

Nintendo®

GAME BOY™



Tesla's Kitten

INSTRUCTION BOOKLET

Tesla's Kitten...

... should never have taken a nap on top of its master's Tesla coil! Although warm and cosy, it is also just a teensy bit electrical. After a few hours of restful sleep (and charging), the kitten has started to attract objects from around the laboratory. Since the master's birthday party was held here yesterday, the place is full of helium balloons that are starting to stick to the kitten!

Now, that the kitten is airborne and flying up through the ceiling window, your mission is to keep it flying, and thus alive, as long as possible!

Game Controls

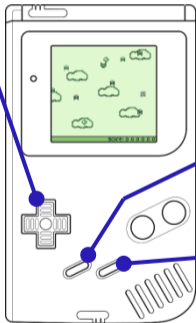
This is how you control the poor kitten on its flight.

Control Pad

Press left/right to change the direction of the kitten and press down to take a short dive.

Note that the kitten changes direction by letting some helium out of the balloons. Holding the control pad pressed consumes more helium than when quickly tapping it.

On that same subject, the balloons will continuously loose a bit of helium, since they are of a cheap brand.



Select Button

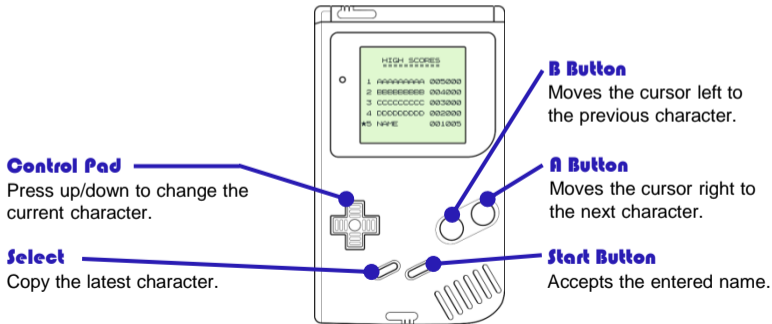
Shows the high scores.
Only works on the start screen.

Start Button

Pauses and resumes the game.

High Scores Controls

This screen shows the top five scores achieved on this copy of Tesla's Kitten. Keep in mind that a perfect round is awarded with a star!



Items

Knowing what to eat and not to is what keeps the kitten alive! These are the items that it will encounter on its journey.



Butterflies

They are crunchy and keeps the kitten well-fed and alive.
+5 points for catching and -2 for missing.



Balloons

Keep the kitten in the air. Make sure to pick as many of these as possible to refill your helium supply.
+10 points for catching.



Tesla cage

Pops up all over the place after some time. Steer clear of these, or the kitten will loose some of it's electrical charge and loose a balloon!

Tips & Tricks

Helium

Conserve your helium by not keeping the control pad pressed all the time, since keeping it pressed consumes the helium much faster. Instead quickly press and release the control pad and repeat when needed.

The balloons always lose a little bit of helium with time, so make sure to catch all balloons that come flying, in order to replenish the helium supply and continue your journey upwards.

Score

The score is displayed in the bottom right corner of the screen. When you catch an item you are awarded some points. If you allow a butterfly to be lost at the bottom of the screen, you lose 2 points, but more importantly: You will not get the golden star that is awarded for a perfect round!

Tesla cages

The higher the kitten goes, the more Tesla cages there will be. Make sure to keep away from them, or suffer the loss of your smallest balloon. When you have hit a Tesla cage, you will be invincible for a few seconds, use that time to steer clear of the cage!

Acknowledgements

This is the first game that I've made for the Game Boy and I want to send a big thanks to the Game Boy community on the Internet for all the development info available there. I've searched forums, read hardware manuals, and generally abused Google search to get this game working.

Special thanks to the creators of:

- GBDK
- Gameboy Tile Designer / Gameboy Map Builder
- BGB (GameBoy emulator/debugger)

The game is primarily coded in C, but in some cases I've had to resort to assembly because of bugs in the compiler or for increased efficiency. Generally I would say that the GBDK does a good job when you get used to it's quirks, and I am very happy to have been using it because it resulted in this game!

A final thanks to Nintendo for creating the Game Boy! I spent countless hours with it as a child, after which my cousins had it for some years until it was stowed away. Now that I got it back after some 20 years, I just had to insert and remove the cartridge a few times to get it running!

Markus Storm. 2018