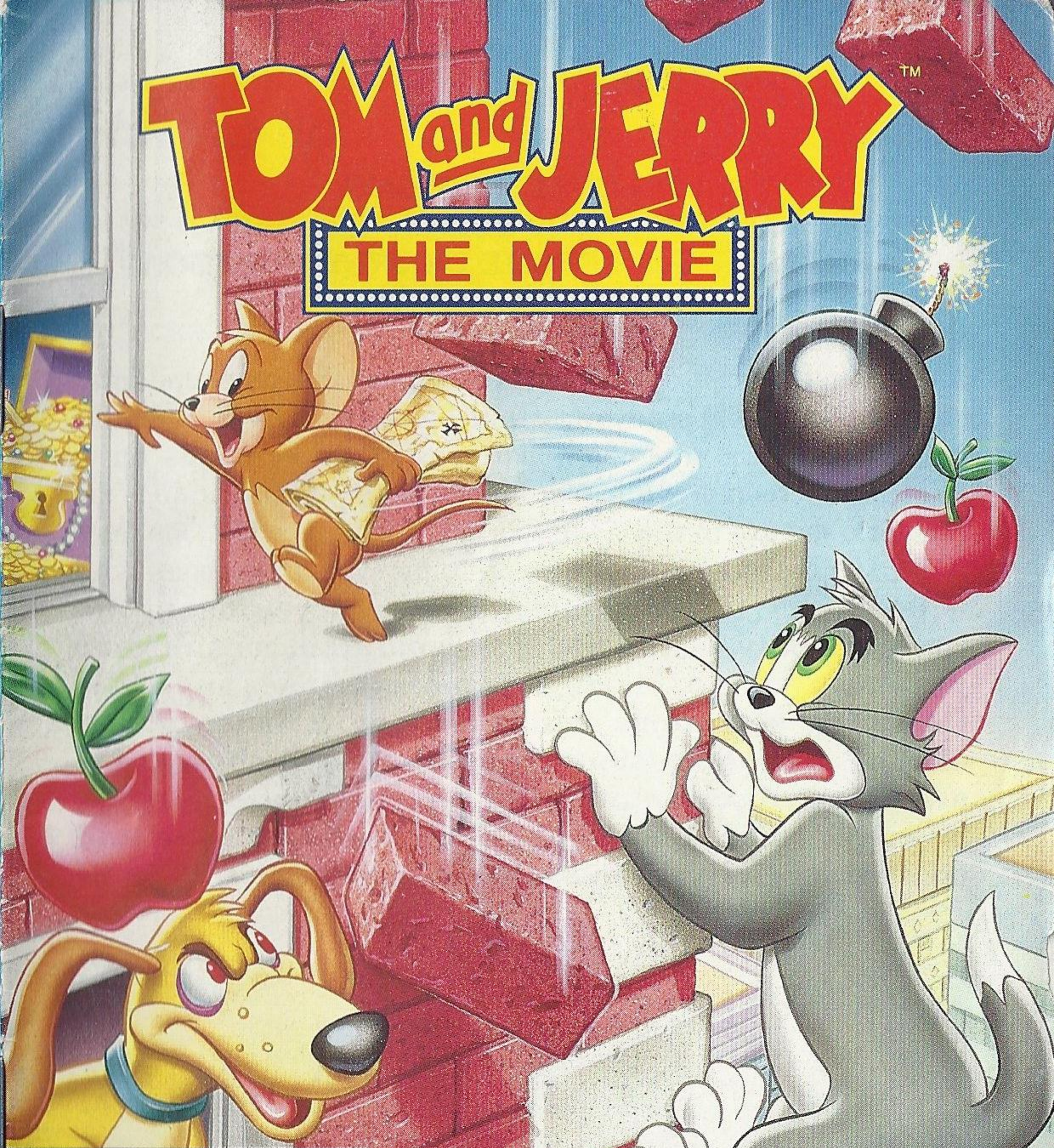


TOM and JERRY

THE MOVIE



SEGA™

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM



EPILEPSY WARNING

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. **If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.**



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Nous utilisons du papier recyclé.
Usamos papel reciclado.
Utilizziamo carta riciclata.
Wij gebruiken kringlooppapier.
Vi använder returpapper.
Käytämme palautettavaa paperia.

Starting Up

1. Set up your Sega Game Gear System as described in its instruction manual.
2. Make sure the power switch is OFF. Then insert the *Tom and Jerry - The Movie* cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the *Tom and Jerry - The Movie* Title screen will appear.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

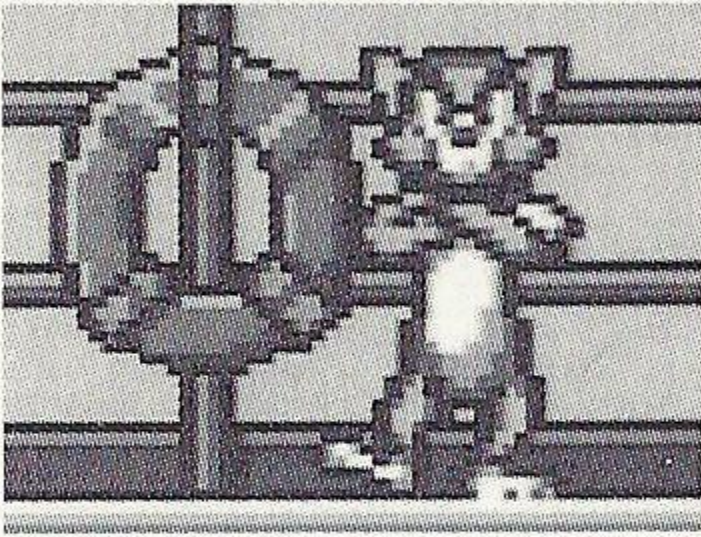
Note: *Tom and Jerry - The Movie* is for one player.

Insert Sega Cartridge



**For Game Play Assistance, call
1-415-591-PLAY**

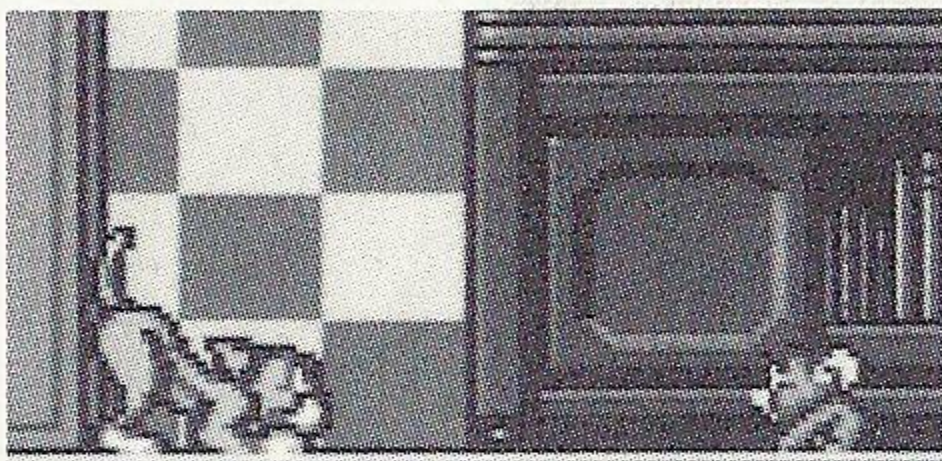
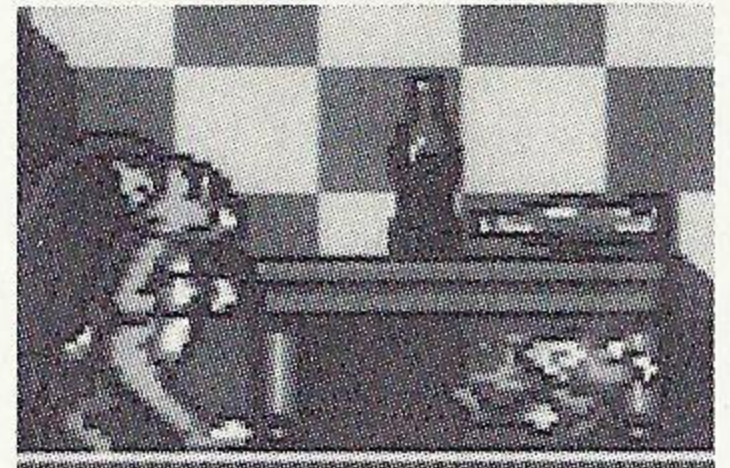
The Chase Is On!



One day, Tom was playing in the attic of his house. He was about to go downstairs when he knocked an old wardrobe off balance. The heavy wardrobe fell on him... meowtch! Luckily Tom, being a cat, had eight more lives. Crawling out from under

the pile of broken furniture, he spied a strange yellow roll of paper. A treasure map, hidden for years behind the wardrobe!

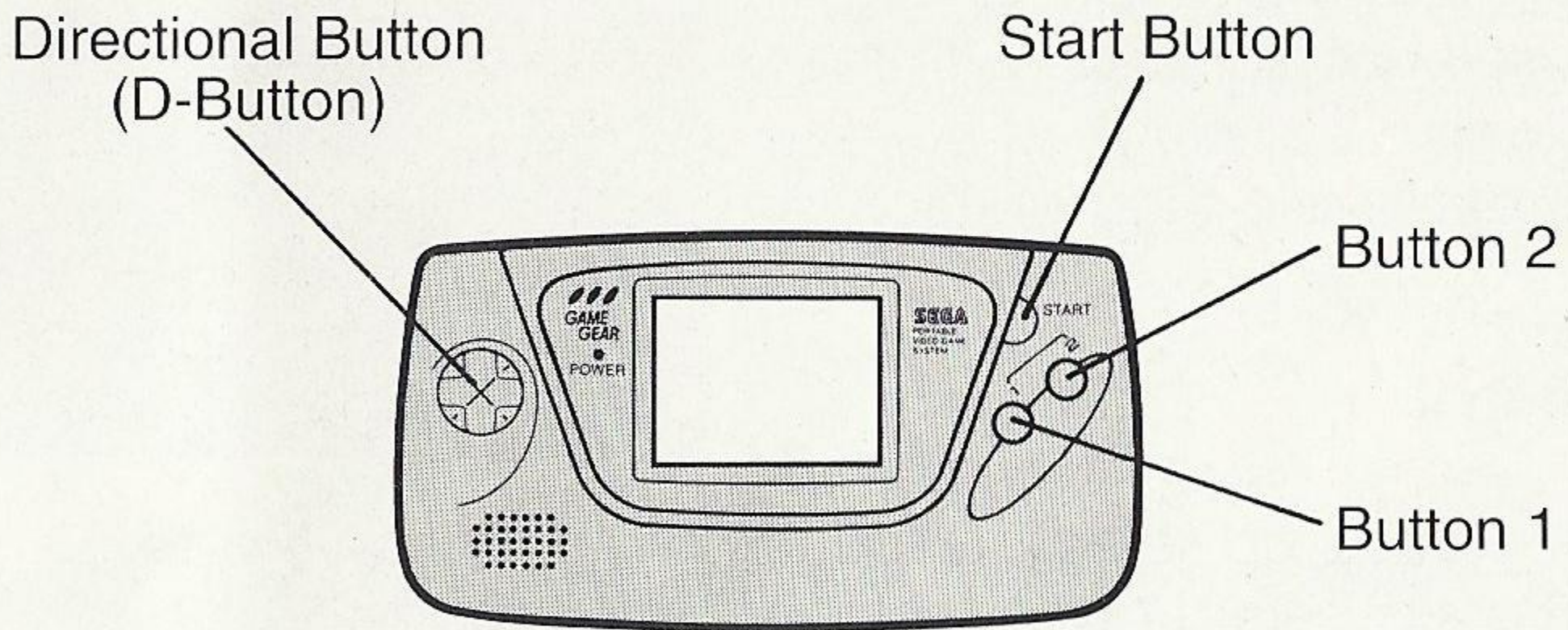
Tom was busy dreaming up ways to spend the money from the treasure when suddenly, Jerry grabbed the map and took off!



Tom wants it back, but standing between him and his map are dangerous traps, a gang of monsters, and countless other perils! Tom must use all of his feline agility

to avoid Jerry's traps and get around the obstacles in his way!

Take Control!



D-Button

- Press up or down to highlight choices in the Main Menu.
- Press up or down to move the Cat Paw cursor in the Option Mode. Press left or right to change options.
- Press left or right to move Tom in those directions.
- Press up to make Tom look up.
- Press down to make him crouch so he can see what is below when he is on a ledge.

Start Button

- Press to start the game in the Title screen.
- Press during the game to pause; press again to resume play.

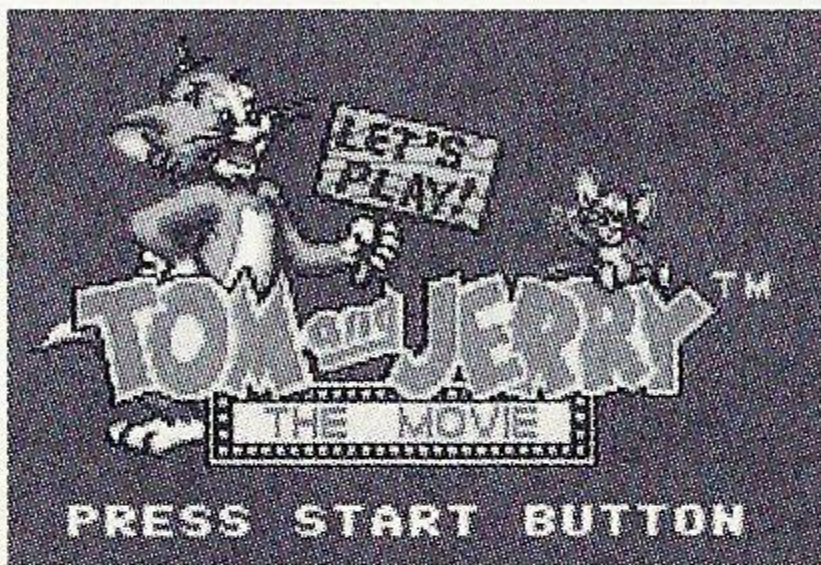
Button 1

- Press to stop selected sounds in the Option Mode.
- Press to make Tom climb.
- Use in conjunction with the D-Button to make Tom jump.
- Press to skip through Story screens.

Button 2

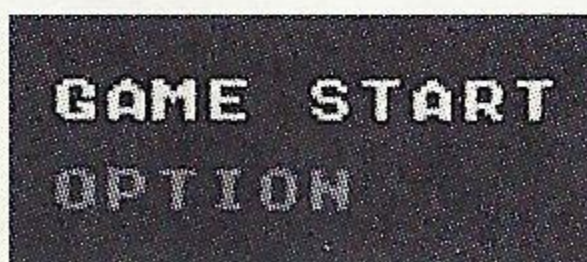
- Press to stop selected sounds in the Option Mode.
- Press to select options in the Option Mode.
- Press to make Tom pounce or climb.
- Use in conjunction with the D-Button to make Tom pounce.
- Press to skip through Story screens.

Getting Started



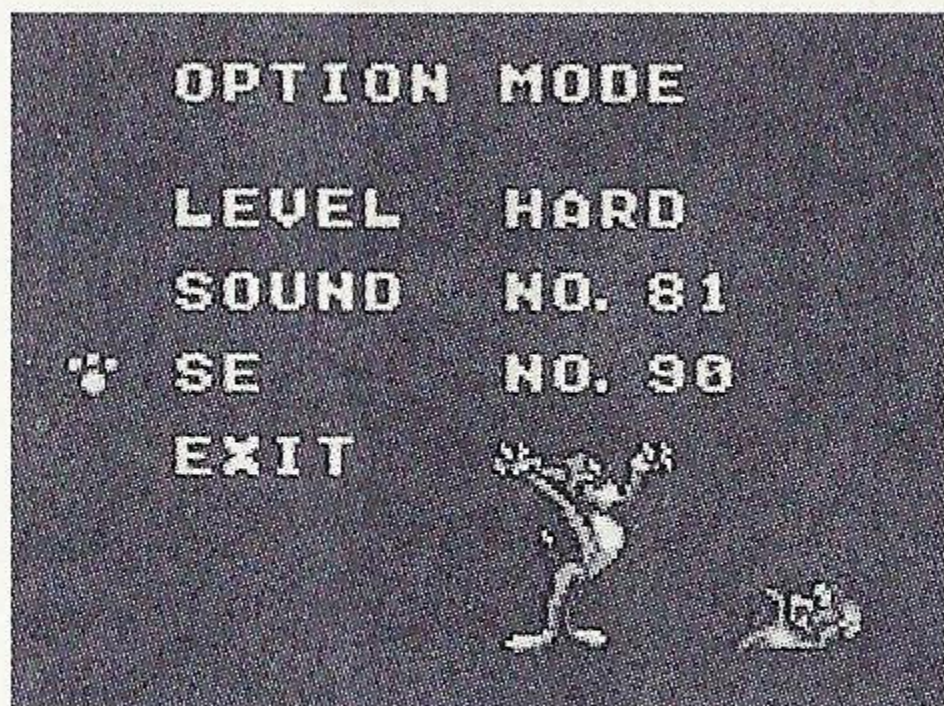
When you turn the power on, the Sega logo appears, followed by the Title screen. Press the Start Button to see the Main Menu, or wait a few moments to see the game demonstration. Press the Start Button any time during the

demonstration to return to the Title screen, and press it again to see the Main Menu.



You have two choices in the Main Menu. Select "Game Start" to begin playing, or select "Option" to see the Option screen.

The Option Mode



To select options in the Option Mode, press the D-Button up or down to move the Cat Paw cursor to an option, and press the D-Button left or right to change the option.

Level: Choose the difficulty level. Choose from Normal or Hard. In the Normal mode, you only lose a half a Heart from your Life Gauge when you land on spikes, step on a land mine, etc. In the Hard mode, these same traps will take away one heart each! Press the D-Button left or right to change the option.

Sound: Hear any of the music in the game. Press the D-Button left or right to change the music, and press Button 1 to hear it. Pressing Button 2 stops the music.

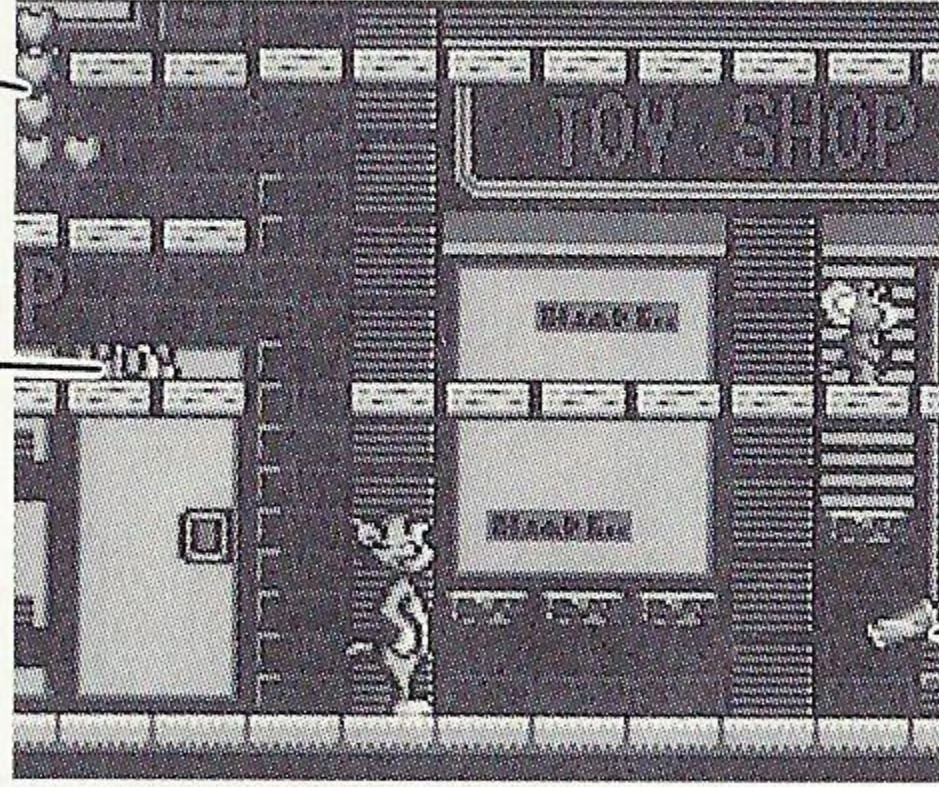
S.E.: You can listen to any of the Sound Effects used in the game. Selecting effects is done the same way as selecting music.

Exit: When you want to return to the Main Menu, move the Cat Paw cursor to "Exit" and press Button 1 or 2.

Screen Signals

Life Gauge

Land Mine

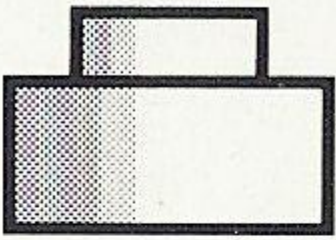


Can
(Obstacle)

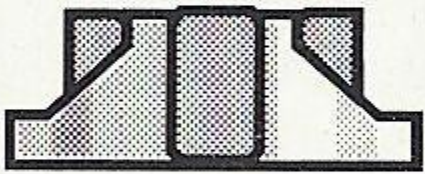
Items



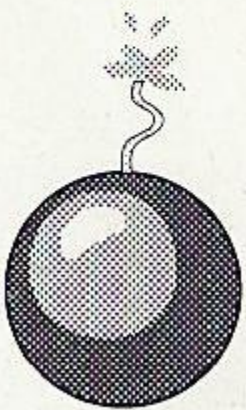
Life Up Potion: When Tom steps on this item his Life Gauge is partially restored.



Plunger: When Tom steps on a plunger, ledges appear or disappear.



Land Mine: These items are found here and there in the Stages, and Jerry seems to have an endless supply too — watch where you step!



Cherry Bomb: If you get too close to Jerry, he may toss one of these at you, so be on your guard.

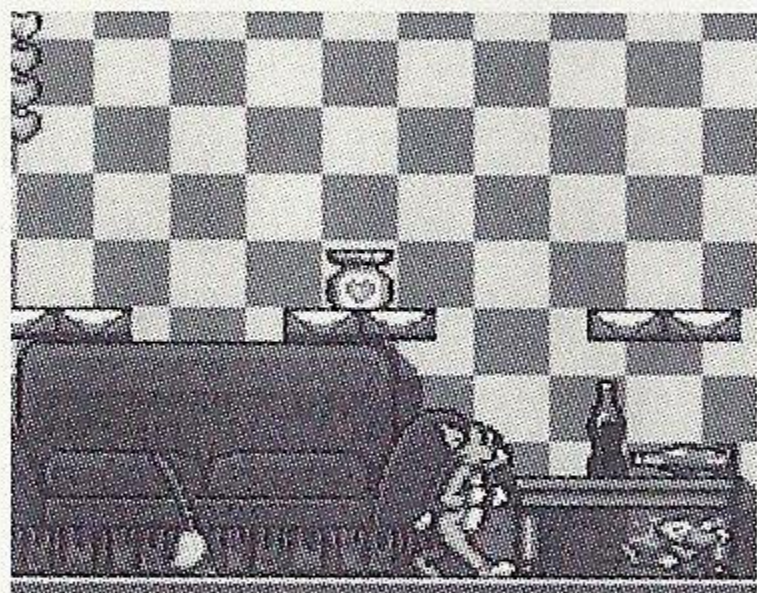
The Treasure Hunt Begins!



Tom has to chase Jerry through five Stages to get his map back and to stop Jerry from getting to the treasure first. When Tom catches Jerry, the Stage is cleared. Although the odds are heavily stacked against Tom, if he can catch Jerry before the end of the Stage, he

can get to the next Stage right away. Be patient and only pounce if you have a good chance of grabbing a pawful of mouse — every time Tom pounces at Jerry and misses, he loses half a heart from his Life Gauge! If Tom has only one half of a Life Gauge heart left, he won't be able to pounce. Don't worry if Jerry is too slippery, because at the end of the Stages the rodent has nowhere left to run. But beware — Tom must get past one of Jerry's deadly friends before he can lay his mitts on the pesky mouse!

Stage 1: My Home

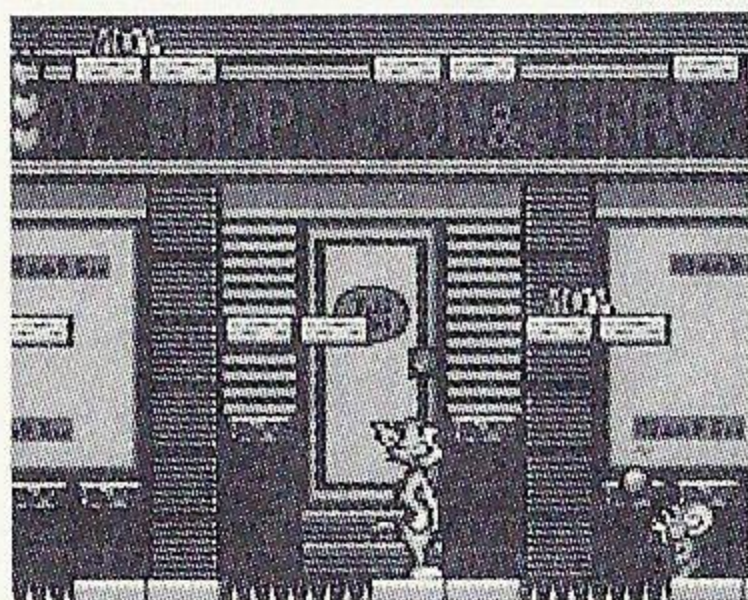


The chase starts out in Tom's house. Be careful of the traps set up by Jerry and his friends! There is danger underfoot and overhead. And if you get too close to Jerry — boom!

Bonus Game 1: Tag

Recover vitality by collecting the hearts in the maze. Get as many as you can in 30 seconds. Big hearts are worth two points and small hearts are worth one point. For every point Tom earns he gets back half a Life Gauge heart, up to a maximum of four whole hearts. And if he catches Jerry, Tom not only gets another whole heart back, but the size of the Life Gauge also increases by one heart!

Stage 2: The Night Town



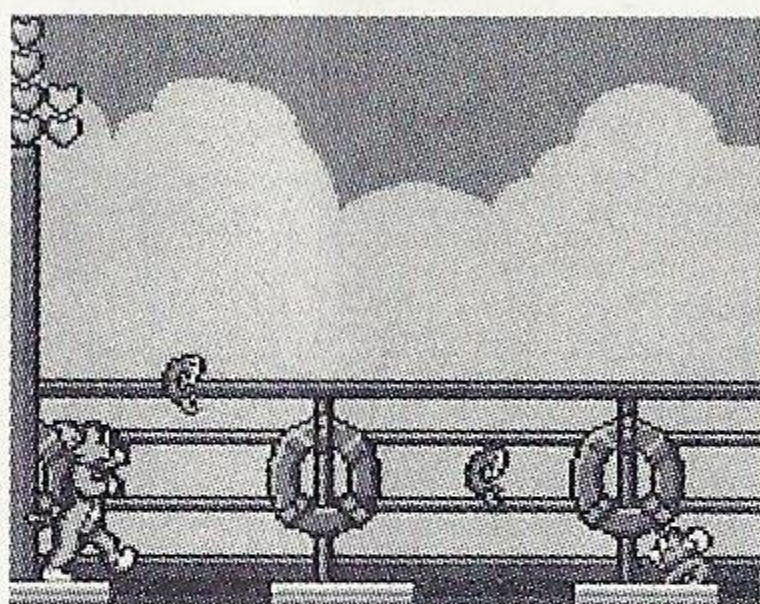
The action moves out onto the streets of the town. In Tom's way are bouncing cans and more than a few mines! Tom has to make it through the night if he wants to get hold of the treasure.

Bonus Game 2: Apples And Bombs

You have 30 seconds to catch the apples Jerry drops from the windows. But watch out — Jerry mixes bombs in with the apples! If Tom is bombed, he is immobilized temporarily. For every three apples Tom catches he gets back half a Life Gauge heart, up to a maximum of four whole hearts. And if he catches over 24 apples, the size of the Life Gauge increases by one heart.

Note: Being bombed in this bonus game does not affect the Life Gauge.

Stage 3: On The Ship

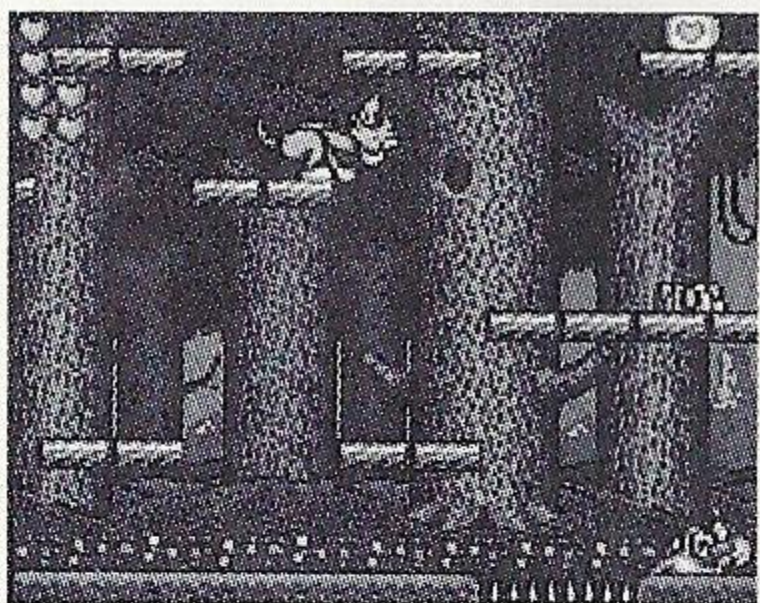


Jerry has slipped aboard a cruise ship, followed closely by Tom. Cannonballs and flying fish are just some of the dangers that await Tom as he continues his quest to retrieve the treasure map.

Bonus Game 1: Tag

You saw this game after the first stage, so remember the rules and go for it!

Stage 4: The Deserted Island



Tom and Jerry leave the cruise ship as it sails past a deserted island. Exploding mushrooms and falling rocks are just some of the obstacles Tom has to get around to keep after Jerry.

Bonus Game 2: Apples And Bombs

Go for maximum life gain!

Stage 5: The Labyrinth

At the center of the island is a mysterious castle. Jerry enters the castle and makes his way to the labyrinth, with Tom close behind. Inside are all kinds of monsters and mayhem. Can our fearless feline make it through safely...?

Game Over/Continue



The game ends if all of Tom's Heart Gauges become empty, or if you don't move Tom for a set amount of time and Jerry escapes from the screen. If Tom has any Lives remaining, the Continue screen appears. If you want to try again, select "YES" and press Button 1 or 2. The game will start from the

beginning of the Stage you were last in. If Tom doesn't have any Lives left, the Game Over screen appears.

Helpful Hints

- When Tom is hit, he flashes and becomes invincible for a short time. Use this time to your advantage!
- Always look before you leap! Remember that you can see below you by pressing the D-Button down. If you don't, there might be some nasty surprises waiting down below...
- Be careful when you trip plungers. You have to trip some plungers to make it safely over longer spike traps, but if you trip the wrong one, a ledge may appear right over a much-needed Life Up Potion. Get to know which plungers will help you and which ones will get you into trouble.

MEMO

Handling This Cartridge

- This Cartridge is intended exclusively for the Sega Game Gear™ System.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive warranty service, call the Sega Consumer Service Department at **1-800-USA-SEGA**. To receive Canadian warranty service, call the SEGA Consumer Service Department at **1-800-872-7342**.

DO NOT RETURN YOUR CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Cartridge requires repairs after expiration of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

The logo for 'Tom and Jerry The Movie' is centered on a blue background. It features the words 'TOM and JERRY' in a large, stylized, red font with yellow outlines and a drop shadow. The word 'and' is smaller and in a cursive script. Below this, the words 'THE MOVIE' are written in a bold, black, sans-serif font inside a yellow rectangular box with a black border and a dotted pattern. A small 'TM' trademark symbol is located to the right of the main title.

TOM and JERRY™
THE MOVIE

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Patents: U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)