

KITTEN 2

THE RETURN

子猫二ノ帰還

by ZioOry 2024

The Story

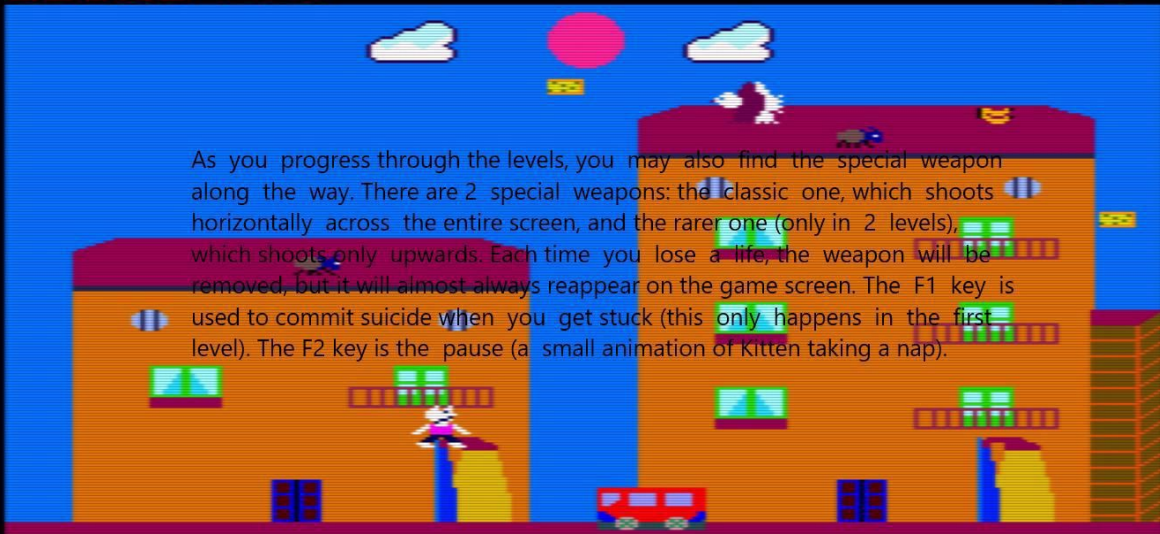
Our little kitten is back for a new adventure! This time, he must rescue his kidnapped kitten from his arch-nemesis, the fierce Dog Lester. To reunite with his little one, Kitten will have to face five increasingly challenging levels. Armed only with his agility and a powerful fruit as a weapon, he'll have to defeat numerous enemies and overcome treacherous obstacles. A boss awaits him at the end of each level, culminating in a final, bloody showdown with the ferocious Doc Lester.

Gameplay

The game is controlled using the four cursor keys and the spacebar, or joystick in port 1, as well as function keys F1 and F2. The spacebar or Joy1 button is used to throw the weapon. The right and left cursor keys, or the joystick, are used to move in the chosen direction. The up cursor or up lever is used to jump. The down cursor or down lever is used to duck. When the jump button is pressed, it will always perform the maximum jump on the same axis (X), regardless of whether it is tapped or held down. We will use the side keys to determine the length of the jump. The down button is used to throw the weapon from a lower point for smaller enemies (ants, cockroaches, etc.), as they cannot normally be hit. Kitten's initial weapon will be an apple, with a short trajectory, an 180° ellipse at the top, but at the end of each level, a special weapon can be recovered, giving you more chances to annihilate the boss.

SCORE 500

5



As you progress through the levels, you may also find the special weapon along the way. There are 2 special weapons: the classic one, which shoots horizontally across the entire screen, and the rarer one (only in 2 levels), which shoots only upwards. Each time you lose a life, the weapon will be removed, but it will almost always reappear on the game screen. The F1 key is used to commit suicide when you get stuck (this only happens in the first level). The F2 key is the pause (a small animation of Kitten taking a nap).

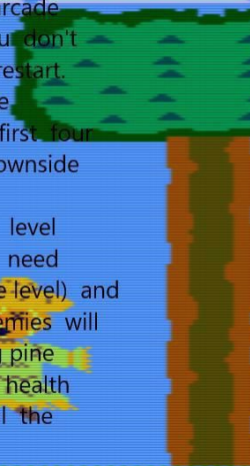
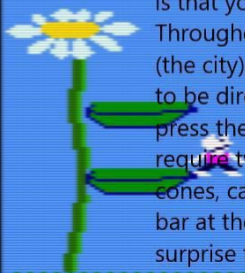
SCORE 2200



Helpful Tips for Playing

The game features an "infinite continue" system, just like the old arcade machines. You'll have a 10-second countdown after losing a life; if you don't press the spacebar or joystick button within that time, the game will restart. This applies to the first four levels; in the fifth level, you'll only get one continue. However, if you manage to score 100,000 points across the first four levels, you'll unlock a bonus level, earning extra lives and points. The downside is that your score will reset each time you continue.

Throughout the levels, you'll find extra lives and points. In the second level (the city), lives are hidden inside houses. To enter or exit a house, you need to be directly above the door or the fireplace (in the second part of the level) and press the down button. This only works for certain houses. Some enemies will require two hits to defeat. Certain objects, like water droplets or falling pine cones, cannot be destroyed. Lastly, all end-of-level bosses will have a health bar at the top of the screen that decreases with each hit. I won't spoil the surprise for the final boss, Doc Lester!



SCORE 3450

 2

System Requirements

The game runs exclusively on MSX Turbo R and has been tested successfully on the Open MSX, Blue MSX, and WebMSX emulators.

Have fun!

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