

MOUSE V.S CAT 2

GAME MANUAL



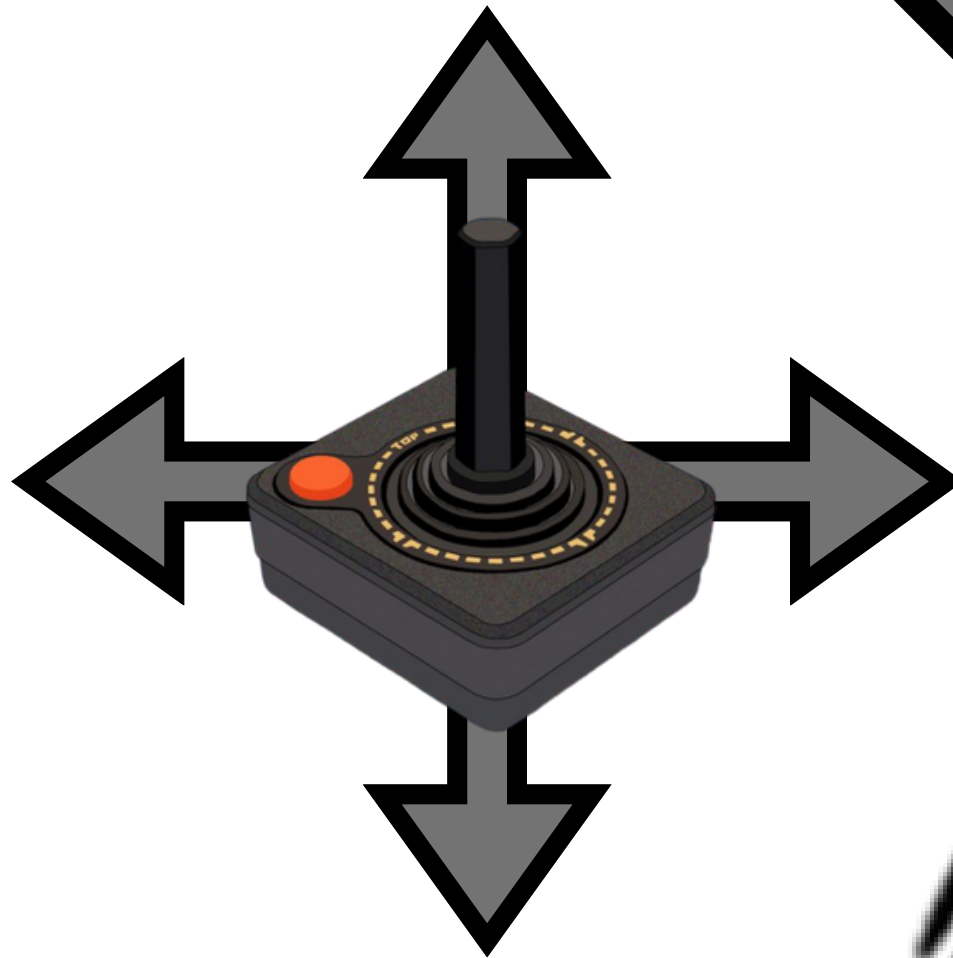
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PROGRAMMER JOÃO PEDRO F.OLIONI

Mouse V.S Cat 2 is compatible with your Atari 2600, Atari 7800 and Atari 2600+ console systems.



Note: All rights to this game belong to the programmer João Pedro F. Olioni. The sale of this game without authorization from Olioni Games is prohibited. The only authorized seller is BAH GAMES.

GAME CONTROLS

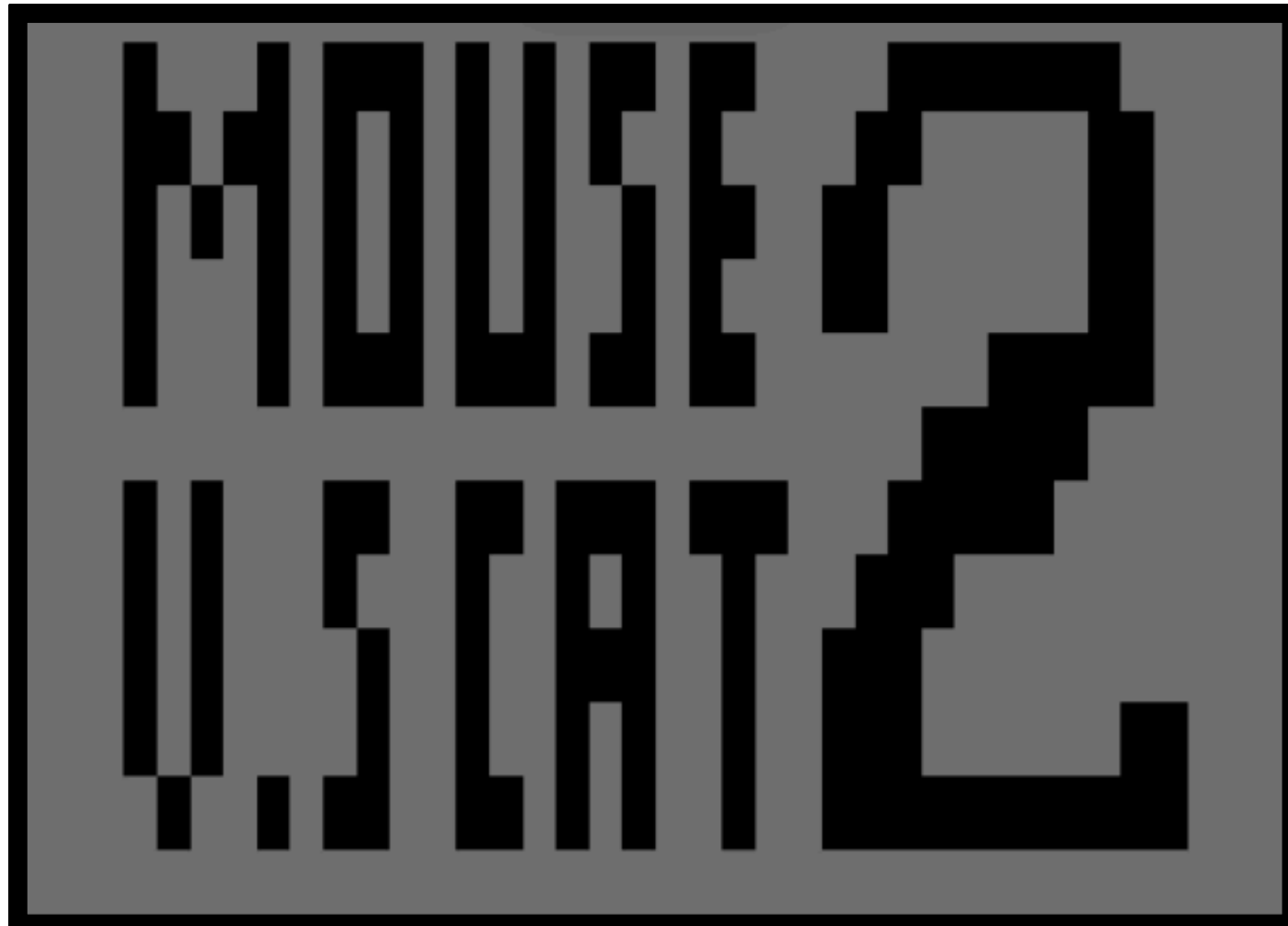


With your Atari controller, you control the character as shown in the example to the side.

The walls are "sticky," which can be a bit of a nuisance if the rat's tail, paws, and ears get stuck, but it's a matter of getting used to it.

The game has no scoring system, featuring a total of 65 screens with balanced difficulty, including several different levels with pipe smoke, one with a cat trying to catch you, and hot pipes.

GAME HISTORY

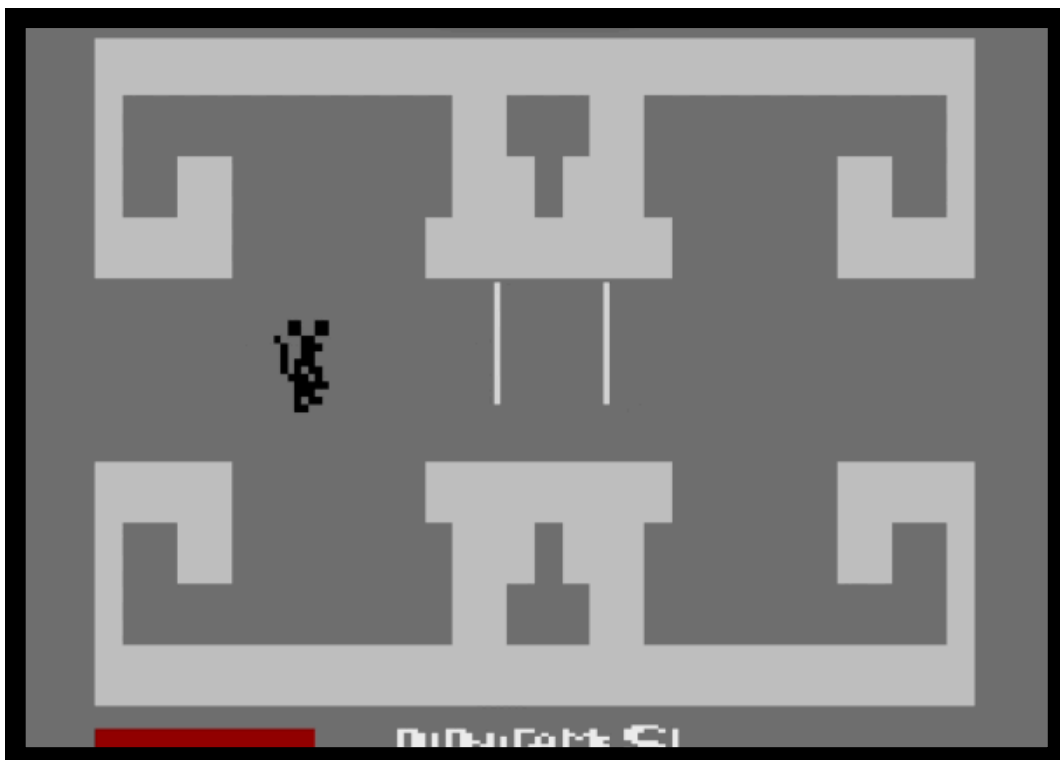


Following the events of the previous game: Mouse V.S. Cat, the little mouse ends up escaping from his pursuer's house, stopping in the sewer, free from him, or so the little animal thought, because even in sewers the cat still doesn't give up on having his prey for dinner.

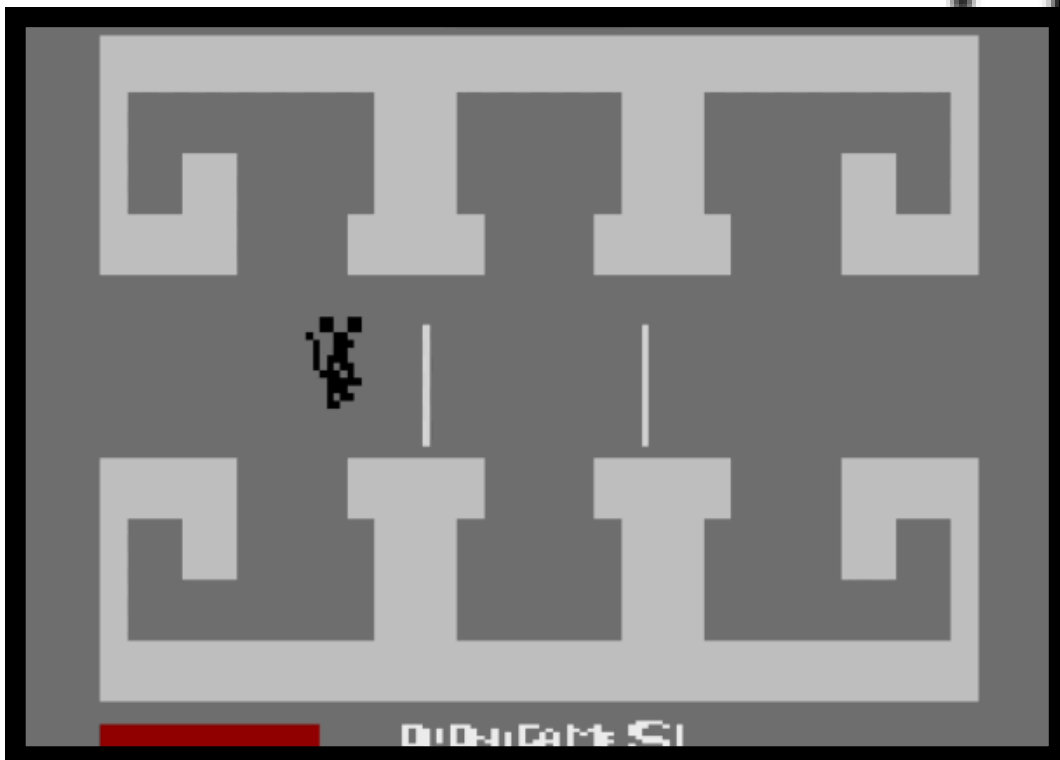
GAME OBJECTIVE

Now the player needs to guide the mouse through the sewer, dodging toxic and pressure fumes that can hurt you, and in some parts the cat will try everything to catch you, in the sewer openings, and heated pipes that burn.

GAME LEVELS



The pressure pipes release pressure of varying amounts, from two to three, and the players need to memorize their movements in order to pass through them.

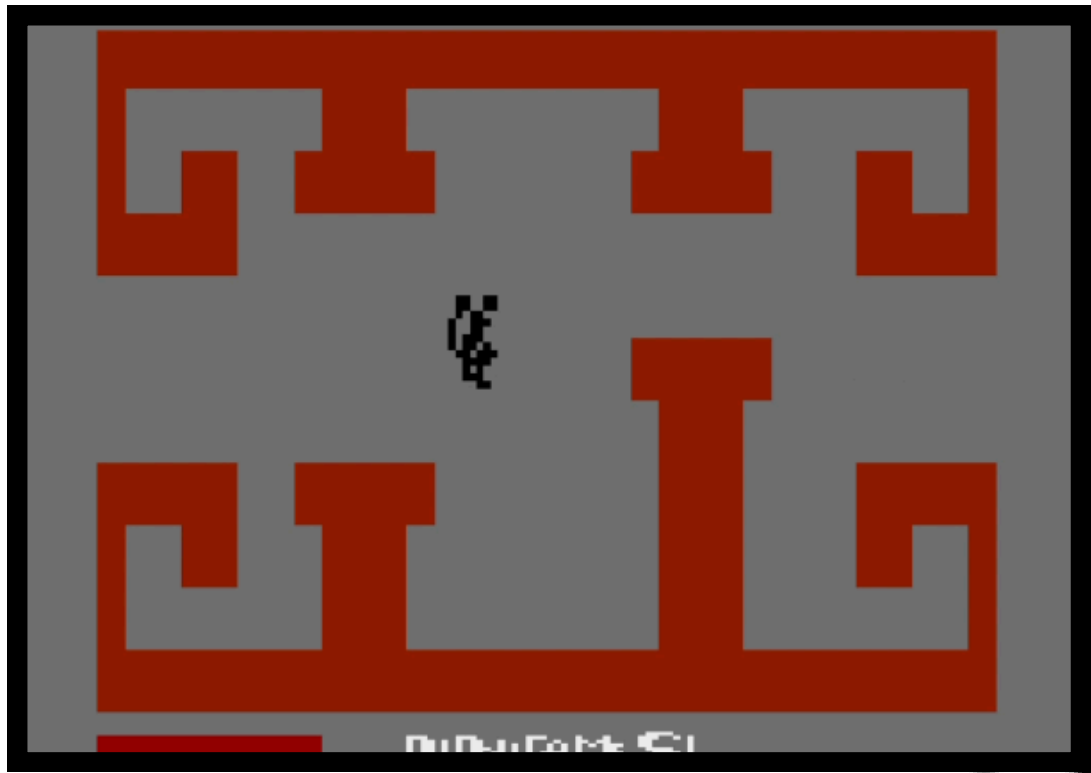


Cat's Paw Level: Here, players need to be careful of the cat's enormous paw that goes up and down, and it will try to catch you in every way. You need to be very close to the paw so that when it goes up, you can run. Here, too, it's important to memorize the movements and wait for the right moment.





Leveling up the hot pipes, when you touch them, you don't lose lives, but you return to the beginning of the screen, and in some parts there is a smoke pressure that moves from one side to the other to make it even more difficult.



OLIONI GAMES CHALLENGE



Olioni Games is challenging players to reach the "You Win" screen, take a screenshot, and send it via email (available on our website) to win the following prizes: a personalized poster and three free games released for Halloween.

CREDITS



Programmer: João Pedro F. Olioni

Designer: João Pedro F. Olioni

Distributor: João Pedro F. Olioni

Since he was a child, Mr. Olioni has always wanted to create games. During his adolescence, he tried some small projects but without success, he began his dream with determination in 2023, studying computing at college.

In 2024, Olioni Games Inc was founded. Since then, Mr. Olioni has had many projects and intends to expand his company even further.

END.