

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

WETCAT

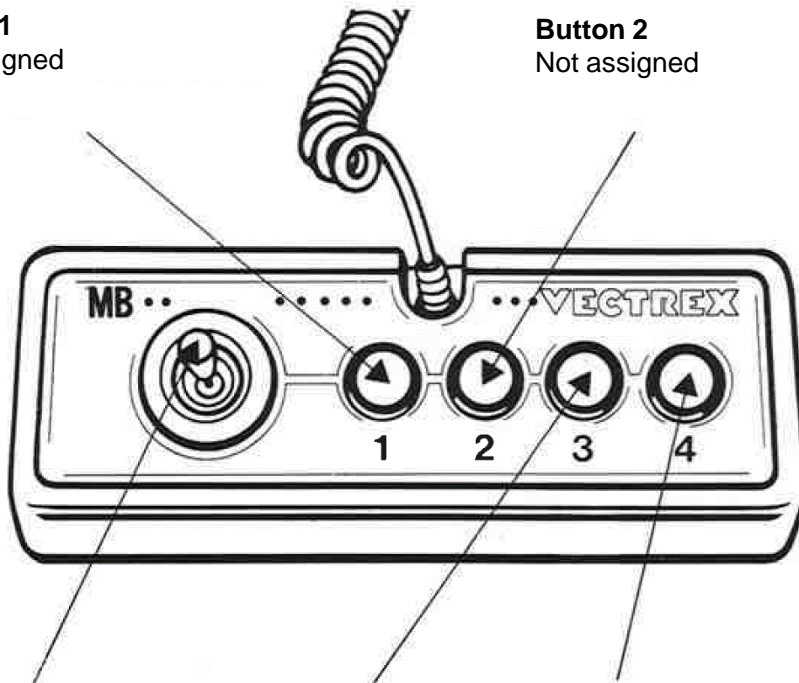
WETCAT

GAME CONTROLS

Wetcat is designed to be played with the built-in control panel only. The functions of the controls are:

Button 1
Not assigned

Button 2
Not assigned



Joystick
Move left/right

Button 3
Repel stone

Button 4
Jump

HOW TO PLAY

GAME PLAY

Wetcat is about a curious little cat that got lost deep in the city's sewage system. Suddenly the water level rises and the cat has to find a way out quickly. Luckily the shaft right above the cat features multiple platforms that pave the way up to the surface.

Maneuver the cat from platform to platform by moving left or right with the joystick and jumping with Button 4. Avoid touching the water as this will kill the cat.

The climb rate of the water level increases temporarily if you get close to the top of the screen. If you move away from the top, it quickly decreases again. The overall climb rate of the water level also increases slowly over time. For each platform that sinks into the water, you earn 1 point.

Some platforms may hold a fish that can be collected to earn 5 points. From time to time a spring appears on a platform that catapults the cat upwards after touching it.

Watch out for evil mice that drop stones on the cat. Touching a mouse or getting hit by one of its stones will kill the cat. You can kill a mouse by jumping on it from above, which will earn you 10 points. The stones thrown by a mouse can be repelled with Button 3. If a repelled stone hits a mouse, it will also kill it. In this case you earn 20 points for killing the mouse.

Try to save the cat by reaching the surface and collect as much points as possible on its way up.

SCORING

Points are awarded for achieving the following:

- Surviving while a platform is sinking into the water (1 point)
- Collecting a fish (5 points)
- Killing a mouse by jumping on it (10 points)
- Killing a mouse with repelled stone (20 points)

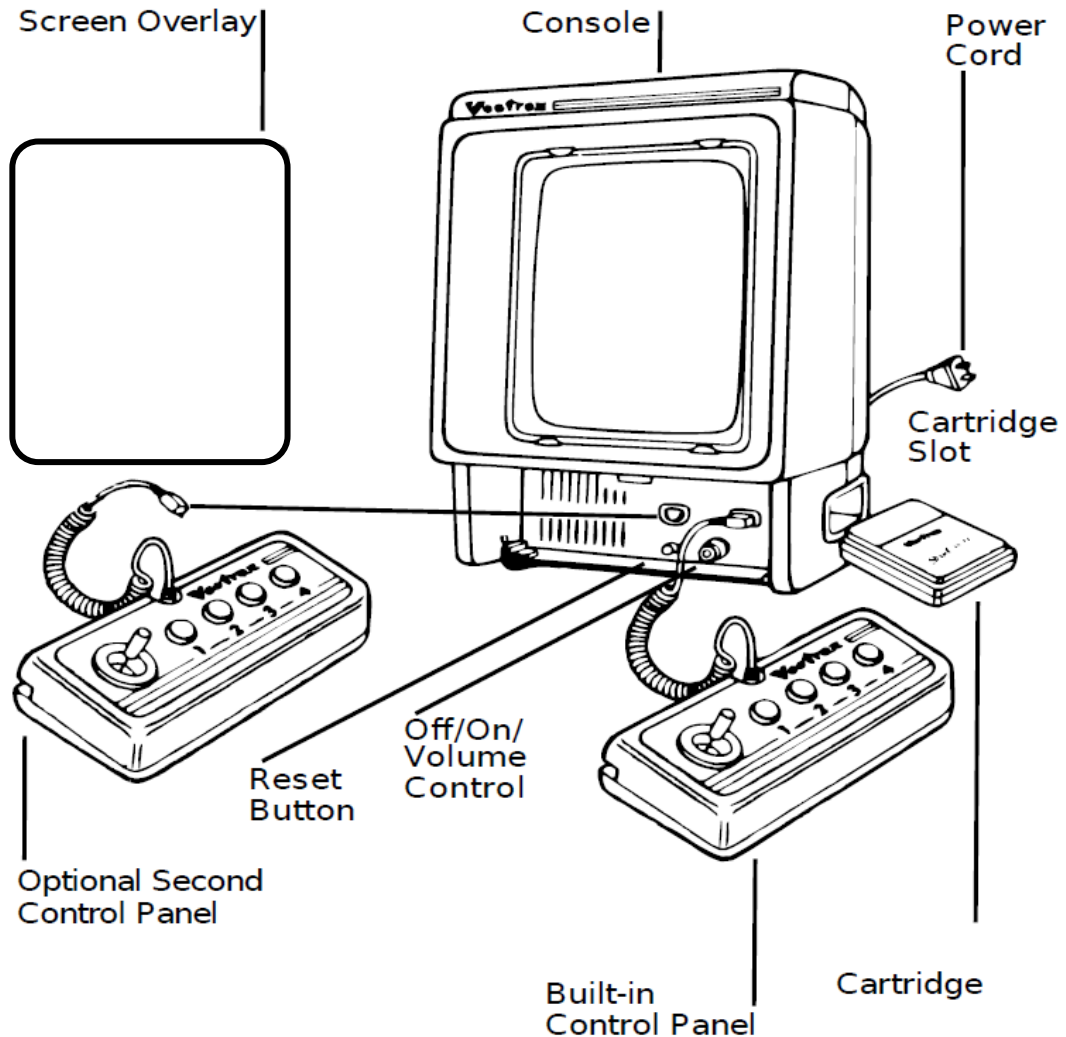
HIGH SCORE MEMORY

As long as your machine is on, with the game cartridge in place, the highest score is retained. To see this score, press the Reset button. When the machine is turned off and the cartridge removed, the score is lost.

RESTARTING THE GAME

To restart a completed game with the same number of players and the same game option, press Button 4 once the game is over. If you wish to restart the game before it is completed, or change the number of players or the game option, press the Reset button.

SETTING UP



CREDITS

This game was developed by Sebastian Leininger and programmed in C and MC6809 assembly language. It is the outcome of a student project which was part of the elective course "Advanced hardware-oriented C and Assembly Language Programming" at Pforzheim University, Germany, in spring term 2023, supervised and tutored by Prof. Dr. rer. nat. Peer Johannsen.

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