

AMSTRAD

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# KAT TRAP

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# KAT TRAP

PLANET  
OF THE CAT-MEN

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## KAT TRAP Amstrad

### 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.

### LOADING INSTRUCTIONS

Amstrad - Press CTRL and little ENTER keys together.

## GAMEPLAY

After the Solar Explosion on Earth, the few who escaped travelled round the Universe in a NewArk and then returned to their home planet, but only to find that it was inhabited by the Cat Men.

To regain their lost homeworld the Humans first launched a frontal attack on Earth. They lost not only the battle but all attack fighters. They then sent a small scale attack force with Hercules 1 and M.T.-E.D. as mission personnel and it was their mission to destroy the main battle computer of the Cat Men. Hercules 1 however was captured which leaves M.T.-E.D. alone and his mission now is to rescue Hercules 1 and disable the battle computer.

M.T.-E.D.

Multi Terrain Exploration Droid.

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

Once the defences of the Cat Men have been penetrated and the battle computer reached, M.T.-E.D. will find the Deathgrid, a device set up to protect the computer. Deactivating it can only be done 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. If he completes this task the battle computer will be destroyed and he must make his way back to the ship with Hercules 1 to escape.

## GAME CONTROL

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