

Snack Attack Instructions

Learn about the different objects in this game and what they do.

Objective:

Eat as many treats as you can for points. The more food you catch, the more points you score. But watch what you eat! Some foods that are bad for cats will slow you down. For each treat you miss, your cat's Karma will decline. The game is over when your Kitty's Karma indicator bar reaches the end. Use the arrow keys on your keyboard to move left, right, up and down.

Special Objects:

Human Food

Slows your cat down and makes your cat fat. Effect lasts for 5 seconds.

Lasagna

Slows down your cat and makes your cat fat. Effect lasts for 10 seconds.

Can of Tuna Fish

Multiplies the number of points per piece of food by two. Effect lasts for 10 seconds.

Collar

Multiplies the number of points per piece of food by four. Effect lasts for 10 seconds.

Slow Objects

Slows down the speed of falling food/objects. Effect lasts for 10 seconds.

Fast Objects

Increases the speed of falling food/objects. Effect lasts for 10 seconds.

Super Size Catnip

Causes your cat to grow in size. Effect lasts for 10 seconds.

Flea

Stay away from fleas! Minus 100 points from your score.

Mystery

Randomly becomes any of the above items.

Microchip

Boosts your Kitty Karma by 25%. [Click here to return to the game!](#)