



Doggone It!

QUICK START GUIDE

Game Overview

Doggone It! is a one player game. You control Hank, a delivery driver who suffers from cynophobia (fear of dogs). Hank must grab packages one at a time from the back of his truck and deliver them to the recipients at the bottom of the screen. When Hank is touched by a dog he will lose a package (if carrying one) and become temporarily paralyzed. The number of packages to be delivered is displayed on the truck and counts down as packages are delivered. Hank must deliver all of the packages before the truck gets to the end of the street, or the game ends. There are three levels on Hank's route. Once all three levels are complete, the route starts over with increased difficulty.



Hank

Controls

Use the left joystick to move Hank up, down, left and right. Press the fire button to start a new level, to activate a power-up stored in Hank's power pocket (see "Crazy Culvert Kitty" section), or to start a new game. Pressing the reset switch returns the game to the title screen. Set the left difficulty switch to the "B" (novice) position to hear Hank's footsteps. If the sound of his footsteps gets on your nerves, change the switch to the "A" (expert) position to make him walk silently.

Crazy Culvert Kitty

If Hank pets Crazy Culvert Kitty when she walks from one culvert to the other, a randomly chosen power-up is stored in Hank's power pocket and will be depicted by its respective icon (see "Power-Up Icons and Descriptions" section). A stored power-up can be activated anytime by pressing the fire button, except when a power-up is already active. If Hank already has a power-up stored and pets Crazy Culvert Kitty, a random power-up will become active immediately (it may or may not be the same as the stored power-up).



Crazy Culvert Kitty

Power-Up Icons and Descriptions

Empty Power Pocket



No power-up stored.

Truck Pause



The truck pauses, giving Hank more time.

Fast Feet



Hank is enabled with super speed.

Double Package



Any package delivered counts as two packages.

Dog Invincibility



Hank can't lose a package or be paralyzed.

Scoring

200 points = package delivered

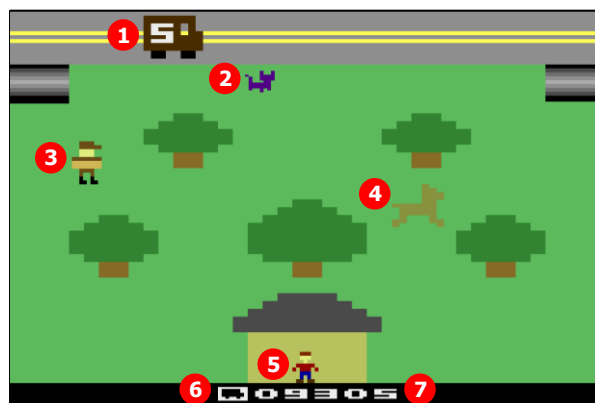
500 points = package delivered while double package power-up is active

1000 points = unused power-up in power pocket carried over to the next level

Truck bonus points are also awarded upon level completion, based on how far the truck is from the end of the street.

Game Layout

Level	Dog	Recipient
1	Tinker	Oliver
2	Therapy Dogs	Dr. H and Dr. C
3	Hot Dogs	Dwight



- 1 Truck (five packages left to deliver)
- 2 Crazy Culvert Kitty
- 3 Hank (with package)
- 4 Tinker
- 5 Oliver
- 6 Power Pocket (truck pause stored)
- 7 Score

Hints/Tips

Finish the level quickly to maximize the truck bonus points and hold on to your pocketed power-up for the 1000 point bonus at the start of the next level.

On level two, when Hank strikes the gong in the middle of the room, the therapy dogs will pause and Hank will have a brief moment of invincibility (can only be used once per room entry).

When a power-up is active, listen for the quickening of the power-up sound, indicating that there are only three seconds of power-up remaining.