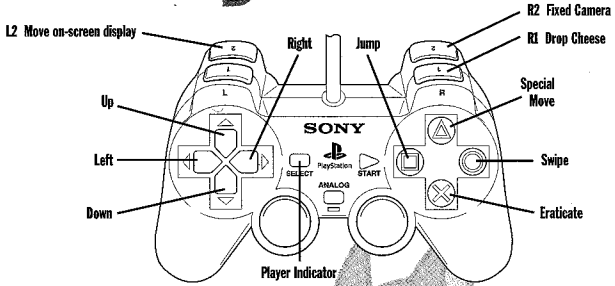

PlayStation
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rat attack!
MINDSCAPE
ENTERTAINMENT

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Controlling Your Cat



Default Cat Controls

Directional buttons: Controls the movement of your cat. Press and hold a directional button to move in that direction.

R1 **button**: Activate a Cheese Power-up. Dropping a piece of cheese creates a diversion to distract nearby rats.

R2 **button**: Fixed Camera.

L2 **button**: Move on-screen display.

[△] **button**: Special Move. Each cat has its own move but in general their effect is to instantly eliminate all but the toughest foes in the vicinity. Note, these moves can only be performed once you have collected a certain number of bonus coins.

[✕] **button**: Eraticate. Hold down, walk across to other side of your victim(s), then release. See the following section for details.

[□] **button**: Jump. Use this to get up on to high objects or to jump over and avoid any pesky rodents. Note if you actually land on a rat after you've jumped it will remain momentarily stunned.

[○] **button**: Swipe. Use this to temporarily stun any rats within range. The stronger your cat the longer the rat will remain stunned for.

[SELECT] **button**: Player indicator (Multiplayer only). Toggles on/off indicator highlighted underneath the players cat, this will animate to show when you are carrying rats.

START **button**: Opens /closes the **"Pause"** Menu. Use the Directional buttons to highlight one of the following then press the [✕] button: **"RESUME"**, to return to the game; **"SOUND"**, to change the sound set up; or **"QUIT"** to end the game (you will then have to select **"YES"** and press the [✕] button a second time to confirm).

Note: if you're using a Dual Shock™ Analog Controller then the Left Stick is used to control the speed and direction of movement.

The Story So Far...

Over 40 years after they were blasted into orbit as part of an early space experiment, the laboratory rats Washington and Jefferson have returned to earth. Equipped with some fiendish gadgetry of a strange alien design, they are leading a rodent revolution to take over the planet. Houses, gardens, museums and factories are all being systematically destroyed by a rat plague of biblical proportions.

With mankind powerless against the cheese chomping horde, our only defense is an elite band of feline freedom fighters. Known only as the Scratch Cats, the fate of the world lies in their paws!

3-4 Player Simultaneous Play

A PlayStation Multi Tap (sold separately) will allow up to four people to play at the same time. Please connect one Controller to Controller port 1 on the PlayStation and the Multi Tap to Controller port 2. When using the Multi Tap make sure that one of the Controllers is always connected to Controller port 2-A. Hence for a three-player game, connect the Controllers to Controller port 1, Controller port 2-A and Controller port 2-B (on the Multi Tap) or for a four-player game connect the Controllers to Controller port 1, Controller port 2-A, Controller port 2-B and Controller port 2-C.

Menu Controls

On menu and selection screens use the Directional buttons to highlight your choice, then press the [✕] button to confirm its selection. Pressing the [△] button returns you to the previous menu.

Main Menu



Press the **START** button during the demo to get to the Main Menu. Use the **UP** and **DOWN** Directional buttons to highlight one of the following then press the [✕] button to confirm your choice.

"ONE PLAYER": Select this to begin a one player game.

"MULTIPLAYER": Select this to play a multiplayer game (note, you will need at least two Controllers to do this).

"OPTIONS": Select this to customize the game's set-up.

Single Player game



"Select Character"

Before you play you must choose one of the Scratch Cats from the **"Select Character"** screen. Use the LEFT and RIGHT Directional buttons to highlight one of the cats: you will notice that each one is rated (from the top down). Amount of Bonus Coins required before the cat can perform its special move, speed, the range of their Eraticator, and their strength - the stronger the cat the longer the rats remain dazed when you hit them with your swipe attack. When you have selected the cat you want press the [✕] button.

Note, the question marks conceal hidden characters that are unavailable for play at the start of the game.

"Theme Select"

The first time you play, the only theme available for selection is the house. However once you've completed all rooms in a particular location you get the option of skipping that theme in subsequent games: use the LEFT and RIGHT Directional buttons to choose where you wish to begin the game, then press the [✕] button to proceed.

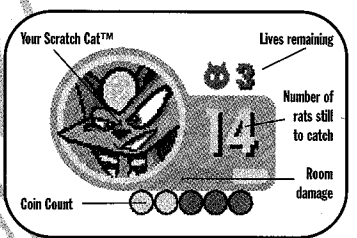
Your Mission

Before a level begins you are given a short briefing by Professor Julius. Listen carefully because he will fill you in on particular hazards and any new gadgets found in the mission ahead. Press the **START** button when you're ready to continue or press the [✕] button to speed up text.

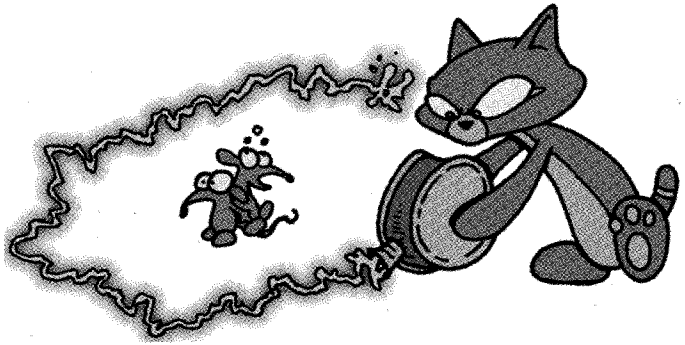
Each mission you undertake on behalf of the Scratch cats involves protecting a different room from rat attack. Each room contains items that the rats will try to destroy - you can tell which ones they are because they fall into place at the start of the level. The rats will gather around an item and soon you will see it shake and wobble as they set about it with their pointy teeth and claws.

Unless you intervene, the item will soon be destroyed (note, it flashes red just before it falls apart). To complete a level you must eliminate a certain number of rats before they manage to destroy all of the room's contents.
The exact number for your **"CATCH"** quota appears onscreen at the start of the level; the number of rats outstanding at any point is shown on your Onscreen Display.

The Onscreen Display

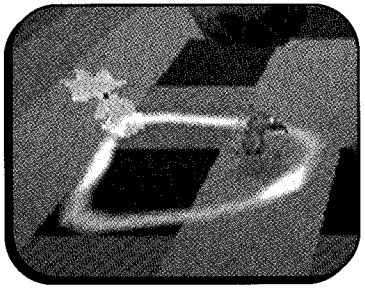


- Your cat.
- The number of lives remaining.
- The number of rats that must be destroyed before you can exit the level.
- Room damage gauge. As the room gets trashed this begins to fill up. When it reaches maximum the room is destroyed and you will have to redo the level.
- Bonus Coins. The white circles show the number of Bonus Coins required by your particular cat before they can perform their special move. Every time you pick up a Bonus Coin (it looks like a spinning gold cat head) one of these discs turns yellow.



Capturing Rats with the Eraticator

Feline genius Professor Julius, the world's leading authority in rat containment techniques, has equipped each member of the Scratch Cats with an Eraticator. This device can be used to capture any rats standing within its containment field.



To use the Eraticator stand near a rat then press and hold the [X] button; now move around to the other side of the rat so that your vermin victim is standing within the loop of the containment field; release the [X] button and the rat is sucked into the Eraticator's storage tanks. Note, you can use this method to store as many rats as you like, for as long as you like, but if you accidentally touch a free rat while doing so then all your captured rats will escape (although, on the plus side, you don't sustain any damage if this happens).

Emptying the Eraticator

To permanently eliminate rats held within your Eraticator you must dispose of them in the Destructor. Simply walk over the Destructor and any rats you have captured will be banished into the abyss. How often you visit the Destructor is up to you: the more rats you drop off at once the larger your points bonus will be, but of course the longer you run around with a full Eraticator the greater your risk of losing your catch should you touch another rat. As a reminder of this, the more rats you have stored in your Eraticator the faster the Destructor pad spins.



Other Ways to Deal With Rats

The Eraticator is a clean and humane method of rat disposal. If you would prefer to see your enemy suffer and hear their plaintive squeaks of terror then there are alternatives. Many levels contain everyday objects which can be used in this regard: use your swipe attack to knock your hapless quarry into nearby hazards or look out for the floor switches that can transform a simple household appliance into a dark agent of feline retribution.

Finishing a Level

When you have eliminated the required number of rats for a level, Professor Julius will beam down a Scratch Door to allow you to leave. You now have the choice of continuing the rat harvest to get a better score or walking into the

Scratch Door to exit the level and proceed to the next room. Any rats caught after the exit door appears are worth double points. Remember you must leave through the door before the countdown reaches zero. When you finish a room a listing appears showing how many points you were awarded and how well you did.

Losing Lives

Of course, as a cat you have nine lives. If you touch a rat or get hurt in any other way you will lose one life; if you lose three lives you will have to restart that level. When you have lost all nine lives the game is over.

Time Limit

Take note: if you take too long clearing a room the message "Hurry Up" will be displayed across the screen and the rats will become super speedy.

Game Over

If you scored particularly well during a game you are given the opportunity to enter your initials into the high score table. Use the LEFT and RIGHT Directional buttons to select a letter and press the [✕] button to confirm (you can use the [△] button to remove a letter if you make a mistake). Press the [✕] button again when you've finished.

Saving a game

Once you've played through every room at a particular location it's worth saving your progress to a Memory card. The next time you return to the Main Menu, select "OPTIONS" then "MEMORY CARD" then "SAVE GAME". Now whenever you load up Rat Attack your progress is automatically loaded and you may start a game from the start of the last location you reached.

Floor Pads

These are the different floor pads you will find in the rooms. The Cat Pads are for your use: to activate them they must be walked over or jumped on. The Rat Pads are used by the rodents when they are up to no good (though you can use them to your advantage in a multiplayer game).

CAT PADS



Destructor

This is where you take your Eraticated rats for disposal.



Scratch Pads

These act as switches to activate doors and other equipment. It's best to experiment to discover their exact purpose.



Teleport

These always appear in pairs: walk into one and you re-appear from out of the other.

RAT PADS



Duplicator

Makes a copy of any rat that walks upon it. The copied rat can be distinguished from the original by its darker coloring: it is just as dangerous but sadly is worth no points when collected. Multiplayer game only: when you walk over a Duplicator, any of your opponents' rats that are stored in your Eraticator will be duplicated and released.



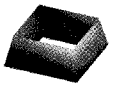
Mutator

If a Genetic Blueprint Rat (one of the white ones) walks over a Mutator they are transformed into a Mutant Rat. In a Multiplayer game, if you trap a Genetic Blueprint Rat and subsequently walk over the Mutator the Mutant Rat so created will attack only your opponents, so this can further your cause if not your popularity.

Items you can Pick Up

POWER-UPS

Occasionally you will come across power-ups during a level. To pick them up simply walk over them.



Eraticator Boost

This is a power-up that increases the range of your Eraticator. However, uniquely, it doesn't stop you picking up and using a second power-up while it is activated. Up to three boosts can be picked up, at which point the Eraticator is at maximum power. The effect lasts until you lose a life.



Bonus Coin

You need these to perform special moves. The more rats you drop off in the Destructor the greater your chance of a Bonus Coin.



Shield

Makes your cat invincible for a short period of time. This Power-Up allows you to travel through laser beams and carry out other death-defying feats of daring... until it runs out...



Catatonic

Health boost - restores one life.



Cat Nip

Temporarily gives your cat a speed boost.



Room Repair

This Power-up will repair any damaged items of furniture left in the level.



Rat Freeze

All the rats (in the multiplayer game it's just your rats) are frozen for 5 seconds. Note, they flash just before they are about to thaw out.



Random

This is available in the multiplayer game only - you will receive a random power-up.



Cat Nap (multiplayer only)

Sends your opponents Cat to sleep for 5 seconds.

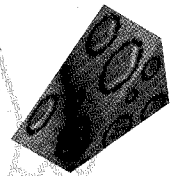
Standard Cheese

Rats will do anything for this stinky yellow dairy produce. After you have picked it up the cheese will appear to float above your head until you place it down by pressing the R1 button: all rats in the vicinity will be attracted to it. Use cheese as a decoy to keep rats away from valuable items or as bait to nab large numbers with your Eraticator.



Blue Cheese

This is available in the multiplayer game only. Place the cheese by pressing the R1 button; it works like Standard Cheese except it only attracts your opponents' rats (the poor fools). Place it next to a valuable item to encourage your opponents' rats close enough to damage it.





Big Cat

This Power-Up temporarily causes your cat to double in size, allowing you to have endless fun squashing rats. If you get this Power-Up in multiplayer you can even squash your opponents' cats by jumping on them.

POWER-DOWNS

You don't want these. Their effects only last a few seconds but pick them up and you can severely hamper your chances of completing the level.



Rat Scat

Causes a malfunction in your Eraticator allowing rats to escape from its storage tanks.



Slow Down

If you want to see what a cat might look like walking through molasses then pick this up.



Reverse Controls

Left becomes right, up becomes down. Very confusing!

CHESTS

Power-ups can also be found in chests. Notice that a number appears above each chest; depending on the type of chest it is, this shows the number of rats you must Eraticate before it will open...

Wooden Chest

Above the chest appears the number of rats you must eliminate before it will open.



Silver Chest

Above the chest appears the number of rats you must Eraticate in one go to unlock the chest, i.e. this is the exact number of rats you must have in your Eraticator when you visit the Destructor.



Gold Chest

This works in the same way as the silver chest except that you can use it again and again.



Rat Crate

This works in a similar way to the silver chest except that only bad things are in store once you've unlocked it: if you inadvertently take the number of rats shown above the rat crate to the Destructor then the rat crate will open releasing its contents. This will either be a mutant rat or a skull and crossbones that will chase after you in an attempt to deliver a nasty power-down.



Note that the contents can also be released if the crate is destroyed by rat damage.

Bonus Lives

Sometimes you will notice a rat with the word "EXTRA" being spelled out above its head, one letter at a time. Collect this rat and the letter above his head at the time of collection appears down the left of the screen. If you manage to spell out the word "EXTRA" you'll be awarded an extra life.

"Multiplayer" Game





On the "Select Character" screen any player wishing to take part should press the [✕] button on their Controller and then select a character before the countdown reaches zero. Note: No two players can choose the same cat.

At the "Theme Select" screen use the LEFT and RIGHT Directional buttons to choose where you wish the battle to take place, then press the [✕] button to proceed. There are four different themes to choose from, including one specially designed for four players.

"Rat Chase": When the game begins you will notice that each player has his or her own color of rats (red for player one, green for player two, blue for player three and yellow for player four). Now, any damage to the room caused by your color of rat is your problem and is registered on your Room Damage Gauge. Hence the aim of the game is to destroy your rats, but to stop your opponents getting rid of theirs.

Once one player has Eraticated the room's quota of rats then that person has won the level. For the remaining players the number of rats destroyed and the level of room damage incurred decides whether they get second, third or fourth place.

Once all the rooms at the chosen location have been played the player who won the most levels (or who scored the most points in the event of a tie) is declared the overall "Winner".

"Beat the clock": All the rats are grey in this game. The winner is simply the player who has the highest score when the onscreen clock counts down to zero.

"Score chase": Again all the rats are grey in this game but this time the winner is the first player to get a certain number of points (displayed onscreen at the start of each game)

"Handicap" (only available in Rat Chase mode): Use this if you want to make the game harder or easier for any of the players, it allows you to alter the number of rats that each player is required to catch to complete the level. Each player can use the LEFT and RIGHT Directional buttons to switch between either **"Beginner"**, **"Easy"**, **"Normal"**, **"Hard"** or **"Expert"**.

Options

Use the UP and DOWN Directional buttons to highlight one of the following options then press the [X] button to select it.

"MEMORY CARD": Select **"SAVE GAME"** to store the current game data onto a Memory card or **"LOAD GAME"** to retrieve it at a later time. Note, game data for Rat Attack (high scores, the number of levels so far completed, etc.) is automatically loaded when you first load up the game.

"SKILL SELECT": Use the **LEFT and RIGHT** Directional buttons to select either **"EASY"**, **"NORMAL"** or **"EXPERT"**, then press the [X] button.

"CONTROLLER": Use the **LEFT** and **RIGHT** Directional buttons to select the Controller configuration you prefer. If you get confused and want to return to the original configuration, use the **UP** and **DOWN** Directional buttons to highlight the word **"Default"** then press the [X] button. Highlight the word **"OK"** and press the [X] button to return to the Options Menu.

"Vibration": On/off.

"Custom": Use the **UP** and **DOWN** Direction buttons to highlight one of the following and use the **LEFT** and **RIGHT** Direction buttons to change its setting: the choices are **"HELP TEXT"** (little messages at the bottom left and right of the screen telling you which keys to press) and **"BRIEFINGS"** (the hints and tips given to you at the begining of each theme in all difficulty modes and on the boss levels in easy mode). Press the [X] button when you've finished.

"SOUND": Use the **UP** and **DOWN** Directional buttons to highlight one of the following and the **LEFT** and **RIGHT** Directional buttons to change its setting: the choices are **"MUSIC"** volume, **"SFX"** (sound effects) volume or **"STEREO/MONO"** (set this depending on your TV). Select **"OK"** and press the [X] button when you've finished.

"SCREEN ADJUST": Use the Directional buttons to adjust the position of the display on your TV screen. Press the [X] button when you've finished.

"HIGH SCORES": Select this to view the high scores table.

Meet the Scratch Cats

The Field Operatives

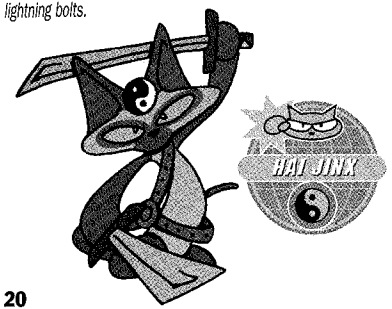
HAI JINX

Birthplace: *Osaka, Japan.*
Hobby: *Origami.*
Speed: *7*
Eraticator power: *7*
Number of coins required for special move: *4*
Strength: *7*

Keeper of the Twin Swords of Katarashi, Hai Jinx has been trained from a kitten in the martial arts. Hai Jinx's past is shrouded in mystery - even to him - though he remembers his upbringing in a Japanese Monastery, being taught by monks of the Order of Fighting Buddhist Cats (Tanggula Shan chapter). Hai Jinx is a Siamese cat; he's disciplined, focused and not given to levity or having his tummy tickled.

Special move: *Lightning Strike*

Unleashes the elemental fury of his ancestors with a series of deadly lightning bolts.





SPARKY

Birthplace: *England.*
Hobby: *Tarot cards.*
Speed: *8*
Eraticator power: *6*
Number of coins required for special move: *4*
Strength: *6*

Sparky was born during a freak cosmic alignment and thus naturally drifted into the service of a young witch. Firmly in touch with the spirit world, Sparky can trace his personal incarnations back to the Roman Empire. Although Sparky has powers beyond the ken of most humans, and though he has seen into the darkest secrets of the universe, he is a jolly cat and loves a good joke.

Special move: *Woodland Summoning*

When Sparky use his supernatural powers all rats in the vicinity are transformed into harmless bunny rabbits and friendly frogs.



Birthplace: *The Bronx, USA.*
Favorite food: *Rat.*
Speed: *6*
Eraticator power: *9*
Number of coins required for special move: *2*
Strength: *8*

Scarred from his many fights, Manx looks deadly. And he is. Arrogance, a hot-temper and moodiness are some of his better qualities. He may be the loose cannon of the bunch but he's fiercely loyal to the cause and to his friends.

Special move: *Last Chance*

A whirlwind of claws and teeth. Manx's special move spells disaster for any rats in his path as they are flung at high velocity against concrete walls. Splat.

MUFFY DUPONT

Birthplace: *Chateau Chinon, France.*
Favorite food: *Lobster.*
Speed: *8*
Eraticator power: *7*
Number of coins required for special move: *5*
Strength: *5*

Muffy is the pampered pet of criminal mastermind Doctor Wolfgang Octopolitz. When not involved in Scratch Cats missions she relaxes on the doctor's secret tropical island hideaway. She has been known to accompany Octopolitz on certain missions and the authorities have been baffled by a rash of burglaries that would be impossible for a human to commit. Despite her spoiled and aloof nature, Muffy is stylish, seductive and a valuable member of the Scratch Cats.

Special move: *Heart Attack*

A barrage of pink love hearts reveals Muffy's romantic side while simultaneously inflicting a visually pleasing but nevertheless painful death on any rats in the vicinity.



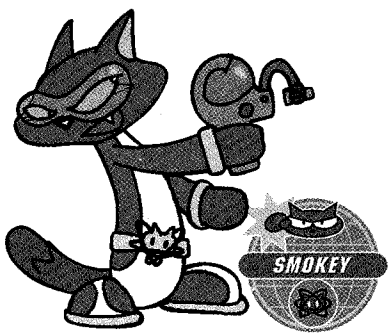
SMOKEY

Birthplace: *Switzerland.*
Favorite food: *Cheese fondue.*
Speed: *7*
Eraticator power: *7*
Number of coins required for special move: *3*
Strength: *6*

Smokey lives deep under the Eiger, in a secret lab used by a Swiss pharmaceutical company to experiment with safe atomic energy. Smokey is a brainy cat: she has fashioned her own cat suit, protective goggles and a tiny atom scrambler (the most clean and efficient way to destroy rats). Tidy and methodical, her ability to organize makes her the unofficial leader of the Scratch Cats.

Special move: *Satellite Support*

When Smokey gets in trouble she simply calls up a laser strike from her own private military satellite, Cat Sat 1. With pinpoint accuracy any nearby rats are killed in the most clean and humane way possible (you can't have everything).





BOB CAT

Birthplace: *England.*
Hobby: *Metalwork.*
Speed: *6*
Eraticator power: *8*
Number of coins required for special move: *1*
Strength: *8*

A tough alleycat with a penchant for boxing, Bob Cat isn't one for words - he prefers to let his paws do the talking. When he was recruited into the Scratch Cats he was a street scrapping bruiser whose only law was the law of the street. His kid brother was taken by rats when he was still a kitten so now he's every rat's nightmare: a two-fisted pussy with a grudge.

Special move: *Shadow Boxer*

A flurry of uppercuts guaranteed to KO the toughest of rats and send them flying onto the Destructor.



PEARL

Birthplace: *LA, America.*
Secret shame: *Raised by whippets.*
Speed: *9*
Eraticator power: *8*
Number of coins required for special move: *2*
Strength: *8*

Pearl is the loud and often outspoken member of the Scratch cats. As a kitten Pearl was found by a pack of feral dogs who raised her as their own and taught her to run. That and her roller skates make her the fastest member of the team. She is currently held hostage by Washington and Jefferson at an unknown destination.

The Brains of the Outfit

PROFESSOR REX JULIUS

PHD, MSC, MA, RCFE, MBA, BAGA

Birthplace: *England*
Hobby: *Freeing the world from the scourge of vermin.*

A respected scientist and a fellow of the Royal College of Feline Engineers, it was Professor Rex Julius who first warned the world about the rising rat population. In those early days he was mocked for his trouble but, though he prayed that he was wrong, he knew in his heart of hearts that a rodent apocalypse was on its way. He carried on his work in secret, inventing the Eraticator and forming the Scratch Cats.

Professor Julius uses a surveillance robot named Newton to keep in constant contact with the cats in the field while he stays back at Scratch Cat HQ.

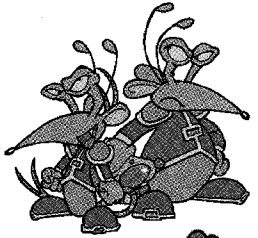




The Enemy

JEFFERSON & WASHINGTON

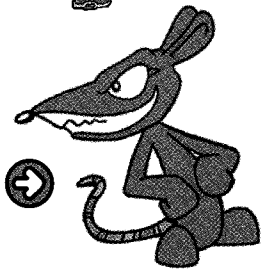
This evil rodent duo won't rest until they have conquered the world and forced mankind to live in sewers and skirting boards. Find them, rescue the Scratch Cat Pearl from their clutches, then punish them using the only language the filthy vermin understand. When it comes to the final showdown remember this: they're very well defended but you may be able to use their own forces against them.





SOLDIER RAT

Destructive, aggressive and not as stupid as they look, these are the foot soldiers of Washington and Jefferson's army. As the game progresses you will encounter rats that are ever more cunning; this is signified by a change in color. The first rats you encounter are grey, then come blue, green and finally the diabolical red rats.



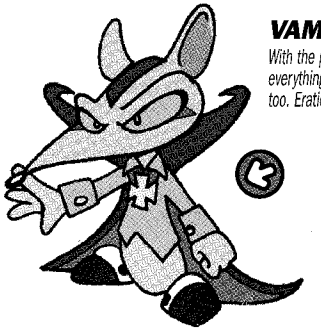
BENNETT THE DOG

Bennett likes to sleep. When he sleeps, the cats are safe. But if things get a little noisy, he might wake. The rats know this and will try anything to disturb Bennett - once Bennett's awake he'll chase the nearest cat and trash anything in his path. Luckily, he's a particularly lazy dog and will fall asleep again after a short while.

GENETIC BLUEPRINT RAT

Relatively harmless in his native state this rat can give you real trouble if you let them get close to a Mutator - once they realize it's there the Genetic Blueprint Rat will walk on the Mutator and be transformed into one of the following Mutant Rats:





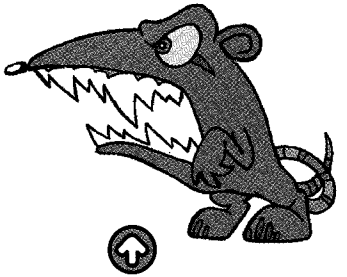
VAMPIRE RAT

With the power to take to the air this undead rodent can flit from object to object, demolishing everything he comes across. Don't think you can just run away either because he shoots fireballs too. Eraticate when he's earth bound.

GENIUS RAT

Basically a walking brain with buck teeth, the Genius Rat is a revolting abomination of nature. Physically weak yet mentally very strong, he can destroy objects using telekinesis. As if you didn't hate him enough, he's also a natural leader and you will find the Soldier Rats are even more of a handful when he's around. Don't even bother with the Eraticator until his brain has stopped that awful pulsing - he can't be Eraticated while he's using his unearthly powers.





MOUTH RAT

Highly aggressive, these rats are not interested in destroying a room - only you! They will just follow you relentlessly, all the time gnashing their huge cat-chomping teeth.

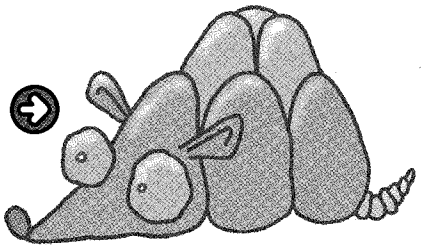


MUMMY RAT

Long dead Egyptian rat who's sworn to punish all those who disturb his rest. Put this grouch through the Eraticator a few times to remove those bandages forever!.

JELLY RAT

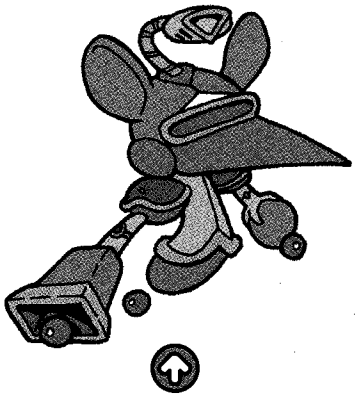
Horrid little lumps of jelly. The first time you jump on a Jelly Rat you stun it, the second time it explodes. Note, when you use the Eraticator on a Jelly Rat it splits into two Jelly Rat Babies.



DEVIL RAT

Truly the rodent of Beelzebub: he flies and he can use his foul brimstone breath to shoot deadly fireballs. Wait until he's on the ground then show him what the Eraticator's for.





MARTIAN RAT

Ray gun toting alien rodent. Remember: in space no-one can hear you meow!

Hints and Tips



"***SCRATCH AGENT*** *- I have compiled a top secret dossier to help you defeat Washington and Jefferson.* ***Read it carefully - it may save your nine lives:***

Make good use of your swipe attack. A true Scratch Cat knows when to get their claws dirty!

In the multiplayer game try and swipe grey rats in to the air just as your opponent is about to shut their eraticator. If you time it just right, the eraticator will close whilst the rats are still in the air - missing all of them!

Trap the gold rats in the multiplayer game! They are worth the same as 4 standard rats.

If you spot the white 'Genetic Blueprint Rat', try and eraticate it before it reaches the mutator and turns into a mutant rat.

In the multiplayer game trap the white rats and then run over the mutator, the mutant rat will then go after your feline opponents!

Remember *- to get a big score quickly you should destruct lots of rats at once. The more you save up, the bigger the points!"*