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Alleykat  
by Andrew Braybrook

ALLEYKAT



## ALLEYKAT

for the Commodore 64 and 128 (in 64 mode)  
(joystick only)

It is the Alleykat Racing Season! Can you become the Alleykat Champion?

Compete in eight orbiting Space Stadia scattered around the Galaxy. Choose between demolition derbies, time-trials, endurance epics and others. Spin your multi-mode Alleykat Speeder over fearsome landscapes. Career past the cavorting Katerkiller. Girate round the gripping Gravo-craft. Can you join the best Speeder pilots in the Alleykat finale?

### Loading the Tape

Remove any cartridges from your C64 or C128. Put your C128 into 64 mode if appropriate. Plug your joystick into either port and press shift and run/stop together. Make sure the shift lock key is not depressed. Insert the rewind tape into your cassette player and press play. The game will turbo-load in about 3 minutes. Press fire to begin.

### Game Options

During the titles sequence you may select:

- f1 - One player, one joystick, either port
- f2 - Two players sharing one joystick, either port
- f3 - Two players, two joysticks
- f4 - Toggle strobos on/off
- f5 - Increase music volume
- f6 - Decrease music volume
- f7 - Colour mode
- f8 - Monochrome mode

Upon any option selection the option display line is shown for a short time. This displays a symbol for each player selected, a symbol for each joystick, a strobo-square: flashing for strobos on, a music volume bar, and either three circles for colour or a half-filled circle for black and white.

### During Play

Run/Stop - pause game, press fire or run/stop to restart.

After run/stop press clr/home to abandon game.

### Game Sequence

Press Fire to open the racing season. You will be presented with a list of races, separated into months. Scroll the list up or down using the joystick up/down. You may only select races that you can afford to enter. Your current account is shown at the top of the screen in Guineas. You begin with no money, but the first five races are free to enter.

When you have scrolled the required race to the select-race line, press fire to begin. The Alleykat Speeder, supplied by the race organisers is dropped into position and launched. The tortuous landscape, the computer-controlled Gravo-craft and the dreaded Katerkiller stand between you and the finish line. When the race is over you are awarded points for Gravo-craft kills and any bonus points earned for the particular race type. If you complete the race successfully you receive an extra bonus and the prize money. You may then select your next race. The season will continue until you race in the Alleykat Finale or you cannot afford to enter any more races.

### The Alleykat Speeder

Your vehicle is supplied by the racing organisation to ensure that all pilots race with identical craft. The Speeder is steered using joystick left-right. Climb by pulling the stick back, dive by pushing it forwards. The craft's speed may be adjusted by holding down the fire button and pushing the stick forward to accelerate or back to slow down. Slowing down beyond minimum speed will cause the craft to loop-the-loop. This may be done to temporarily increase your height above other vehicles. The nose-mounted gun may be fired by pressing the fire button.

In addition, the craft has two flight modes, speed and combat. In speed mode the craft is fast and highly manoeuvrable. Hold fire down and move the joystick left or right to change modes. On entering combat mode two extra wing mounted guns unfold and are fired every time the fire button is released. In combat mode the craft is less manoeuvrable and slower. Looping also takes longer as the guns are repacked before the craft can loop.

### The Races

Every race of the season will be different. Since at least two races are staged every month and only one race may be selected per month it is necessary to study the race information carefully to choose the best race. Race information is viewed by moving the joystick left or right on the race selection screen. The following information is available:

- Stadium: One of the eight orbiting Space Wheels
- Fee: The cost of entering the race in Guineas
- Type: Special bonus type of race, see 'Special Bonus'



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- Scape: The type of terrain used  
Density: The degree of packing of the landscape. The terrain may be fairly clear, or full of obstacles  
Laps: The number of laps to complete to win the prize money  
Prize: The prize money for successful completion

### Special Bonus

The race type shows the activity that will give bonus points at the end of the race, awarded whether or not the race is complete. Race types are as follows:

- Time-trial: Bonus increased for high speed racing  
Speed-trial: Bonus reduced for low speed racing  
Demolition: Bonus increased for landscape destruction  
Dodg'em: Bonus reduced for landscape destruction  
Endurance: Bonus awarded for time spent on track  
Survival: Extra bonus awarded for Gravo-craft kills  
Random: Mystery bonus awarded  
Slalom: Bonus awarded for flying under landscape

### Race Completion

When the race is over, points are awarded for Gravo-craft kills on the following basis:

Orbiter	500 points
One-track	300 points
Diamond-flyer	400 points

PLEASE WRITE CLEARLY. THIS FLAP WILL BE USED TO MAIL YOUR FREE GIFT TO YOU.

Barrow-paddler	200 points
Duo-paddler	250 points
Fourk	100 points
Fin-puller	100 points
Nuts	250 points
Katerkiller	2,500 points

Multiple shots are required to destroy these craft, although they may be damaged by collisions with the landscape. The Katerkiller loses one segment per hit.

The special bonus points are then awarded. If the race was completed successfully then the Race Completion Bonus is awarded, followed by the prize.

### Landscaping

Eight different types of landscape are used to build the tracks around the inner surface of the space-wheels. These range from the fragile 'Shatter-rock' to the tough 'Hardwall'. Their susceptibility to fire is variable so a single shot may well not destroy a segment of the tougher landscapes.

Landscape may be flown over, under or through. If shots pass through the landscape the Speeder can follow, but beware that the wing guns in combat mode make the Speeder a lot wider.

### Speeder Energy

The Speeder can absorb a number of shots or collisions with the landscape. On low energy the Speeder will flash. Collisions with Gravo-craft will take an equivalent energy from the Speeder as that of the Gravo-craft involved, and collisions with the Katerkiller are always fatal. Energy may be replenished by flying low over the 'E' symbols on

the ground. Maximum energy is variable and depends upon performance in the previous race Special Bonus.

### Bonus Guineas

Some races have special bonus Guinea symbols, 'G'. Fly low over these to pick up extra money.

### Two Player Co-operation

When two players are competing for the Alleykat trophy, they play as a team, with one combined money account. They must select the races together, and pay double the normal fee. Each player then races the track in turn, with each having a chance to win the prize money. If both complete the race then each wins the prize money.

### C128 Special Operation

Alleykat will automatically detect a C128 and use the 2 MHZ double speed CPU to provide extra bullets and longer Katerkillers.

### Technical Notes

Virtual Sprite System (VSS). Auto height/display priority flicker-free sprite manager.

50 cycles per second full display update for ultra-smooth scrolling. (60 cycles per second on NTSC C128).

Auto 2 MHZ CPU detection for enhanced game operation on C128.

Rainbow Text Display System, for moving rainbows, colour fades and metal bar effects.

32 race-tracks, each over 20 screens long.

Hardware and software sprites.

Three voice music and sound effects.

### Credits

Alleykat designed and programmed by Andrew Braybrook.

Music composed and programmed by Steve Turner.

Many thanks to Paul Hughes for technical advice on the loader.

Game design advice from the test-pilots:

Robert Orchard

Andy Marsden

Richard Harvey

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