



IBM VERSION
BY
DICK TAYLOR

THE GAME

SIERRA VISION™



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It's 8 a.m. and you are Larry Bain, ace plumber for Rodent Rooter. The phone rings.

"Hello? Rodent Rooter? Uh, I need help laying some pipe.

"You can help? That's great!

"Oh, one little thing - there are rats. No, not your everyday rats. I mean RATS - BIG RATS, and the last two plumbers I called never returned.

"You'll be right over? Great!"

With your task spelled out, you gather your equipment, plus two cats, and head for Rat Alley. Standard Rodent Rooter traps will be provided.

To Begin Play:

You will need an IBM Personal Computer, a color/graphics monitor adapter, and a composite monitor to view the game in color.

Label side up with your thumb on the label, insert your disk into the drive, and turn on the computer. You will be treated to our version of Schumann's Wild Mouse-Man.

When the banner (title) screen finishes, you will be asked to define the keys for up, down, left, right, and pick up/drop. While over an item, hit the selected key to pick it up; hit it again to drop it. After selecting the keys, press any key to begin. If you wish to exit the theme music and enter the game directly; just press ◀G▶ twice.

The object of MOUSKATTACK is to pipe all of Rat Alley. You have three plumbers, two cats and traps to work with. Good luck!!!

You boldly creep through the maze of Rat Alley, leaving pipe behind. But, your boldness does not last very long. Rodents are everywhere - they appear out of nowhere.

As they approach your cats, you will notice that your feline friends are so terrified that they freeze in their tracks. Luckily, the rodents are also scared of the cats and won't try to pass them.

The rodents are so large, your traps can only hold them for a few seconds before the trap is destroyed. You can kill them, however, by running over them while they're trapped.

But, you'd better be quick! If the mouse escapes from the trap, he becomes SUPER RAT! SUPER RATS will ignore your measly cats by passing right by them as if they didn't exist. But you can be rid of them by running over them while they are caught in your trap.

Cats scared silly and SUPER RATS are enough trouble, but getting nervous just makes things worse. What a sloppy job! Never before have you laid so many bad pipes. Now you have to go back over some of the pipes to fix them.

Should a rodent get YOU, your cats will be returned to their starting position, and so will you.

POINTS

100 points for each rodent killed in a trap.

660 points for each completed water system.

SPECIAL COMMANDS

To remove the sound, press ◀S▶; press it again to return the sound.

To suspend the action, press ◀W▶; press it again to continue.

To restart the game, press ◀R▶ twice.

To go directly into a game, press ◀G▶ twice.