

PITKAT

GAME PROGRAM™

INSTRUCTIONS

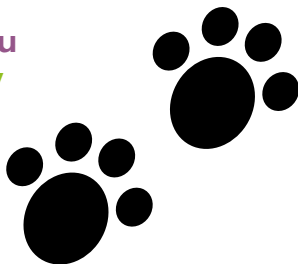


Original GameBoy Game ©1990 Yutaka Isokawa.
Atari Version ©2020 Mashdy Games.

C-128286-02

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PITKAT

Use your Joystick Controller with this game program for one player. Be sure to plug the Controller cable firmly into the left controller jack on the rear of your Video Computer System.™ See your owners manual for details.

NOTE: To prolong the life of your Atari Video Computer System and protect the electronic components, the Console unit should be OFF when inserting or removing a game program.

This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Also, do not disassemble the cartridge or let it come into contact with water.

WARNINGS

If you play the game for long periods of time, take a break of about 10 to 15 minutes after every hour or so.

Some people may have seizures or blackouts triggered by light flashes or patterns, and this may occur by playing video games, even if they have never had a seizure before. Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing this game.

STORY

Katboy and his friend Katgirl were on their way to a picnic with their other friends when they lost their way. They found themselves in the forbidden area of the forest that was inhabited by evil monsters and demons.

They stumbled over a sleeping demon who stirred awake. He was so angry about being awoken from his daytime slumber that he put an evil curse on the two friends turning them into kats. The horrible demon laughed evilly and went back to sleep.

As the children ran away through the forest they came across a castle with a seemingly kind old man standing at the gate. He told them if they went inside the castle and solved a puzzle in each of the 100 rooms then the curse could be lifted.

The two children ran into the castle in their quest to lift the evil curse and get to their picnic.

Right: Katgirl says you should read the whole manual before you play the game. You may miss something important!



BEFORE LOADING!

Set TV Type switch to Color and set Left and Right difficulty to B. See pages 7, 10 and 11 for more details on these switches.

EMULATORS

The PITKAT.ZIP file contains the following files.

- PITKAT.PDF - This manual.
- PITKATPAL.BIN - PAL (50Hz) version for Australia, New Zealand, Argentina, Europe and The Middle East.
- PITKATNTS.BIN - NTSC version for USA, Canada, Mexico, Japan, South Korea and Brazil.
- PITKATP60.BIN - PAL (60HZ) version (see README.TXT for more information)
- README.TXT - Plain text format file for installation, copyright, distribution and other important information.

For emulators (we recommend Stella), open the PITKAT.ZIP file (double clicking the file in Windows, Apple Macintosh or Linux should open it), copy all the PITKAT*.BIN files to the games directory of your emulator. Depending on the video format you wish to use, open the correct .BIN file in the emulator to run the game.

HARMONY™

Copy either the PITKATPAL.BIN, PITKATNTS.BIN or PITKATP60.BIN depending on which video system your Atari Video Computer System™ is (see list above) to the SD card. See the Harmony™ manual for more details on copying files. The Game uses E7 (M-Network) bankswitching.

CONTROLS

Left and Right :

- In main menu - Select Katboy or Katgirl.
- In INCODE - Move cursor.
- In play - Move Katboy or Katgirl.

Up and Down :

- In main menu - Move menu selection.
- In INCODE - Change passcode entry.
- In play - Climb or descend ladders.

Fire Button :

- In main menu - Select menu selection.
- In INCODE - Enter passcode.
- In play - Press to switch character.
Hold and use left or right to scroll room.

Game Reset Switch :

- In INCODE - Return to main menu.
- In play - Return to main menu.

Game Select Switch :

- In play - Rewind one step.

TV Type:

- Color position: Turn music on.
- B&W position: Turn music off.

Right Difficulty Switch: (After round is complete)

- B position: Return to main menu.
- A position: Go to next round.

Left Difficulty Switch:

- B position: Normal rounds.
- A position: Mirror rounds.

MAIN MENU



Left: The main menu that shows the four menu choices. The paw cursor shows the current selection.

Either Katboy or Katgirl will be flashing. On power up, Katboy will be flashing.

Select either Katboy or Katgirl by moving the Joystick left or right. Which character you choose does not affect the game. It is simply a personal preference.

Use up and down to select one of the menu choices.

- **PLAY** - Plays the round shown in the number.
- **SELECT** - Allows you to select which round you wish to play. (See page 11)
- **INCODE** - Allows you to enter a passcode to continue where you left off. (See page 12)
- **OUTCODE** - Shows a passcode for your current game. (See page 12)

HOW TO PLAY



Left: This shows the whole of Round 2 (normally the screen would be only 8 blocks wide).

Katboy will have to find a way to get to the monster on the other side of the chasm. Can you do it?

The puzzles are set in individual rooms in the castle. The object is to defeat the monsters and demons by kicking them. Once all the monsters and demons in the room are destroyed then the round will be cleared.

If Right Difficulty switch is set to B then you will be returned to the main menu (default). If set to A then you will play the next level immediately.



Above: Example of walking right into a monster and destroying them.

Use the objects (see page 13) to help you get to the monsters and demons.

The rooms are quite large and you can view the room by holding down the fire button and moving left and right. Let go of the fire button to go back to the normal viewpoint.

For stages 30 to 39, 60 to 69 and 90 to 99, both Katboy and Katgirl will be in the room. You must use them both to finish the round. Press the fire button to swap between them. The floor will change colour to show you which character will be selected.



Left: A gap needs to be crossed, so Katboy walks in to the gap, swaps to Katgirl who crosses over Katboy.

If you think you have made a mistake then fear not. Pressing the Game Select switch (or the right player fire button) will rewind you back one move, and all actions in that move would be reverted. Any monsters or demons that were destroyed in that move would be brought back. You can only go back so far, and if the game cannot rewind further it will sound a high pitched chirp. The floor will flash the colour of the character that was selected for each rewind step.

If you wish to give up trying to solve the room press the Game Reset switch to return to the main menu. The right difficulty switch has no effect on the Game Reset switch.

GAME TIPS

If you kick a gravel block it will be destroyed and you would hold up anything that was above it until you move. Be careful as you may trap yourself if you move the wrong way!

Kicking a rock block will cause it to move in the direction you kicked it, and anything above it would fall down. Rocks will fall into pits and holes.

A word of caution, you can not kick a rock if there is something on the other side of it.

Monsters may only be destroyed from the sides. You may step on top of them or let them fall on top of you without harm.

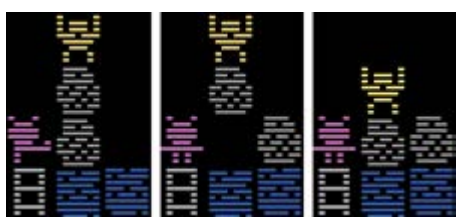
Remember kats always land on their feet, so do not worry about falling from great heights. They are also super tough, so rocks and monsters can fall on their heads from a great height.

Katboy and Katgirl cannot jump, so try not to fall into holes or pits. They can climb, descend, and move on or off ladders.



Left: Katgirl kicks a rock into a pit in order to cross over it.

Right: Katboy kicks a gravel block and moves under a rock.



Left: Katgirl kicks a rock in order to get to the monster.

Right: Katboy can't push the rock due to immovable objects.



MIRROR MODE

If you want a different challenge set the Left Difficulty Switch to A for mirror mode. All the rounds will be mirrored right to left.

The switch must be set before the round begins. Switching it during play will have no effect.

Set the Left Difficulty Switch back to B to return to normal mode.

TV TYPE SWITCH

Set the TV Type switch to B&W to turn off the music and play with only sound effects. If you want the music back set it to Color at any time!

ROUND SELECT



Left: The select screen.

Numbers in blue are completed rounds. Numbers in yellow are incomplete.

The green number would be flashing and shows the current selection.

The game allows you to play the rounds in any order you wish. Round 100 (and maybe secret bonus rounds???) may only be played after the first 99 rounds are completed.

The current round number will be flashing. Moving the joystick will move the cursor and will cause a round number to flash. Press fire to select that round.

Press the Game Reset switch to return to the main menu.

PASSCODE

As it is unlikely you will finish the game in a single sitting, you can "Save" your achievements with the use of a passcode.

Selecting OUTCODE on the main menu will show you a code which can be entered in the future, so you can continue where you left off.

Once you have copied the code down then press the fire button to return to the main menu.

INCODE

To input a passcode select INCODE then use the joystick up and down to change the alphanumeric character. Use right to move to the next character, this will repeat the previous character to make entry of the passcodes easier.

If you make a mistake you can move left to the character you wish to change.

Once you have entered the code press the fire button (do not move right). If the code is correct you will return to the main menu. If the code is incorrect a rasping sound will play. Check your code and try again.

Press the Game Reset switch to return to the main menu at any time.

OBJECTS



Characters :
Katboy and Katgirl
Our heroes.



Monsters :
Mummi, Frankie, Jawa
Corporeal monsters.



Demon :
Shades
Floating demon.



Floor blocks :
Shale, Brick, Cube, Floor
Fixed blocks.



Gravel blocks :
Lime, Gravel, Glass
Breakable blocks.



Rocks :
Stone, Box, Rock
Pushable blocks.



Ladders :
Iron, Wood, Copper
Climbable objects.

SPEEDRUN MODE

Speedrun mode will play the rounds in sequence starting from round 1. The timer will not reset after each round so you get a cumulative time.

To play Speedrun mode press the Select switch on the 'Have you played Atari today?' screen. A sound will play to indicate you are in Speedrun mode.

From the main menu select your Kat (see page 6). Mirror mode (see page 10) can also be selected. Set the Right Difficulty Switch to A and press fire to start playing. In Speedrun mode no other menu options can be selected.

If you make a mistake you can rewind (see page 8). To restart a round quickly press the Reset Switch.

Want to take a break? Set the Right Difficulty Switch to B. Finish the round or if press the Reset switch to return to the main menu. When you are ready to continue then set the Right Difficulty Switch back to A and press fire to continue playing.

To change Kat hold the joystick left to select Katboy or right to select Katgirl on the 'Round Clear' screen and release on the 'Ready' screen.

To exit Speedrun mode you must power cycle the console or reload the game.

KATGIRL



Address: 7C0H
Height: 7.87 Dots
Weight: Secret!
Fave Subject: Maths
Hobbies: Painting
Fave Food: Cream Puffs
Reading: Science fiction
Fave Colour: Pink
Fave Word: Kick
Fave Anime: Mirai Nikki
Fave Metal: Bismuth
Fave Stage: 21
Fave Game: Centipede
Fave Animal: Cat
Fave Flower: Sakura

KATBOY

Address: 780H
Height: 8.25 Dots
Weight: 64 Bytes
Fave Subject: Stonework
Hobbies: Videogames
Fave food: Curry Rice
Reading: VG Magazine
Fave colour: Blue
Fave Word: Stone
Fave Anime: Urusei Yatsura
Fave Metal: Gallium
Fave Stage: 51
Fave Game: Adventure
Fave Animal: Lion
Fave Flower: Ajisai



Pitkat

Gameboy Version © 1990. Atari 2600 Version © Mashdy Games 2020

This game is Freeware and must not be sold in any form!

Based on Pitman for the Nintendo Gameboy in turn based on a type in program for the Sharp MZ-700 computer in the Japanese Oh! MZ magazine. Both were written by Yutaka Isokawa. We made this game in your honour. Thank you Masao Asakawa for your beautiful music.

Atari Version Credits

Programming, Music re-arrangement, ~~Kat~~ Tuning Sound, Graphics : **Marco Johannes**
~~Witch~~ Bug finder general, Manual&Box Design, Additional Graphics : **Dyfed Hitchings**
Cover Art, Manual Art (<https://www.deviantart.com/shakiechan>) : **Sharemhel Decir**
Additional Bug Testing : **James "ZPH" O'Brien, Lee "Keebz" Kebler, Andrew Davie, Jeff "Omegamatrix" Johnson**

Additional Thanks to the following for their programs which helped in the development of this game.

TIATracker (<https://www.pouet.net/prod.php?which=67648>) : **Andre Wichmann**
Stella (<https://stella-emu.github.io/>) : **Bradford Mott, Stephen Anthony, Thomas Jentzsch, Christian Speckner, and the rest of the Stella team!**
playerpal (<https://alienbill.com/2600/playerpalnext.html>) : **Kirk Israel**
DASM (<https://dasm-assembler.github.io/>) : **The DASM team**
Notepad++ (<https://notepad-plus-plus.org/>) : **Dan Ho**
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