 3.1 CONTROLS

Click on a FireTruck and drag your mouse to your desired destination, the shortest route will be drawn automatically. You can extend the route of a FireTruck by clicking on its last route tile and dragging it from there.



Clicking on a FireTruck will show its stats updated in real-time.

**HP** - Health Points | **Reserve** - Water Capacity |  
**Speed** - Truck Speed | **Range** - Attack Range |  
**AP** - Attack Points

Each FireTruck is different, make sure to check their stats before the game to improve your strategy.



**Damage Increase:** Time left until Fortresses get a damage boost (multiplier).

**Damage Multiplier:** Current damage multiplier of Fortresses.

**Freeze:** Shows the cool-down time for your Time-Freeze power or "Available" if it is.

**Truck Attack:** Show the status of the auto-attack for your FireTrucks. Can be enabled/disabled by pressing "A".

## 3.2 REPAIR/REFILL



If one of your FireTrucks is low on health or water, drive it back to the FireStation to replenish its health and water gauges.

## 3.3 SAVING



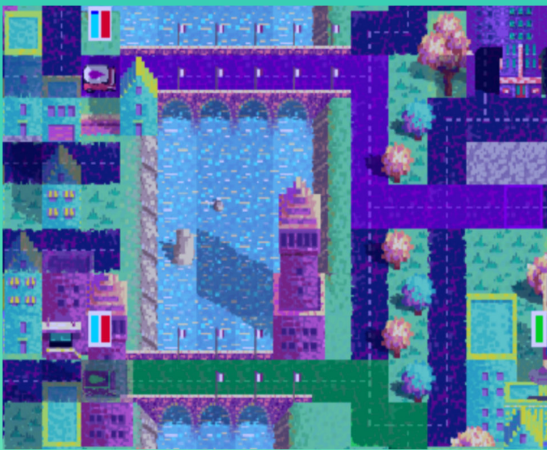
You can save your progress at any time during the game by pressing the floppy disk icon, even during the minigame. You can access your previous save files from the menu by clicking on the "Load" button.

# HOW TO PLAY

## 3.4 FREEZE

Freeze is a core game mechanic that freezes the game for 10 seconds while allowing you to interact with your FireTrucks.

You can enter the Freeze-Time-Continuum at any point during the game by pressing the **Spacebar**, as long as it is not in cool-down.



GAME FROZEN!  
YOU HAVE 8.5 SECONDS TO DRAW YOUR TRUCK PATHS  
OR PRESS SPACE WHEN YOU'RE READY TO GO  
REVOLUTION

Entering Freeze will tint the screen in a blue hue and show your remaining time at the top of the screen.

While in Freeze, you can **draw** paths for your FireTrucks or **cancel** them using the keyboard's arrows. They will only start following the paths once you exit the phase.

Make sure to take advantage of this feature to prevent your FireTrucks from getting destroyed or to avoid pesky patrols.



# MINIGAME

## 4.1 INTRO



This warning sign will show when you drive underneath a patrol. This means you are about to be taken to the minigame, a dance-off against the ET in which any wrong moves will cost your FireTruck precious health points. Winning will spawn multiple powerups across the map.

## 4.1 CONTROLS

Arrows<sup>[1]</sup> will fall from the top of the screen to the hitbox<sup>[2]</sup> in synchronisation with the music's tempo. Press your keyboard's directional arrows according to the ones on the screen to increase your combo multiplier<sup>[3]</sup>.

There are different levels of accuracy you can reach :

**Early**, **Late** and **Missed** will cancel your combo.

**Great**, **Good** and **Okay** will respectively increase your combo by **3%**, **2%** and **1%**.

Pressing the **Wrong** arrow will cancel your combo and deal damage to your FireTruck.

To use your combo and attack the ET, press your keyboard's Spacebar.

