

Fitzroy goes sweeping

Background

Fitzroy having spent so much time lately in dark caves decided to have a change of scenery. So where better to have a holiday than the sea.

On arrival his plans are threatened by a recent infestation of mines. There are mines on the beach, in the harbour, in the shipping lanes, everywhere!

No one is safe, not shipping, not sea features, not wildlife - everything is under threat.

It is now up to Fitzroy who has previously mastered the art of avoiding mines to go after the mines and defuse and destroy them before it's too late!

Loading

For loading from disk:

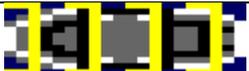
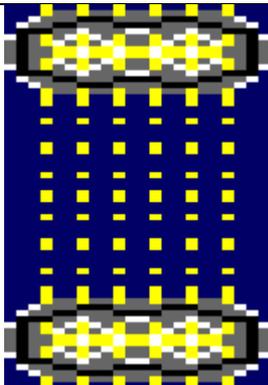
Type Run"Game and press Enter

For loading from tape:

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Units

Fitzroy goes sweeping is a strategy game where you select a number of units (divers, ships) that you deploy to the map in order to fulfil the objectives of each of the levels.

Diver		The diver can defuse contact mines using the defuse function. This takes a number of turns and is not guaranteed to be effective against floating contact mines.
Explosive Diver		The explosive diver can set a timed explosive charge on a mine. This will detonate the mine destroying anything within the blast radius. It is effective against floating contact mines.
Kamikaze ship		The kamikaze ship will explode on contact with a mine delivering a big boom, detonating nearby mines in the blast.
Magnetic Minesweeper		The magnetic minesweeper is effective at defusing bottom mines. It can defuse multiple mines within its radius and allows the player to salvage mines for additional money.
Radar scanner		The radar scanner is used to reveal where the invisible bottom mines are. There is a cooldown requiring the scanner to wait before it can scan again.
Transport ship		The transport ship has two purposes. <ul style="list-style-type: none"> 1. Collecting cargo at platforms within the map and delivering them to the drop off point.  2. Guiding warships using the action function to their destination. 
Cabled ship		The cabled ship is able to clear bottom mines simply by moving over them. It does not collect any money from this action though.
Cabled ship pair		The cabled ship pair provides the same function as the cabled ship but over a greater area. It is however not very manoeuvrable.

Level Selection Screen

Instead of being a completely linear, the game has a level selection screen where you can choose which level you want to enter. Not all the levels will be unlocked from the start. There will be three levels available from the start and as a level is completed another level will be unlocked. This is for a total of 8 levels. Complete all 8 levels to win the game.

Press 1 to 8 to choose a level. Only levels that have been unlocked will be available.



Once a level has been completed a tick will be shown.



Unit Selection Screen

Once a level is chosen you will be given the opportunity to choose a set of units. You can have up to eight units but only 4 of any one type of unit (The sacrifice is an exception to this rule). Some levels will have further restrictions on what units are allowed to be deployed.

Use up and down move the cursor between units and left and right to increase the number of units.

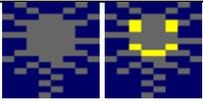
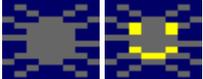
All units cost money so you must ensure that you have enough money to make your purchase.

Once your choice has been chosen press the deploy key to enter the level.



Mines

This is a game about mines. In particular sweeping mines to detect defuse and destroy them. The mines in the game are contact mines. This means that they will detonate if they come into contact with something. On detonation there will be a significant blast radius that will destroy anything in it over a number of game turns.

Moored mines		Moored mines are fixed to the sea floor and explode when they come into contact with a unit. They can be defused by divers.
Floating mines		Floating mines move around the level erratically and will explode when they come into contact with a unit. Divers will have trouble defusing these. The only guaranteed way to clear these is detonation.
Bottom mines		Bottom mines are invisible but will explode on contact with a unit. They can be defused by magnetic minesweepers or cabled ships.

Levels

The game contains a series of levels. In each level there are a number of objectives that must be met to complete the game. You must complete the game within the turn limit. You must clear as many mines as required. In some levels that means clearing all the mines in others it means clearing just enough mines for the ships to meet their destination.

Wildlife Level

This is a wildlife sanctuary but it has become invested by mines. It is up to you to clear the mines before any accidents occur. Your goal is to clear all the mines but you must do it without accidentally killing any turtles (via mines or naval craft).



Objectives

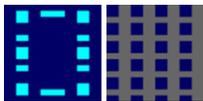
- Clear all the mines
- Keep the turtles safe

Gated Trade Lane

This is a heavy shipping lane that contains gates to control passage of cargo ships.

It is up to you to clear each section of the trade lane before letting the cargo ships into the section.

You must manage the gates and clearing the lane in the time limit.



Objectives

- Keep the ships safe

Cargo Rescue

There is precious cargo waiting on the sea platforms.



It is up to you to retrieve the cargo and return it all to the dock before the time runs out.

Watch out for the bottom mines as they could provide a nasty surprise.



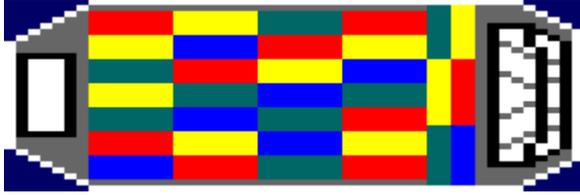
Objectives

- Rescue the cargo

Trade Lane

This is a heavy shipping lane without any limitations on cargo ships.

It is up to you to clear the trade lane before the cargo ships catch up and collides with the mines. If the ships are destroyed how will we have enough toilet paper?



Objectives

- Keep the ships safe

Historical Structures

This is an area of historical significance but it has become invested by mines. It is up to you to clear the mines before any historically significant structures get destroyed.



Objectives

- Clear all the mines
- Keep the structures safe

Sacrifice

All wars have sacrifices. In this case there are only kamikaze vessels available to clear the mine field.

Clear all the mines with what you have before the ships enter the mine field.



Objectives

- Clear all the mines
- Keep the ships safe

Mined Harbour

It is an idyllic harbour full of sailing vessels but it has since been mined at the harbour mouth and it must be cleared before any of the ships arrive and detonate the mines.



Objectives

- Clear all the mines
- Keep the ships safe

Escort

It is up to you in your transport ship to escort the warship to safety.

Only your transport ship and some radar ships can keep the warship from detonating the nearby mines.



Objectives

- Keep the ships safe

HUD

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

There are two sections, the first section shows information about the state of the game, and the second section shows the units that the player has.



The state (top) component of the HUD provides the following information:



Turns remaining: the number of player turns remaining before the game ends.

Mines: the number of mines remaining on the map.

Money: the amount of money that the player has available to spend on units for the next level. This also serves as a high score that they can potentially achieve on finishing a game.

Chances: How many mistakes you are allowed to make.

The unit (bottom) component of the HUD shows several pieces of information.



There are 8 slots on the hud, each slot can have one unit that the player can be deploy to the map.

When a unit is deployed to the map it will show a colour in the bottom edges around the unit.

If this is green that means the unit can move, if it is red the unit has completed its turn.

If a unit has a black edge that means it is the unit that is currently selected.

When a unit is dead it will show a red line.

The right hand side shows an action of what the unit is currently doing.

Deploying Units

Press 1 to 8 (this depends on how many units were purchased for the level) to select a unit slot.

This will bring up the cursor at the starting zone which allows the player to choose where to place a unit (Note: this must be within the map starting zone). When decided press the deploy key to put the unit on the map.



As you can see there is now a unit on the map.



Movement

'Fitzroy goes sweeping' is a turn-based game. Each move is performed one cell at a time. After the player finishes moving all their units, the non-player units will have their turn followed by the mines. A unit can move in one of four possible directions in a single turn.

To directly control the unit rather than moving the cursor press space again (press space once more to bring up the cursor). In this mode you can directly move on square a time per turn.

If you want to move over multiple turns bring up the cursor (deploy key) and move to you desired destination (more reliable if it is vertical or horizontal). One you have chosen your desired target location press the target key (T by default) and then the unit will move to that location over a number of turns.



While it is moving to a target it will show an arrow on the bottom left hand side.



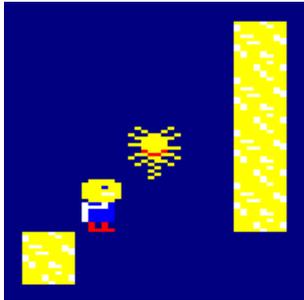
Press the numbers to switch between units, the screen will jump to their location.

Defusing \ Action

Diver

To defuse a mine with a diver get within range of the mine but not on top of it (make sure you are in direct control – use the deploy key) and press the action key.

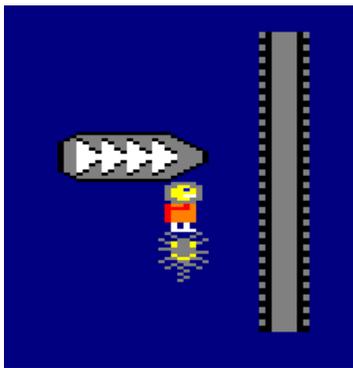
It will then move directly onto the mine and defuse it.



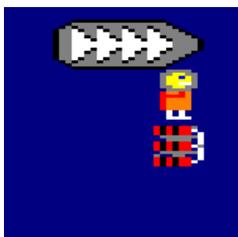
Explosive Diver

Setting a charge via explosive diver.

Stand next to the mine and press the defuse \ action key.



It will then indicate that the explosive is set, now make sure to get out of the way before the explosive goes off (a number of turns).



Transport ship

For the escort mission you need to use the transport to direct the warship.

Make sure to put it near to the warship and then use the action key.

Kamikaze

Press the action key to explode!

Options

There are several options available to customise the game experience.

Controls

All game controls are mostly rebindable, further information on the defaults is below,

Directions

The directions control where a unit can move or the movement indicator.

Exit

Displays the exit dialog allowing the player to exit the level and the entire game.

Deploy

Sets the position on the map

Default Controls

These are the default controls used in the game.

Action	Control
Up	Up
Right	Right
Down	Down
Left	Left
Deploy \ Unit mode change	Space
Action \ Defuse	X
Set Target	T
End Turn	V
Exit	Escape

Difficulty

There are three difficulty levels to choose from that can make the game easier or harder:

Easy	Greater room for error if you fail to protect your objectives. Money is no object.
Normal	Slight room for error if you fail to protect your objectives. Slightly less generous amount of money.
Hard	No room for error; if a ship, building or turtle is destroyed you lose the level. Not much money.

Colour \ Green Mode

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