



Game Manual

V0.2 14th December 2020 - Nick Pelling

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Introduction

This document describes how to play Frak! using key presses, gamepad buttons, mouse buttons, or (if you have a touch screen) gestures. It also describes Frak's Steam Achievements.

Ways of Playing Frak

There are multiple different ways of playing Frak, each or all of which may or may not be right for you. They're all good, so play it however feels best to you!

- If you're just getting used to the levels, set the Difficulty setting to "Zero". This means there are no daggers or balloons.
- Every time you collect a key, the game will automatically save the game state the minute you stand on a static platform (note that ladders and moving platforms don't count!) This means that when you die, the game will restart from the last saved game state.
- When you collect all of the keys in the level, you have completed the level! Note that, as BBC Micro Frak players may well recall, you only need to touch the very last key to collect it.
 - To get a gold medal, complete the level without using any restarts
 - To get a silver medal, complete the level with only a single restart
 - To get a bronze medal, complete the level with only two restarts
 - To get a green tick, complete the level with three or more restarts
- You can also try to collect all the gems in a level. This might be easy or fiendishly difficult!
- You can also try to play the levels with different Difficulty settings:

- Zero No daggers / balloons
- Easy A few daggers / balloons
- Hard More daggers / balloons
- Hard Flipped As Hard, but with the controls flipped upside down
- Harder Even more daggers / balloons
- Harder Flipped As Harder, but with the controls flipped upside down
- Insane Errrm... I think you can probably guess.

You can see what you have completed for each of the levels on the various front-end screens. I'll add some nicer pictures here in the next release of this manual, but hopefully you get the basic idea. 😊

Steam Achievements

There are 100 Frak achievements that appear on the Steam client. These are extensions of the achievements that appear on the front-end screens (as described in the previous section):

- 55 x speed medals (one for the training level, and one for each of the 54 main levels)
- For each of the six themed groups of levels:
 - 1 x perfect medal (for completing all the group's levels without needing a restart)
 - 1 x gem medal (for collecting all the gems in all the levels in the group)
- For each of the 6 non-"Zero" difficulty settings:
 - 3 perfect medals (for x5, x10, and x20 gold medals at that difficulty)
- For each of the 5 non-"Zero" + non-"Easy" difficulty settings :
 - 3 complete medals (for x5, x10, and x20 green ticks or better at that difficulty)

Basically, $55 + (6 \times 1) + (6 \times 1) + (6 \times 3) + (5 \times 3) = 100$ achievements to go for!

Keyboards

Though Frak! can be controlled by cursor keys (and Space to fire), arguably the most genuinely retro way to play the game is to use the kind of key layout that games on home computers (such as the BBC Micro and ZX Spectrum) normally used back in the 1980s.

Here's Frak!'s retro-style keyboard ('raw') key map:

- Z → Left cursor
- X → Right cursor
- K → Down cursor
- O → Up cursor
- P → Yoyo ('fire')

Frak! also lets you use a set of key-press ('queued') keys (more about queued keys later):

- L → Go Left
- R → Go Right
- U → Go Up
- D → Go Down
- Y → Go Fire
- J → Go Jump (in the direction Trogg is currently facing)
- 0-9 → Set the number of game steps the following command should run for
 - Note: this works for L/R if Trogg is on a platform, or U/D if Trogg is on a ladder

So, to get Trogg to take twenty steps right, you would press '2' then '0' (i.e. 20) then 'R'.

GamePads

Frak! supports numerous different gamepads. Though it supports both the left analogue movement button and the digital movement rocker, we prefer analogue (but digital is good too). Frak doesn't currently use the gamepad's right analogue movement button (though it might be fun in future).

The key-up / key-down ('raw') keys that gamepad buttons get mapped to are:

- Left analogue button → Cursor keys
- Left digital rocker → Cursor keys
- A → Space / Enter ("Yoyo")
- Start → Escape
- Select → Backspace

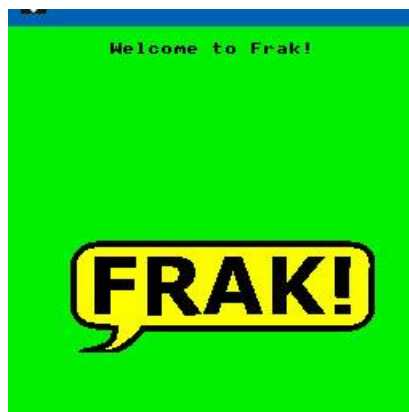
The key-press ('queued') keys that gamepad buttons get mapped to are:

- B → 'J' Jump
- X → 'D' Go Down
- Y → 'U' Go Up
- Top Shoulder Left → 'L' Go Left
- Top Shoulder Right → 'R' Go Right
- Bottom Shoulder Left → '2' + 'D' Go Down Two Steps
- Bottom Shoulder Right → '2' + 'U' Go Up Two Steps

We'll properly discuss normal ('raw') and smart ('queued') keys below.

Attract Mode

When you start the game, the first thing you see is the attract screen (here's an early version):



Press Space / Enter / Tap to continue to the main front end. Errrm... that's it.

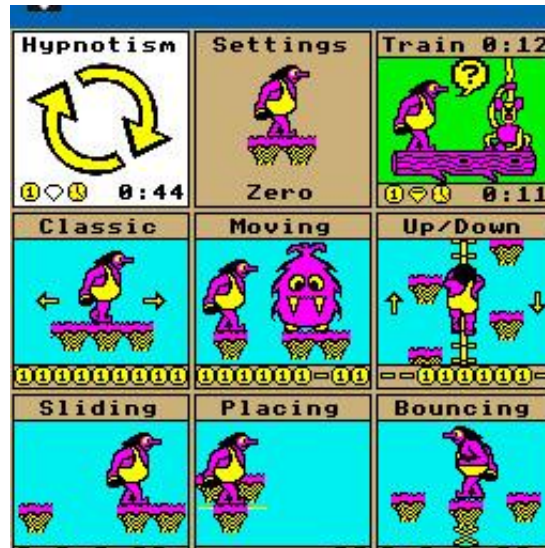
Main Front End

All the screens that make up Frak!'s main front end user interface are laid out as a 3x3 grid of big (and often animating) buttons.

To navigate this front end, press left/right/up/down to select between the nine big buttons of the grid (note that the currently selected big button slowly flashes white/yellow).

Then press:

- Space / Enter → Select whatever game option is attached to the current big button
- Backspace → Return to the previous screen (or attract mode if the main screen)
- Escape → Return to the Attract Mode screen

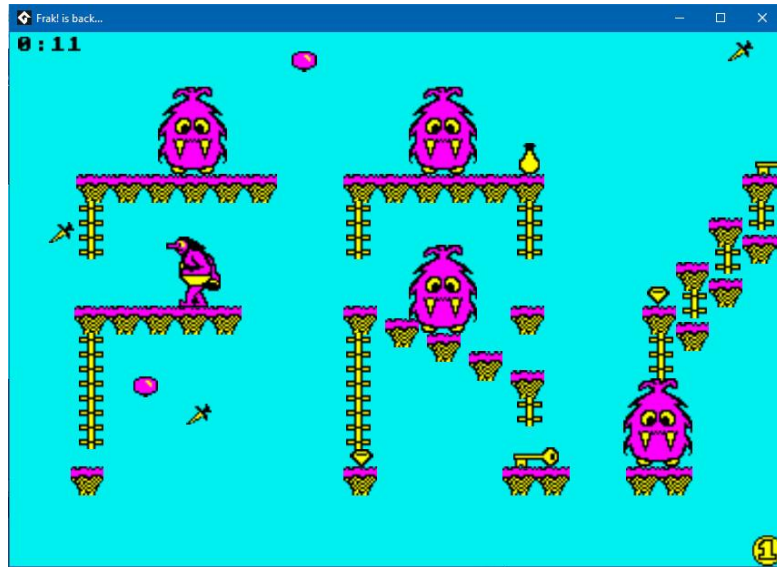


On Frak!'s main front end screen, the nine big buttons have the following functions:

- Top left → Replay the most recently played level
- Top middle → Alter the game's settings (e.g. difficulty)
- Top right → Play a training level at the current difficulty
- Centre left → Select one of nine classic (i.e. left-right scrolling) levels
- Centre middle → Select one of nine levels with moving meanies
- Centre right → Select one of nine levels with vertical scrolling levels
- Bottom left → Select one of nine levels with sliding platforms
- Bottom middle → Select one of nine levels with placeable platforms
- Bottom right → Select one of nine levels with bouncy platforms

Game Controls

In Frak!, you control our caveman hero Trogg, who is trying to collect all the keys in each level, armed only with his trusty yoyo. The screen below should be familiar to just about anyone who played with a BBC Micro in the mid-1980s, because it was the first level of the original game.



If you want, you can play the game using retro-style L/R/U/D/Fire key mappings. However, this new version also offers you the option of using 'queued' key-press commands, which work in an entirely parallel (and, once you see how they work, really rather cool) way.

For example, here's how queued 'R' works:

- Press 'R' to go right:
 - If Trogg is on a platform:
 - If Trogg is facing left, 'R' will make Trogg face right
 - Else if Trogg is not at the end of a platform, 'R' will make Trogg walk to the end of the platform
 - Else Trogg will walk off the platform
 - If Trogg is on a ladder:
 - Trogg will fall right off the ladder

The digit modifiers also allow you to control how many steps the next queued action will execute for. So, to move twenty-five steps right, press '2' then '5' then 'R'. And the same for 'L', 'U', 'D' too.

Note that queued keys only work while you're not pressing L/R/U/D/Fire: the moment you press a normal ('raw') key, everything in the queue gets discarded. But that's good, because it means that if you change your mind in the middle of a queued sequence, you can press any key (normally Yoyo) to stop the queue playing through.

Mouse & Gesture

The game also includes a mouse/gesture control system.

- To make Trogg yoyo, just left-click anywhere in the play area and hold down the button: release the button to bring the yoyo back to you.
- To make Trogg go in a particular direction, left-click anywhere in the play area and then quickly move the mouse in the direction you want Trogg to go.
 - Once Trogg has started moving, he will carry on moving until the next 'decision point', so you don't need to keep moving the mouse to keep him moving.
 - Release the button to stop Trogg moving.

Even though this works fairly nicely, this is still basically in beta (basically, it's how the gesture interface for Android and iOS will work), so I would recommend using other control methods in preference to this. But even so, I'm sure Frak would be fun on a tablet (though I haven't tried yet).

Voice Control

Having a smart queued keys system also means that Frak! can be controlled by voice control applications. I tried it with VoiceAttack with the following settings (always Continuous Speech):

- "Left" Key Press: Press Down L Key
- "Right" Key Press: Press Down R Key
- "Up" Key Press: Press Down U Key
- "Down" Key Press: Press Down D Key
- "Fire" Key Press: Press Down Y Key
- "Jump" Key Press: Press Down J Key
- "One" Key Press: Press Down 1 Key
- "Two" Key Press: Press Down 2 Key
- "Three" Key Press: Press Down 3 Key
- "Four" Key Press: Press Down 4 Key
- "Five" Key Press: Press Down 5 Key
- "Six" Key Press: Press Down 6 Key
- "Seven" Key Press: Press Down 7 Key
- "Eight" Key Press: Press Down 8 Key
- "Nine" Key Press: Press Down 9 Key
- "Zero" Key Press: Press Down 0 Key

If you like, you can make the game respond to "Ten" (i.e. press 1 then 0), etc. You get the idea.