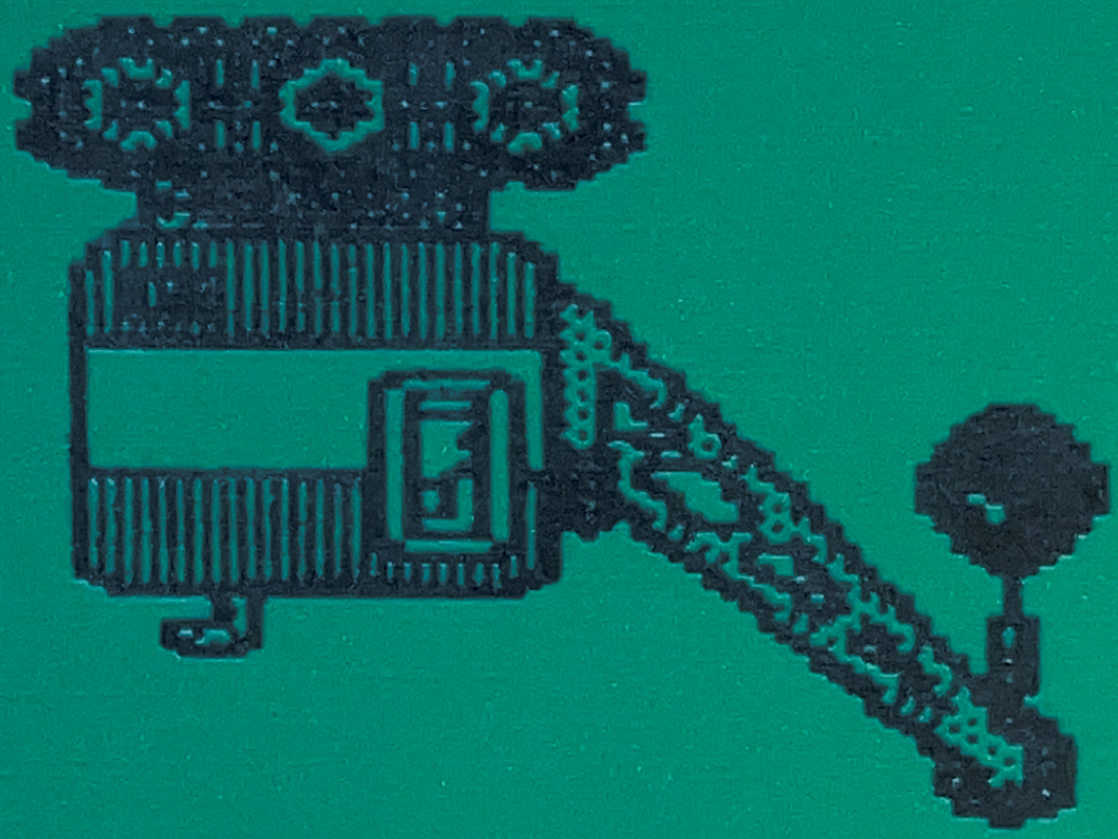
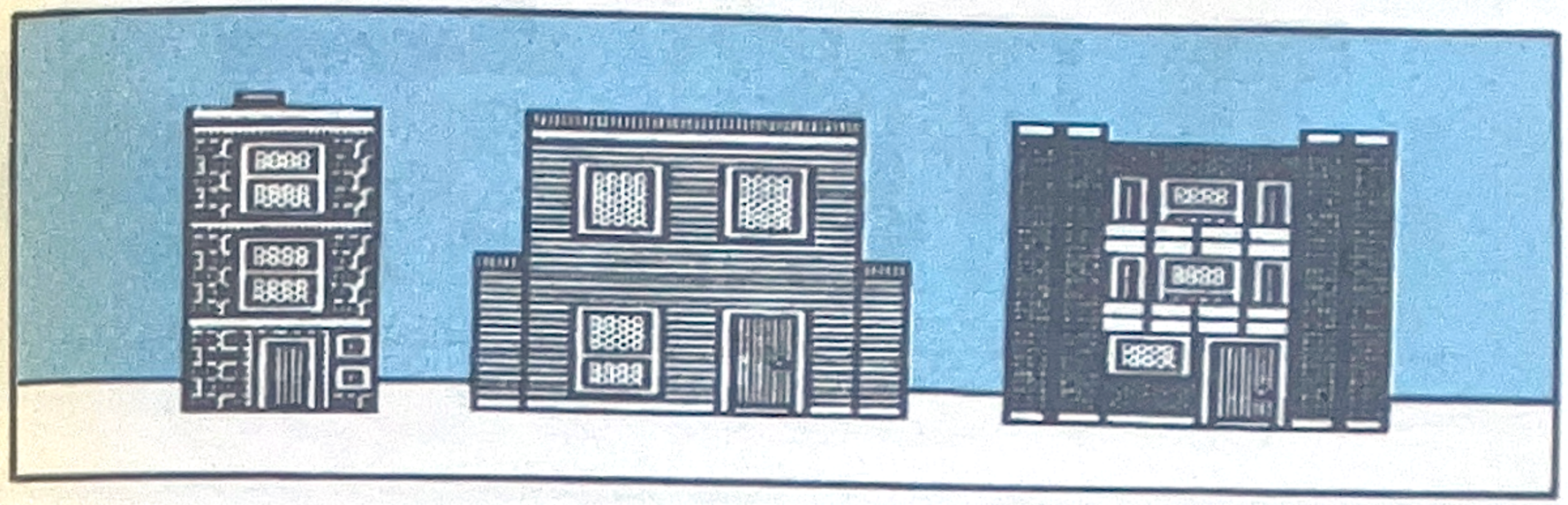
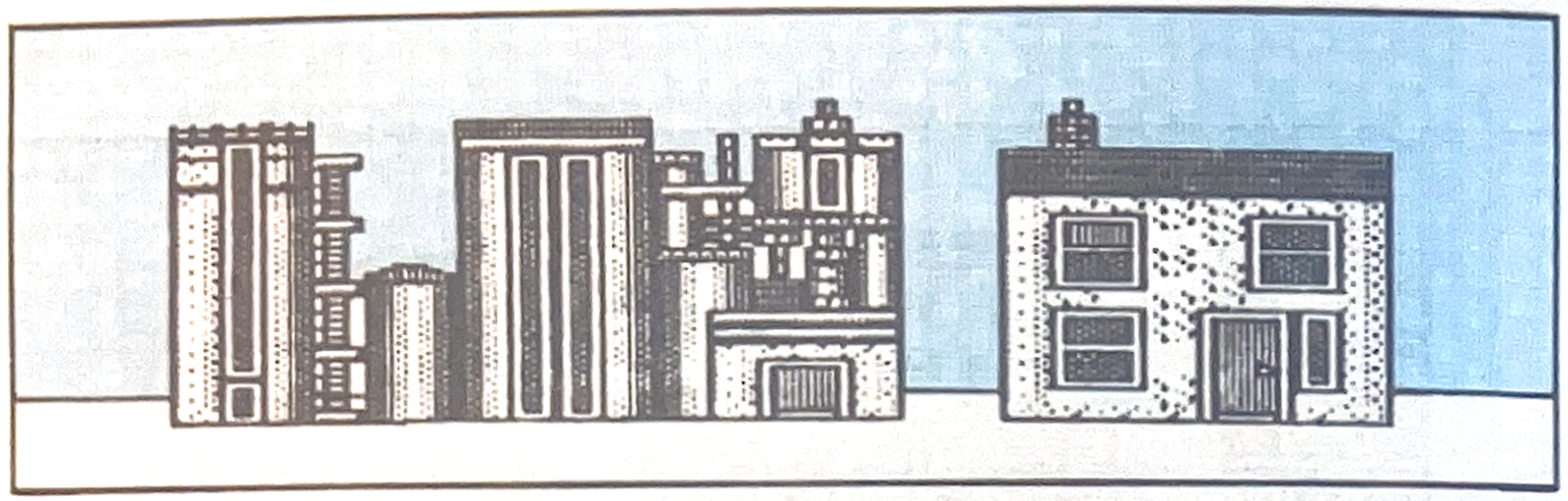
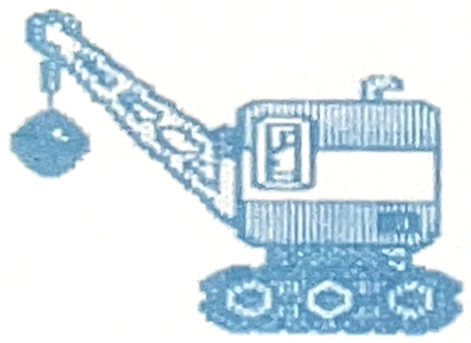
Rat Trap





FAT CITY™





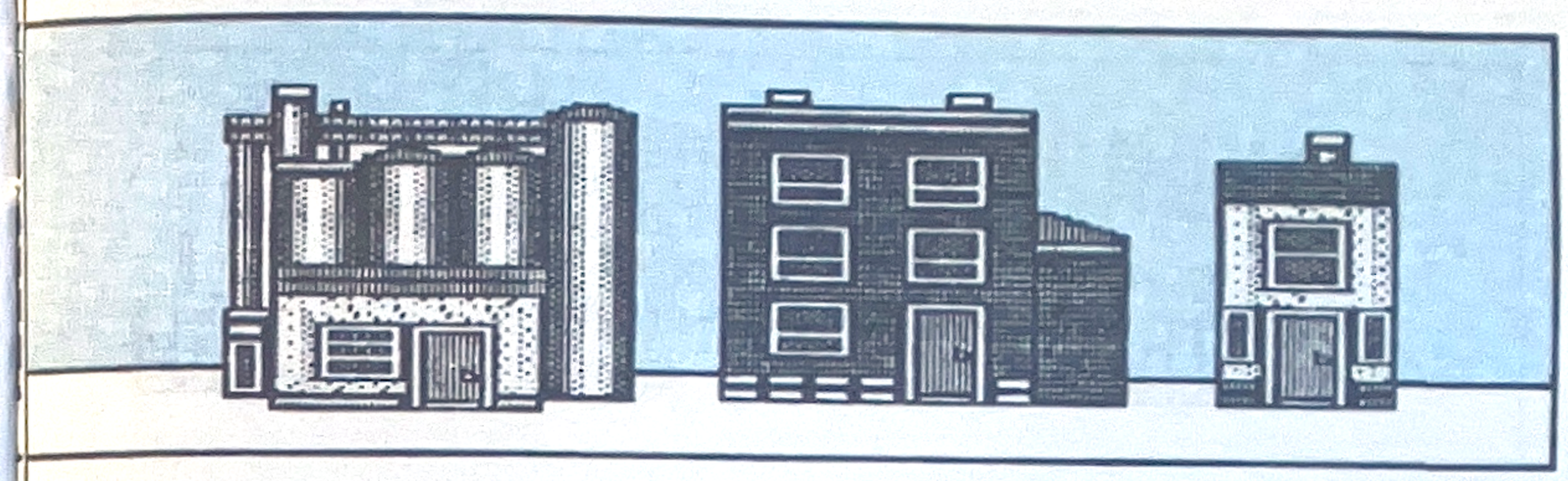
FAT CITY™
By Richard Hefter and Steve Worthington
Additional graphics by Robert Highsmith

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Designed by Richard Hefter

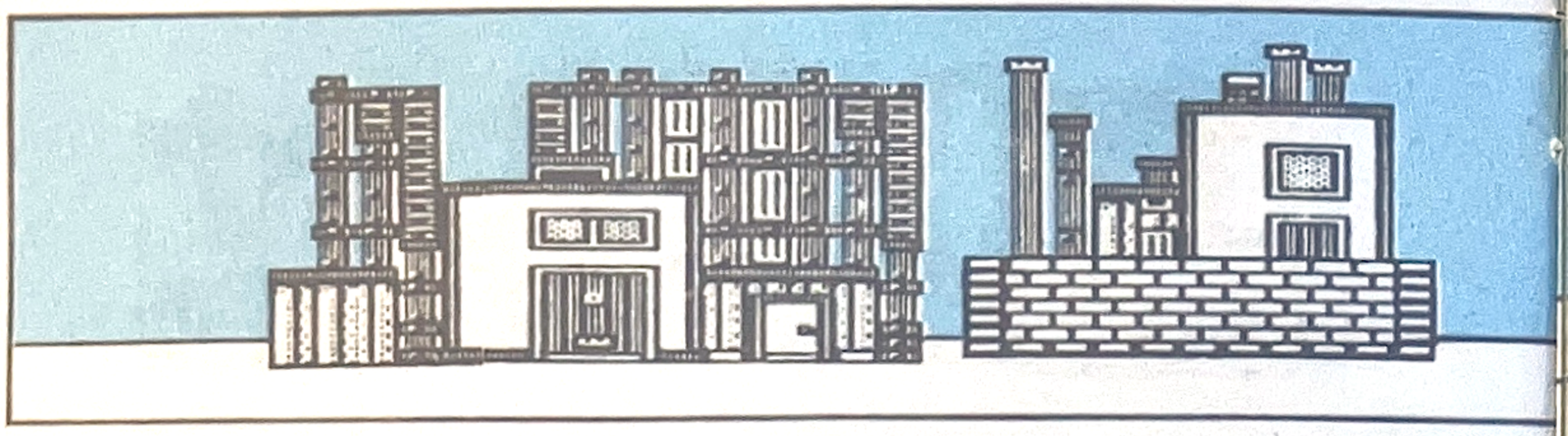
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Fat City™

By Richard Hefter and Steve Worthington

Optimum Resource, Inc., Norfolk, Connecticut



HOW TO PLAY FAT CITY

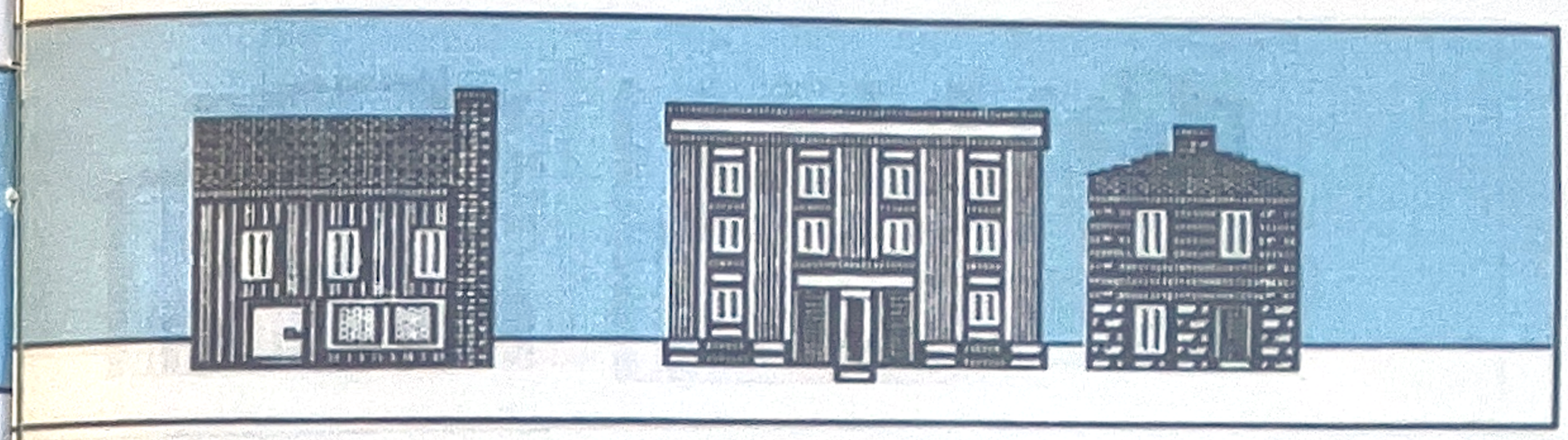
THE GAME

Welcome to Fat City, an exciting arcade game which lets you try to knock down every building in sight.

You are inside the cab of the largest wrecking crane owned by the Fat City Wrecking Company. Your assignment is to level each of ten deserted cities to the ground to pave the way for the building of ten cities of the future. You must level the deserted cities before you run out of fuel or get damaged by bricks, rocks, cans and tomatoes which are being tossed at you by the fat rats that remain in the deserted cities.

So settle down in your seat, grab the controls, and get ready to swing that ball!





TO BEGIN

Fat City will run on any Apple*, Apple II Plus* or Apple //e* with 48K and a disk drive with DOS 3.3 (16 sector).

If you have an Apple //e, make sure the CAPS LOCK key is down.

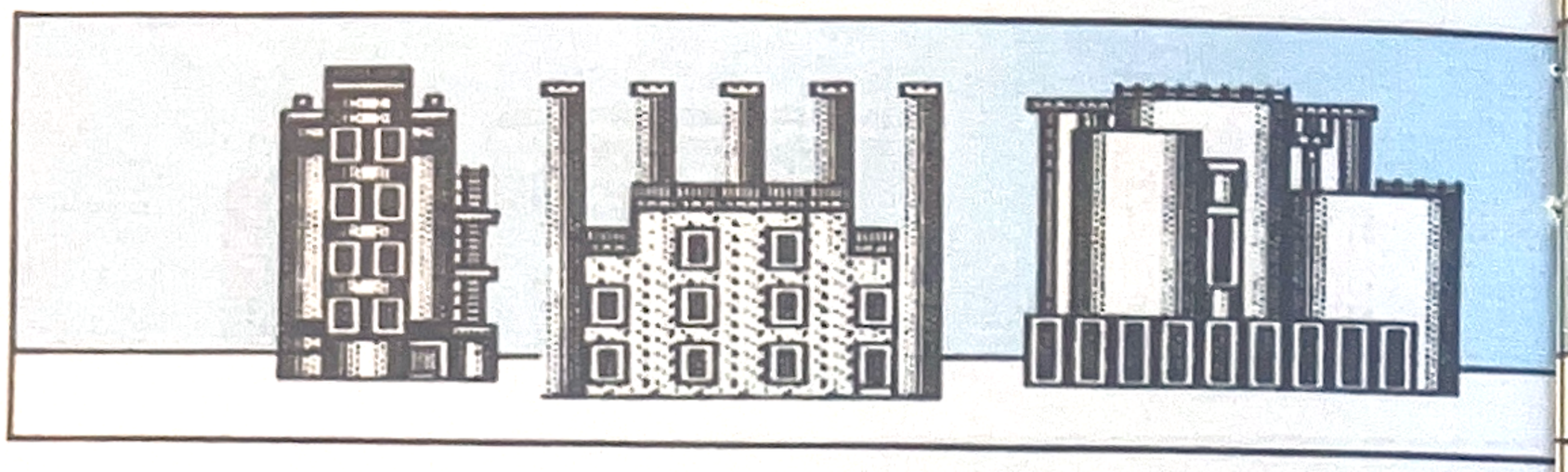
Put the program diskette into the drive and turn your Apple on. If you have Autostart, you will see the title panel displayed.

Press any key to leave the title display.

You will see the instruction: "CHOOSE K FOR KEYBOARD OR J FOR JOYSTICK." Make your selection by typing either K or J.

If your Apple does not have the Autostart ROM, you will see the monitor cursor *. Type 6, then type P while holding down the key marked CTRL (6 CTRL P), then press the RETURN key.

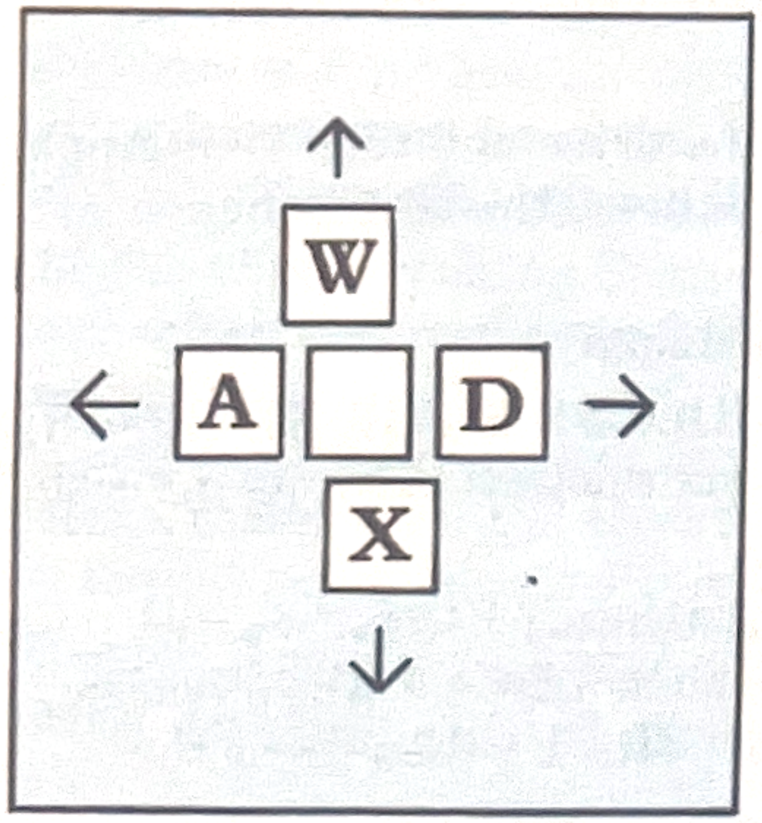


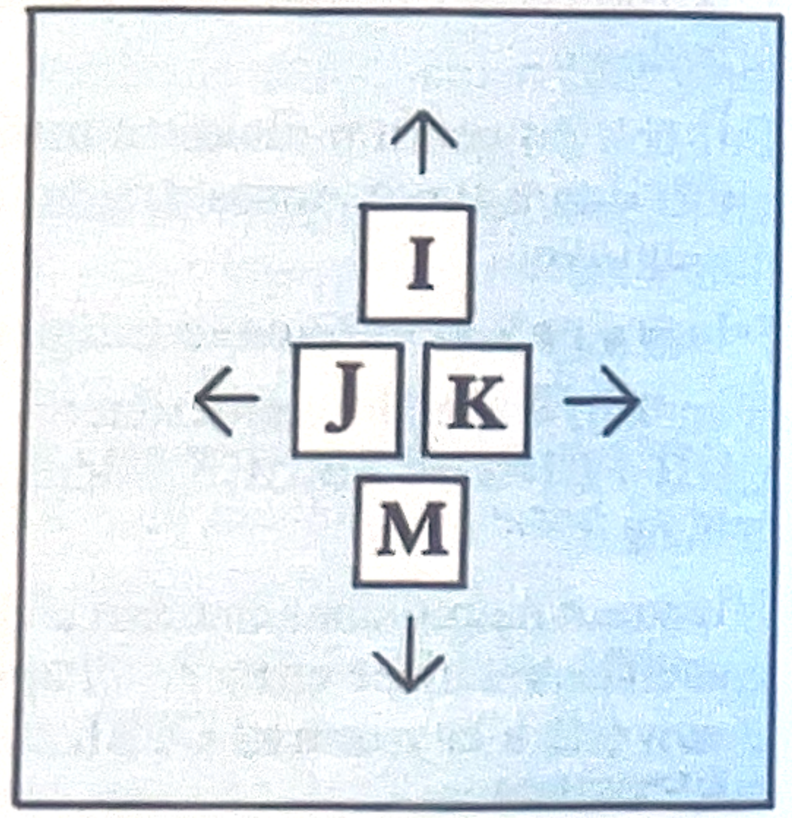


THE CONTROLS

KEYBOARD

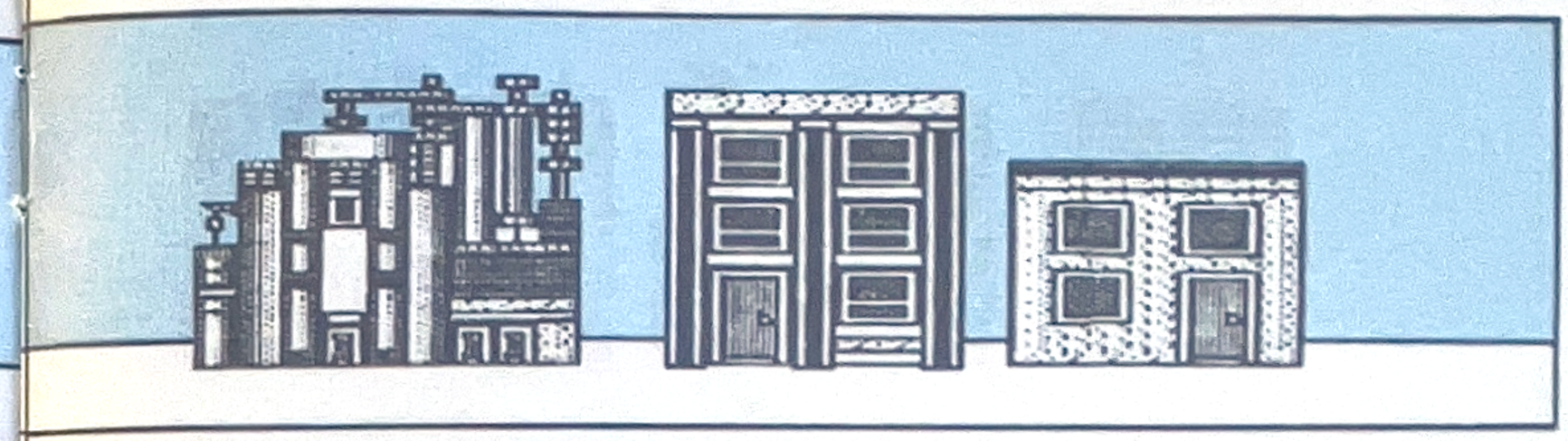
Right-handed wreckers can use the I, J, K, M, keys for moving UP, LEFT, RIGHT, DOWN (see diagram).

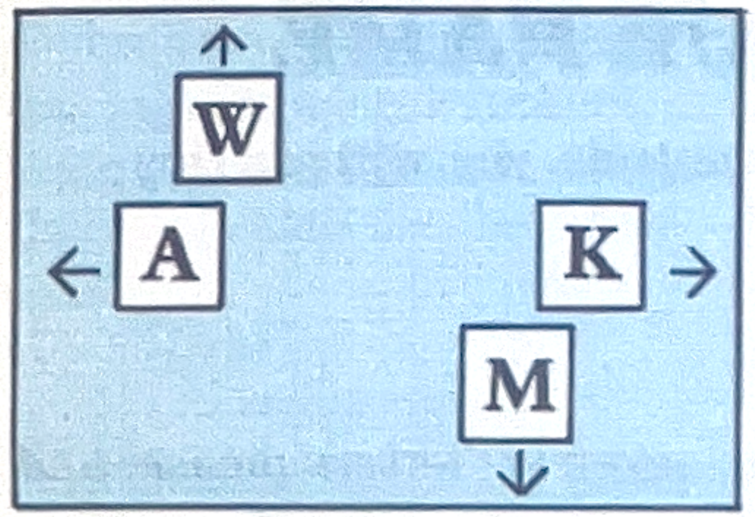


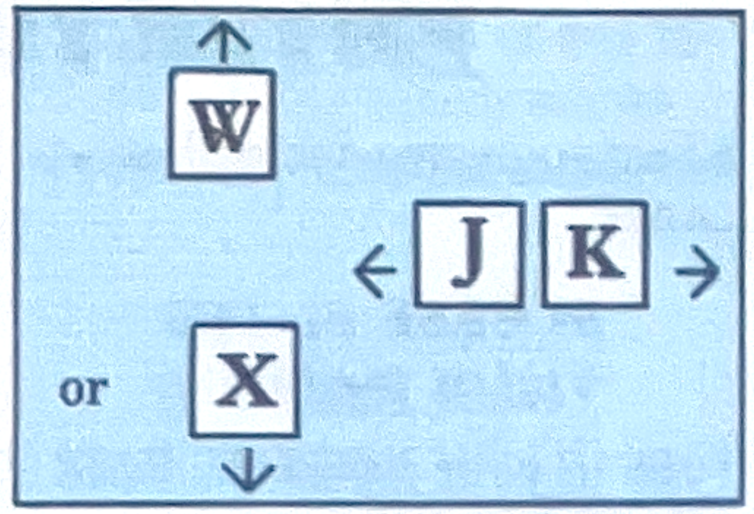


Left-handed wreckers can use the W, A, D, X, keys for moving UP, LEFT, RIGHT, DOWN (see diagram).

Ambidextrous wreckers can use any combination of the above keys (see diagram).







When using the keyboard, the crane will continue to move in the direction of the last keypress until a change of direction or until any other key is pressed. Pressing any other key will stop the movement.

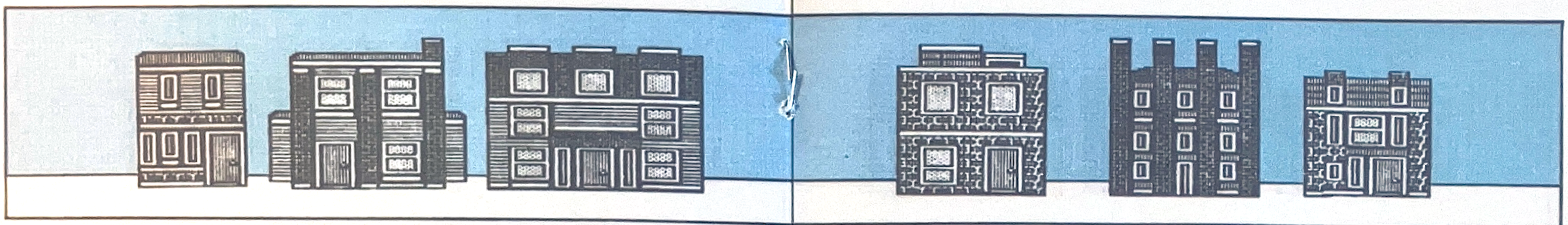
Press the space bar to swing the ball.

JOYSTICK

Use the joystick to move the crane around and change its direction.
Use the button to swing the ball.

GAME PAUSE

If you wish to pause at any point during the game, you may do so by pressing the ESC key. Press any key to resume play.



ENTER YOUR NAME

After you have decided on your controls, you will see this panel:

PLEASE ENTER
YOUR NAME

Type in your name, no more than seven (7) letters please, and press RETURN.

If you are playing for the first time, or using a new alias, you will see this panel:

AS A NEW PLAYER
YOU WILL START
WITH THE FIRST
CITY. GOOD LUCK!

Press any key to begin the game.

ROUND CHOICE

The four highest scores are recorded on the disk along with the score for the last player.

If you have played before or if you type in the name of one of the high scoring wreckers, you will see a table which shows the number of rounds completed, the score for each round, and the total score for the game.

NAME

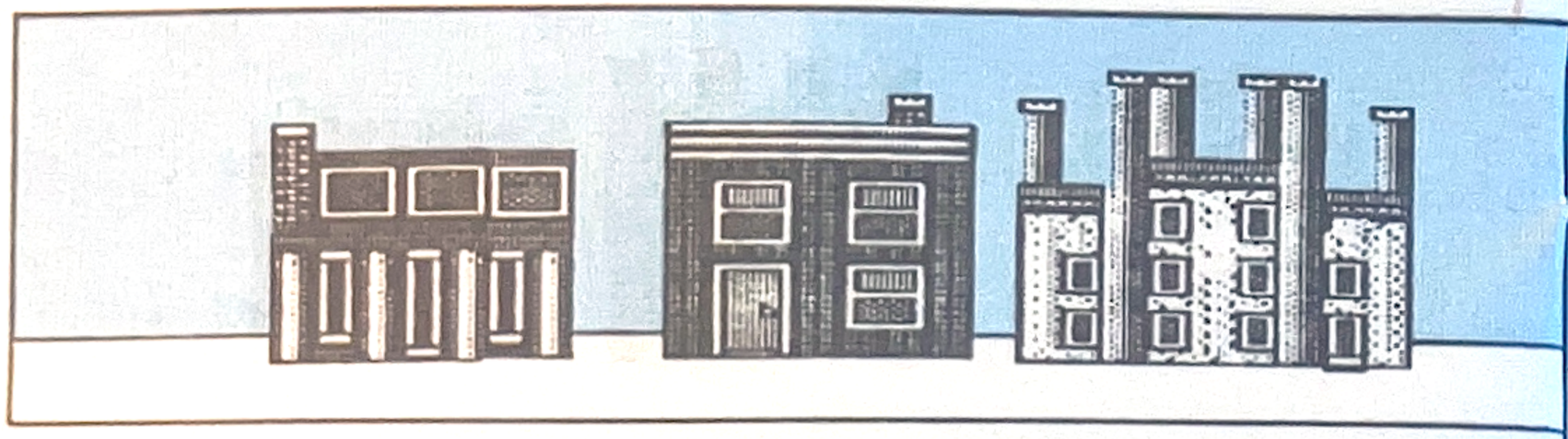
1. 000000	6. 000000
2. 000000	7. 000000
3. 000000	8. 000000
4. 000000	9. 000000
5. 000000	10. 000000

WHICH ROUND
WILL YOU
START IN?

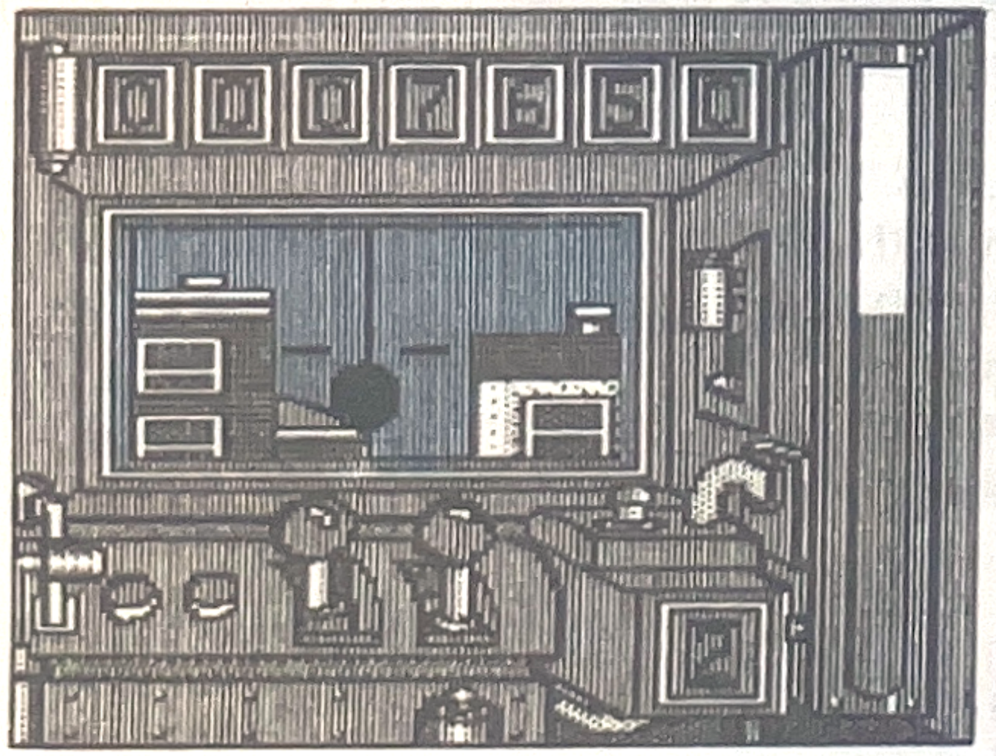
You may elect to begin the game in any round credited to your name. This allows you to constantly improve your high scores.

If you score lower in any given round, the higher score will still stand on the disk.

Select the round you wish to play. Type in the number and press RETURN to begin the game.



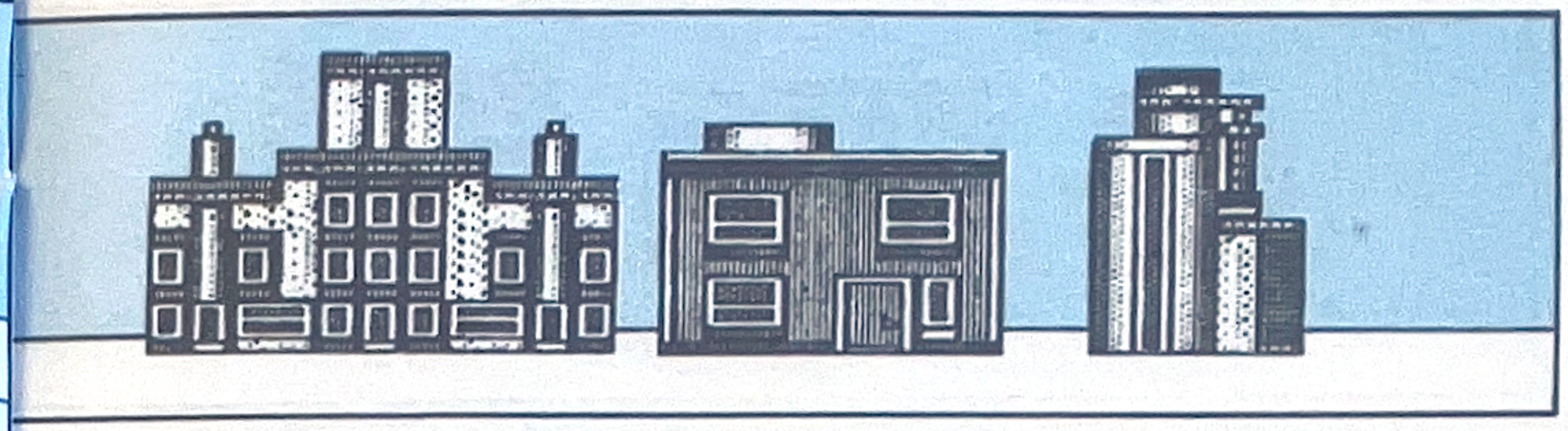
THE CAB



Your score is displayed on the panel at the top of the screen. The fuel gauge is at the right of the window. A panel near the bottom of the screen displays the number of the city you are wrecking.

Your wrecking ball is visible through the window of the cab. There are two guides etched into the glass of the cab window. They are to assist you in aiming the swing of the ball.

You may view the buildings to be wrecked by looking through the window of your cab as you move around the city.



WRECKING

The object of FAT CITY is to use your wrecking ball to knock down buildings and to level each city. You are awarded points for each section of a building that you wreck. The larger the section, the greater its point value.

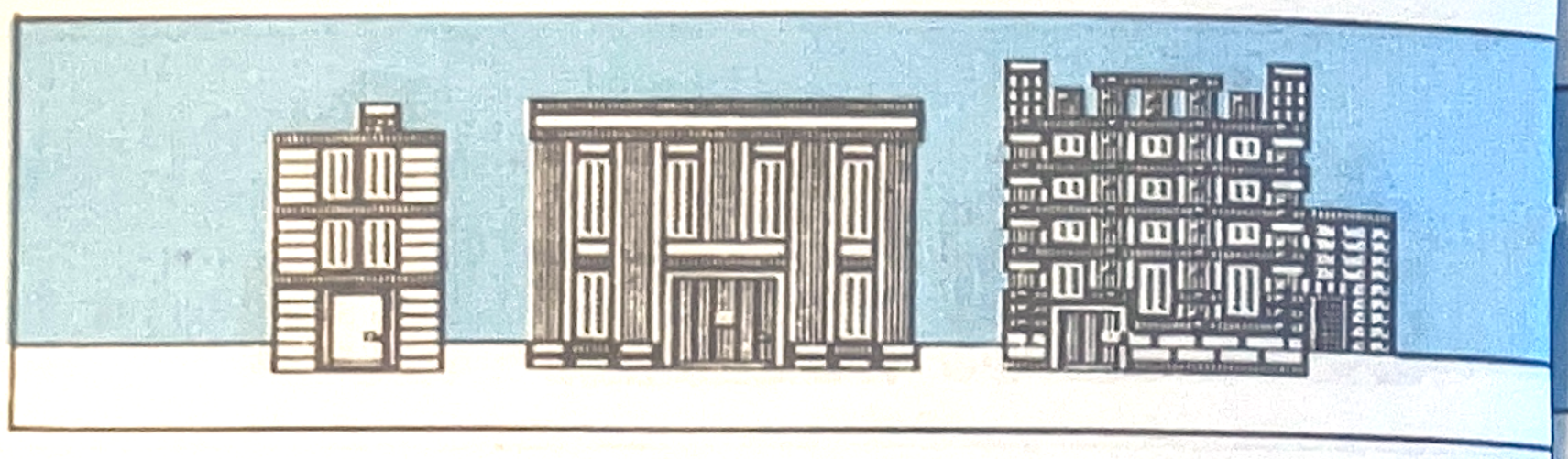
Each building must be wrecked from the top down. A hit to a lower section will only result in a crack to the structure. Aim higher to knock <u>down</u> a section.

A set amount of fuel is allotted at the beginning of each round. Fuel is used every time a swing of the ball occurs. Objects are thrown from the windows and roofs of buildings by fat rats, the last remaining life in the deserted cities.

The thrown objects cost you fuel when they hit your cab window.

When a city has been completely leveled, down to about the height of a doorknob, you will be moved to the next city automatically.

If you seem to have leveled a city and are not moving to the next one, move the crane along the bottom of the city and make sure that you have not left standing any high chunks of buildings, other than the fuel tank.



THE FUEL TANK

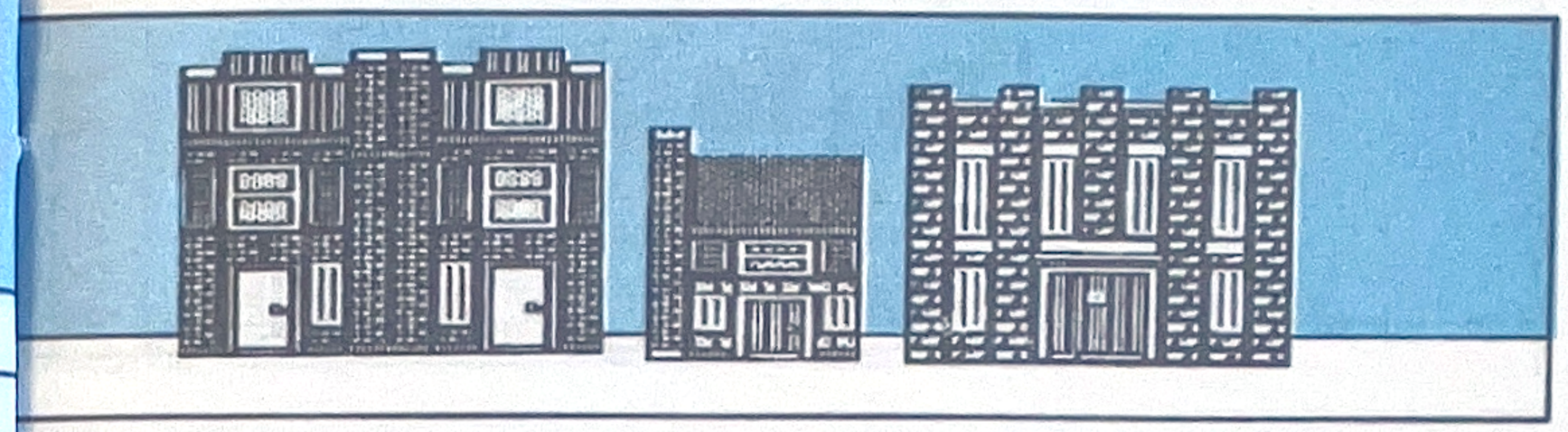
There is a fuel tank hidden somewhere behind a building in each city.

You can refuel once in each round by aligning your sights at the word FUEL and swinging the ball. If you are on target, the ball will stop at the tank and you will be refueled, as indicated by your fuel gauge.



HINT: If you discover the fuel tank early in a round, it is best to avoid refueling until you really need it. You may have to destroy a section of building in front of the fuel tank. Be careful not to hit the fuel tank unless you want to refuel at that time.

The fuel tank cannot be wrecked by your ball and does not have to be destroyed to complete a round.



DEBRIS

The fat rats left in the deserted cities would like you not to complete your wrecking job. They will throw a variety of nasty objects from the rooftops and out of open windows at your wrecking crane.

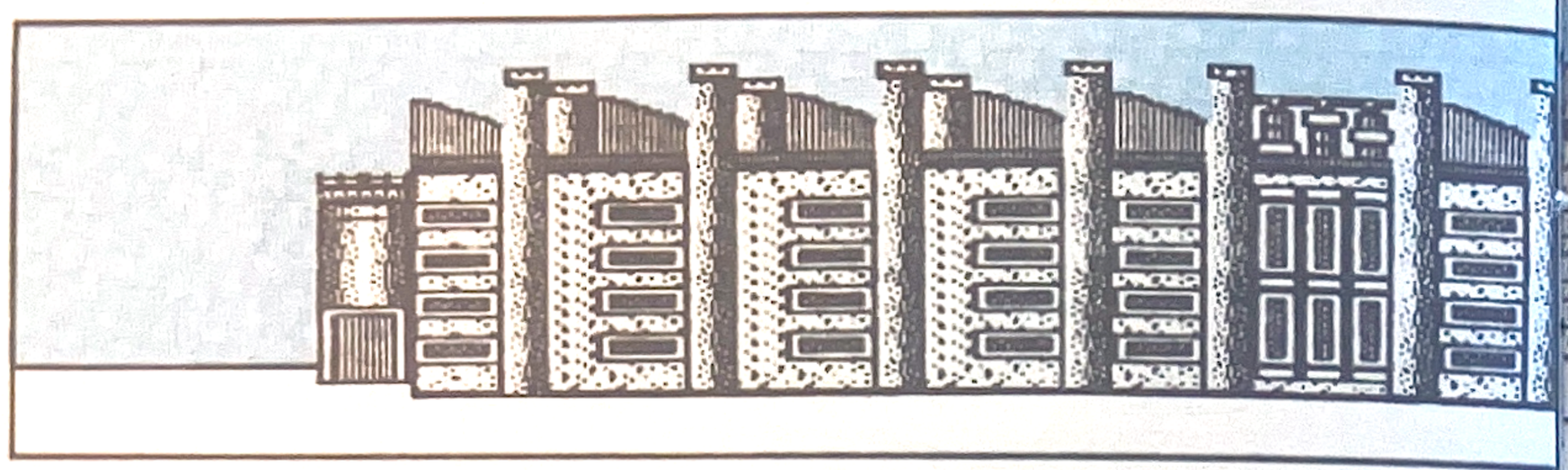
You can dodge the bricks, rocks, cans, and tomatoes by moving away from them. If they are out of your window area, they cannot harm you.

If you hit a piece of thrown debris with your ball, it adds to your score.

If you are hit in the window area of your cab, it costs fuel.

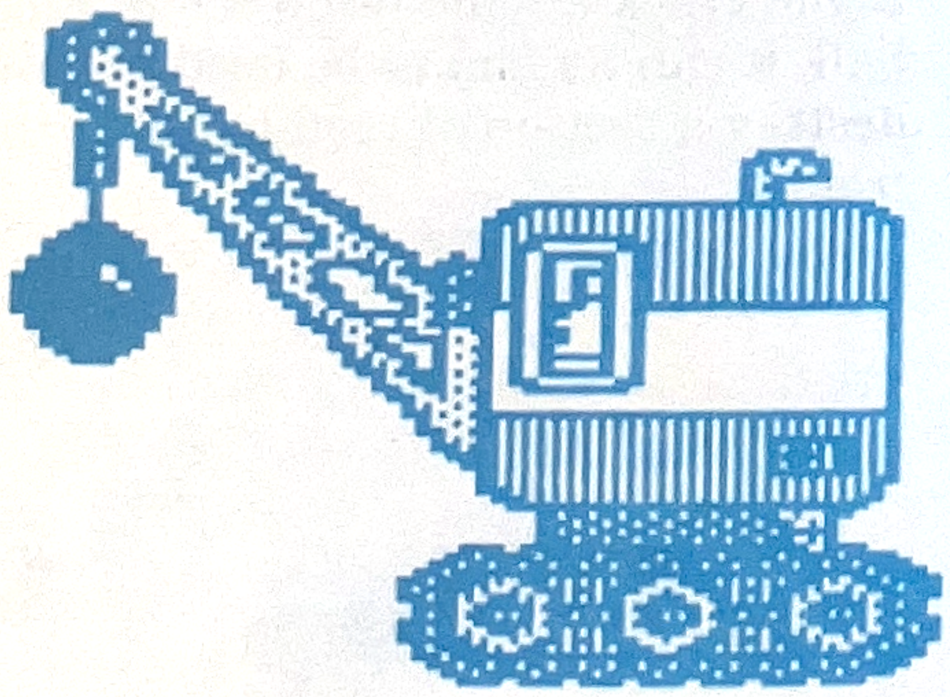
If you crack a window on a building by hitting it with your ball, it can no longer be used to toss things at you. If you destroy a section of roof, no more things will be thrown from it.

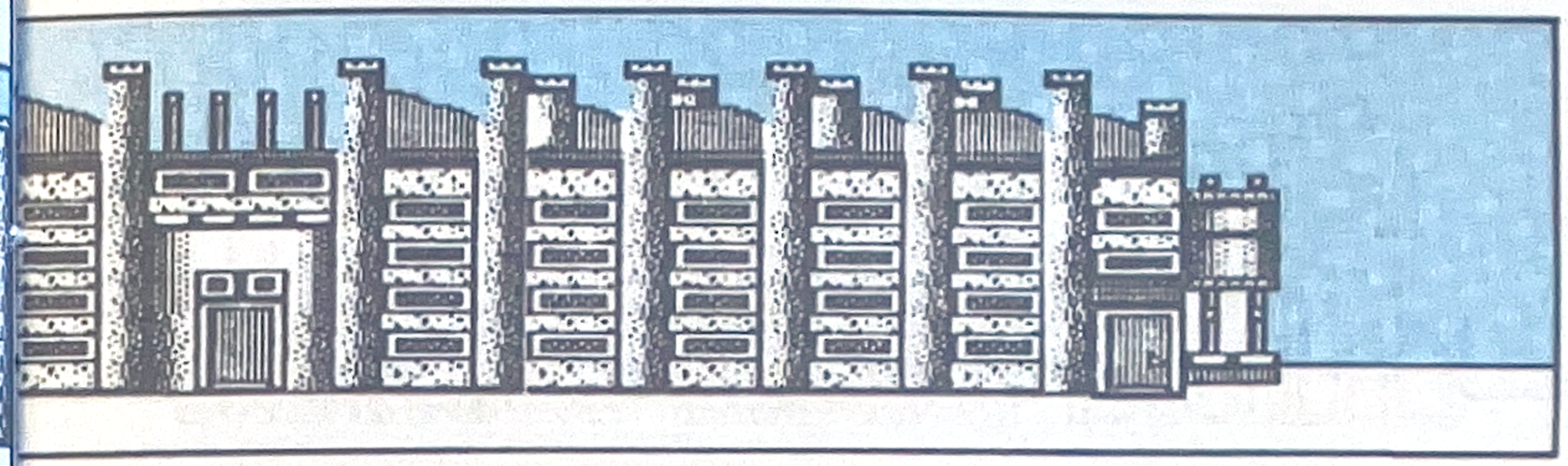




THE BONUS

Bonus points are awarded at the end of each round. The number of bonus points is determined by the amount of fuel remaining on the gauge after a city has been leveled.





END OF GAME

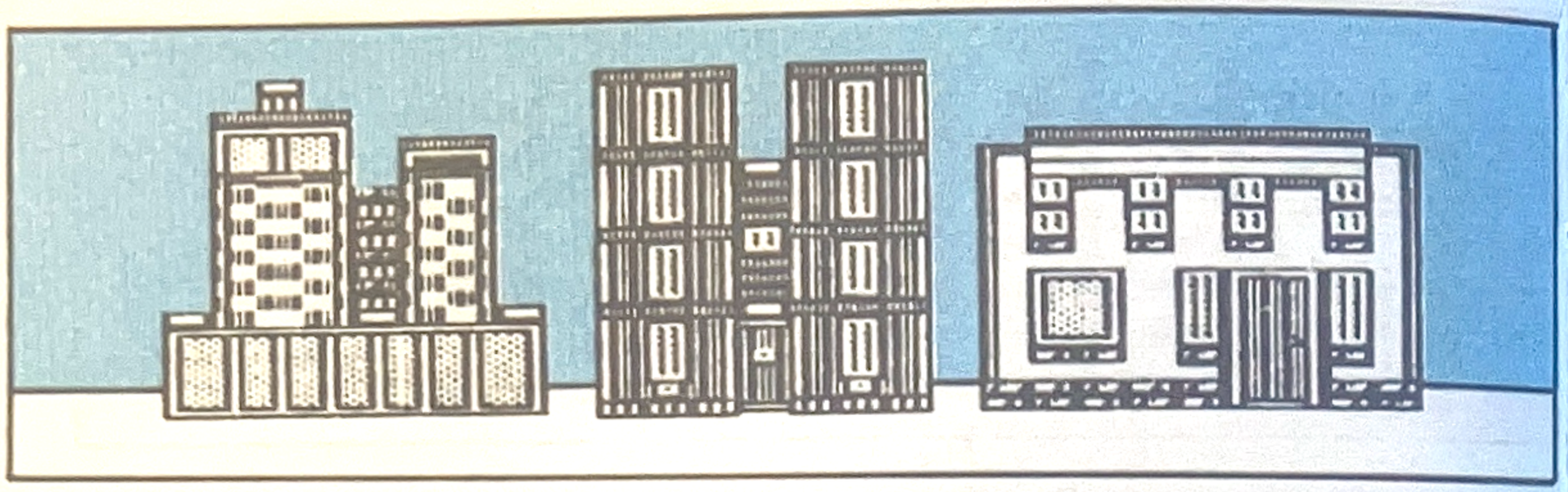
Your game ends when you run out of fuel. Your score for the rounds you have completed and your total score will be displayed.

You may be an able wrecker and complete all ten rounds in a game before you run out of fuel. For you, the game will be over at the end of round ten. You will be given the opportunity to improve your scores the next time you play.

Hit any key and your standing in relation to the top four scores will be displayed. If you are not among the top four scores, you will be listed at position five. The last player, or the lowest of the five scores, will always occupy position five on the chart.

After viewing the top scores, press any key to write the scores to disk and reboot the game.

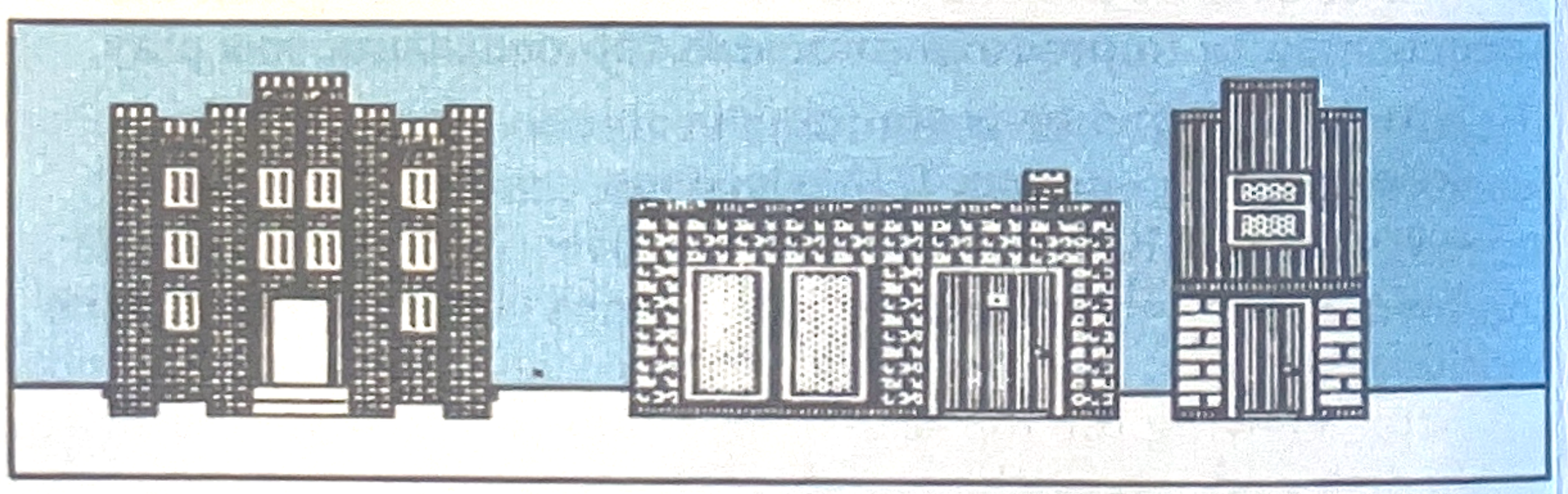
NOTE: Please don't replace the disk in the drive with another disk until after the scores have been written out.

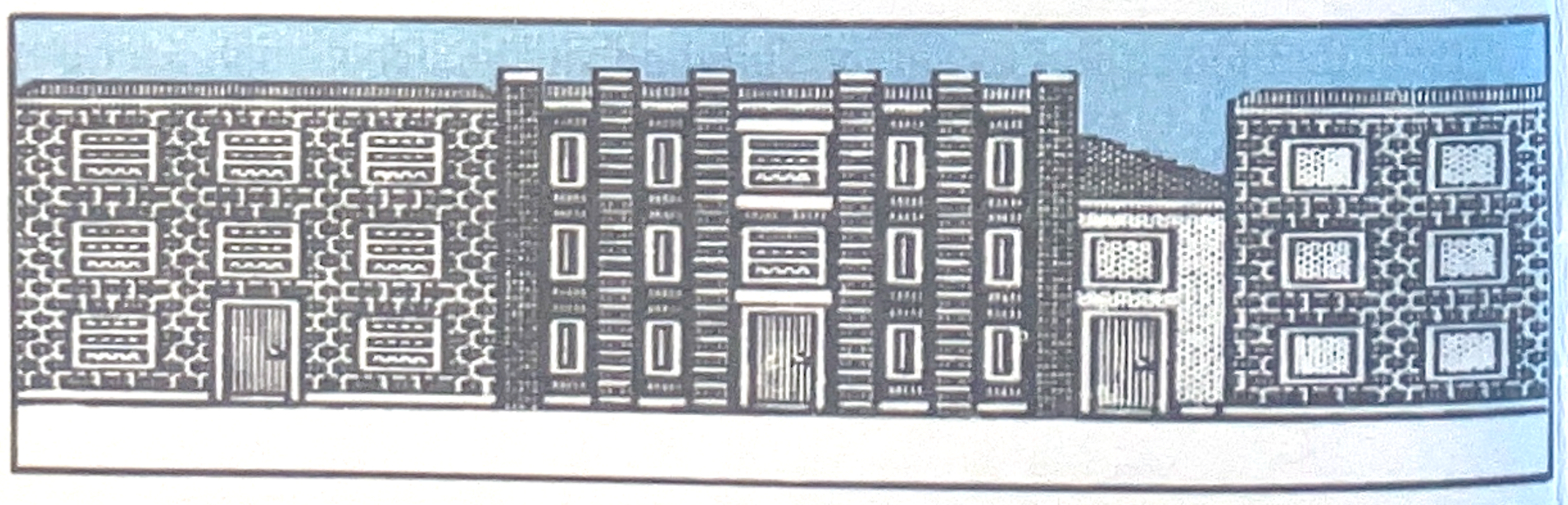


SOME FINAL STRATEGY

Efficiency and economy of swing are very important to success at FAT CITY.

Try to knock down the largest possible chunks. Look for the fuel tank. And remember to duck.
Happy wrecking!





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