

A GAME BY MOZARELLA BYTES

WARP

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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.

Be careful! There's ET patrols about and they will shoot your fire trucks if they see them and peruse you once you have been spotted! Use your speed or hiding spots to escape 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.



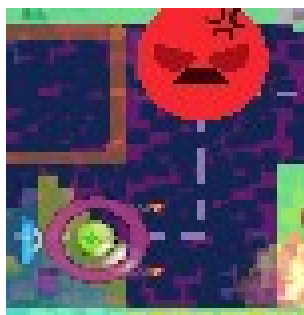
Fortresses:

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).

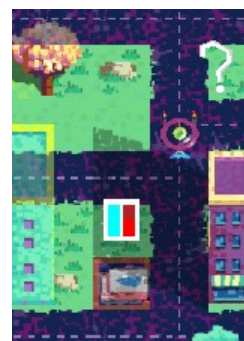


Patrols:

Avoid the ETs that are patrolling the city. If you get too close they will fire at your fire engines. The patrols will get angry and start chasing you if they see you. Run away or use the hiding spots to get away from them once angered-



Angry Patrol



Confused Patrol

FEATURES

Hiding Spots:

You can hide from angered patrols in hiding spots around the map which are highlighted blocks on the map. Here you are completely invisible to enemy patrols.



Hiding Spot

Drops and Powerups:

Random drops spawn across the map. These drops will give you a random perk such as refuel, regenerating health, sticky roads, invisibility and resurrection. You can hold at most 2 powerups in your available slots. A header will indicate what perk was most recently picked up.



Full Slots



Empty Slots



Drop

Difficulty:

Select your difficulty at the start of the game using the difficulty option and your desired level



Minigame:

After each fortress is destroyed you will be taken to a minigame. In this game, you get to fire water at the ETs which fly down from space. The minigame will be over if you score 100 points (each ET is worth 10 points) or if you let one of the ETs reach the ground.

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:

- (1) Make sure truck is in range of the fortress can be done by checking the range of the truck in the stat box)
- (2) Hold down 'a' on keyboard to fire water at a fortress

Repair and Refuel:

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

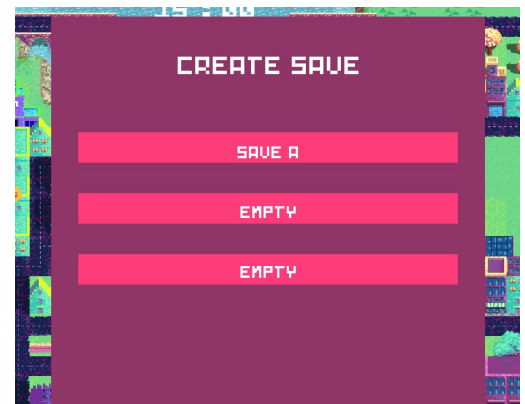


Drops:

Once a perk has been collected, activate it using "1" or "2" depending what slot the perk you wish to activate is in.

Save:

Save you game by clicking on the save icon on the top right. Here you can select a slot to save your game in and choose this again when you come back into the game to resume your game state.



Minigame:

- (1) Move the fire truck with the arrow keys
- (2) Fire water at the ETs using the space bar