HOW TO PLAY Rockin' Kats

ATLUS
WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you play a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

PRECAUTIONS

Always make sure the power is off when inserting or removing the game pak from your computer.

This is a highly sensitive game pak. Avoid subjecting it to extreme temperatures or moisture. Store at room temperature. Never attempt to disassemble it.

Do not touch the terminal connectors or get them wet, or the circuitry may be damaged. Never insert your fingers or any metal objects into the terminal leads.

Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.

CONGRATULATIONS

on your purchase of "Rockin' Kats" for the Nintendo Entertainment System!
We strongly recommend that you read through this "Instruction Booklet" before starting the game so you can have the most fun possible while playing!

CONTENTS

ROCK 'N' RESCUE ............. 4
WILLY'S MOVES ................ 5
HOW TO PLAY THE GAME .... 6
FUN WITH THE PUNCH GUN .... 8
ITEMS ...................... 10
THE BONUS CHANNEL ....... 12
CHANNEL GUIDE ............. 13
WARRANTY ................... 15
ROCK ‘N’ RESCUE

Willy, the Rockin’ Kat, (our hero) and his girl, Jill, are the cutest couple to jazz around New York in years! Unfortunately, while Willy was doing a solo, the local crime boss, Mugsy, caught a peep at Jill and knew he had to have her! In his underhand way, he sent his loyal pack of thugs to kidnap poor Jill. It was a nightmarish day, all right. By the time Willy finds out, his girl has been hidden away deep in the city. The fur starts to fly when Willy takes on the crime world to save her. Willy must find his way through the hot streets, a not-so-fun amusement park, and the wild west (among other dangerous adventures!) with only his Punch Gun at his side. You’d better go along to help out!

WILLY’S MOVES

SELECT

B BUTTON

A BUTTON

START

PAD

RIGHT DOWN

Press Down to duck.
To let Willy jump down, push Down and hit A.

RIGHT

Push the Control Pad right, and Willy will move right.

LEFT

Push the Control Pad left,
To send Willy to the left.

DOWN

Press Down to duck.
To let Willy jump down, push Down and hit A.

NOTE: These are just Willy’s basic moves. To find out how he can really groove, read the section about his incredible Punch Gun.
HOW TO PLAY THE GAME

To begin play, carefully insert the game cartridge into your NES System. When the title screen appears, press the Start Button. Use the Control Pad to select a channel. If you want the displayed channel, choose Yes. Or pick No to return to the selection screen.

PLAY SCREEN INFO

Willy
Amount of Coins
Willy's Extra Lives
LIFE METER

NOTE: To move to a different channel during play, press Start to pause the game. Then push A button 3 times, and you’ll get the select screen.

CONTINUE & PASSWORD

If Willy’s Life Meter runs out, he loses one life, so watch it closely! When the game is over, you can choose Continue or Password. Continue lets you keep playing from where you were stopped. You still have money, but items and points are lost.

To get your Password, select “Quit” when the Game Over screen appears. To use the Password, choose Password at the title screen. Move the Control Pad to enter the Password. Press A if it is entered correctly, or B to make changes.

LEVEL CHANGES You can pick channels in any order you wish, but the rule is: regardless of what channel you start on, the game will become progressively more difficult.
FUN WITH THE PUNCH GUN!

Willy invented this weird weapon himself. He's up against so many enemies, he needed an extra hand!

PUNCH

Push the B Button to fire the Punch Gun. If you use the Control Pad, Willy can rock it to 'em in eight different directions! It's every man for himself in this no-holds-barred free for all!

SPIN ATTACK AND SUPER SPIN JUMP

Willy is one Swingin' Kat! If you jump up to a rail and press B, Willy will grab it. Push B again and he'll start spinning. Enemies are sent flying! Push B again to launch into a spinning jump!

SUPER PUNCH JUMP

How high can Willy fly? Push A to jump up. Then press the Control Pad down. When Willy is almost floored, push B so he punches the ground. He'll be up, up and away!

DASH ATTACK

Willy loves to slam dance. If he punches a solid object, he's propelled back, and will knock out any bad guys around.

TO CATCH FALLING OBJECTS

To catch an item with the Punch Gun, place Willy's hand directly under it. Then push and hold down B. The Gun will open and act like a catcher's mitt. To throw the item, release B.
ITEMS

There are many valuable items scattered about. These will all help Willy on his mission. Try to grab them all! To stock up on weapons, Willy has to save his money, then visit the Shopping Channel. He can use the weapons he buys over and over.

ITEMS

Bag of Money
Better than a pot of gold at the end of the rainbow! Do some shopping!

Big Heart
This is a boost that restores Willy's energy. Now go for the gusto!

Small Heart
This boosts Willy's Life Meter by one level. It is handy when he's low!

One Up
Catching this floating face will give our hero one extra life to devote to Jill's cause.

WEAPON

To buy weapons, save up the coins Willy wins when he defeats enemies or plays the Bonus Channel. Select the Shop Channel (S) from the Channel Display Screen. To leave the Shop Channel, choose the Exit square. To use one of the weapons, press select, then pick out the one you want.

Hammer Punch
This replaces Willy's hand with a metal ball

Bomb
Use this and Bombs will fly from the Gun.

Jet Sneakers
Willy can fly longer and land slower with these.

Twin Balls
Every punch will shoot out two balls.

Extra Life
There is a time when even a cat needs one.
Willy has to really save his pennies to play the Bonus Channel, but it is very much worth it! There, you could win extra cash or characters. Play for as long as your luck holds out. To leave, select the Exit square.

In this game, you'll win the prize shown on the roulette wheel wherever lucky Willy lands. Fingers crossed!

Catch the falling balls, and then toss them into the narrow pipes. Yes, this is tough, but boy does it pay off!!

How good are you at the Super Spin? Find out now! Use it to launch Willy up and into the moving baskets, SLAM DUNK!!

Since Mugsy is in charge of programming, his goons control every channel. Pick your favorite danger.

Willy faces a raving pack of thugs on the streets of the Big Apple. But it's his town, and he'll dig out Mugsy.

Willy's no stranger to dog fights. He's more than ready to take on enemies at 40,000 feet! In or out of the airplane!
CHANNEL 3 PLAYLAND

This park is no picnic! Traps have been set out in a hundred different places for one cat!

CHANNEL 4 WESTERN ADVENTURE

Fastest Punch Gun in the West! He'll wipe out all the varmints and desperados in town!

CHANNEL 5 I ❤️ NY

Back on his native turf at last, Willy can't be beat now! But wait! What's that? OH NO, it's...

ATLUS SOFTWARE, INC. LIMITED WARRANTY

Atlus Software, Inc. warrants to the original purchaser of this Atlus product that this cartridge is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. This Atlus product is sold "as is" without expressed or implied warranty of any kind, and Atlus is not liable for any losses or damages of any kind incurred from the use of this product. After ninety (90) days from the date of original purchase, the exclusive remedy is repair or replacement, at Atlus's option. This warranty is void for any repairs performed by anyone other than Atlus or its authorized dealers. This warranty shall not apply to any article, component, or accessory not manufactured or supplied by Atlus or its authorized dealers.

Some states do not allow limitations as to how long an implied warranty lasts or allows exclusions or limitations of incidental or consequential damages, so the above limitations or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy. If not installed and used properly, that is, in strict accordance with the manufacturer's instructions, it may cause interference to radio and television reception. It has been tested and found to comply with the limits for a Class B computing device in accordance with the specifications of the Federal Communications Commission. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Reorient the NES with respect to the receiver.
- Resite the NES away from the receiver.
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

17145 Van Karman Ave. Ste. 110
Irvine, CA 92714
Tel: (714) 263-0582

S/N 10712