

# MOUSE TRAP™

by Exidy



# An A-Maze-ing Race

*It's dinnertime, and you're simply starving. What you would do for a nice chunk of cheese! A slice of old-fashioned Swiss would be nice or, even better, a morsel of Camembert. Mmmmm.*

*Dreaming of cheese won't get you anywhere. You're going to have to earn your lunch. As a hungry but clever mouse, you'll have to chomp your way through a maze of corridors and doors, while avoiding starving cats who want nothing better than to eat you. But those feline fanatics aren't as crafty as you are. You can outrun them. You can confuse them by opening and shutting trapdoors. And, with a stash of bones in reserve, you can fool these furry menaces by turning into a cat-biting dog!*

*And the race is on!*

## Getting Started

1. With your TV turned on, insert the Mouse Trap cartridge into your Atari 2600 or 7800™ as explained in your Owner's Manual, and turn on your console. A maze of corridors and trapdoors appears on the screen. The chomping mouse is in the center, and the cats are not far away.
2. Plug a joystick into the left joystick port.

3. If you are using an Atari 2600, select color with the TV switch. For an even more challenging game, set it to black and white to make the mazes, cheese, and bones invisible. If you are using an Atari 7800, press **[Pause]** to play in the invisible maze. To go back to the visible maze, turn the power off and then on again.
4. Set the Left Difficulty switch to adjust the cats' intelligence (A for smart cats or B for stupid cats); set the Right Difficulty switch to adjust the cats' speed (A for fast cats or B for slow cats).
5. Press **[Reset]** to start the game or to begin a new game.

## Playing the Game

Hold the joystick so that the fire button is on the top-left corner. Push the handle up, down, left, or right to scamper through corridors and doors.

Press the fire button once slowly to open or shut a trapdoor. Press it once quickly to change the mouse into a dog.

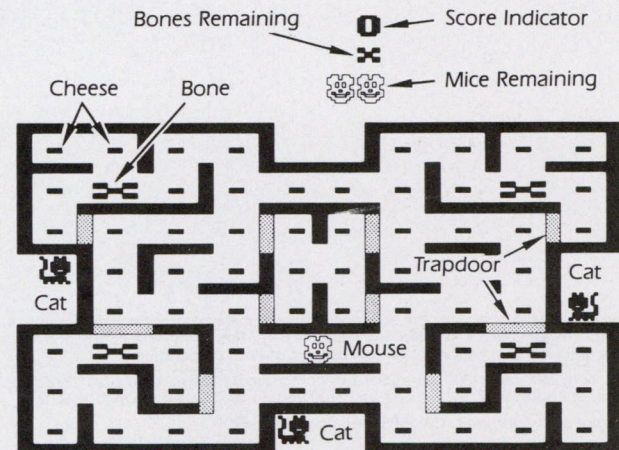
shutting trapdoors. Even better, turn into a dog, and turn the tables on them. You'll even win points. Be careful. Your dog phases are short, lasting only a few seconds.

This mouse-to-dog transformation is possible only if you have at least one bone on reserve. To stockpile up to four bones at a time, gobble them up as you run through the maze. But watch your bone reserve. No bone, no dog.

You'll start the race with three mice. If you run into a cat, you'll go to mouse heaven, and the next mouse will take over. The game is over when you use up all of your mice.

Your goal is to eat your way through a series of mazes and win points. To do so, you must run over every morsel of cheese in each maze, while avoiding the cats. If you succeed and live to tell about it, you'll advance to the next maze, as cat-infested as the previous one and even more challenging.

To trick the cats, change the shape of the maze by opening and



# Scoring

Eat a cheese .....	1 point
Bite a cat .....	10 points
Clear a maze .....	100 points

Each time your score reaches a multiple of 500, you'll earn a bonus mouse.

## Getting Started

1. With your TV turned on, insert the Mouse Trap 2600 into the Atari 2600 console in your Atari 2600 system.

5. Press [Start] to start the game.

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Printed in Hong Kong C300016-146 Rev. Faith Luck

