



# Rats!



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Kill all the rats before they have a chance to mate and overrun 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'.

Once you have reached the first level of a stage (Grass, Desert, Ice or Hell), you can start your next game from that level by selecting the stage from the **Play** menu, rather than starting right back from level 1.


Rats! works best on computers with fast graphics cards. With a slower card the rats will move jerkily and the mouse pointer may flicker while over the maze.


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Thank you for playing this game. We hope you enjoy it!


## ***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:

*Sean O'Connor*

Graphics:

*Kieran O'Connor*

Sounds:

*Will O'Brien*

*Eleanor de Veras*

Thanks to:

*Chris Dawson*

*Patrick Welche*

*Matthew Taylor*

*Neil Iosson*

This program uses the WinSetup installation program, Copyright 1993 Money Smith Systems Inc. All Rights Reserved. PO Box 333 Converse, TX 78109, USA.

Please e-mail any comments and criticisms to [spto1@cus.cam.ac.uk](mailto:spto1@cus.cam.ac.uk)

## Order Form

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