

Eeki! The Cat™



**INSTRUCTION
MANUAL**



SUPER NINTENDO
ENTERTAINMENT SYSTEM



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IT NEVER HURTS TO HELP!

Take one well meaning but essentially unlucky purple cat, stir in a group of ill-fated friends, let it rise in a series of outrageously absurd comic situations—and you've got a recipe for a full-course meal of non-stop action in a game called EEK THE CAT.

Eek is a kind-hearted purple cat and a living testament to the old adage that "no good deed goes unpunished." No matter how many times poor Eek gets squashed, stretched, zapped, bashed or crunched, the resilient little kitty keeps coming back for more—and usually gets it!





HOW TO PLAY

This game is for one player only.

You control Eek through 5 different stages. In each stage, you'll try to help one of his ill-fated friends to safety. When you successfully clear a stage, you have a chance to play a bonus level, if you collected enough burgers on the previous stage.

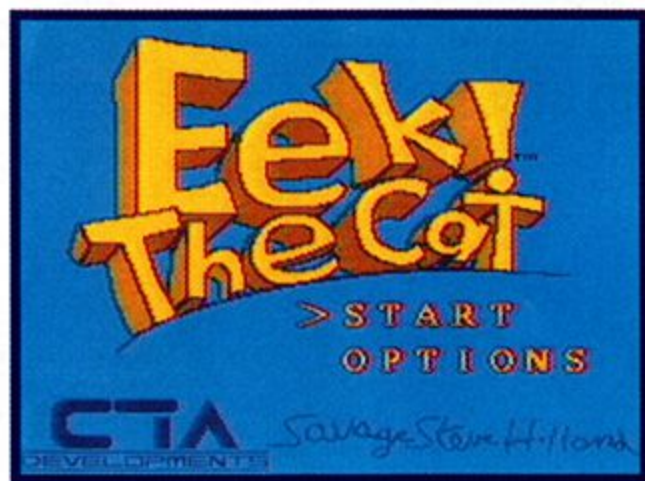
Eek is a resilient cat, and nothing will stand in his way to help a friend in need. If Eek gets hit, squashed, blown-up, fried or flattened, it doesn't deter him at all from helping his friends. If, on the other hand, one of his friends gets zapped, they will lose some energy. When all of their energy is lost, you lose an attempt.



GETTING STARTED

With the Super NES turned off, insert the game pak into the unit. Now turn the power on. You will see the copyright screen followed by the introduction animation, which can be skipped by pressing the START button.

At the end of the intro is the title/select screen. There are two options here: Start or Options. Selecting the "Start" starts the game, while selecting "Options" takes you to the options screen.



THE OPTIONS SCREEN

Pressing up and down on the Control Pad moves the highlight up and down to select which option you would like to change. Pressing the Control Pad right and left changes the option you have highlighted.

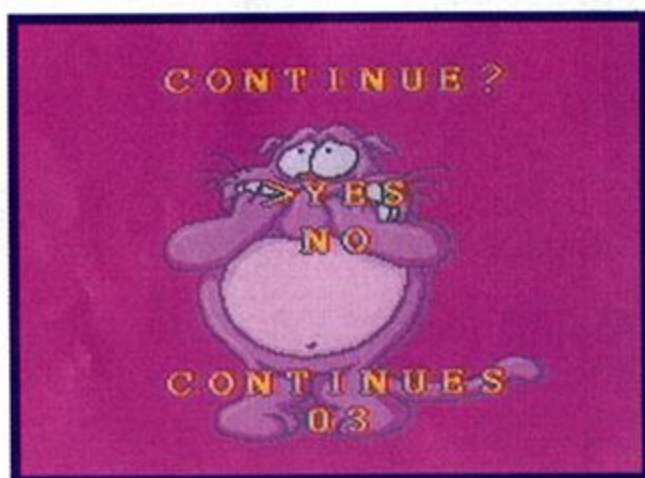


The options you can change are:

TRIES	3	5	7
LEVEL	easy	hard	
MUSIC	on	off	
SFX	on	off	
SOUND	stereo	mono	
MUSIC	test		
SFX	test		

CONTINUING A GAME

At game over, you can select continue or game over by moving up or down on your Control Pad to highlight your choice and pressing START. Selecting "no" ends your game. Selecting "Yes" restarts you from the beginning of the same stage. There are a limited number of continues in the game, which are shown on the screen. If you have no more continues remaining, you will have to start from the beginning.

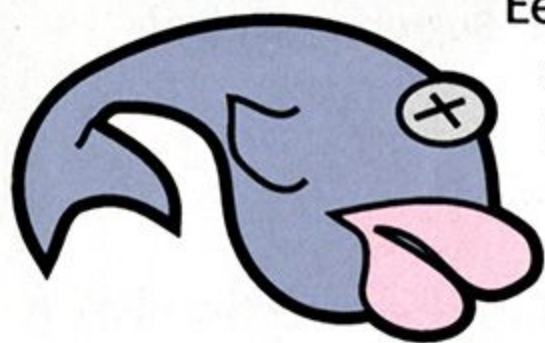




CONTROLLING EEK

Eek the cat is a very speedy character (when he needs to be) who can run, jump, swim across water, and even form a feline bridge so his unfortunate companions can walk over him.

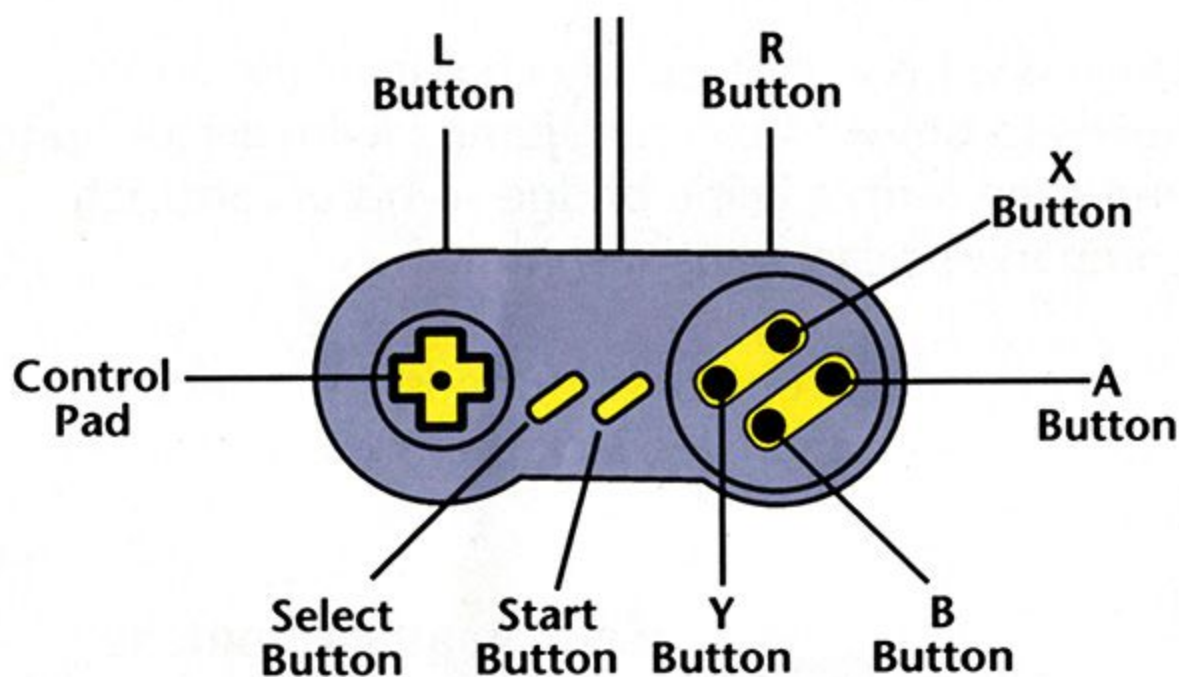
If Eek walks into one of his friends, he can push them around, and even kick them, which makes them jump.



Eek can attack unfriendly characters with a wet fish he has with him for occasional emergencies.



EEK'S AMAZING ABILITIES



Walk: Control Pad Right/Left.

Run: Hold the Control Pad in the direction Eek is currently walking. As you continue to hold, Eek will speed up.

Jump: B Button. The longer you hold the B button, the higher Eek jumps.

Push: Walk or run into any of Eek's friends or an object. Eek can push his friends from the front or from behind.

Turn a Friend Around: A Button, but only if Eek is pushing from the front.

Kick a Friend: A Button, but only if Eek is pushing from behind.

Switch Places: X Button or DOWN on the Control Pad will swap Eek and whatever he is pushing around (but only while he is standing still).

Whack With the Fish: Y Button

Make a Bridge: If Eek falls across a small enough gap, he will form a feline bridge.

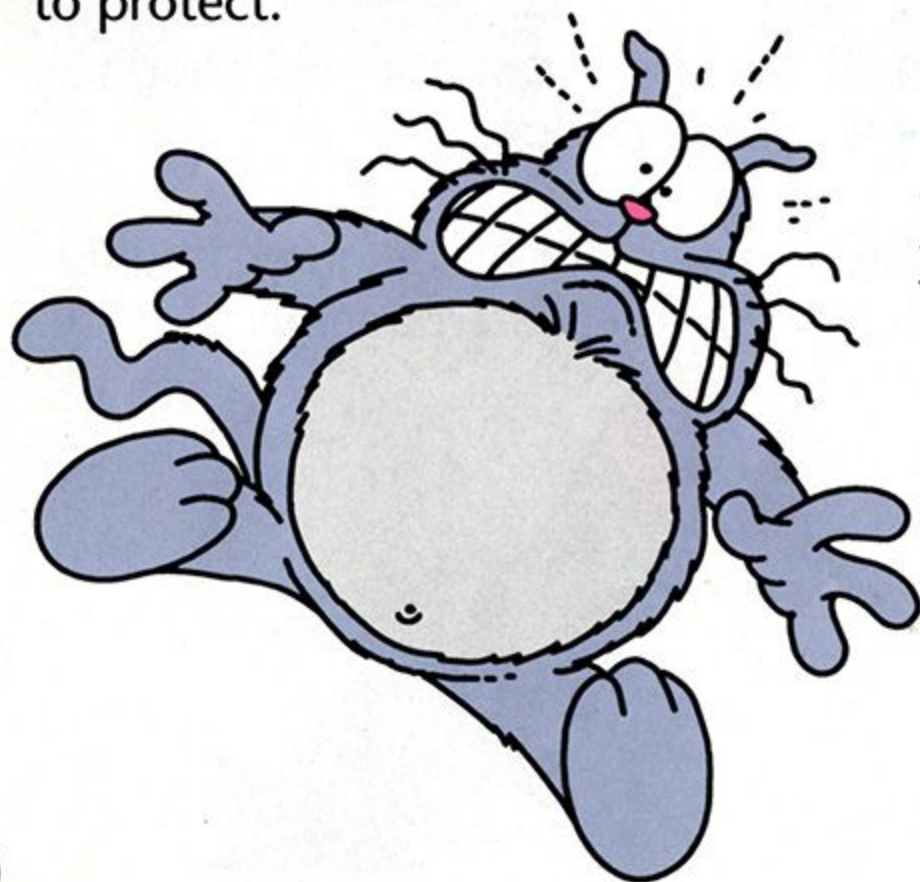
Pause: Press Start at any point in the game and it will be paused until you press Start again.



WHAT YOU SEE ON SCREEN



At the top of the gameplay screen is a health meter bar. This indicates the life of the friend Eek's trying to protect.



Once this bar disappears, you lose a try.



STAGE 1: MISEREEK



After a nasty accident with a block of soap, Eek's neighbor (a friendly old lady) is convinced Eek has rabies and has decided to take him to the vet's. Unfortunately, she is blind as a bat and has ended up at the zoo. Eek must steer her clear of all the animals and traps and get her safely out.

STAGE 2: EEK vs. THE FLYING SAUCERS



Eek accidentally hands his girlfriend Annabelle over to evil aliens who want to use her as a battery for their Zoltarian Ray which is pointed at Earth. Regrettably for Eek, Annabelle has been stunned by the battery machine and is left stumbling around an alien city. Can Eek save Annabelle and the world from nasty aliens?



STAGE 3: HALLOW-EEK



It is the night of Halloween and all sorts of ghosts and ghouls are out having a ball at the local cemetery.

Wendy and Elizabeth are dressed in an oversized chicken costume. Since they

can't see out of the top of the chicken, Eek is left to steer them to safety and out of the cemetery they have stumbled into.

STAGE 4: BEARZ 'n THE HOOD



The Squishy Bears were making a guest appearance at the local shopping mall, to unveil the mayor's statue, which was ten years in the making. Unfortunately, the evil Rat Pack kidnapped the

Squishy Bears and then framed them for the theft of the mayor's statue. As they took off with the

statue and the Squishy Bears in a truck, Pierre made his escape and fell out of the speeding truck. Can Eek help the poor dazed Pierre to find his partners and clear their names?

STAGE 5: IT'S A WONDERFUL NINE LIVES



It's the night before Christmas, and yes, you've all heard the stories about Frosty and Rudolph, but here's one you haven't heard. Eek was looking out of the window, watching the

snow fall, when all of a sudden out of the clouds flew Santa and his reindeer, straight into the path of a Boeing 747. As he swerved to avoid it a little present fell out of the sack on the back of his sleigh. Eek rushed out to catch it. Being a sentimental little kitty, Eek takes on the quest of delivering the present to little Joey the orphan. Unfortunately for Eek, whatever the present is, it has legs poking through the breathing holes and has run off.

BONUS LEVELS



If Eek collects enough burgers in each stage, he gains access to the bonus level. Eek needs to collect a different number of burgers in each stage. The number needed is shown

on the stage title screen as black silhouetted burgers at the bottom left.

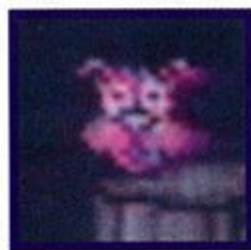
The bonus level is made up of all Eek's favorite food, which must be eaten. To complete a bonus level, Eek must eat as much as possible to score points and find the exit. This sounds easy, but Sharky the sharkdog wants all the food for himself and is equipped with a jet pack. He's out to stop Eek from eating the level. If Eek doesn't make it to the exit or if Sharky catches him, he fails and gains no extra points. If Eek finds the exit, he will gain one extra try for every 1000 points he scored and one for just completing the bonus level.



THINGS TO COLLECT AND USE



Burger: You need to collect these to get to the bonus levels.



Eek's Face: Collect this for an extra life.



Switches: Trigger these to operate the elevators and open doors.



Barrels, Rocks and Garlic: When you come across these, they may be useful to you!



HINTS & TIPS

- Don't panic! No matter how confusing things get, don't panic — keep your cool!
- Don't jump while walking along telegraph cables. If someone is on it when you land, one of you will fall straight through!
- Forming a bridge is much better than kicking someone over the gap.
- All objects have a use in the game — but it's not always obvious where!
- Leaving Eek's friends in a safe spot will allow Eek to go on ahead and clear the way.

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