

# Alley Cat



ATARI

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**AMERICANA**  
SOFTWARE

£2.99

# ALLEY CAT

Freddy the Cat is king of the alley – and you're in control as he jumps over trash cans and fences to hitch a ride on a loaded clothesline. But watch out! Bowser Von Spike has his eye on you, and the darned mice are always causing trouble. Jump through an open window and you're into an entirely new scenario in each of the seven different rooms. You'll be chasing mice, fish, and canaries, avoiding Cupid's arrows and meeting all your girlfriend's brothers in the funniest feline follies ever.

Incredible cartoon graphics and an original music score makes ALLEY CAT the cat's meow.



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## Joystick

The joystick should be plugged into Port 1.

## Starting the Game

### Quick Advice for Impatient People Who Hate to Read Instructions

You can select difficulty level by pressing [OPTION] or [SELECT], or by moving the joystick. You can start the game by pressing [START], or by pressing the Fire button.

How far Freddy jumps depends on how fast he's running. Mastering running jumps is essential as you move up the difficulty levels.

The Fire button performs special actions in some rooms. For further information, refer to the Room Description below.

Once the title screen is displayed, you can start the game either by pressing [START] or the Fire button.

### Selecting Difficulty Levels

You can choose to start on a higher difficulty level by pressing [OPTION] or [SELECT], or by moving the joystick. If you are a beginner, make sure that it says "KITTEN" at the bottom of the title screen.

### Reading the Graffiti

Your score is the telephone number painted on the right side of the fence. The number of lives Freddy has left is also painted there, next to where it says "CAT".

The high score is painted on the left side of the fence, next to the word "HI".

### Paws Control

You may pause the game by pressing the [SPACE BAR]. To pick up where you left off, press the [SPACE BAR] again.

### Interrupting Gameplay

If you're having a bad game, pressing [START] will start you over fresh. If only real life had this feature!

If you want to get back to the title screen to select a new difficulty level, press [OPTION] or [SELECT].

### Controlling Freddy

Hold the joystick so that the Fire button is in the upper left-hand corner. To make Freddy walk, push the joystick to the left or right.

To make him jump, push upward on the joystick. Pushing diagonally (up and to the left, or up and to the right) will make him jump diagonally.

Freddy makes short hops when he jumps from a standing position. To make him jump farther, run to the left or right and then (without pausing) push the joystick diagonally upward. How far he jumps depends on how fast he is running.

Pushing the joystick in any of the down directions will cause Freddy to jump down.

Sometimes Freddy can hang on an object (you'll see him kick his paws). When he's hanging, pushing the joystick to the left or right won't make him do anything, because he can't walk. Up, down, and any of the diagonals will work.

In some rooms, pressing the Fire button will cause Freddy to respond differently. Refer to the Room Descriptions section for details.

## Object of the Game

Freddy explains, "Oh, she's just purrfect. Felicia, I mean. I'd love to steal a kiss from those flawless lips, but she doesn't return my catcalls or anything. It's a real catastrophe. I'm not lion, I think we'd make a real good team, if I could just impress her".

Felicia, somewhere up above in the Catalina Condominium Complex, stretches on her pillow. "Freddy? Oh, he's an OK catch, but I just don't cater to him, you know? And Daddy doesn't like him either. He's told my six brothers to keep him away from me." She sighs and pulls a catcomb through her luxurious hair. "Maybe if he only showed some spunk..."

### **The Alley**

The entrance to the Alley is the main stomping ground for a vicious canine named Bowser Von Spike. He's not too fond of cats in general, and he's got a special grudge against Freddy, who's always hanging around his turf. Bowser likes his home feline-free. When he comes woofing down the alley, you'd better get Freddy to high ground quickly. If he's caught by Bowser, Freddy loses one life – and being the reckless cat he is, Freddy starts the game already six lives in the hole.

He's only got three left to lose!

### **The Clothesline**

Once Freddy's up on the fence, he can reach the clothesline. Freddy can't hold onto the line itself, but he can hang from any clothes he snags. This enables Freddy to move around in search of open windows.

If Freddy stays on the clothesline long enough, he can try to slip into one of the open windows – and enter the Condominiums.

### **The Mad Housekeeping Broom**

In most of the rooms Freddy will encounter the Mad Housekeeping Broom, a sweeper with a fetish for cleanliness.

If Freddy spends too much time on the floor, however, the Broom is likely to call Bowser for help.

## **Room Descriptions**

### **The Aviary**

Freddy must first free Petey the Parakeet by pushing his birdcage off the table. Once Petey is loose, Freddy can catch him.

### **The Pantry**

The slice of cheese in this room is home to four mice named Eeny, Meeny, Miny, and Moe, and Freddy must catch them all.

The holes in the cheese are connected by tunnels. When Freddy is hanging from one of the holes, pressing the Fire button will make him pop through the tunnel to the connecting hole. This way he can sneak up on an unsuspecting rodent and nab him.

### **The Kennel**

An eccentric old lady keeps her dogs in this room. These lazy mutts sleep the day away in relative bliss – unless, of course, a pesky cat wanders in. They hate the smell of cats, and if Freddy sits next to one too long, they'll start to wake up.

Freddy must capture all of the dogs' dishes by draining the milk from them. Pressing the Fire button will cause Freddy to drink from each dish. Keep drinking until you see the dish disappear, but drink quickly, because there's a milk carton in the room with strict instructions to keep the dishes full!

There is one thing the dogs hate more than the smell of cats: the sound of a cat lapping up their milk. Be careful.

### **The Library**

This room belongs to an old gentleman named Nick Cromancer. He keeps three vases full of rare Ceygolian Dandy-Lions on top of his bookcase. These flowers are highly prized by those of the feline persuasion, and it's Freddy's job to grab them.

Climb the case by hanging on to the shelves where there are no books.

There is one catch: Mr. Cromancer has left two spiders – distant cousins of the Salivating Spiders from Sith – to guard his delicate flowers, and they have a nasty bite.

### **The Aquarium Room**

Freddy must jump up and touch the aquarium sitting on the table. When he touches it, he will fall in.

### **Scuba-Cat**

Once inside the aquarium, Freddy must eat all 12 fish without touching any of the high-voltage electric eels in the tank.

When Freddy dives underwater, he will gradually change colour as his breath runs out. When he turns bright pink, he is in serious danger of drowning. Swim Freddy back up to the surface to get more air.

### **Going for Felicia**

When Freddy completes a room, he attracts Felicia's attention. She will then appear in the window and call for him. Jump Freddy into the window, and he will get a chance to kiss her.

### **The Cupid Room**

This room holds a flock of cupids, who like to fly around and shoot their arrows at random in totally meaningless directions (it helps them relax). The Blue cupids turn Red hearts into broken hearts, and the Red cupids change them back into whole hearts again. If Freddy walks on a broken heart, he will fall through to the level below. Felicia is at the top of the screen waiting for Freddy, and he must evade her brothers to reach her. If he touches any brother, he will hiss and knock Freddy down. Freddy can, however, bribe the brothers to go away for a while.

Each time Freddy wins a room, he gets a gift-wrapped box. To pick up a gift, walk Freddy over it, and he will flash to show that he has the gift. Press the Fire button to set the gift back down. (You cannot set one gift down on top of another.) When a gift is placed on a brother cat's level, he will unwrap it and take the gift away.

(Note: Due to the weight of the gifts, Freddy can only carry one at a time).

Felicia actually has six brothers, but the youngest one, Sammy, is hardly ever on time. Don't let Freddy sit on the bottom level too long, or Sammy may show up.

### **The Payoff**

If Freddy makes it all the way to the top, he will get his kiss, plus bonus points for the length of time it took him to win the level. The time is multiplied by a bonus that goes up for each difficulty level. If you can get Freddy to the top with a gift still in his paws, he will earn double bonus points.

After the kiss, Freddy will get a bonus life (up to his maximum of nine), and a chance to win another kiss from Felicia on the next difficulty level.

Happy Prowling!