

User Manual

You are in charge of a number of Fire Engines aiming to flood all of the alien-occupied fortresses in York. Your aim is to destroy all the Fortresses without getting your Fire Engines damaged in the process.

The controls are as follows:

To select a Fire Engine, hover over it and press the **left mouse button**

To move up, press the **up arrow key** or **w**.

To move left, press the **left arrow key** or **a**.

To move down, press the **down arrow key** or **s**.

To move right, press the **right arrow key** or **d**.

To aim, move the cursor to your chosen target.

To shoot, press the **space bar**. You can only shoot when in range of a fortress.

To pause and resume the game, press the **Escape** key.

You can move the screen by dragging it up or down using the **left mouse button**.



Each Fire Engine has two bars. The top (blue) bar represents how much water the Fire Engine has remaining, whilst the bottom (green) bar represents how much health the Fire Engine has remaining.

Water

The amount of water a Fire Engine has available is reduced every time it shoots. Once the water runs out, the engine loses its ability to shoot. Water can be refilled at the Fire Station.

Health

The amount of health a Fire Engine has is reduced every time it is attacked. Once an engine's health runs out, it is destroyed and can no longer be used



The Fortress also has a health bar, which decreases every time it is attacked. Once the health runs out, the Fortress is destroyed.

If all the Fortresses are destroyed, you have **won** the game - congratulations! If all the Fire Engines are destroyed, you have **lost** - better luck next time!