

PAWS

LOADING INSTRUCTIONS

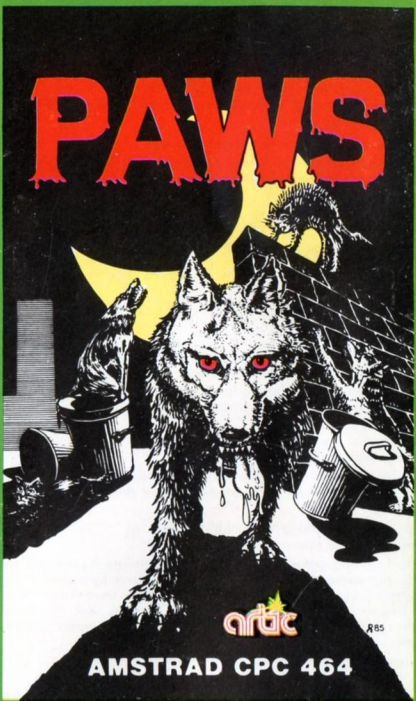
- 1 Insert the cassette in the Datacoder. Ensure it is fully rewound.
- 2 To LOAD press CTRL and small ENTER keys simultaneously.
- 3 Press PLAY on Datacoder and then any key.
- 4 On loading in, the program will auto-run displaying the title page.

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AMSTRAD CPC 464
ACA 123

PAWS



PAWS by Tony Adam

Battle your way through woodland, town and scrapyord mazes past the likes of Bulldog Billy and his molley pack. Your aim is to collect your kittens and defend your home.

AMSTRAD CPC 464



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PAWS

You are Selwyn, the owner of a brand new detached dustbin and the proud father of a family of ten kittens. A dog, known as Bulldog Billy has moved into the vicinity. He has taken a great dislike to you and your family, and so every evening, he and his gang, The Bullydogs, gather at the Den plotting to attack and kill you. You can defend your home from Bulldog Billy and his gang by the combined efforts of you and all your kittens to create 'catoplexic' energy. This frightens the dogs so much that they require all of the next day to recover!

However, a catastrophe has occurred. Your playful kittens have wandered off. It is early evening and a race against time as you need all of your family to be able to ward off the dogs. Can you find and bring your kittens home before the dogs form their pack? Or can you stop enough dogs so they can't reach their full strength? The choice is yours.

You must search through a maze of woodland, town walls, town and scrap yard in an attempt to locate your kittens and return them safely home. While doing this, you can stun dogs with your purple catoplexic energy (you leave traces behind you and any dog touching it will be stunned for 5-10 seconds), or you can kill them with your fluff balls (which are limited). Dogs can also be killed by paw-to-paw combat — but this is very dangerous and uses up a lot of strength. On your travels, you will require food and drink, and other objects to allow the creation of more fluff balls (increase in stamina) to help you. You can call on a map which shows you the location of the dogs, kittens, the Den and your home.

Hints and Tips

When you select the level, this selects the dogs' strength, as well as the number of dogs. The lower the level, the weaker the dogs, and the lower the number of them.

There are three types of dog:

Yellow dogs, they roam around and don't attack you unless they are in direct line.

Blue dogs are stronger and more intelligent. They will home in on you and will also join the Den should they pass it.

Green dogs are the most dangerous. They are the strongest dog; they will home in on the Den.

If a pack of 24 dogs forms, then the pack will destroy you, your kittens and your home — the game is lost.

When two dogs meet, they will join and become a stronger dog.

Examples

A blue dog meeting a yellow dog results in a green dog! Two greens make a far stronger dog!

The best way to avoid a pack forming is to kill as many dogs as possible. They are limited in number and it is therefore possible to win the game that way.

By surviving the day and rescuing the kittens, you will be awarded a bonus of 1,000,000 points plus 100,000 points for each life remaining.

NB: you can only carry one kitten at a time.

Frequent referrals to the map are of great use in determining the safest and best possible routes.

Controls

Keyboard

Q — UP

A — DOWN

O — LEFT

P — RIGHT

SPACE to — FIRE

OR JOYSTICK

Additional Controls

To drop a deposit of catoplexic energy press key K.

To 'pause' Paws, press key H. Pressing ENTER continues play.

You can use the map at any time by pressing key L. While looking at the map game action is suspended.

Magenta '—' are dogs

Orange '—' are kittens

a large white '■' is your position.

The Den is where the dogs meet to form their pack, once here they are indestructible. If you are here, your strength reduces very quickly.

Your house is highlighted by a blue block.

Pressing ENTER returns to the game mode.

Key F saves a game to cassette. When this key is pressed, 'save y/n' appears on the screen. If you pressed save by accident, press 'n' and the game will continue. If you want to save the game, put a blank cassette in your recorder. Saving will commence immediately, and when finished, the game will return allowing continuation of game play.

Loading and saving take approx. 4 minutes.

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