

Catch 'Em - Instructions

It is the players task to put all of the apes of one level into their cages within a certain time limit. Drawn on each cage is an apehead, by which they can be distinguished. If all apes are put into their cage during the available time you receive a password in order to continue the game at this place later on.

You control the game figure by using the joystick in port 2. Without pressing the firebutton the figure walks left/right resp. climbs up/down. Using the firebutton the figure jumps left/right/in place. By pressing fire and joystick down you can use the selected extra. By pressing SPACE you can choose between bat-mode (prefix) and extra-mode. The current mode is displayed with a frame in the center of the lower screen.

Catch an ape: Occupy the ape, choose the bat-mode over SPACE, then press fire and joystick down. The ape now lies on the ground and can be picked up: Joystick down and fire. The ape is now in the bag and can be transported. Joystick down and fire releases the ape from the bag. To put the ape into a cage make sure that the cage door is open - it will open automatically when Jeff is in front of the proper cage.

Catch 'Em - Manual

LOADING INSTRUCTIONS:

TURN OFF YOUR COMPUTER, REMOVE ANY UNWANTED PERIPHERALS, AND WAIT FOR APPROXIMATELY 30S TO CLEAR THE SYSTEM OF ANY POSSIBLE VIRUS. INSERT DISK INTO THE DRIVE AND TURN THE COMPUTER ON. THE GAME WILL LOAD AND RUN AUTOMATICALLY. ANY EXTRA MEMORY THAT YOU HAVE WILL BE RECOGNISED AND USED TO REDUCE DISK ACCESS DURING THE GAME.

CREDITIS:

ANDREAS SCHOLL : PROGRAMMING
OLIVER WEIRICH : GRAPHIC DESIGNER AND FX

THANKS ALSO:PROF DR. HANNS-GUSTAV PRILMANN FOR IR, FOR TECHNICAL GUIDANCE, MIKE DORAN AND MUNGO LEIR FOR THE ENGLISH MANUAL,AMINA BASSALAH FOR THE FRENCH MANUAL AND FINALLY TO YOU FOR BUYING THIS PRODUCTION! (MR. HELL COMMENT: HEHE FUCKING LAME PROTECTION)

INTRODUCTION:

JEFF IS A WARDER IN A ZOO. WHILE HE`S BUSY CHECKING OUT HIS LATEST GAME MAGAZINE THE APES DECIDE TO LEAVE THE ZOO AND HAVE SOME FUN IN THE SURROUNDING AREA. SOME END UP IN THE FOREST, SOME IN A DISUSED MINE, AND THE REST GO SIGHT-SEEING IN THE LOCAL TOWN!

IF JEFF WANTS TO KEEP HIS JOB, HE MUST ROUND UP THESE MISCREANTS AND GET THEM BACK BEFORE HIS BOSS FINDS OUT!

JEFF HAS ALL SORTS OF GODDIES TO HAND IN HIS TRUCK AND ALSO SCATTERED AROUND THE PLACE TO HELP HIM TRAP THE NAUGHTY APES. PLEASE BE CAREFULL WHEN USEING THE BAT TO STUN SOME OF THE APES, JEFF`S BOSS WON`T BE HAPPY WITH DEAD APES (NOR WILL THE WWF NO DOUBT!).

CONTROL:

PRELUDE - CAN BE SKIPPED BY PRESSING FIRE ON THE JOYSTICK

GAME OPTIONS - TO SET UP THE GAME PARAMETERS USE THE JOYSTICK OR THE CURSOR KEYS UP OR DOWN AND THEN PRESS FIRE OR RETURN TO ACTIVATE YOUR SELECTION.

PASSOWORDS - AFTER EACH LEVEL A PASSWORD APPEARS, REMEMBER THESE TO START AT THESE LEVEL AGAIN.

GAME MUSIC - CAN TURN THIS ON OR OFF.

INTERLUDES - ACIVATE/DE-ACTIVATE ANIMATIONS THAT ARE SHOWN BETWEEN LEVELS.

SOUND FX - SOUND EFFECTS CAN BE TURNED ON/OFF.

START GAME - DO YOU WANT TO PLAY?

JOYSTICK CONTROLS:

WITHOUT BUTTON/RETURN PRESSED:

LEFT - WALK LEFT
RIGHT - WALK RIGHT
UP - CLIMB UP
DOWN - CLIMB DOWN OR PICK UP BANANA PEEL

WITH FIRE-BUTTON/RETURN PRESSED:

LEFT - JUMP LEFT
RIGHT - JUMP RIGHT
UP - JUMP UP
DOWN - USE EXTRA (SEE SPACE) OR USE A BAT ->
APE INTO BAG -> APE OUT OF BAG.

ADDITIONAL CONTROLS:

SPACE - CHOOSE BETWEEN BAT AND EXTRA ITEM. THE CURRENT ITEM IS DISPLAYED WITH A GAME AROUND IT AT THE BOTTOM OF THE SCREEB.

P - PAUSE GAME. PRESS AGAIN TO RESUME.

Q - QUIT LEVEL AND START AFRESH.

DESCRIPTION OF SCREEN DISPLAYS:

TOP LEFT - REMAINING TIME FOR CURRENT LEVEL. ONE UNIT EQUALS APPROX. 2 SECONDS.

TOP CENTRE - YOUR SCORE.

TOP RIGHT - THE NUMBERS BENEATH THE ICONS ARE:
NUMBER OF REMAINING GORILLAS,
CHIMPANZEES AND ORANGOUTANGS IN THE LEVEL,
REMAINING PUNCHES LEFT ON THE CURRENT BAT.

BOTTOM LEFT - THE NUMBER OF SYMBOLS EQUALS THE REMAINING LIVES.
EVERY 50.000 POINTS ANOTHER LIFE IS AWARDED.

BOTTOM CENTRE - SHOWN HERE IS THE NUMBER OF (MAX.TWO) EXTRAS/BATS
HELD BY THE PLAYER. A SELECTED EXTRA/BAT IS DISPLAYED
WITH A FRAME AND CAN BE ACTIVATED TROUGH JOYSTICK/CURSOR
DOWN+FIRE/RETURN.

DESCRIPTONS OF EXTRAS:

BATS - USUALLY A BAT CAN BE USED THREE TIMES. THE BATS COUNTED A BEING USED ONLY WHEN AN APE IS HIT (OUCH!)

FOOD BOWL - TO CATCH A CHIMP`YOU MUST DISTRACT HIM WITH A FOOD BOWL. EACH BOWL WILL ONLY LAST A SHORT TIME, UNTIL THE FOODS RUNS OUT!

NAILS - CHEST OPEND BY CHIMPS CAN BE NAILED CLOSED AGAIN.

INFLATABLE TOYS - TO CATCH A GORILLA HE MUST BE OCCUPIED WITH A DOLL
OR A REAL FEMALE!

SKULL ON STICK - KEEPS CHIMPS AWAY.

EXTRA TIME - A CLOCK SYMBOL MEANS EXTRA TIME (ANOTHER 15 UNITS)

JEFF CAN CARRY MAXIMUM OF TWO EXTRAS/BATS. IT IS IMPOSSIBLE TO PICK UP
ANOTHER EXTRA IF TWO ARE ALREADY BEING CARRIED (EXCEPT EXTRA TIME).
AN EXTRA IS PICKED UP BY WALKING OVER IT.

NOTE:

IF NECESSARY, ANY UNWANTED EXTRAS CARRIED CAN BE STORED IN THE TRUCK
(BY ENTERING AND LEAVING IT). ANY EXTRAS DROPPED IN A LEVEL CAN NOT
BE PICKED UP AGAIN.

EXTRA NOTES:

IN THE TRUCK:

A WINDOW APPEARS, SHOWING THE NUMBER OF EXTRAS AVAILABLE. THEY CAN BE
SELECTED BY JOYSTICK/CURSOR UP/DOWN AND THEN FIRE/RETURN TO PICK THEM
UP. A SELECTED EXTRA IS HIGHLIGHTED.

TO CATCH AN APE:

TO CATCH AN APE OR TO PUT HIM IN CAGE PROCEED AS FOLLOWS:

CHOOSE THE BAT-MODE USING SPACE, THEN USE JOYSTICK/CURSOR DOWN AND
PRESS FIRE/RETURN. THE APE IS NOW STUNNED AND CAN BE PICKED UP;

JOYSTICK/CURSOR DOWN AND PRESS FIRE/RETURN. THE APE IS NOW IN THE
BAG AND CAN BE TRANSPORTED.

JOYSTICK/CURSOR DOWN AND FIRE WILL RELEASE HIM/HER FROM THE BAG. TO
PLACE HIM/HER IN A CAGE MAKE SURE THAT THE CAGE DOOR IS OPEN - IT
WILL OPEN AUTOMATICALLY WHEN JEFF IS IN FRONT OF THE RIGHT CAGE. EACH
CAGE IS MARKED WITH THE APPROPRIATE APE HEAD.

DESCRIPTIONS OF THE APES:

GORILLAS:

BLOCK IMPORTANT PASSAGES. CAN BE COUGHT WITH A RUBBER DOLL (WILL
BURST AFTER A WHILE) OR A FEMALE GORILLA (LASTS FOREVER)

ORANG OUTANG:

REARRANGES LADDERS SO THAT DIFFERENT PLATFORMS CAN BE REACHED. THE
TIME THEY NEED FOR "THINKING" IS DIFFERENT EACH TIME. CAN BE
"KNOCKED OUT".

CHIMPANZEES:

TWO CHIMPANZEES CAN OPEN A CHEST OF BANANAS AND THROW AWAY THEIR
PEELS ALL OVER THE PLACE. CAN ONLY BE COUGHT WITH A FOOD BOWL. ONLY
THREE BANANA PEELS CAN BE PICKED UP - AFTERWARDS A TRASHCAN MUST BE
FOUND. THE PEELS WILL BE AUTOMATICALLY PLACED IN TO THE TRASHCAN WHEN
JEFF IS STANDING DIRECTLY NEXT TO IT.