

MANUAL

# AN AMERICAN TAIL

The Computer Adventures of Fievel<sup>®</sup> and His Friends



BASED ON  
THE HIT MOVIES!

**AN AMERICAN TAIL<sup>®</sup>**

The escapades of spunky  
Fievel Mousekewitz on the  
streets of turn-of-the-  
century New York City.

**AN AMERICAN TAIL<sup>™</sup>**  
**FIEVEL GOES WEST**

The adventures continue...  
as Fievel takes on the  
outlaw cowboy cats in  
the Old West.

Capstone<sup>™</sup>

— THE PINNACLE OF —  
ENTERTAINMENT SOFTWARE



## Credits

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# Introduction

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From the mean streets of turn-of-the-century New York City to the dusty plains of the Old West, join Fievel Mousekewitz in his quest to reach his family and foil the fiendish schemes of the Mott Street Maulers and the Cat R. Waul gang. Based on the Steven Spielberg movies, *An American Tail* and *An American Tail: Fievel Goes West*, the computer game recreates the animated world of Fievel and his friends with stunning VGA graphics and digitized pictures. Through a rollicking series of puzzles, games and adventures, you strive to run the cats out of New York City; then link up with your pal Tiger and hero Wylie Burp to stop the giant mousetrap and win an Old West Showdown!

**Good luck!**



# Getting Started

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## Requirements

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In order to run An American Tail you will need the following equipment:

- An IBM PC, XT, AT, PS/2, PS/1, Tandy 1000, or fully compatible machine with an EGA or VGA graphics card and 600K of available memory.
- At least one disk drive; a hard drive with at least 4.5 megabytes available is optional.
- A joystick or mouse is optional
- A SOUND BLASTER, AdLib, or Roland LAPC-1 sound card is optional.

**NOTE:** Please be sure you have the computer properly hooked up and are familiar with its operation. If there are any questions about the computer, please refer to your owner's manual.

## Installing to Hard Disk

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To install AMERICAN TAIL to a hard disk:

Turn on your computer.

Insert the American Tail Disk #1 into your floppy drive. Type **A:** (or, if the disk is in drive B, type **B:**) and press the **ENTER** key.

Type **INSTALL** and press the **ENTER** key.

Follow the on-screen instructions for installing to your hard disk.



## Starting the Program

### Hard Disk

To run the program from your hard drive, enter the following commands from your hard drive prompt:

```
CD \CAPSTONE\AMTAIL <Enter>
```

```
AMTAIL <Enter>
```

You can skip past the opening sequence by pressing the ESCape key.

### Floppy Disk

Insert disk number 1 in the disk drive.

From the A prompt (or B prompt, if the disk is in drive B) type **AMTAIL** and press the **ENTER** key.

You can skip past the opening sequence by pressing the ESCape key.

## Copy Protection

As a means of copy protection, the program will ask you to enter a specific word from the manual. Look up the requested word and type it in, followed by **ENTER**.

## Configuring Your System

The first time you run AMERICAN TAIL you will be presented with the configuration menu as follows:

### **GRAPHICS INSTALLATION Menu**

The selection recommended by the program will be highlighted. You may make another selection - which may or may not work on your system. Use the **up/down** arrow keys to change the selection. When your preference is highlighted, press the **ENTER** key.



## **SOUND INSTALLATION Menu**

The selection recommended by the program will be highlighted. You may make another selection - which may or may not work on your system. Use the **up/down** arrow keys to change the selection. When your preference is highlighted, press the **ENTER** key.

The last menu reads:

**ACCEPT CONFIGURATION**

**CHANGE CONFIGURATION**

**NO CHANGE**

You may highlight your choice by pressing the up/down arrow keys. When your choice is highlighted, press the **ENTER** key.

## **RE-CONFIGURE INSTALLATION**

If you wish to change any of the program parameters, follow the Starting the Program instructions except this time type **AT r** and press the **ENTER** key.

## **Interface**

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### **Mouse/Joystick**

American Tail employs a simple point-and-click interface. The mouse or joystick controls a pointer that moves around the screen. The pointer is shaped like a piece of cheese. To click on an object or area of the screen, simply move the pointer to the desired area and press the left mouse button.

### **Keyboard**

To move the cheese pointer around the screen, use the cursor (arrow) keys on your keyboard. To click on an object or area of the screen, press the **ENTER** key.



# Playing the Game

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When the program begins, you will find Fievel standing on the streets of New York. Press the **ENTER** key to start the game.

There are many things that you can have Fievel do. These include: talk to characters, leave the current screen, pick up an object, access inventory, and ask for a hint. Each of these options is explained in detail below.

## Talk to characters

Fievel can talk to many of the characters that appear throughout the game. As you move the cheese pointer around the screen, you will notice that it sometimes changes into a white 'talk bubble' as it passes over a character. If you see this 'bubble', it means that you can talk to that character. To talk to the character, click when the 'bubble' is on-screen.

The character will then either tell you something, or ask you a question. After you have read what the character says, click to move on. Fievel will then have a chance to say something to the character. Often times there are several numbered choices for Fievel to say. To pick a phrase, move the pointer over the desired phrase until it is highlighted and click.

## Leave the current screen

As you move the pointer around the screen, it will sometimes turn into a small door with the word **EXIT** under it. This indicates that you have found an exit from the current screen. To exit at this point, click the mouse button or press **ENTER**. This will take you to a new screen. Most screens have more than one exit. Some of the exits are difficult to find. Move the pointer slowly around the screen to locate small exits.



## Pick up an object

On some of the screens there will be objects that Fievel can pick up and add to his inventory. To pick up an object, move the pointer over it and click. A brief description of the object will appear. Click to make the description disappear. The cursor will now control the object. To add the object to Fievel's inventory, move the object over Fievel's body and click.

## Access inventory

To look at or use any of the objects that Fievel is carrying, move the pointer over his body until it turns into a red arrow. Click to see the inventory. Any objects that Fievel is carrying will be displayed in the inventory window. If you want to select one of the objects, place the pointer over its picture and click. The bottom of the inventory window will give you options such as GIVE, DROP, USE and EXIT (all four options are not always available). To give the selected object to a character on the screen, click on the GIVE box. To drop the selected object on the current screen, click on the DROP box. To exit the inventory without using an object, click on the EXIT box.

## Ask for a hint

Many times you can get advice by using Fievel's Magic Hat. If a hint is available, the pointer will turn into an orange arrow when you point it at Fievel's hat. Click to see the hint. After you have read the hint, click to make the hint box disappear.

## Options Menu

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You can pull up the Options Menu at any point during the game by pressing the **ESC** key. This will also pause the game. A box with six icons (small pictures) will appear. The functions that the icons perform are described below:

**Exit to DOS (picture of stop sign)** - choose this option to exit from American Tail.

**Sound On/Off (picture of radio)** - choose this option to toggle the music on or off.



**Load Game (picture of computer chip with arrow pointing away)** - choose this option to load a previously saved game. Upon choosing this option, six small icons will appear on the screen. Choose the one corresponding to the game you wish to load (see Save Game below).

**About (question mark)** - choose this to see the game credits.

**Return to game (picture of Fievel)** - choose this to continue playing the game.

**Save Game (picture of computer chip with arrow pointing to it)** - choose this option to save a game to disk. Upon choosing this option, six small icons will appear on the screen. These represent the six save game locations. Pick one of the icons to save the current game in that position.



# The Game

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An American Tail, the computer game, is based upon both An American Tail and An American Tail: Fievel Goes West. The game is divided into two sections, each representing one of the movies. The introductory sequence of the game explains what has happened to poor Fievel. When the game begins, Fievel is alone on the streets of New York. This is where we join the story of An American Tail.

## An American Tail

Having just arrived in New York City, Fievel is all alone and wants to find his family. By talking to characters he meets, Fievel will make some friends and some enemies, but gain helpful clues and objects from both. Using these will help Fievel find his family and put together the secret weapon to get rid of the cats of the Mott Street Maulers.

## An American Tail: Fievel Goes West

After hearing stories of a land with no cats and lots of cheese, Fievel and his family decide to take a train west. While exploring, Fievel discovers that the Cat R. Waul Gang is behind the stories and is really planning to eat all the mice when they arrive. The cats catch poor Fievel as he listens and throw him off the train. Now he must try again to find his family and save the mice from the evil cats. By searching the desert for friends, old and new, collecting useful objects, and avoiding danger, Fievel must try to defeat the Cat R. Waul Gang in an Old West Showdown.

## Games

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At various times during An American Tail, Fievel will have to play games. It is often necessary for Fievel to win each game to move on in the program. The different games that you might encounter are listed below with descriptions of how to play.



## **The Concentration Game**

When the concentration game window comes up, Fievel is to select cards in pairs. This is done by moving the pointer over the card he wishes to see and clicking the button. After selecting the first card of a pair, the object under that card will appear. After selecting the second card, one of two things will happen: A. If the object under the second card matches the first, both will stay uncovered. B. If the second object does not match the first, both cards will be flipped back over. You must help Fievel find all eight matches within fifteen moves to win the game.

## **The Shell Game**

Three shells will be placed on a table. One of the shells will be placed over a marble. You must watch as the shells are shuffled so that you can find where the marble ends up. When you are asked to select which shell the marble is under, you must move the pointer over the shell you think it is and click.

## **Putting Together the Cat Trap**

When you are asked to assemble the Mouse of Minsk, a screen will come up with 25 tiles in a jumbled order. The object is to complete the picture. This is done by selecting pairs of tiles. Moving the pointer over a tile and clicking will select that tile (the one to be selected will have a highlighted border). When a second tile is selected and clicked upon, the two tiles will swap places. The game is completed when all the tiles have been placed in their correct location on the screen.

## **Dots Game**

When you are asked to play a game of dots, the dots game window will appear. The game is played by selecting two dots (horizontally or vertically next to each other) and "stretching a band between two dots". The idea is to complete squares. If you complete more squares than the computer, you win. Selecting dots is very similar to the above games, just point and click. The dot to be selected will be highlighted in red. The first dot selected stays highlighted until the second one is picked. If an "illegal" pair of dots is selected, both highlights will disappear and no band will be placed, the player



will then have to select a "legal" pair of dots. If you complete a box with your move, you get to make another move. Otherwise, you must alternate turns with the other player.

### **Practice Shoot-out**

At the practice shoot-out in the desert, you must point with the slingshot cursor and shoot marbles to hit the various targets. For some targets, the player must "lead" their shots.

### **Real Shoot-out**

Same as the practice shoot-out. Fievel must aim and click with the crosshairs to shoot down the cats.

### **Simon Says**

The computer will flash a pattern of "flags" revealing the pattern one piece at a time. You must repeat exactly the pattern that the computer displays or else you will lose the game. To do this, you must move the pointer over the appropriate hole and click. If it is the correct choice, a flag with a "yes" will appear, otherwise, a flag will come up with "no" and you lose the game.



## Hints (No Peeking)

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If you are having trouble, below are some common problems and their solutions.

**1. The matching game seems to be really hard.**

It is easiest to pick the cards in order from left to right, top to bottom.

**2. How do I get out of the cage beneath the streets?**

You must have a piece of broccoli to trade with Tiger.

**3. Where can I find the broccoli?**

It is in one of the sewers. Pick up the broccoli, and then wait until the sewer rat falls asleep to escape.

**4. I can't seem to find Tony anywhere.**

Talk to "Big Bambino" in front of Nalzones to find out where Tony is.

**5. What is the secret weapon puzzle supposed to be?**

The pieces in the middle are usually in the correct location. Move the pieces around the outsides to unscramble the puzzle.

**6. REMEMBER TO SAVE YOUR GAME OFTEN.**

**7. I can't find a Sheriff's badge anywhere.**

The Sheriff's badge is in the desert somewhere.

**8. The giant scorpion always catches me.**

When the scorpion comes after you in the desert, immediately run off the screen to the left.

**9. Where do I get ammo for the sheriff's slingshot?**

You need to find an old mining shaft in the desert.

**10. How do I get Tiger to follow me to help the sheriff?**

Give him a bottle of perfume from your sister Tanya.



# VOCABULARY

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The following is a list of words from the game that children may find hard to understand. The definitions have been simplified as much as possible to help children learn new words while enjoying An American Tail.

**ABANDONED** - left all alone

**ALAS** - a word showing sadness

**AMBITIOUS** - wanting something very much

**AMMUNITION** - things used with a weapon to make it dangerous, like bullets in a gun and the marbles Fievel uses in the slingshot

**ANTE UP** - to pay to play a game, like Fievel pays nickels to play concentration

**ASSEMBLE** - put together

**CAT-COSSACKS** - cats from the south of Russia, where Fievel once lived

**COUNTER TO** - opposite of

**DEPOSITED** - set down

**DESPERATE** - almost hopeless

**DISCOURAGED** - having no hope or spirit

**DIVA** - a singing star in the opera; what Tanya becomes

**ENDOWED** - having a lot; full of

**ESSENTIAL** - very important; needed

**EXPLOITED** - used unfairly

**FLOUNDERING** - moving around in a clumsy or confused way

**FRATERNITY** - a group of good friends

**GOURMET** - a person liking good food and drink

**HASTE** - a hurry; speediness



**HORIZONTALLY** - from side to side; left to right

**IMMIGRATION** - moving from one country to another; also the place where you go when you enter a new country

**INTESTINES** - guts

**INUNDATED** - given too much at once

**JEOPARDIZE** - to put in danger

**OFFENDED** - made upset or angry

**PERSECUTED** - bothered; treated meanly

**POSSESSION** - something you own

**RALLY** - big gathering to support something, like the mice have for their plan to get rid of the cats

**RECRUIT** - a new member

**REVEALED** - made known; seen or shown

**RIVAL** - someone you compete against

**SALOON** - a gathering place in the Old West

**SALVATION** - freedom from evil and all bad things

**SAYONARA** - 'goodbye' in Japanese

**SHREWD** - sneaky

**SOUVENIR** - something to help remember a certain time or place; like the perfume Tanya gives Fievel

**SUITABLE** - just right

**VAPORIZED** - disappeared

**VERTICALLY** - up and down; from top to bottom

**VIRTUOSITY** - style, skill or excellence in the arts; such as Tanya's singing

**WRATH** - anger; rage; fury



## **Additional Information**

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### **Backups**

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Backup copies of AN AMERICAN TAIL disks are available directly from IntraCorp. The \$12 charge for the set can be paid by check, American Express, Visa, MasterCard or COD. To order, write to IntraCorp, Inc., 14540 S.W. 136th St., Suite 204, Miami, Fl 33186 or call 1-800-INTRACO [(800) 468-7226] between 9 a.m. and 6 p.m. Eastern time (Monday through Friday).

### **Technical Support - Please read carefully**

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Registered owners of this software product are entitled to technical support from our Customer Service Department. If you have any problems or questions, please call Customer Service at (305) 252-9040 between 9 a.m. and 6 p.m. Eastern time (Monday through Friday). Please note that the warranty card that came with this product must be mailed to IntraCorp before any assistance can be given. Please allow sufficient time for the card to arrive before calling Customer Service.

The IntraCorp Customer Support bulletin board is available to all users. Callers can leave questions to the Technical Support department or to other users, and get information on software upgrades and new releases. The board is available to users 24 hours a day. The board's number is (305) 378-8793. It is accessible at 300, 1200, 2400 or 9600 baud; no parity; 8 data bits; 1 stop bit.

### **Credits**

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