

The Windows

The real adventure begins when Freddy jumps from the clothesline into any of the 12 windows that may open up. Remember, Freddy can only jump into an open window.

There are six different rooms that Freddy can win once he jumps in the windows. The rooms are random, which means that Freddy may not find the same room if he jumps in the same window during a game.

The Mad Housekeeping Broom

In almost every room, Freddy must deal with the Mad Housekeeping Broom, a sweeper who likes to keep things clean. All day long the Broom dusts and sweeps. Nothing makes the Broom angrier than Freddy coming in and leaving paw prints all over the floor. As soon as the Broom spots Freddy, it will try to sweep him out the window.

The only way Freddy can avoid the Broom is to distract it by leaving a muddy trail. Freddy can leave up to four layers just by passing back and forth over the floor. If Freddy spends too much time on the floor, however, the Broom is likely to call Bowser for help.



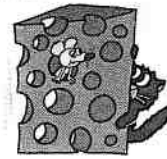
Room Descriptions

Here is a description of each of the room adventures:

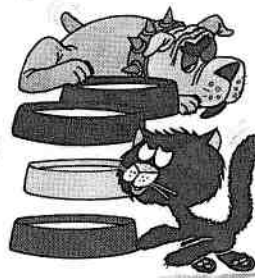
THE AVIARY — Freddy must first free Petey the Parakeet by pushing his bird cage off the table. Once Petey is loose, Freddy can catch him.



THE PANTRY — The slice of cheese in this room is home to four mice: Eeny, Meeny, Miny, and Moe. Freddy must catch all four of the mice. The holes in the cheese are connected by tunnels. When Freddy is hanging from one of the holes, pressing the joystick button or the **[Alt]** key if you are using a keyboard, will make him pop through the tunnel to the connecting hole. This allows Freddy to sneak up on an unsuspecting mouse and nab him.

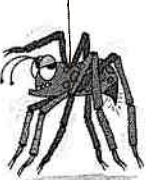


THE KENNEL — An eccentric kennel owner keeps the dogs in this room. These lazy mutts sleep the day away in relative bliss...unless of course, a pesky cat wanders in.



Freddy must drink the milk from each of the bowls without waking up the mutts. Freddy drinks the milk by either pressing the joystick button or the **[Alt]** key if you are using the keyboard. When the dogs are ready to attack, you will see the border around your screen flash and you may also hear a growl. If a dog catches Freddy, he loses one of his lives.

THE LIBRARY — An odd librarian lives here. The librarian keeps three vases full of rare Ceygolian Dandy-Lions on top of the bookcase. Freddy must climb the bookcase by hanging onto the shelves. There is a catch to all this. The librarian has left a large poisonous spider to guard the delicate flowers. If the spider *bytes* Freddy, it is the end of one of his lives.



THE AQUARIUM ROOM — When Freddy enters this room, he must first jump up and and touch the fishbowl sitting on the table. When he touches it, he will fall in.

Once inside the fishbowl Freddy must try to eat all the fish without either drowning or touching one of the super-charged, high voltage, electric eels. When Freddy starts to run out of air, he changes colors, and when he completely runs out of air, he turns red. To get more air, have Freddy swim to the surface of the bowl. When he catches his breath and turns black again, he's ready to make another dive. If Freddy runs out of air or touches one of the electric eels, he loses one of his lives.



THE CUPID ROOM — When Freddy completes a room, he attracts Felicia's attention. She appears in a window and calls for him to jump into her window where, if he's lucky, he will get the chance to kiss her.



The Cupid Room holds a flock of cupids who like to hang around and shoot their arrows. The arrows turn hearts into broken hearts, and broken hearts into unbroken hearts again. Freddy can only walk on the hearts that are not broken. If Freddy lands on a broken heart, he will fall through to the level below.

Freddy starts out at the bottom level of hearts. He must pick up a present and try to slip away from Felicia's brothers. If Freddy touches any of the brothers, the brother will hiss and knock Freddy down to the level below. 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.

When Freddy wins a room, he gets a gift-wrapped box. To pick up a gift, Freddy must walk over it and he will change colors to show that he has the gift. Freddy can bribe the brothers by leaving a gift on their level. To leave a gift, either press the joystick button or the **[Alt]** key if you are using the keyboard. When a gift is placed on a brother cat's level, he will take the gift away. Freddy can only carry one gift at a time.

The Payoff

If Freddy makes it all the way to the top, he will get a kiss from Felicia, plus bonus points. If Freddy gets to the top with a gift still in his paws, he earns double bonus points. After the kiss, Freddy will get an extra life.

If Freddy fails to complete a room (either by dying or accidentally leaping back out of the window), he earns no points. When Freddy's task is completed in each room, he earns bonus points. The actual bonus value is figured by the room's difficulty and how long it took him to complete the room.

We hope you have fun playing *Alley Cat* and are ready for a real feline challenge. Happy Prowling!



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IBM

Alley Cat™

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Entertainment Family

IBM
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Feline fun for everyone! Help Freddy the Cat find his girlfriend Felicia. Catapult from daring alley adventures to exciting condominium capers on any of four skill levels. But beware... there are many catastrophes that can occur anywhere along the way! For ages 8 and up.

Alley Cat is the Purrfect Love Story

Freddy the Cat is madly in love with Felicia. "Oh, she's just purrfect," Freddy says. "You could say that she's the cat's meow. I would just love to steal a kiss from those meowvarious lips, but she doesn't even return my catcalls."

"It is a real catastrophe. I'm not lion. I know we'd make a really good team if I could just impress her."

Felicia, who lives in the Catalina Condominium Complex, does not share Freddy's amorous feelings. "Freddy is okay, but I just don't cater to him. Besides Daddy doesn't like him. Daddy told my six brothers to keep him away from me."

She sighs and pulls a cat-comb through her luxurious hair. "Maybe if only he showed some spunk ..."

Down in the alley, Freddy is prowling around. He picks a cattail from a nearby garden and begins plucking the leaves, one by one. "She loves me, she loves me not, she loves me, she loves me not, she loves me."

With a determined look on his face, he gets up and heads back towards the alley. Freddy *paw*ses for a minute and says, "I'm going to make Felicia mine, I just know it. Just you wait and see!"



Getting Started

Follow these steps to get your **Alley Cat** game started:

- 1 Place the **Alley Cat** diskette in the diskette drive and close the diskette drive door.
- 2 Turn on your computer. If your computer is already on, press and hold the **Ctrl** and **Alt** keys, and then press the **Del** key. If you are using an IBM PCjr™ you will see the message:

Are you using a TV or
an external speaker (Y/N)?

Answering yes (Y) will enable you to hear IBM PCjr's music through the external speaker. Answering no (N) will enable you to hear the music through the internal speaker.

Next, you will see a title screen and hear **Alley Cat**'s catchy theme song. If you do not care to hear this song, press any key to go on.

Note: You may adjust your screen at any time during the game. Press and hold the **Ctrl** and **Alt** keys. Then press either the **←** key to move left or the **→** key to move right.

- 3 After you see the title screen, a message appears that says:

Do you want to use a joystick (Y/N)?

If you are using a joystick, type Y. If you are using the keyboard, type N.

If you do not have a Game Control Adapter, do not select joystick. If you select joystick by

mistake pressing **Ctrl-M** will bring you back to the menu.

Note: You may use a number of different joysticks to play **Alley Cat**, but we only refer to the IBM PCjr Attachable Joystick. For best results when using a joystick, put the centering adjustment levers in their center position.

Skill Level

This message appears next on your screen:

Please select your skill level:

(K)itten
(H)ouse Cat
(T)omcat
(A)lley Cat

If you are a beginner, press **K** for Kitten. House Cat **H** and Tomcat **T** are more difficult levels and pressing **A** for Alley Cat lets you play at the most advanced level.

Special Keys

There are some special keys in **Alley Cat** you should know about.

Ctrl-S	Turns the sound on and off
Ctrl-R	Restarts the game
Ctrl-M	Returns you to the menu
Esc	Puts the game into paws mode

After the special keys message appears on your screen, you are ready to play. To begin the game, press your top red joystick button, or if you are using the keyboard, press any key.

Moving Freddy

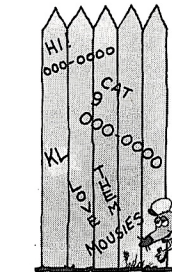
- To move Freddy with a joystick, just point the stick in the direction you want him to move.
- If you have an IBM PC, PC XT™, Portable PC™ or IBM Personal Computer AT™ and want to use the keyboard, just press the cursor movement keys to move Freddy up, down, left or right. You may also move in a diagonal direction by pressing the **7**, **9**, **1**, or **3** keys on the numeric keypad on the right of your keyboard, or press the two cursor movement keys together. For example, if you want Freddy to move up and to the left, you must press the **↑** and **←** keys together.
- If you are using an IBM PCjr and want to use the keyboard, just press the cursor movement keys to move Freddy up, down, left or right. To move Freddy in a diagonal direction with the IBM PCjr, you must press two cursor movement keys together.



Freddy's Fence is Your Scoreboard

The fence in Freddy's alley looks like a lot of unorganized graffiti, but don't be fooled. This is actually your scoreboard. Here's how to read the fence, er, scoreboard:

- The seven digit telephone number on the right of the fence shows your score for the game.
- The seven digit telephone number on the left of your fence (next to the word **HI**) shows your high score.
- The number above the telephone number on the right of your fence, (next to the word **CAT**) shows how many lives Freddy has left. Freddy starts the game with three lives. He has already lost six of his lives. The maximum number of lives Freddy can get during the game, of course, is nine.
- The letters on the bottom left of the fence show the level you are playing. For example, if you see a **KL** on the fence, you are playing the Kitten Level.



How to Play Alley Cat

The game is fast and there is danger almost everywhere, so be on your toes.

The Alley

When the game begins, Freddy is on the ground in the alley. The first thing Freddy must do is jump on a trash can. If Freddy stays on the ground too long, Bowser Von Spike, a vicious canine, will end one of Freddy's lives.

The Trash Cans

The short trash cans can be reached from a standing jump, while a well-timed running jump can get Freddy onto the tall cans. Freddy can also get to the tall cans by jumping from a shorter can. Fletcher the Cat, Bowser's unlikely bosom buddy, may pop his head out of the can, and knock Freddy to the ground where Bowser is usually waiting for him.

Once Freddy is on a high trash can, he can jump to the top of the fence, to a clothesline, and work his way into an open window.

The Clothesline

The only way Freddy can stay on the clothesline is if he jumps on some clothes. If there are no clothes where Freddy jumps, he will fall either to the line below or to the ground.

The clothesline is also not safe for very long. There are three mice, Hick, Dick, and Doc, who are constantly running across the lines. Their idea of fun is to stomp on Freddy's paws and make him fall to the ground. Freddy gets points if he catches a mouse. Freddy gets 50 points for catching Hick, 70 points for Dick, and 90 points for Doc.

The tenants of the Catalina Condominium get upset with all the uproar going on in the alley so they begin to throw things at him. If a falling object strikes Freddy, he falls to the ground and loses one of his lives.

When Freddy loses a life he starts again in the alley. The title screen appears when he runs out of lives. To play another game just press your joystick button or any key if you are using the keyboard.



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Be careful not to damage your program diskette – you cannot make a backup copy. However, if you damage your diskette, follow the steps below to receive a replacement copy:

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