

A GAME BY MOZARELLA BYTES

WORLD

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INTRODUCTION

What is KROY?:

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

It's your job to take them down!

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.

Aims:

Use the fire trucks to travel the map and destroy the ET fortresses before they destroy your trucks. Use the trucks to flood the fortresses to destroy them.

FEATURES

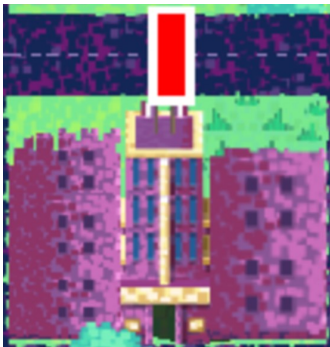
Fire Trucks:

These are your strongest weapon against the ETs. The trucks are able to travel around the map. Each truck has a different speed and attack range. To see information about your truck just click on it. This brings up the stat box, giving you information regarding your truck's speed, attack range and health.



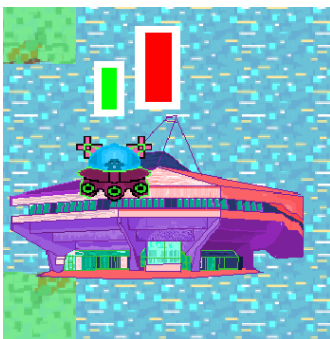
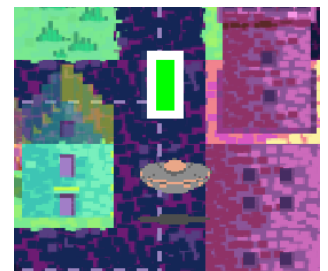
Fortresses:

The fortresses are the ET's bases in York. Your aim is to destroy these before they destroy you. The health of the fortress is displayed in a bar above it. To see more information about each fortress, click on it. Remember— Each fortress has a different health, range and attack strength (AP).



Patrols:

Patrols spawn at the start of the game and patrol through a specific path. They cannot see you unless you run into them. If you run into them you will be put into a minigame where you will either defeat them or be defeated.



A special patrol will target your firestation once you have destroyed their first fortress!

CONTROLS

Moving:

- (1) Click on fire truck
- (2) Drag mouse along the tiles to draw a path
- (3) Release mouse for truck to move

To stop a truck moving at any point click on it again and it will stop mid-path.



Attacking:

Make sure truck is in range of the fortress can be done by checking the range of the truck in the stat box) or by looking at the range radius circle



Repair and Refuel:

- (1) Return fire truck to fire station
- (2) Park fire truck in a repair and refuel bay (as shown below)



TACTICAL PAUSING

The game can be paused at any time using the pause button in the



left

During this time you can plan the paths of your trucks. Simply control them as you would during the game. If you make a mistake hit Q on your keyboard to remove the path you just drew.



Unpause using the pause button or by pressing P.

MINI GAME

The mini game is a dance battle, show off your best moves to defeat the aliens!

How to dance:

- (1) Wait for arrow to drop into the box*
- (2) Press the corresponding key on your keyboard to get a combo point*
- (3) Cash in your combos by pressing space bar to deplete your enemies health.*

