CÆSAR THE CAT

The aim of the game is to get Caesar to clear the larder of mice by catching them and taking them out through the door.

Under your control Caesar can walk, and run in either direction along each larder shelf, as well as jump up or down the shelves.

If you use a joystick, Caesar can be speeded up by holding down the firing button. Caesar can be controlled from the keyboard using the following keys, all of which auto-repeat: £ up, * left, ↑ right, = down, z speed up.

While Caesar prowls the larder the mice are busy devouring food but they can be caught by Caesar if he pounces on them. They don't stay still for long, especially if Caesar is on the same shelf.

When you catch a mouse a door appears leading out of the larder. Once through it, and out of sight, Caesar drops the mouse and is ready to return, under your guidance, to continue hunting. The more mice Caesar catches, the faster the remaining mice move.

As the mice continue to eat, items of food disappear from the shelves.

Scoring

You start with 1000 points which run down to zero as time passes. You earn extra points by catching mice, of which there are three kinds – black mice worth 300 points, blue mice worth 500 points and white mice worth 700 points. There are ten mice of each colour and the game ends when all 30 are caught, or your score runs down to zero.

You lose points by knocking down any of the items of crockery on the shelves. Caesar can walk along the shelves behind the crockery without disturbing it but if he leaps on or off the shelves at the point where crockery stands he knocks it down. The penalty is heavy – you lose 1000 points for the teapot and 500 points for each of the other two items.

To add insult to injury you lose 50 points every time Caesar bangs his head on a wall.

You also lose points for each item of food the mice eat and for allowing Caesar to get too close to a blue or a white mouse without catching it. When this happens both Caesar and the mouse start flickering, to warn you that your score is falling at a rapid rate.

Scores are shown on two panels on the scales on the bottom shelf. The right-hand panel shows the current game score. The left-hand panel, labelled hi, records the best score over 1000 attained in the current session.

To Load Caesar the Cat

- hold down SHIFT and press RUN/STOP
- release RUN/STOP before releasing SHIFT
- press PLAY on your tape player, as directed by an on-screen instruction. When the screen displays FOUND CAT
- press the Commodore Key C=

To start the game playing, press the joystick fire button (or Z if you are using keyboard controls) after the title sequence. To replay at the end of a game, press the fire button (or Z) at any time during the title sequence.

Loading time is approximately 7 minutes.

Problems with Loading?

1. Have you pressed SHIFT and RUN/STOP in the right sequence?
2. Has the cassette been fully re-wound?
3. Are your tape player leads connected properly? Refer to your computer's user manual.
4. Please check that you have followed all equipment and loading instructions very carefully.