<u>User Manual</u>

In the world of Kroy, aliens have taken control of key locations of York and are wreaking havoc upon the city. You, the player, must stop these aliens from continuing their reign of terror. Fortunately the aliens have a weakness, they retreat back to their mother ship when exposed to water!





The valiant York fire department has set up the fire station as the last defense. A couple of fire trucks are at your disposal, you must control these fire trucks in order to scare away the aliens from their defensive fortresses by flooding them. Be careful, as your truck supply is

dwindling, if you lose your trucks then the aliens will win.

Controlling Your Truck

Keyboard buttons "**W**", "**A**", "**S**", and "**D**", as well as the arrow keys, are used to move the truck up, left, down, and right respectively. The truck will rotate as you change direction.

There are two fire trucks available, these can be switched between by using the keyboard button "**TAB**". You will be

automatically switched to another truck if your active on is

destroyed.

Flooding a Fortress

To flood a fortress you must spray water with your hose which is attached to the middle of each truck. Using the keyboard button "**E**", you are able to toggle your hose water on and off. The water will aim in the direction of your mouse cursor. If the water touches the



fortress then it is flooding it and the fortress will be fully flooded once its water capacity is reached.



Repair and refill

Your trucks might get damaged or run out of water on your venture. You must go back to the fire station in order to repair and refill. After a set amount of time you will no longer be able to repair and refill at the station.

Minigame

To play the minigame, start from the main menu. Solve the puzzle by rotating the pipes to match the two + ones together and to fill up the firetruck. If you win then a win screen comes up. Simply click on each pipe to rotate them 90 degrees

