

Mouser

Entertainment Series



IBM

Software
for IBM Personal
Computer

Use your quick reflexes to help
the farmer rid his house of mice.

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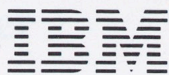
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*Personal Computer
Entertainment Series*

Mouser

First Edition (May 1983)

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Mouser

About the Game



Farmer Wheatbread discovered a large colony of mice on his farm. You must capture them before they take over, driving Farmer Wheatbread from his farmhouse.

To help you trap them he has installed a system of moving walls. You must push these walls to enclose and cage the mice. You must be careful that the mice don't catch you since you may lose a farmer! Don't be fooled... these mice are **DANGEROUS!** If you do fall victim to the mice, you have three more chances to assist the good farmer.

Obstacles

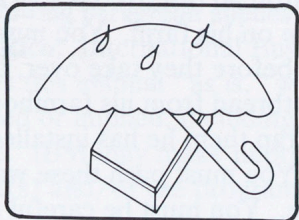
The moving walls are set up in the farmer's nine-room farmhouse, and some of the rooms are dark ... the farmer forgot to pay his electric bill. So unless you picked up a flashlight in one of the rooms, you would not be able to find your way around in the dark rooms. Therefore you are advised to exit a dark room and not reenter it until you have the flashlight in your possession. The cheese is another obstacle. The cheese attracts mice, so you may want to set your trap around it. **CAUTION!** If the cheese is eaten by a female mouse, reproduction multiplies your problem. To help you, the female mouse will be a different color from the male mouse and the farmer.



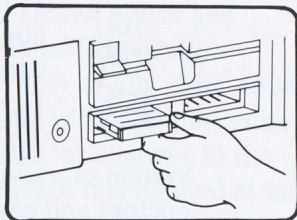
Getting Started

How to Handle Cartridges

DO

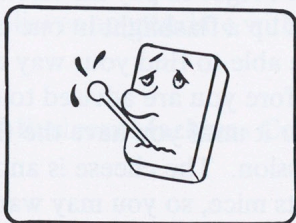


Keep them dry



Insert them with the label side up

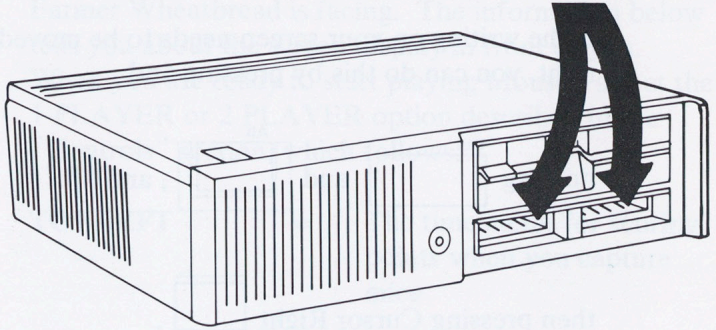
DON'T



Don't get them too hot

How to Insert and Remove a Cartridge

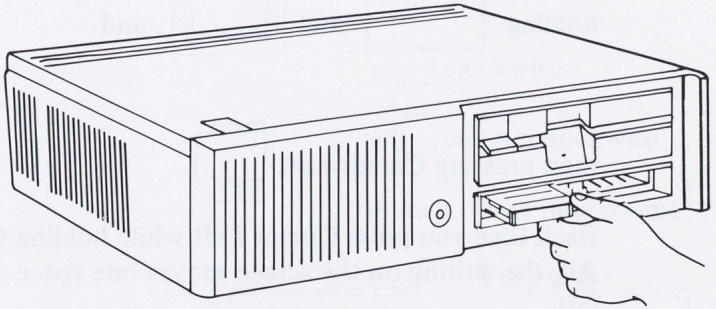
The cartridge slots on your IBM PCjr are shown below.



Switch on your IBM PCjr.

To insert your cartridge:

1. Hold your cartridge with the label side up so you can read it.
2. Firmly slide the cartridge into either slot until it snaps into place. If it doesn't snap into place, make sure the label side is up.



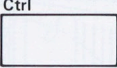
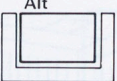
To remove your cartridge, slide it out of the slot.


You may insert or remove a cartridge at any time while the power is on. When you insert or remove a cartridge, your IBM PCjr behaves as if you just switched the power on.

Screen Display

How to Shift the Screen Display

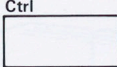
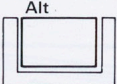
If the writing on your screen needs to be moved to the right, you can do this by pressing and


holding  and , and

then pressing Cursor Right .

Each time you press Cursor Right while holding Ctrl and Alt, the writing on the screen moves one space to the right.

If the writing on your screen needs to be moved to the left, you can do this by pressing and

holding  and , and

then pressing Cursor Left .

Each time you press Cursor Left while holding Ctrl and Alt, the writing on the screen moves one space to the left.



When the writing on the screen is centered, release all three keys.

How to Read the Screen Display

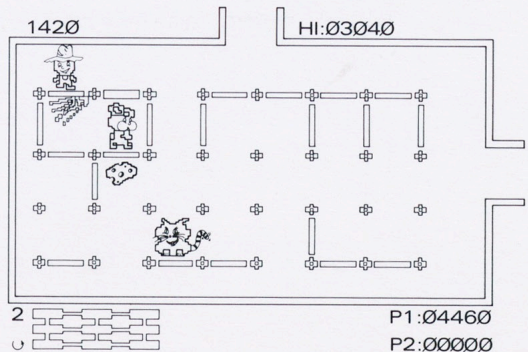
As Mouser starts, you will see the terrible situation Farmer Wheatbread is facing. The information below tells you about the screen display in front of you. When you are ready to start playing Mouser, select the 1 PLAYER or 2 PLAYER option described in the "Controls" section, which follows.

- TOP LEFT** = The time meter for scoring points when you capture mice
- TOP RIGHT** = The high score of all the games played
- BOTTOM RIGHT** = The scores for player 1 and player 2
- BOTTOM LEFT** = The number of farmers left (3-0)

The direction the walls will turn:

-  clockwise
-  counterclockwise

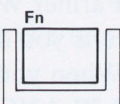

A map of the nine rooms



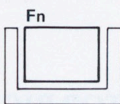
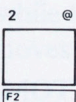
Controls

Game Options Control

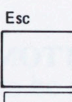
To select the
1 PLAYER option
and to stop/start
a game at any time

Press  and
then 

To select the
2 PLAYER option
and to stop/start
a game at any time

Press  and
then 

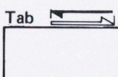
To pause a game

Press 

To continue a game

Press any key

For a slow/fast game

Press 

Joystick Control

To use joystick control

Press and hold

then press

To advance your farmer

Move the joystick in the direction you want the farmer to take

To move the walls counterclockwise

Press and hold the joystick button

Keyboard Control

To use keyboard control

Press and hold

then press

To move the walls clockwise or counterclockwise

Press the Spacebar

To move your farmer in the rooms:

Moves

up



Moves

left



Moves

right



Moves

down

Scoring Points

Points are awarded to the player who captures a mouse within four walls, based on the time of capture. Each time a mouse is trapped the number on the time meter is added to the player's score. The time meter is reset at 2000 for each new farmer.

Helpful Hints

BEWARE! You can lose a farmer if time runs out or if you are caught by a mouse.

The mice must be caged within four walls to receive points.

For a maximum score, remember to leave at least one female mouse in the room before entering another. If you return to that room, the female mouse may have eaten a piece of cheese and multiplied. This can increase your chance to capture more mice and accumulate more points.

Any wall that is being used to cage a mouse or enclose a piece of cheese or a cat cannot be moved.

If you push one wall into another, you create a double wall. The wall appears bright white and moves differently from the other walls. At this point, you must back up and push the double wall again to move one of the walls horizontally or vertically.

Notice when you come back into a room, the mice you've caged have disappeared - could it be



Help Farmer Wheatbread as fast as possible. Time is against you ... **GOOD LUCK!**

BEWARE! You could lose a kitten if this runs out or if you are caught by a mouse.

The mice must be caught within four walls to receive points.

For a gerbil house, remember to leave at least one female mouse in the room before entering another. If you return to that room, the female mouse may have eaten a piece of cheese and murdered. I believe this increases your chance to capture more mice and accumulate more points.

Any wall that is papered with to cage a mouse or another piece of cheese or a cat cannot be moved.

If you push one wall into another, vertical walls will. The wall appears bright white and moves differently from the other walls. As the kitten you push back up and push the double wall again to move one to the wall horizontally or vertically. When you push one wall into another, the mouse you've caged have disappeared - could it be



the cat

Help! Please! Whatsoever as fast as possible. Time is against you ... GOOD LUCK!



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Mouser

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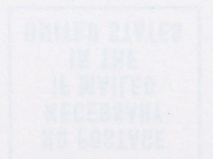
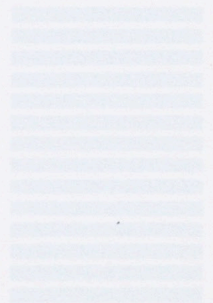
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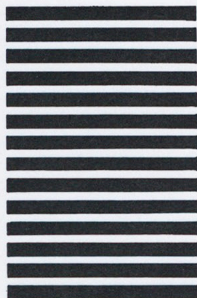
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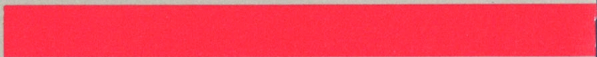
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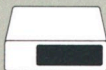




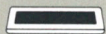
System requirements:



Video Display
or Television
(color preferred)



IBM PCjr



Keyboard

Optional

1 or 2 Joysticks
