PENGUIN CATCHER

Thank you for downloading Penguin Catcher! This is a simple arcade game based off the popular crane games and UFO catchers where children operate a mechanical claw in order to win prizes. You'll find Penguin Catcher to be much more fair that the quarter-munchers of old, but all the same be prepared for a serious challenge at the highest speeds!

Requirements

Minimum:
MSX1
64KB RAM
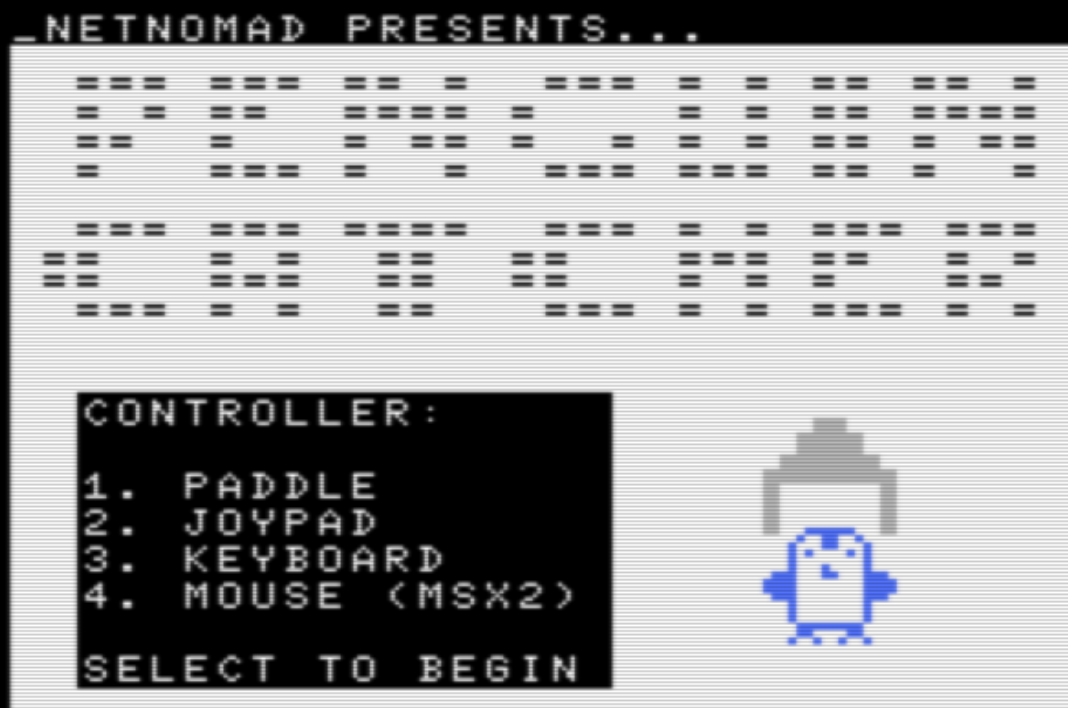Disk drive, HDD, or other means of loading .DSK files
MSX-Music

Recommended:
60Hz MSX
SFG-01 or SFG-05
Paddle Controller

Starting The Game

Penguin Catcher comes with an autoexec script that will launch the game automatically if you boot from the game disk. If you do not boot from the game disk, you can start the game by navigating to the game disk and typing CATCHER to launch the program. You will be greeted by the title screen, at which point you will be prompted with a controller selection. Use the number keys on your keyboard to select your preference of Paddle, Keyboard, Joypad, or Mouse controls. Please note that mouse controls will not work on MSX1 computers, and paddle controls will require trnewdrv to be installed before launching Penguin Catcher on Turbo-R computers. Also note that the Arkanoid Vaus paddle controller does not comform to the MSX paddle standard and is not supported. After selecting your controller, the game will begin!

Playing The Game

You control the gray claw at the top of the screen. Move your paddle or mouse left or right to move the claw, or press the right or left directionals on your joypad or keyboard. Press the fire button or the space bar to drop your claw. While the claw is descending, you will still be able to move it left and right.

Your goal is to catch a stuffed penguin. On the first row moving below the crane is two Blue Penguins and a bomb. Each Blue Penguin is worth 200 points. Be careful, however, because if you catch the bomb instead, that's game over! The next row down has a Gold Penguin and two bombs- the Gold Penguin is worth 500 points.

In the top left corner of the screen is your score, and on the top right is your remaining tries. You can drop the claw ten times before you are out of quarters and it's game over! However, if you can collect 3000 points, you will receive a replay after your last try. This gives you ten brand new tries, but also increases the speed of the penguins. You get another replay every 3000 points, and the game gets progressively faster and faster. Get as many Gold Penguins as you can early on to get a head start on those later replays!

Acknolwedgements

Penguin Catcher is based on a BASIC game co-written by myself and Maddie Russell.

Music playroutine uses GETSLT routine written by Grauw and provided on the MSX Assembly Page. <https://map.grauw.nl/disclaimer.php>

If you are playing this game on File Hunter or itch.io, your game is running on webMSX. webMSX was created and is owned by ppeccin.

This game disk include MSX-DOS. MSX-DOS is (c) 2018 The MSX Licensing Corporation. <https://github.com/Konamiman/Nextor/blob/v2.1/LICENSE.md>

Written in HITECH-C.

This game would not be possible without MSX.org, the MSX Assembly Page, and Rafael Jannone.

License

With the exception of the aforementioned GETSLT routine (which requires attribution to Grauw/MAP) and MSX-DOS (which cannot be modified or sold without permission from the MSX Licensing Corportation), this software is published under the Unlicense, whose terms are as follows:
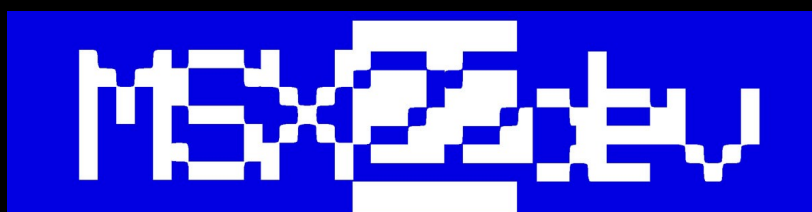
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