

CAT TRACK

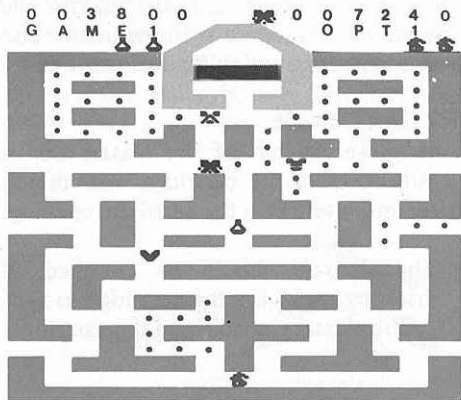
GAME INSTRUCTIONS

M27

CAT TRACK

CONTENTS	Page
INTRODUCTION	1
1. GAME OBJECTIVE	1
2. GETTING STARTED	2
a) Insert Cartridge	
b) Hand Controller	
c) Games and options selection	
3. START TO PLAY	5
4. END OF GAME	7
5. START NEW GAME	7
6. SCORING	7
7. OPERATION FLOW DIAGRAM	8

Eat your way up to the highest score.



Every bean, bottle of catalyst and apple, worth points. Watch out for the dogs, for if you are caught, you will be destroyed. However, if you are smart enough, you can reverse the situation and go after them.

1. GAME OBJECTIVE

The main objective of the game is to score as many points as possible while at the same time avoid being caught by the dogs. Different scores are awarded by eating up beans, dogs, bottle of catalyst and apple. There are all together 4 different game versions with 8 options available for each game.

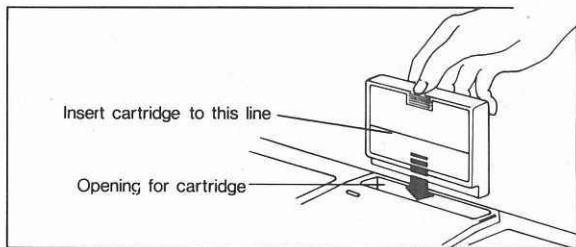
2. GETTING STARTED

Plug in the antenna cable and AC adaptor plug of the Master Console in accordance with the instructions given in the Master Console Instruction Manual (MPT-03)

a) INSERT CARTRIDGE

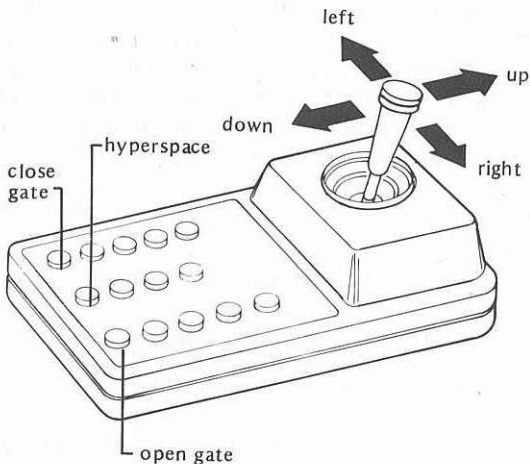
Slide the power switch of the Master Console to the OFF position. Hold the cartridge with the slots facing the player and insert into the cartridge opening.

Note: The Console should be switched OFF when inserting/removing the cartridge to avoid damage to the Master Console and the cartridge.



b) HAND CONTROLLER

Only the left controller is used in this game. The joystick controls the direction of movement of the cat. This motion is predictive which the cat will continue to move in such direction unless a new direction is specified or stopped by a wall.



Additional features of sheltering and blocking in games 1 to 3 can be activated by pressing the "CLOSE GATE", "HYPERSPACE" and "OPEN GATE" buttons. For details, please refer to section 2(c) "GAMES and OPTIONS selection".

c) GAMES AND OPTIONS SELECTION

There are 4 versions of the game:

Game 1

Both "Open and Close Gate" and "Hyperspace" features are provided. By pressing the CLOSE GATE button, few of the paths will be closed to block the dogs from reaching the cat. Pressing the "OPEN GATE" button will reopen the paths. By pressing the HYPERSPACE button on the keypad, the cat can jump into hyperspace in case of emergency to avoid being caught by the dogs. The cat will reappear after a short time at a random position. Each escape into the hyperspace will use up an apple, and only five apples are available in a game.

Game 2

"Hyperspace" feature is provided.

Game 3

"Open and Close Gate" feature is provided.

Game 4

This is the basic cat-track game with no extra feature.

For every game, 8 options are available:

Option 1 and 5

3 ports (openings in the maze) are available so that the cat can leave the maze on one side through the port and re-enter on the other side.

Option 2 and 6

2 ports are available.

Option 3 and 7

2 ports at different locations from option 2 and 6.

Option 4 and 8

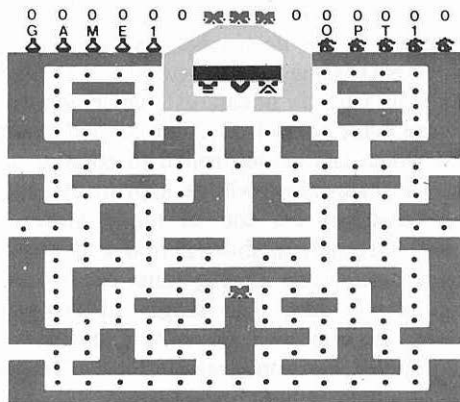
Only one port is available.

Note

Options 5, 6, 7, 8 are essentially the same as options 1, 2, 3, 4 respectively with the exception of faster red dog motions.

3. START TO PLAY

- Switch on the Master Console



Option 1 of game 1 is displayed on the TV screen. An array of beans, 3 dogs and the cat appear in a maze of blue walls. The present score (White), the previous highest score (pink), the number of cat left, the game number, the option number, the number of apples and the bottles of catalyst left are shown on top of the maze.

- b) Press button A for game versions and button B for options selection.
- c) Press GAME START Button

The cat will start to move in the direction specified by the joystick and eat up beans, while the dogs will track the cat intermittantly. When the cat is caught by the dog, the cat will be destroyed and only 3 cats are provided for each game. The situation can be reversed if the cat eats up a bottle of catalyst, which appear on the centre of the maze periodically. The cat will change into a blue car which can be controlled to go after and eats the dogs. The eaten dogs will be kept in the dog-house which appeared on the top of maze. However, the catalyst will last only a short period and the car will change back to cat, also the dog-house will be opened to release the eaten dogs. The length of this period is indicated by the counter within the dog-house. Apples will be laid in the maze intermittantly. Try to reach for them for they only appear for a short time. For versions 1 and 3, the gates are open while the cat is calatysed.

4. END OF GAME

The game will be over if all three cats are caught by the dogs. A triumphal tune will be played if your score is higher than the previous highest score.

5. START NEW GAME

(i) To erase previous highest score —

press CLEAR button and then select game and option

(ii) To retain previous highest score —

press button A and B for game and option selection and then GAME START button.

6. SCORING

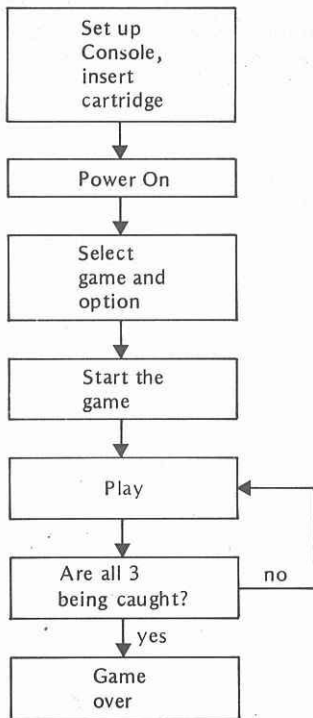
Every bean eaten = 20 points

Every bottle of catalyst eaten = 200 points

Every dog eaten = 200 points

Every apple eaten = 1000 points

7. OPERATION FLOW DIAGRAM



OPERATION FLOE DIAGRAM

