Thank You!

Thank you so much for purchasing SPEEDCAT - Physical Edition! On this flash drive, you'll find a copy of SPEEDCAT for:

- Windows
- macOS
- Linux
- Raspberry Pi

Simply unzip the `.zip` file that matches your operating system, and then double click the executable!

I hope you enjoy the game and the custom 3D printed case! Although the game is free, purchasing the box helps financially support my game development endeavors! Any profit I make will go back into getting new development tools, improving my PC's hardware, or making the game-dev-on-Twitch experience more enjoyable!

Below you'll find an explanation of SPEEDCAT, which is nearly identical to the one on this itch.io page.

- Fletch <3

SPEEDCAT

A game all about collecting coins and being faster than your friends!

How to Play

Can you be the speediest cat? There are 32 different "rooms" that you can explore. Within each room, there is exactly one (1) SPEEDCOIN that you can collect! Collecting the 32nd coin will immediately end the game and display your completion time and the number of deaths you had!

Victory

The coins can be collected in any order, so use your creativity to think of creative routes to get those coins even faster the next time! Or, you could attempt a no-deaths run! Share your high scores in the comments below to compete with the SPEEDCAT community!

Modes of Play:

In SPEEDCAT, there are two modes: "Normal Mode" and "Hard Mode". The only difference between the two modes is that some blocks will blink on and off in "Hard Mode", making some jumps more difficult than in "Normal Mode". Other than that, the modes are identical.

Controls

In-game:

- Left & right arrow keys - move SPEEDCAT
- "Z" or up arrow key - jump

In menus:

- Arrow keys - navigate menu
- "Z" - select option

PICO-8 menus:

- "P" - open menu
- "ENTER" - select option
- Arrow keys - navigate menu

World Map

This is a handy reference in case you want to heavily optimize your route! Each square on this map represents one cel in-game (an 8×8 region). Here's a legend for what each color means:

- White - walls / floors / ceilings
- Pink - SPEEDCOINs
- Bright red - spikes
- Greyish purple - springs
- Maroon - crates / pushable blocks
- Yellow - keys
- Gold - doors
- Blue - teleporters
- Grey - switch blocks
- Dark green - buttons or levers

About the Game

SPEEDCAT has been my "pet" project for the past 2.5 years. It started as an experiment for myself to learn more about how to detect and resolve 2d collisions. When I started, I didn't realize I'd be finishing the entire game!

I've taken my time on this game. Whenever I felt like my heart was in it, I'd put some work into the game, and whenever I was feeling burnt out, I took a break! So while it's taken longer to develop than the average development time for a game this size, I feel like this game is the culmination of all I've learned thus far in game development!

Credits

- Developed by: Fletch
- Written in: PICO-8
- Background music composed by: Andrew Carlson
- Playtested by:
  Clark O Tron
  Benny
  Cowboy
  Salayna (Sachi)
  SpicyCheeseBite
  Spak
  * PixelDud

- Thanks to jacobpierce for their [reproduction of the PICO-8 font](#) for use in the trailer and other promotional graphics
- Huge shoutout to my wife for all of her support and encouragement throughout the entire development process. Her words of excitment and encouragement helped me through many speedbumps!