



# Rats!



© Sean O'Connor, May 1996  
<http://www.cityscape.co.uk/users/gx96/>

Kill all the rats before they have a chance to mate and over run the maze. To kill a rat, pick up the objects which appear at random on the right hand side of the window by clicking the mouse on them and placing them in the maze.

The bar graph on the right of the window tells you how many male (blue) and female (pink) rats there are left alive. When the bar reaches the top you have been overrun and have lost.

If you kill all of one sex of rat you will be given the maximum number of each object so that you can quickly finish off the unfortunate and frustrated remaining sex.

You can move around a maze by clicking on the scroll buttons, by pressing the arrow keys, or by clicking on the map of the maze shown in the top right hand corner of the window. The game can be paused and restarted by pressing the 'P' key, and aborted by pressing the 'Esc' key. The sound effects can be turned on and off by pressing 'Q'.


The harder the level you start on, the more points you will score for killing each rat or for completing a level.


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## ***The Rats***

 A baby rat.

 A female rat.

 A male rat.



 A male and female rat making baby rats.

## **The Objects**

### **Bomb**

Bombs explode in 4 seconds. All rats caught in the blast are killed.

### **Gas**

Gas slowly expands and then lingers for about 10 seconds. Rats must spend a few seconds breathing the gas before they die.

### **Nuclear waste**

Any rat caught by the radiation is sterilised.

### **Poison**

Poison kills the first rat that eats it.

### **Change to male**

The first rat that moves across this symbol becomes a male rat.

### **Change to female**

The first rat that moves across this symbol becomes a female rat.

### **Stop sign**

Rats cannot cross a stop sign. However, every time a rat bumps into a stop sign it will be worn down until eventually the sign is destroyed.

## **Credits**

Written by:

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Graphics:

*Kieran O'Connor*

Sounds:

*Will O'Brien*

*Eleanor de Veras*

Thanks to:

*Chris Dawson*

*Patrick Welche*

*Matthew Taylor*

*Neil Iosson*

## Registration Form

To receive a demo disk of my other Windows games and the latest copy of "Rats!" (which has an additional 2 stages and 16 levels) please send:

**USA:** (73733.1014@compuserve.com)  
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**UK:** (spto@cityscape.co.uk)  
£15 per copy to Sean O'Connor,  
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## Sean O'Connor's Windows Games

Demo versions of all of these games can be downloaded from the web page:  
<http://www.cityscape.co.uk/users/gx96/>

### Rats!

Kill off all the rats using a variety of weapons before the males and females get together...  
*"Ugh! Rats! They're everywhere"* - PC Review, August 1994.



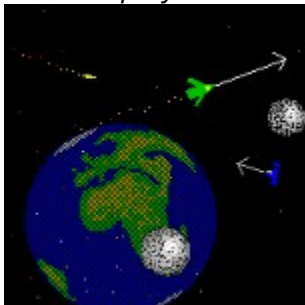
### Slay

A simple-to-learn game of strategy and cunning set in medieval times.  
*"You'll need all your cunning to beat the computer in an easy-to-learn game that's tough to master"* - PC PRO, May 1995.



### Critical Mass

A strategy/shoot-em-up game set in the future.  
*"...more playable than many multi-million dollar productions."* - PC Review, January 1996.



### Mother Of All Battles

A strategy game for 2 to 6 human or computer players.



"If you're into strategic simulation games, you're going to love playing this one." - Personal Computer World, October 1995.



## Revolution

Imagine Tetris, but with the blocks falling inwards towards the planets of the Solar System.  
"Revolution is the rotating Tetris-style game that everyone will be playing in the future." - CD ROM User, October 1995.

