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Nintendo

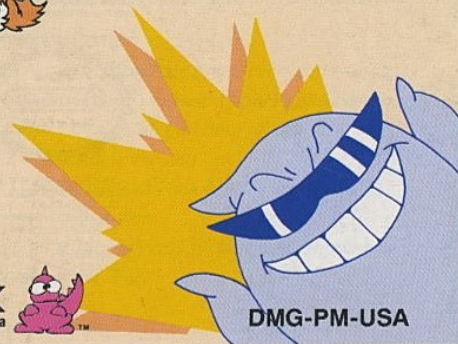
GAME BOY™

# CATRAP™

MANUAL



Asmik  
Corporation of America



DMG-PM-USA

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GAME BOY SYSTEM

## CATRAP

### Instruction Manual

Thank you for purchasing the **CATRAP** Game Pak for your **GAMEBOY™**, created for you by Asmik.

Before you start to play, please read this instruction booklet carefully and follow the correct operating procedures. Keep this instruction booklet safe for future references.

### Precautions

1. *If you play for long periods, take a 10 to 15 minute break every hour or so.*
2. *This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock.  
Also, do not disassemble the unit.*
3. *Don't touch the terminals or let them come in contact with water, as this can cause malfunction.*
4. *Don't wipe this equipment with volatile solvents such as paint thinner, benzene, or alcohol.*

## INTRODUCTION



CATRAP is a brand new action puzzle game that will challenge your wits. With over 100 intriguing and mind bending puzzles, CATRAP is a marvel of brain twisting game playing. Simple and easy to understand, CATRAP is difficult to pull yourself away.

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## STORY



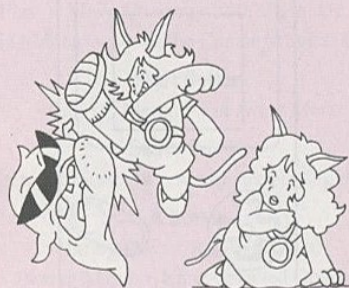
Catboy and his friend, Catgirl, were on their way to a picnic when they lost their way and found themselves in the Forbidden Area inhabited by goons and monsters.

One of the monsters was so angry about being awoken during his daytime beauty sleep, that he put an evil curse on Catboy and Catgirl, turning them into cats.

There is a way that the curse can be removed. All they have to do is solve 100 puzzles set in an underground labyrinth. The trouble is that the labyrinth is set right in the heart of the monsters' den.

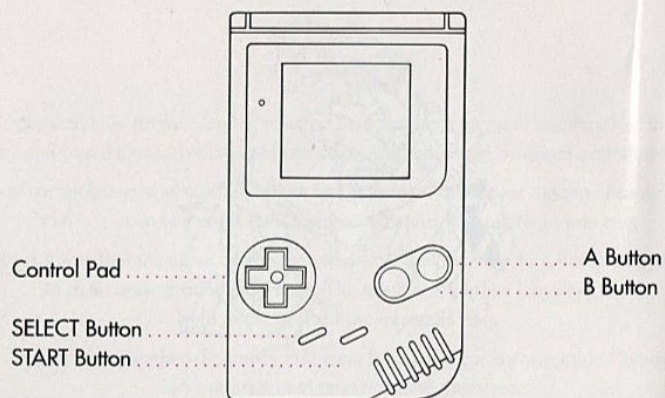
The monster laughed deviously and went back to sleep, knowing that Catboy and Catgirl would never reverse the curse.

*Or would they?*





## HOW TO USE THE CONTROLLER



### Control Pad

- During Play • Move Character Left, Right, Up, and Down
- During Menu • Move the Cursor to Select Options

### Start Button

- Call Up Menu • Put Away Menu

### Select Button

- Switch Characters (when both are playing the game)

### A Button

- During Play • Rewind Action
- During Menu • Enter Selected Options

### B Button

- During Play • Forward Action
- During Menu • Cancel Selected Options

## STARTING THE GAME



### Insert Your Cartridge

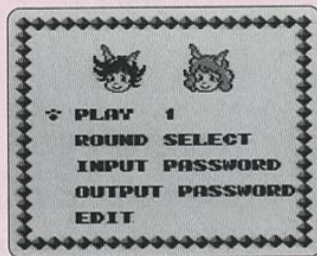
Insert your CATRAP Game Pak correctly into the GAMEBOY™ and turn the power ON. First, "Nintendo" will be displayed followed by the title screen.

### Select Catboy or Catgirl

When the title screen appears, press any button and the Option Selection Menu will appear. First, select either Catboy or Catgirl with the Left or Right Button on the Control Pad. The contents of the game will not change regardless of which player you choose.

### Play

If you select this option, then you will be able to play. Press the A Button to start. The number displayed represents the stage you will be playing.



Option Menu



### Round Select

This option allows you to play the game in any order you like, by selecting any stage from 1-99. To play stage ??, you must first solve all 99 puzzles.

### Input Password-Output Password

Select this option if you wish to input or output a password. See Page 18 for details.

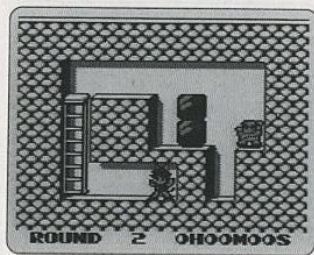
### Edit

Select this option if you wish to create your very own CATRAP game screen.  
See page 20 for details.



Round Select

## BASIC RULES OF THE GAME



The puzzles are set in individual rooms within an underground labyrinth. Your objective is to defeat all of the monsters who live in the labyrinth by smashing into them and knocking them down. When you defeat all of the monsters in the room, you have cleared the stage.

## Monsters and Components



Monsters

• Some are floating



Floor and Wall



Stone • Can be pushed around

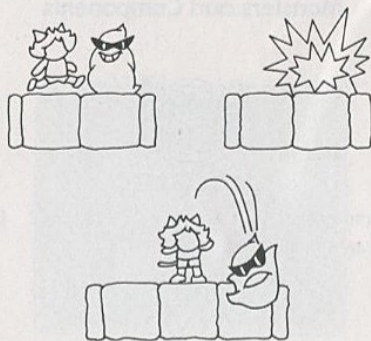


Ladder

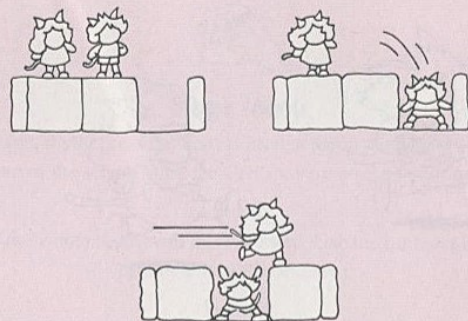


Soil • Can be dug





Use the components to maneuver around the room and destroy the monsters.  
Even the monsters themselves can be used as footing.



### Switching Between Players

For stages 30-39, 60-69, 90-99, both Catboy and Catgirl will be displayed. Press the Select Button to switch the player in action. Use them both to clear the stage.



### If You Make a Mistake

The rewind function will move the action backwards, backtracking all of the previous movements that you have made. Press the A Button to rewind. Press the B Button to forward the action if you rewind too far.



### Stage Menu

During the game, if you press the Start Button, a menu window will appear at the bottom of the screen. Use the Control Pad to select your option.

#### Scroll

- You can view the whole room with this function. Use the Left and Right Buttons on your Control Pad to view.

#### Restart

- You can start over from the beginning of the current stage.

#### Exit

- You will return to the Option Selection Menu, where you can have the option of moving to a different stage or pick up a password.

## THE PASSWORD MODE

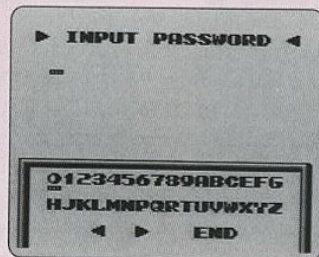
The password mode will allow you to save your achievements and restart from where you last left off. Select either Input Password or Output Password during the Option Selection Menu.

### Output Password

The Output Password represents your current achievements. You can check your Output Password before you quit, and later input the password with the Input Password Mode to restart the game from where you left off.

### Input Password

To input a password, use the Control Pad to move the cursor to select a number or letter, and then press the A Button to enter. Press the B Button to delete. If you wish to change a letter in the password, select the <> symbols to move the cursor to the letter you wish to change. When you finish entering your password, select END and press the A Button.



Option Menu



## THE EDIT MODE

With the Edit Mode, you can create your very own CATRAP game screen. Select EDIT during the Option Select Menu, and the Edit Menu will appear.

### Edit

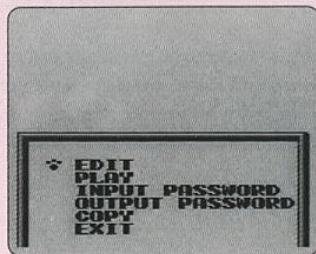
Select Edit on the Edit Menu, and the Edit Screen will appear. The Edit Mode allows you to create and manipulate the components of the game for up to 5 original game screens at one time. Use the Left and Right Buttons on the Control Pad to select, and press the A Button to enter. (To exit, press the B Button.)

1. Press the Start Button to call up the Parts Menu.

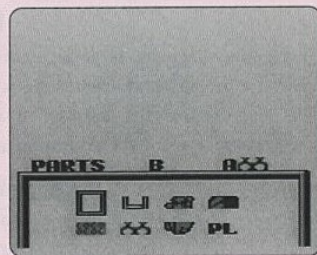
2. Assign the components to the A Button and/or the B Button.

3. Press the Start Button again to return to the Edit Screen.

4. Place the components on the screen. Use the Control Pad to move the square cursor on the screen to the position you want to place the components. Press either the A Button or B Button, and the component will appear on the screen. If you wish to change a component, simply bring the square cursor over the part you wish to change and insert the new component. If you wish to clear the component, put a blank space over it. When you are finished, press the Select Button to return to the Edit Menu.



Edit Menu



Parts Menu





## Play

You can play the game of your creation. Always play it and be sure that it can be solved. Use the Left and Right Buttons on your Control Pad to select the screen you wish to play and press the A Button to start. When you want to quit, as in the normal game, press the Start Button to call up the menu and select EXIT.

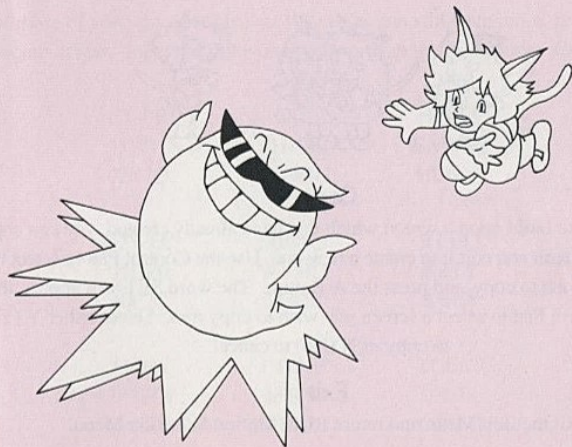
## Output Password

Save the screen of your creation in a password. Select the screen which you wish to save and press the A Button. A password will appear.

## Input Password

Input the password to ring up the screen of your creation. Select a screen and press the A Button. The Input procedure is the same as in the normal Input Password Mode.

See page 10.





### Copy

If you wish to build upon a screen which you have already created, you can copy the whole screen and edit it to create a new one. Use the Control Pad to select the screen you wish to copy, and press the A Button. The word SET will appear, then use the Control Pad to select a screen you wish to copy it to. Select either Y (Yes) to copy or N (No) to cancel.

### Exit

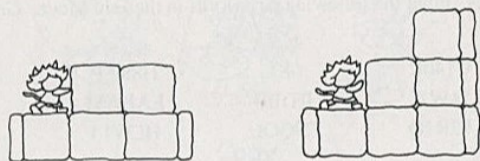
Exit the Edit Menu and return to the Option Selection Menu.

## BONUS PASSWORDS

For those of you who can solve all 100 stages and still want more, here are some bonus stages. Input the following passwords in the Edit Mode. *Good Luck.*

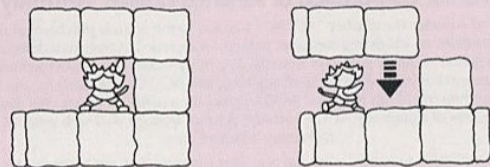
1.	C140R 51W11 92R1Q	08T JH10B C9QOL	H8KFP EABAM HLW14	4KATK
2.	Q2WEC 05HZ0 40P2C	MB4K3 WY5P2 3T40B	R13K3 K2YY 83H29	1580N 15HFA
3.	517PA 2AXT4 6LK9B	PT6NP 2KR3P MRHIE	TGLU9 30T OPN97	WKA AF 5JFVE

## TIPS ON HOW TO PLAY



You can only move one stone at a time. You cannot push two stones at once, or push a stone that is up against a wall.

A word of caution. When moving an obstacle, the position of the player will differ according to what he moves. For instance, if two stones are stacked one on top of



another and the bottom stone is pushed away, the stone will fall straight down, and the player's position will remain the same. But if a stone is sitting on soil, and the soil is removed, the player will find himself under the stone, keeping the stone from falling. The player's position after removing a monster will be the same as in the case of removing soil.

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