Graham Stafford
Programmer

Jonathan Eggelton
Designer

KAT TRAP is the winning design in the CRASH magazine nationwide competition "Genesis - the birth of a game." Over 4,000 entries were received, and Jonathan Eggelton (aged 15) was overall winner.

His game design "KAT TRAP" was programmed by the award winning "Design Design" team and is presented to you by Streetwise Software - the label that involves and puts forward programmers for the recognition they deserve.

KAT TRAP has been given a big "Thumbs up" by the CRASH reviewers!

**THE GAME**

Two hundred years ago the planet Earth was wrecked by Solar explosions. The lucky few who escaped have spent their time rebuilding the human population, and the offspring have returned to their homeland - only to find it plagued by the Cat Men!

M.T.-E.D. is put in the forward battle line to blast his way through a heavy array of mutant robots and destroy the central battle computer. He is alone except for a guiding force - you! Can you help him out-wit the Cat Men? Get your finger on the button for the first round!
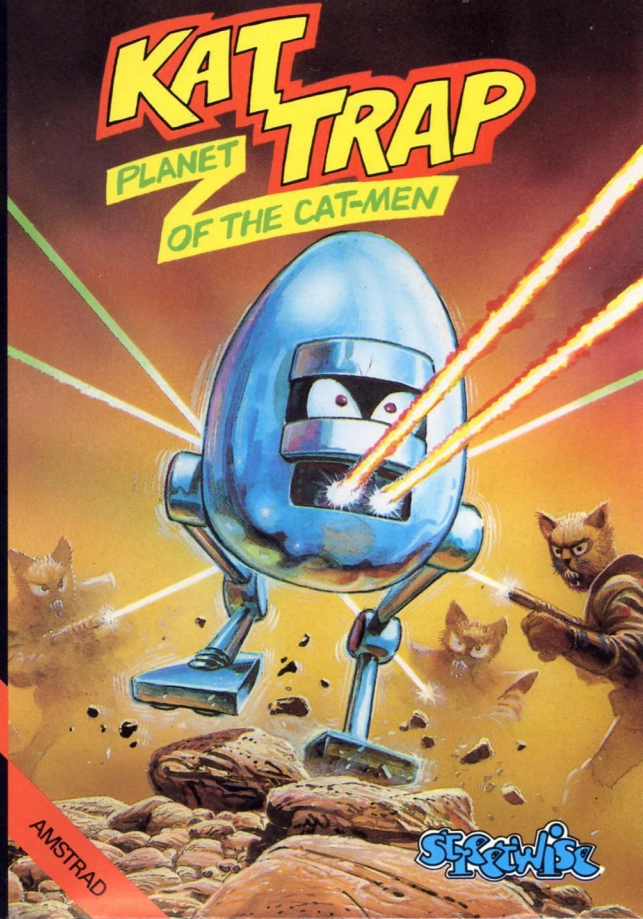
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# KAT TRAP
## PLANET OF THE CAT-MEN

AMSTRAD

Streetwise

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*It is the Twenty Fourth Century ....*

Two hundred years ago the Earth was wrecked by Solar explosions. The population of earth was decimated but for a brave few who escaped on the rapidly built NewArk.

Only now have the people of Earth completed a circuit of the Universe and returned to their home planet.

To their surprise it is not only habitable but inhabited.

Inhabited by the Cat Men.

The Cat Men's own planet KraMoD was made a nuclear wasteland in their vicious war with the N'Gised whose own homeworld they had attacked because it lay in the path of the Empire building Cat Men. Earth was discovered by one of the few remaining warships of the Cat Men and made the base for reprisals on the N'Gised.

To regain their lost homeworld the Humans first launched a frontal attack on Earth. Badly beaten and having lost all attack fighters they now intend to send a small scale attack force. The mission personnel will be Hercules 1 and M.T.-E.D. whose mission is to destroy the main battle computer of the Cat Men. They are to be supplied with repleno-droids and battery chargers which will be delivered separately to the drop zone. However as soon as they land the Cat Men win an early victory and Hercules 1 is captured.

Advance reports show that the Cat Men have also let loose mutants from the time of the Solar explosions, including Fire Demons, Icemen, Shadowmen, and Sewerbeasts.

M.T.-E.D. is alone, his mission to disable the battle computer and rescue Hercules 1.

When M.T.-E.D. has penetrated the defences of the Cat Men and reached the battle computer he will find the Deathgrid, a device set up to protect the computer.

M.T.-E.D. can only deactivate the Deathgrid by shorting the pulses of electrical energy moving around the grid. To do this he must position a remote device on the top of the grid (controlled by left right) and select a switch on the left of the grid with M.T.-E.D. (controlled by up down). Two bursts of anti-matter will then be released (by pressing fire) into the grid. If, where these meet, there is an electrical pulse it will be destroyed.

Fifteen of these pulses must be destroyed within a minute or M.T.-E.D. will fail in his mission. However, if he completes this task the battle computer will be destroyed and M.T.-E.D. must make his way back to his ship with Hercules 1 to escape.

Different weapons must be used to destroy the various types of Alien - you will have to experiment to discover which!

**M.T.-E.D.**
*Multi Terrain Exploration Droid.*
Equipped with both computer targeted front weapons system and grenade launcher.

**Weapons capability:**
Electric charge; Laser; Flamethrower; Bullets; Shells; Water; Arrows; Grenades.

**Speed:**
Up to 250 km/h over flat terrain.

**Power unit:**
Small, needs frequent recharging.

**Armour:**
Heavy steel plate.

Control of M.T.-E.D. is via a remote operator, whose range of control will be run left/right, jump, duck, fire whatever is loaded into weapons unit (a press of the fire control with a direction key held down as well) and fire the grenades (a press of the fire control only).

**KEYS (Redefinable)**
Q = Jump
A = Duck
O = Left
P = Right
Space = Fire Grenade
Space + P = Fire Weapon Right
Space + O = Fire Weapon Left
Enter = Select Weapon

Streetwise

If you have a program that you think would do well on the Streetwise label, get in touch with us on 01-947 5622. Remember, Streetwise is for programmers to be put in the public eye as authors, and they are involved in every aspect of software publication.