Fitzroy and the missing chair User Manual

Background

The chair is missing. This is not just any chair, this is a special flying chair and it is gone! There are drag marks to a nearby cave system (clearly not a skilled operator or competent villain, as they did not actually fly the chair). Now it is Fitzroy's job to go for a meander through the caves and grab the chair before anyone else notices it's missing.

Instructions

For loading from disk:

Type Run"Game and press Enter

For loading from tape:

Press CTRL and Small ENTER

Fitzroy

Fitzroy has two modes: normal mode and chair mode.

In normal mode, he can move left, right, jump and use to interact with interactables.

In chair mode, he has four directional movement but no jumping (he can also use interactables in this mode).

Goal

The goal of the game is to reach to the level exit in each level.

HUD

At the bottom of the level there is a heads up display (HUD) that provides information about the current state of the game.

The HUD provides three pieces of information:

Score: this is the number of points that you currently have in the game.

Lives count: this is the number of hits you can take from enemies before you die.

Carried items: this shows the items that Fitzroy is currently carrying

Items

Fitzroy can carry many different items. You will have to figure out what particular item may be required to progress to the next stage of the game. A word of warning, Fitzroy can only carry one item of a particular type at a time.

Interactables

Interactables are objects that Fitzroy can use (or interact with) to make something happen.

Enemies

Enemies come in many forms some are static and some will patrol horizontally or vertically. Certain enemies will shoot at you and colliding with an enemy will result in you losing a life.

Note: Colliding with a laser beam will result in an instant death.

Options

There are two options that you can use to customise the game experience.

Controls

There are four different control schemes that have been provided for playing the game.

Cursor

Movement: Arrow keys

Use: Space

Cursor2

Movement: Arrow keys

Use: Copy

QAOP

Movement: QAOP

Use: Space

Joystick

Movement: Joystick directions

Use: Fire 1

Difficulty

There are three difficulty levels available:

Level 1: This is the default level for the game.

Level 2: This is an experimental difficulty where less of the map is revealed to the player.

Level 3: This is an experimental difficulty where even less of the map is revealed than in level 2.

High Scores

When you achieve a high score you are prompted to enter your initials. Use the down and up arrows to cycle between the letters and the Enter key to move to the next letter. Only the top three high scores will be displayed on the high score screen.