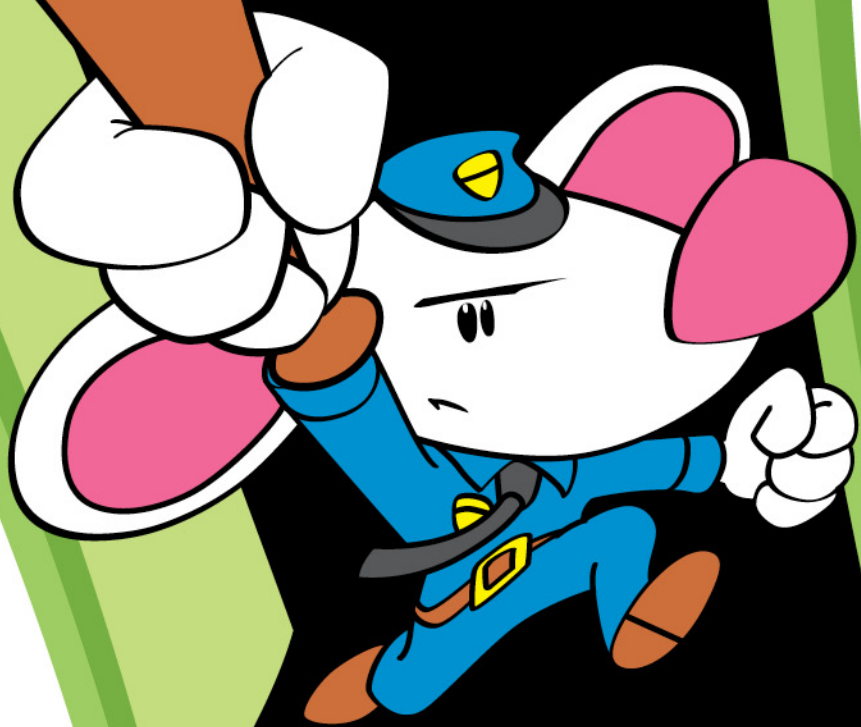


# MAPPY FORCE



# MAPPY FORCE

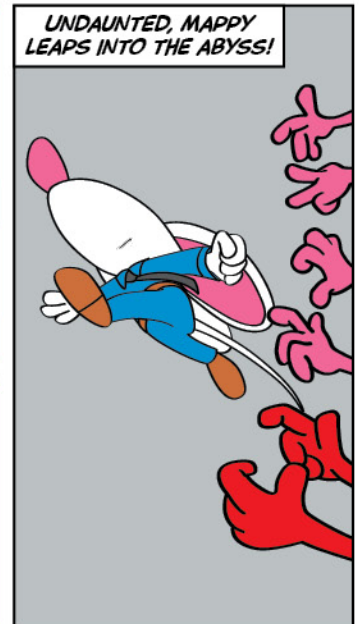
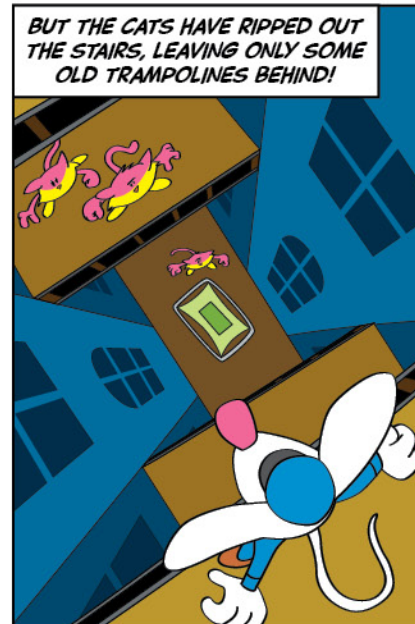
by Nathan Stream



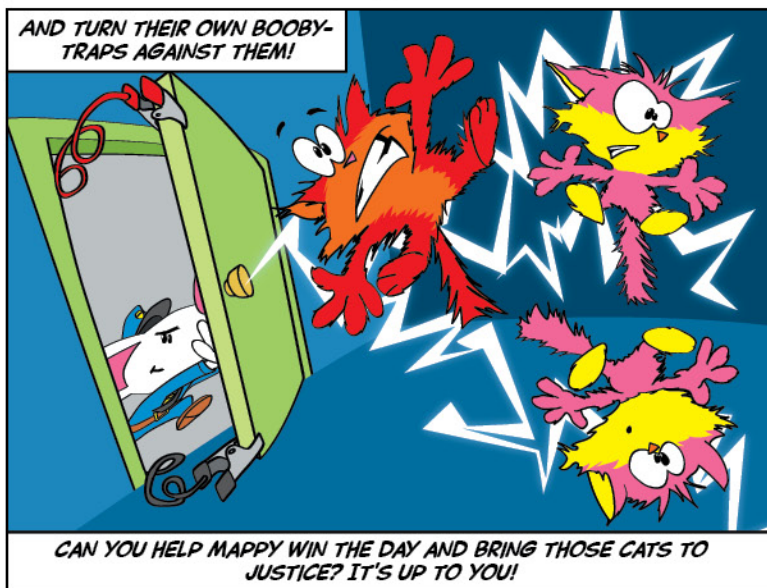
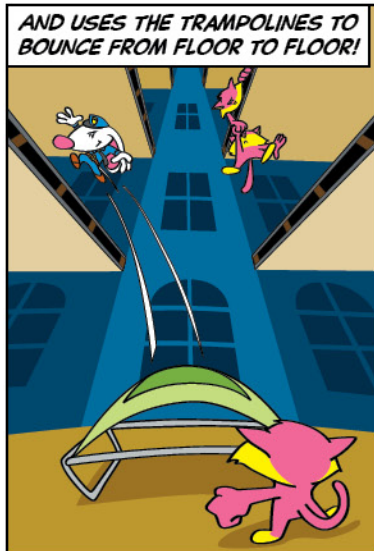
NOTE: Always turn the console POWER switch OFF when inserting or removing an ATARIAGE Game Program cartridge. This will protect the electronic components and prolong the life of your ATARI Video Computer System™ game.

Disassembling microwave ovens for use in booby-traps is not recommended. Doing so may void your manufacturer's warranty. Also, it's probably really dangerous.

© 2018, 2023 Champ Games LLC, no reproduction is allowed without permission.







## THE STORY

"Cat burglars" are nothing new, but these burglars are actual cats! Having perpetrated a rash of thefts, they've stashed their loot in a series of abandoned mansions. You're Mappy - the city's finest police officer - and you've been chosen to crack the case! Unfortunately, you're also a mouse... and you're outnumbered. This is not going to be easy!

Your mission is to infiltrate the cat burglars' lairs and retrieve the stolen loot. You won't be able to apprehend the cats, but you can stun them by slamming doors on them and turning their own booby-traps against them. But don't let them catch you - if even one of those cats gets their paws on you, you'll be cat chow!

## CONTROLS

- Move the joystick left and right to move Mappy. Running into a loot item will collect it.
- Press the joystick button to open or close a door. (On some text screens, you can also press the button to skip ahead.)
- To pause a game, toggle COLOR/BW (or PAUSE on an Atari 7800). Toggle again or press the joystick button to resume.
- Press RESET during a game to restart the game.
- LEFT DIFFICULTY:
  - A - Loot will be located in random positions at the start of each level.
  - B - Loot is located in the same position on each level.
- RIGHT DIFFICULTY:
  - A - Objects flicker only if necessary.
  - B - Objects flicker at a more constant rate.



## ATTRACT MODE

- Move the joystick up and down to cycle through the attract screens.
- Move the joystick left and right at the title screen (or press SELECT) to select the skill level: NOVICE, STANDARD, ADVANCED.
- Press the joystick button or RESET to start a new game.
- Press SELECT during a game to return to the title screen.



## GAMEPLAY

To make it harder to follow them, the cats have removed all of the stairs from the mansions and replaced them with trampolines. Easy for cats, but not for mice!

- As Mappy gets to the end of a platform, he'll jump off it and fall down to the trampoline.
- Mappy cannot be caught by a cat while bouncing on a trampoline or jumping off a platform.
- After Mappy bounces off of a trampoline, move the joystick left or right to hop back onto a platform or bounce against a wall.
- Each time Mappy bounces off a trampoline, it will change color: from green, to blue, to yellow, to red. If Mappy tries to bounce off of a red trampoline it will break, and Mappy will fall through it. If there are no other trampolines below, he'll fall through to the basement and lose a life.
- Hopping onto a platform will repair the trampoline.
- On advanced levels, trampolines may only be partially repaired giving Mappy less opportunities to jump on them before they break.



Without any weapons at your disposal, you'll have to use the cats' own lairs against them! From doors rigged with parts from old microwave ovens, to dangerously dangling bells, to trap doors in the floors, you'll have to use all of your speed and skill to turn the tables!

- Press the button to open or close the nearest door in front of Mappy. Doors open in the direction of the doorknob. Use the doors to knock the cats down and stun them briefly. But be careful – the doors can knock Mappy around too!
- On advanced levels, the direction of the door will reverse when it is closed, causing Mappy to re-think his strategy when using them to stop the cats' pursuit.
- Opening a flashing door will emit a microwave in the direction the door opens. If cats are in its path, they will be sent flying out of the mansion, but they will return after a few seconds through the attic in the center of the mansion. Cats will not open flashing doors.



- Some mansions have bells on each end of the top floor. If Mappy can hit a bell, it will fall onto any cats directly beneath it, stunning them.
- Some levels have flashing trap doors on the platforms. While being pursued, move over the trapdoor to open it and drop the cats down to stun them. Be careful not to fall through! The trap door will close back up after a few seconds, allowing Mappy to pass over it safely.

Time is of the essence! If Mappy lingers too long, reinforcements will arrive.

- A warning to HURRY will appear and two more Meowkies will enter the mansion – the cats will pursue Mappy even more aggressively so watch out!
- After the HURRY warning, if Mappy sticks around even longer, the Gosenzo coin will enter the mansion! Gosenzo will pursue Mappy, but unlike the cats, Gosenzo can open flashing doors and can catch Mappy even in mid-air.

There are 99 levels, will you be able to recover all the loot?

## LIVES

- Mappy will lose a life if he is caught by a cat or Gosenzo.
- Mappy will lose a life if he falls through a broken trampoline and hits the basement floor.
- Mappy will also lose a life if he falls through a trap door.
- Extra lives are earned at 20,000 points, 50,000, and every 50,000 after that.

## BONUS ROUNDS

The cats have set up some rooms with nothing but trampolines and balloons to hone their trampolining skills. Your goal in these rooms is to bounce through the maze and pop all of the balloons before the music ends.

- If Mappy breaks through a trampoline to the basement floor or he runs out of time, the bonus round is over. However, Mappy will not lose a life.
- Pop the blue Goro balloon to set Goro free and earn extra points. In later levels, Goro will float up to the ceiling and may help you by popping some balloons!



## HIGH SCORES

- The top five scores for each skill level are displayed.
- Move the joystick left and right to cycle through the high scores for each skill.
- Press and hold RESET and then press SELECT to reset the scores for the current skill level.
- When a high score is achieved, use the joystick to enter up to three initials.
- Move the joystick up and down to cycle through the available characters.
- Move left and right to select which initial to change, or press the joystick button to move to the next initial.
- Press the button after entering the third initial to save your score.



### With AtariVox/Savekey:

- Up to five scores are saved for each skill level.
- The current skill level and last initials entered are also saved.
- To reset all scores on the AtariVox/Savekey for Mappy, press and hold RESET while powering on the game.






### Without AtariVox/Savekey:

- Up to five scores are shown for each skill level and are reset when the game is powered off.

## SCORING

Jumping on a trampoline	10
Hitting a cat with a door	50
Dropping a bell on a cat	300
Dropping a cat through a trap door	300
Finding Goro hiding behind loot	1000

For each level, there are five pairs of each type of loot. When Mappy collects an item, the matching item will start blinking. Collect the blinking treasure to make a pair and increase the bonus multiplier, up to 6x if all treasures are collected in pairs.

				
Radio	TV	Computer	Painting	Safe
100	200	300	400	500

### Capturing cats in the microwave:

1 cat	200	6 cats	2000
2 cats	400	7 cats	3000
3 cats	800	8 cats	4000
4 cats	1200	9 cats	5000
5 cats	1600	10 cats	6000

- If Goro is captured, he counts towards the total number of cats captured and will double the points awarded.
- A maximum of 12000 points can be earned by capturing all nine cats and Goro in the microwave.

### Bonus stage:

Red balloon	200	Goro balloon	2000	Popping all red balloons and the Goro balloon	5000
-------------	-----	--------------	------	---	------

## SKILL LEVELS

During a game, the color of the level number in the lower right corner reflects the skill level.

### Novice (green):

- 5 lives to start the game.
- 2 cats + Goro on level 1.
- Cats move slower and don't pursue Mappy as aggressively.
- Goro hides behind loot for a little longer.
- More time on bonus stages.
- HURRY timer for extra cats and the Gosenzo coin is longer.





## Standard (blue):

- 4 lives to start the game.
- 3 cats + Goro on level 1.

## Advanced (red):

- 4 cats + Goro on level 1.
- Cats move faster and pursue Mappy more aggressively.
- Less time on bonus stages.
- HURRY timer for extra cats and the Gosenzo coin is shorter.

Additionally, on later Advanced levels there are new game play features for even more challenges!

- Some doors will reverse direction when closed.
- Trampolines may not completely repair, giving Mappy less time to plan out his next move.
- Some doors will be replaced by walls that must be maneuvered around.
- The walls of the bonus stage will be invisible. They will appear briefly when Mappy bounces off a trampoline.

## CREDITS

- Code and Design: John W. Champeau
- Graphics: Nathan Strum
- Music and Sound Effects: Mike Haas
- Music driver: Darrell Spice, Jr.
- Code optimization: Thomas Jentzsch
- Label, Box and Manual Design: Nathan Strum
- Manual Text: Nathan Strum
- Published by: Champ Games

