

Fitzroy Feels the Heat

Background

After so many confounding labyrinths Fitzroy is now seeking a fresh new adventure.

Fitzroy has decided to go treasure hunting, having arrived at a suitable tropical island paradise he is ready to begin. However, once Fitzroy arrives something is wrong, he is feeling decidedly odd, he is FEELING THE HEAT.

A little heat on a tropical island might be expected but his core body temperature does not know what it is doing. It is as if his core body temperature has a mind of its own, one minute he is burning hot and the next one he is cold as ice.

And to top it off it turns out that this island isn't a paradise at all! (Never trust a brochure!) There are enemies, traps, dangers, and spikes (always spikes) lurking around every corner.

Help Fitzroy to battle through a series of challenging levels while managing his increasingly erratic body temperature so that he can make his escape with the treasure.

Loading

For loading from disk:

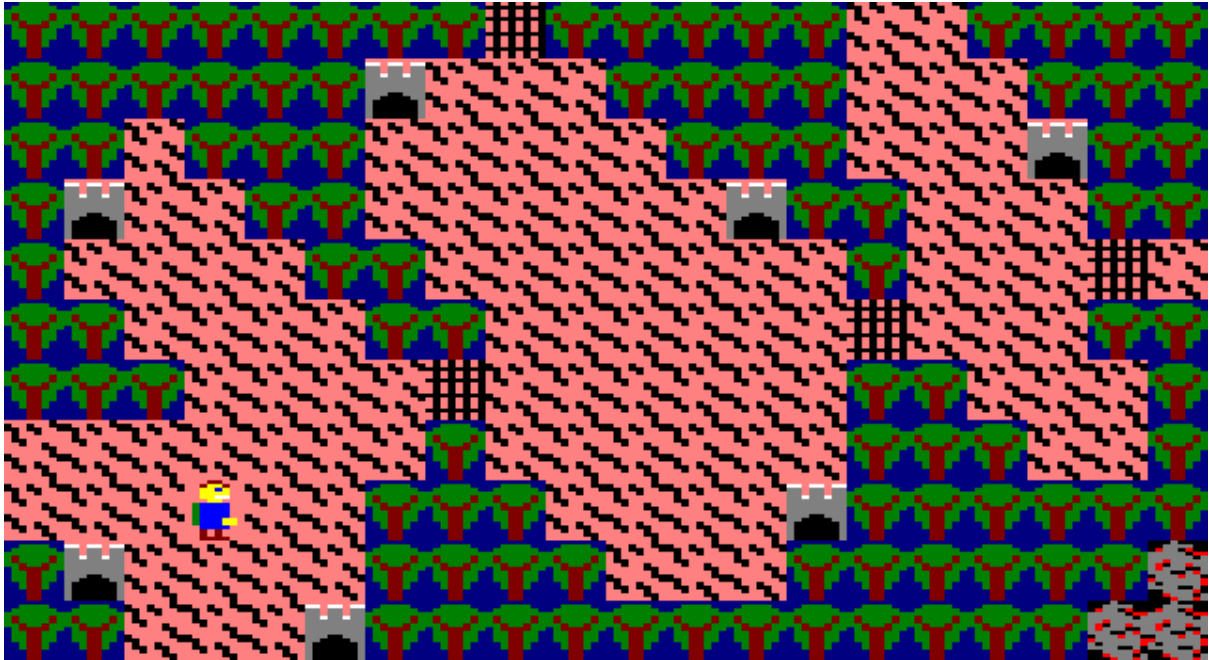
Type Run"Game and press Enter

For loading from tape:

Press CTRL and the small ENTER key, then press Play.

Main map screen

When you start the game, you will begin the game on the main map screen.



On this screen you can choose which level to play by moving onto one of the nearby castles and pressing the use key.



You can choose which order to play the levels in, but some areas are blocked off until you have played the prerequisite levels.



When a level has been completed the castle will show a tick on it.



There are 16 castles on the map. 15 of them are open and can be entered any time but one of them is locked.



Complete all 15 levels in order to access the final level of the game. Complete the final level to win the game.

Level Objectives

To complete a level, you must satisfy the level objectives.

When you start a level and when you use the level exit it will display what objectives need to be achieved to finish the level.



Level exit

To exit a level, you must reach the level exit (press the action key to use it).



Find an item

There are many pieces of equipment that Fitzroy will need.

Find the item and pick it up. You might use the item in the current level or in a later level.



Map piece

The island contains much treasure but to find it you will need a treasure map.

Pick up the map piece in the level (if there is a treasure objective then you will need to use it in this level). Fitzroy can carry multiple map pieces.



Treasure

Many levels on the island contain treasure, sometimes it is out in the open, other times you will have to dig for it. Find all the treasure chests to complete this objective.



Valves

To complete the level, all the valves must be activated.



Volcano triggers

To trigger a volcanic eruption, you must activate all the trigger squares in the level.



HUD

The HUD (heads up display) is shown at the bottom of the screen and provides information about the current state of the game.

The HUD is divided into two sections:

The general game state and the temperature state.



The first section of the HUD provides the following information:

Score: the number of points that the player currently has collected in the game. If the player dies the score will be reset to the score before they started the level.



Health: the amount of damage Fitzroy can take before dying and losing a life. Health can be replenished by consuming health items (these are rare).



Lives: The number of times that Fitzroy can lose all his health before the game is over. When a life is lost the player will go back to the main map. There is no way to replenish lives.



Fuel: The amount of fuel for the blowtorch.



Water: The amount of fuel for the water cannon.



Explosives: The amount of dynamite that can be used for setting explosives.









Battery: The amount of power left for the metal detector.



Liquid nitrogen: The amount of liquid nitrogen for the water cannon (alternative mode).



Level Inventory items: single use items Fitzroy is carrying that are required for progressing through the level. In order as shown in the screenshot above and below: red key , green key , yellow key , disk , tape , fins .

Temperature

Fitzroy Feels the Heat is a game about temperature.

It involves managing both the temperature in the current level as well as Fitzroy's core body temperature.

Your actions will have an impact on both of these types of temperatures.

There is a great range that a temperature can be but not every temperature is safe.

Be careful to keep Fitzroy's core body temperature in the safe zone between the minimum and maximum values.

The temperature section of the hud will only be visible once you pick up a thermometer.

The lower part of the hud includes the temperature bar as well as the important temperatures to pay attention to.

There are four temperatures displayed on the hud (left to right).

- 1) The current level temperature (this is the room temperature).
- 2) The minimum safe body temperature for Fitzroy (this is where the yellow begins on the temperature bar).
- 3) Fitzroy's current core body temperature (this is the red line on the temperature bar).
- 4) The maximum safe body temperature for Fitzroy (this is where the yellow ends on the temperature bar)



If you go out of the safe temperature the screen border will change colour and Fitzroy will begin to lose health. The longer the temperature is unsafe the more damage Fitzroy will take.

Inventory and equipment

In this game there are inventory items that are only available within an individual level (detailed in the HUD section).

There are also items that are persistent across multiple levels that are accessible from the inventory screen.

Use the inventory key (I by default) to access the inventory.



To equip an item, press a number between 1 and 9.

When an item is selected there will be an indicator under the item on the inventory screen.



Press the activate key to equip the item (X by default).

When an item is equipped, it will be show on the left side of the HUD.



For some items equipping them will be enough to activate them, for others you will have to explicitly activate them to operate them. The thermometer does not need to be equipped it is only to enable the temperature HUD.

Fitzroy can carry multiple map pieces, but you will use one up once you complete a level that requires a map piece to discover treasure.

Flaming torches can only be used once before they break.

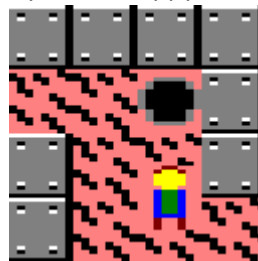
Some equipment will require you to chose where to use them (such as a spade).

This is an example of how to use a spade.

1. Equip the spade from the inventory screen.
2. Face the desired direction.
3. Press the use\activate key (this will show where the spade will be activated).



4. If you are happy with this position wait for the spade to complete digging.



5. Looks like you dug a hole, no treasure was found there!

Options

There are several options available to customise the game experience.

Controls

All game controls are rebindable, further information on the defaults can be found below.

The game should be playable with a joystick although it may be more difficult than with a keyboard.

Directions

The directions are used to control where Fitzroy can move.

Action

The action or use key provides multiple different actions using a single key.

The actions are:

- Use (such as activating a switch)
- Activate equipment (such as a metal detector)

If Fitzroy is in on top of an interactive object, then the interactive object will be activated.

Otherwise, Fitzroy will activate the equipment (assuming Fitzroy has equipped it and it has sufficient ammo\fuel).

Exit

Displays the exit dialog, the exit dialog provides two different functions, it allows the player to exit the level back to the main map and to exit from game entirely back to the main menu.



When exiting from the main map to the main menu it will display a save code which can be used to restore the game at the current point of progress.



Default Controls

These are the default controls used in the game.

Action	Control
Up	Up
Right	Right
Down	Down
Left	Left
Action (Use or Equip)	X
Inventory	I
Exit	Escape

Sound

Turn off all sound effects and music.

Difficulty

There are three difficulty levels to choose from to adjust the game difficulty:

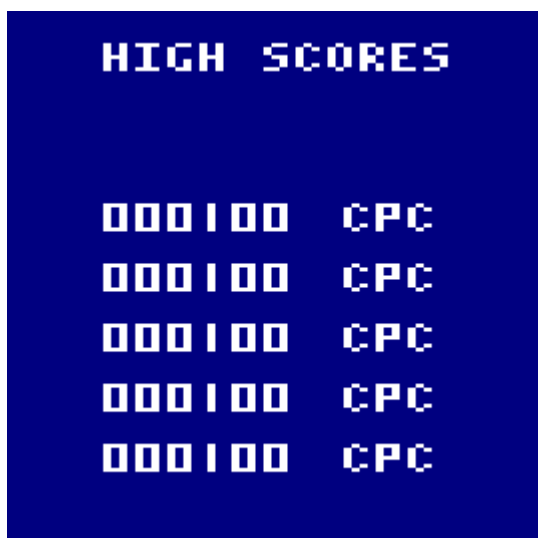
Easy	Less damage from spikes and enemies, increased stats from items, and four lives.
Normal	Normal damage from enemies and spikes, normal stats from items, and three lives.
Hard	Increased damage from enemies and spikes, reduced stats from items, and two lives.

Colour \ Green Mode

Tweaks the game palette to provide a better experience for when using a monochrome green monitor (GT64\GT65).

High Scores

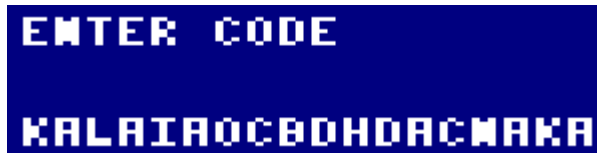
Display the high scores from previous game sessions.



Save Codes

On the main map you can generate a save code from your current gameplay progress. The save code provides a method to save and load the game instead of starting the game from the beginning every time you die.

Using the restore menu, the code previously obtained can be entered to restart the game at the state when the game was saved. This will include all the items that Fitzroy is carrying and the current temperatures. The score is not included in the save code, if you want to maximise your score you must play the game without saving and restoring.



Items

Fitzroy can pick up various items in the game. Some of them are used for performing certain actions whereas others are used to increase your score.

Red Key		Blue Gem		Metal Detector	
Green Key		Treasure		Detonator	
Yellow Key		Banana		Blowtorch Fuel	
Disk		Strawberry		Water bucket	
Tape		Pizza		Explosives	
Flaming Torch		Spade		Battery	
Fins		Thermometer		Hot Temperature Potion	
Health Pack		Temperature Gun		Cold Temperature Potion	
Ice cube		Blowtorch		Liquid Nitrogen Tank	
Chilli		Water Canon			
Yellow Gem		Map Piece			

Enemies

Fitzroy will encounter many enemies in his journey through the game. Be careful not to get too close to an enemy as Fitzroy will take damage if he touches an enemy. Enemies generally cannot be killed in this game, instead you must where possible avoid touching enemies.

Up down enemy		Fire monster	
Left right enemy		Dangerous Plant (closed)	
Cornering enemy		Dangerous Plant (open)	
Snow monster			

Interactive Objects

Different objects can be interacted with to progress the level, some require items to be used.

	<p>Doors come in different colours each with corresponding keys.</p>
	<p>Electric doors need to be activated by another interactive object to open.</p>
	<p>Electric switches can be used to activate\deactivate other interactive objects.</p>
	<p>One-way blocks only allow the player to travel in a single direction.</p>
	<p>Teleporters transport the player to a connected teleporter. (A teleporter may need to be turned on.)</p>
	<p>An Amstrad CPC 464 that can be used to activate or deactivate an interactive object with the appropriate item. They can only be used once.</p>
	<p>Heaters will heat the level when turned on.</p>
	<p>Coolers will cool the level when turned on.</p>
	<p>Mines will hurt you when you step on them, some are invisible others only work at the right (or perhaps wrong) temperature.</p>
	<p>Temperature switches are similar to electric switches but only work when the level is at the right temperature.</p>
	<p>Temperature doors only grant access when your core body temperature is correct.</p>
	<p>Enemy doors only permit enemies through them, Fitzroy will have to find another way.</p>
	<p>Temperature cells change Fitzroy's core body temperature, but it only happens once.</p>
	<p>X marks the spot.</p>
	<p>Volcano triggers can make lava happen if you know how.</p>
	<p>Iceberg block the way, but they are made of ice.</p>

Environment

Different environment cells post different dangers to the player. Some require the player to do something, others are too dangerous to even touch.

	<p>Many environment cells can be walked on safely and pose no danger to the player (this is not a definitive list of safe cells).</p>
	<p>Ice is cold and slippery.</p>
	<p>Water is impassable unless you are carrying the appropriate equipment.</p>
	<p>Deep water is always impassible.</p>
	<p>Lava will kill instantly (don't touch).</p>
	<p>Grass fires are very hot and dangerous to touch.</p>
	<p>Mercury is a liquid that is poisonous to touch at a typical room temperature.</p>
	<p>Quicksand will kill you very quickly if you don't get out.</p>
	<p>Spikes come in many forms (don't touch these either).</p>
	<p>Sand is either slow or fast (I'm sure you will be quickly able to tell the difference).</p>
	<p>Glass is slippery just like ice (but not quite so cold).</p>