

FURIOUS FELINES 2



BY DIEGO BARIZO

TANDY



128K  
COLOR COMPUTER 3

# **Furious Felines 2 Save the cheese**

**an Hermesoft**  
production  
in colaboration with Yaccs

## **First Edition**

*Furious Felines 2 Program*

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*Furious Felines 2 Manual*

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NonCommercial-ShareAlike 4.0 International (See

<https://creativecommons.org/>). In a nutshell, you are free to distribute and build upon all this, as long as you don't try to steal my thunder, or make a lot of dough without letting me know.

Just in case, see what the game says about this, or ask me.

The cats are having their  
"State of the Meow" meeting

Human popularity is  
at an all-time high!  
The dogs keep going  
down in the polls



"Furbook"™ © is a  
great success. We are  
about to launch an app  
for NitroS-9 to cover  
100% of the market



# Introduction

Furious Felines 2 is a game of the “artillery” genre, not unlike the classics “Gorillas”, “Worms” and “Angry Birds”.

Your goal is to make the cats jump over the walls and land on the mouse before it starts eating the cheese, or the cats “chicken out”.

And yes, gorillas, worms, birds, cats mice, chicken... that is a lot of animals for “artillery” games!

## Getting Ready

To play “Furious Felines”, you need a Tandy Color Computer 3 (or a compatible emulator), and a floppy drive or compatible system, like Drivewire, SuperIDE or the CoCo SDC. Depending on your configuration, you may need a way to copy the .DSK file to your PC, or create a real floppy disk.

A RGB monitor or compatible is recommended, but not required.

Once you are all set up, just type  
**RUN “RUNME”**  
to start the game,

## **Lets go!**

When the game loads, you will see the intro screen, in which you can choose the monitor type, either TV/Composite or RGB. Then, a little tune will play (you may be able to skip it by pressing any key), and the real game starts.

In each level you will see a mouse, and the piece of cheese it is trying to eat.

You have to make the cats climb on top of each other, and then make the topmost jump on the big spring. This will send the cat on the other side of the spring flying away.

By pressing the keys [1] to [3], you make the cats pile up on the left side of the screen. The highest the pile, the further up and away the jumping cat will be sent.

When you think that the pile is high enough, press [SPACE] and then, select the cat that will jump away by pressing the keys [1] to [3]. Once everything is ready, press [SPACE] one more time to make the cat from the top of the pile fall on top of the spring.

If the cat that falls from the pile is light, the impulse will be a bit less than if it is a heavy one. And a heavy jumping cat will not go as far as a light one.

**You should also watch out for the wind (shown at the top left of the screen), as it will make the cats fly further away.**

**If the cat hits a wall, it will bounce off – and not like it a bit. Every bounce will decrease the cat's morale, and if it gets too low, they may not want to jump anymore.**

**Also, the mice are kind of hungry, and will dig through the walls to get to the cheese,**

**After you catch all the mice, you can play the same levels again, but this time, the wind will always be a bit stronger than what the meter shows.**

## **Endgame**

**If, after exiting the game, you just RUN it, the intro screen will not look very good, but the game will play just fine.**

**If that bothers you, just remember to RUN "RUNME" instead.**



# **Cheat a bit?**

Have you been trying to get past a level, and just can't make it?

Well, it happens to the best of us.

Here are some ways that you can solve all the included 8 levels.

There are probably better ways, but hey, I'm doing most of the work for you this time!

First, I will tell you how many – and which – cats to have climb on each other's back. Then which is the one that should jump, and perhaps give you a clue of where the mouse should be when the cat jumps.

## **Level 1:**

Wind 1: 7xTabby & Siamese

Wind 2: 4xTabby & Shorthair

Wind 3: 3xTabby & Tabby

## **Level 2:**

Wind 1: 6xTabby & Siamese (right)

Wind 2: 5xTabby & Shorthair (right)

Wind 3: 3xSiamese & Shorthair (right)

## **Level 3:**

Wind 1: 5xSiamese & Shorthair (left)

Wind 2: 4xTabby & Tabby (Left)

Wind 3: 4xSiamese & Tabby (right)

**Level 4:**

Wind 1: 8xTabby & Siamese (right)

Wind 2: 8xTabby & Shorthair

Wind 3: 6xTabby & Tabby

**Level 5:**

Wind 1: 6xTabby & Siamese (right)

Wind 2: 7xTabby & Shorthair (left)

Wind 3: 5xTabby & Tabby (left)

**Level 6:**

Wind 1: 8xTabby & Shorthair (left)

Wind 2: 7xTabby & Tabby (left)

Wind 3: 7xTabby & Shorthair (middle)

**Level 7:**

Wind 1: 8xTabby & Shorthair (Left)

Wind 2: 7xSiamese & Siamese (Left)

Wind 3: 8xTabby & Shorthair (middle)

**Level 8:**

Wind 1: 9xTabby & Siamese (wait 'till it breaks the wall)

Wind 2: 8xTabby & Siamese (right)

Wind 3: 6xTabby & Siamese

# Thanks!

I can only hope that you enjoy this game as much as I did writing it. Thanks to the CoCo Community, for their feedback and support, specially to Paul Thayer for writing the TRNSPUT and VSYNC routines, Stevie Strow and Nick Marentes for the “Core dump” space in “CoCoTALK!” and the “CoCo Crew” for their support.

Thanks to all those who played the original “Furious Felines” from 2013, and voted it “Fan Fave” in the 22<sup>nd</sup> Annual “Last” Chicago CoCoFEST!

And, thanks to you for playing “Furious Felines 2”

Now you just need to wait another 5 years for “Furious Felines 3” ...