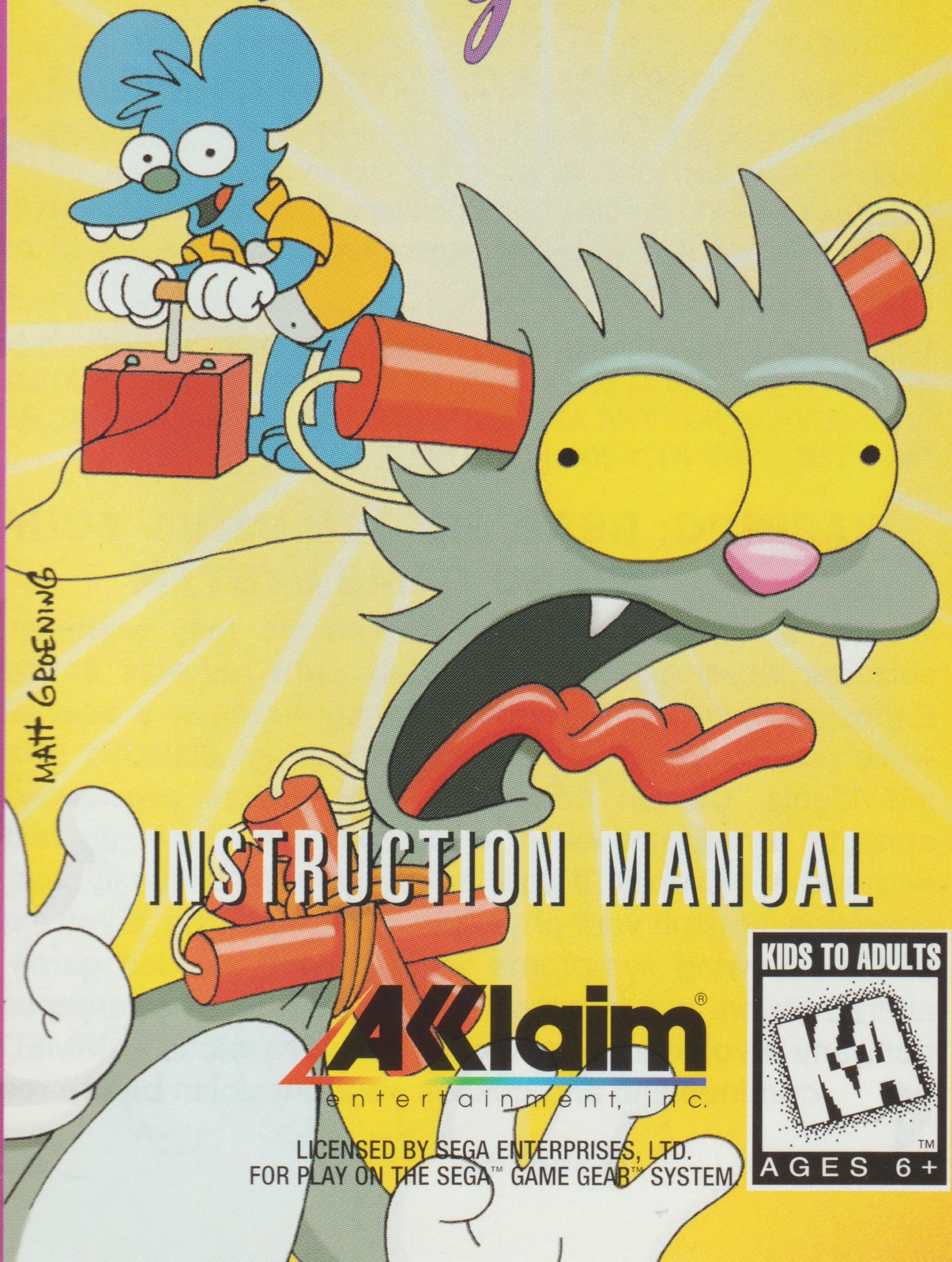


SEGA™

A GENUINE SIMPSONS™ PRODUCT

GAME GEAR™

The ITCHY & SCRATCHY™ game



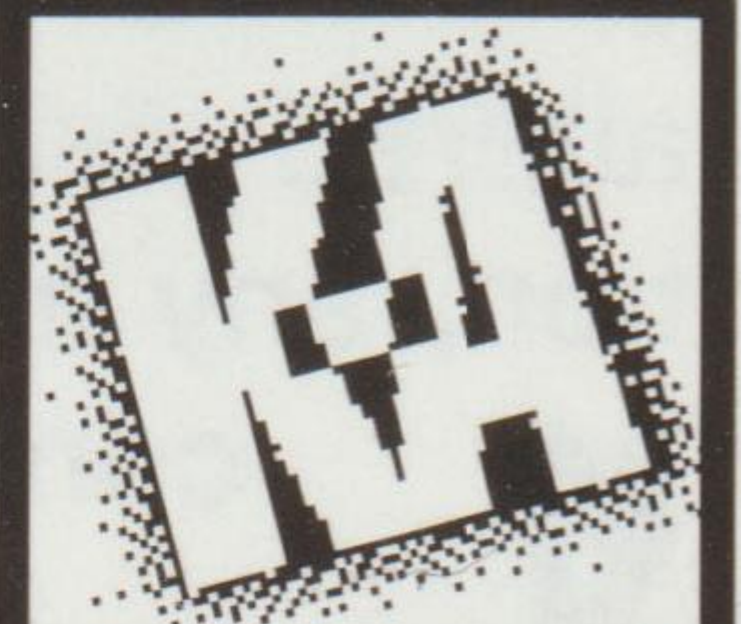
MATT GROENING

INSTRUCTION MANUAL

Acclaim®
entertainment, inc.

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA™ GAME GEAR™ SYSTEM

KIDS TO ADULTS



AGES 6+





This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GAME GEAR™ SYSTEM.

HANDLING YOUR CARTRIDGE

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

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

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 previously 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 dis-

1 continue use and consult your physician before resuming play.



The ITCHY & SCRATCHY game

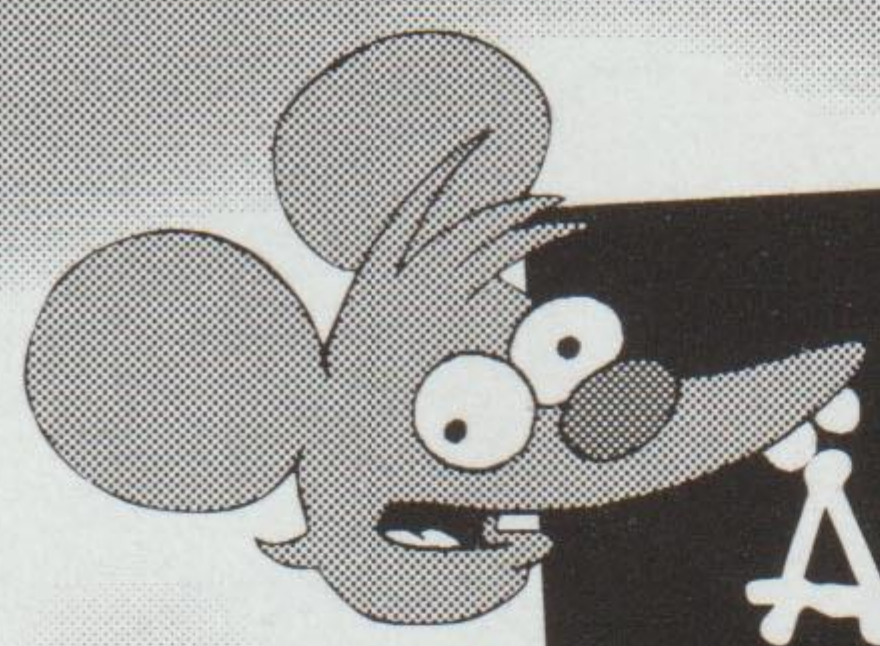


They fight, and bite, they fight and bite and fight! They're Itchy & Scratchy, Springfield's favorite cartoon duo, and they're fighting and biting their way onto your Sega Game Gear in The Itchy & Scratchy Game!

If you want suspense... romance... You'll find it in The Itchy and Scratchy Game! It's 6 levels of all-new, all-American cartoon hijinks featuring Springfield's best loved cat and mouse team!!



MATT GROENING



Itchy & Scratchy: A Scientific Explanation:



MATT GREENING

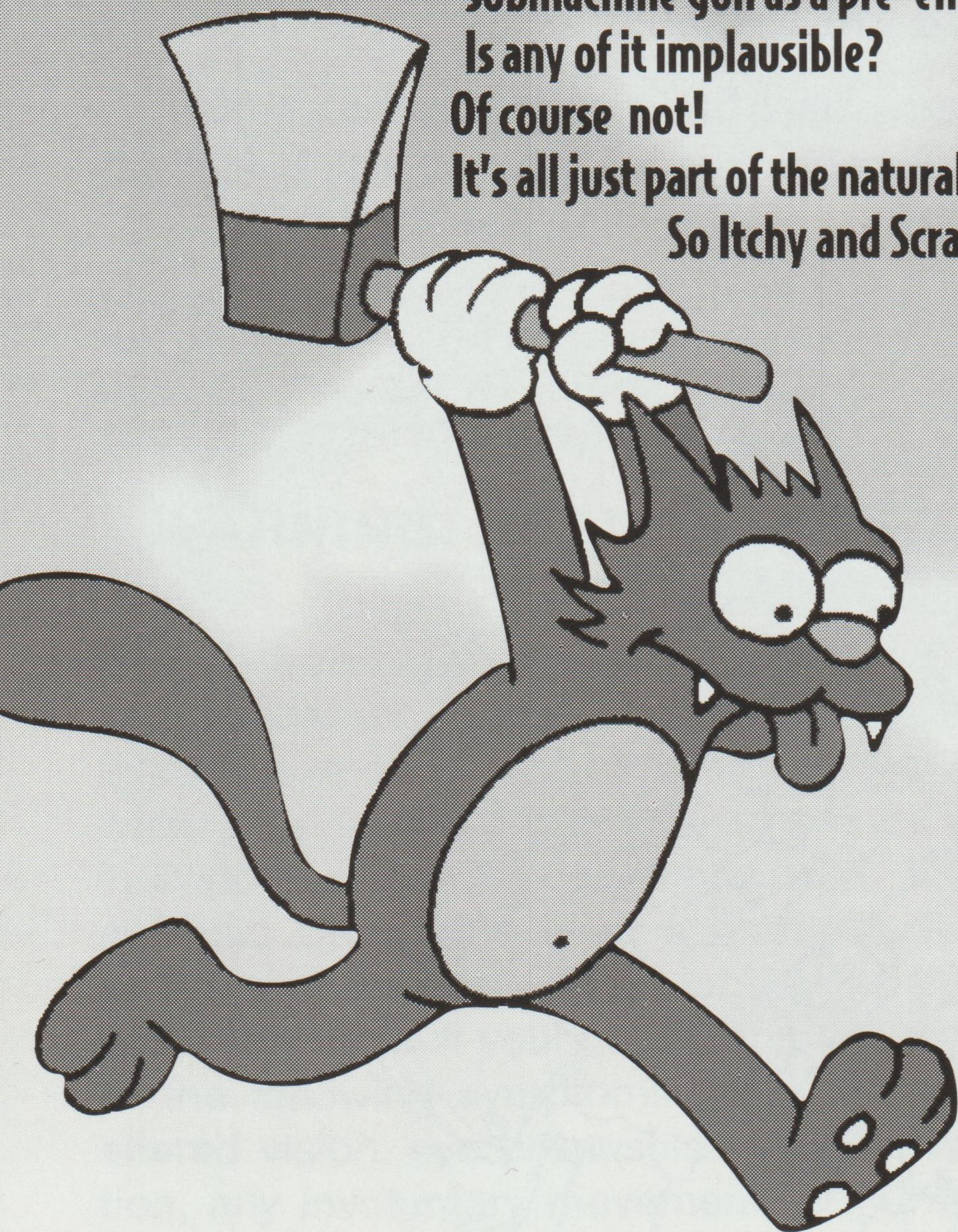
It is a fact that cats and mice are natural enemies. Thus it is natural that a cat would seek to eat a mouse. And it is only natural that the mouse would try to escape. But what if the cat, before he ate the mouse, sought to chop him up with, say, an axe? Well then, would it be wrong to assume that the mouse would defend itself with a bottle of acid? Obviously not. If the cat tried dropping a 10-ton weight on the mouse, one could argue that the mouse might tie the cat to the railroad tracks, running him over several times and shooting him with a submachine gun as a pre-emptive measure.

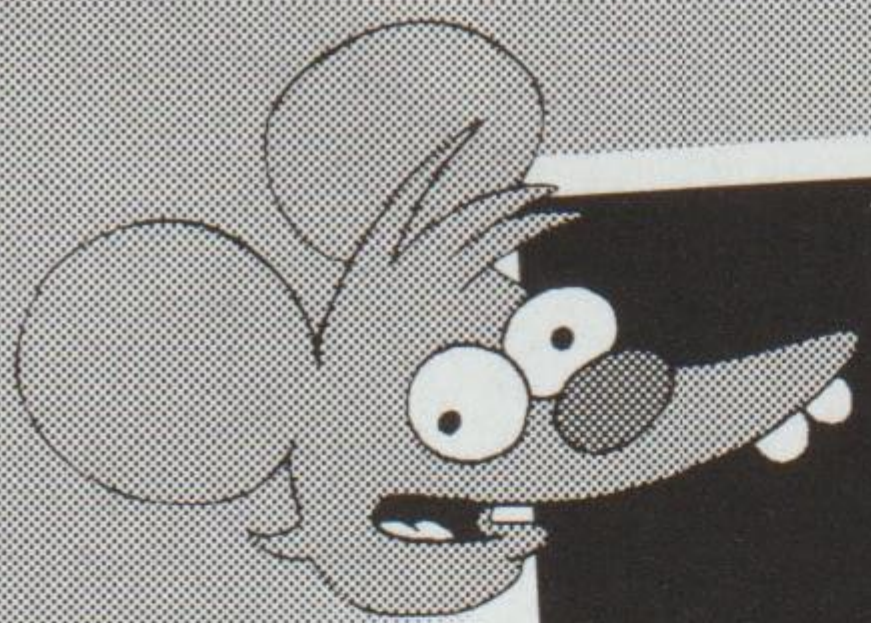
Is any of it implausible?

Of course not!

It's all just part of the natural order of things.

So Itchy and Scratchy are only natural!



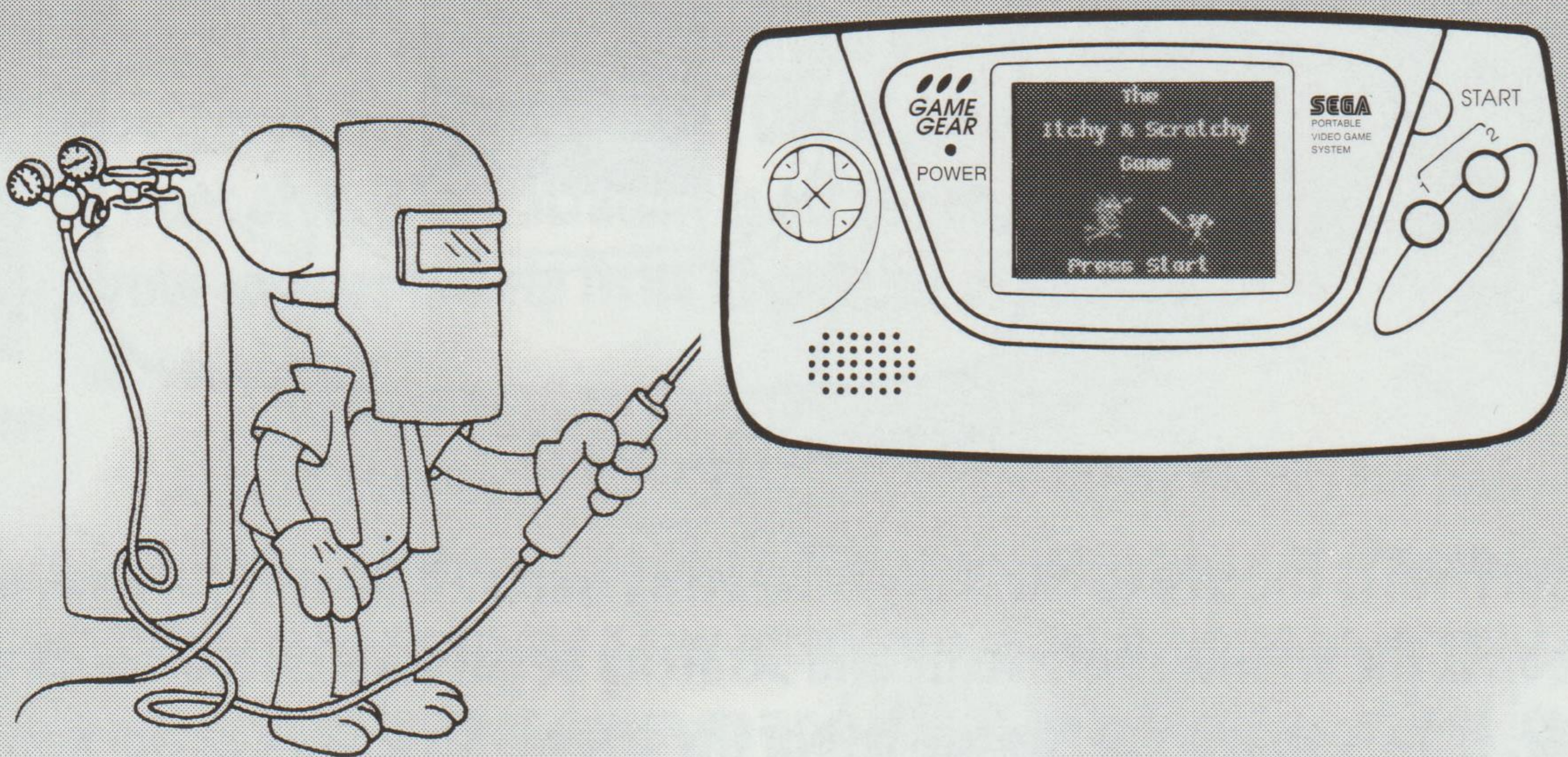


The Itchy & Scratchy Loading Instructions:

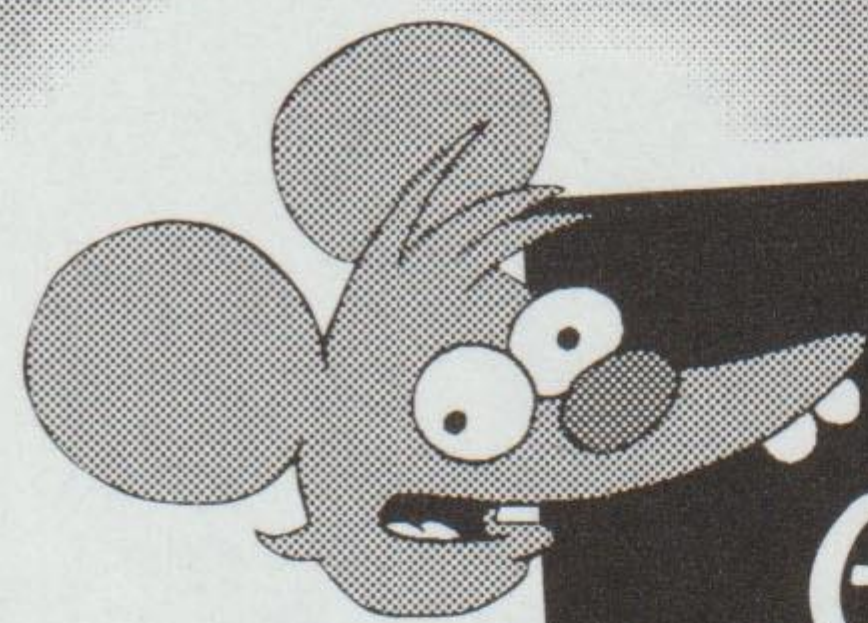


MATT GROENING

1. Remove the Itchy & Scratchy Game Cartridge from its box.
2. Make sure your Sega™ Game Gear™ is OFF
3. Insert your Itchy & Scratchy game cartridge as described in your Sega™ Game Gear™ Manual.
4. Turn the Power ON.
When you see the Itchy & Scratchy Title Screen, press the START BUTTON.



Warning: Never insert any foreign object into your Game Gear™ Cartridge slot!!

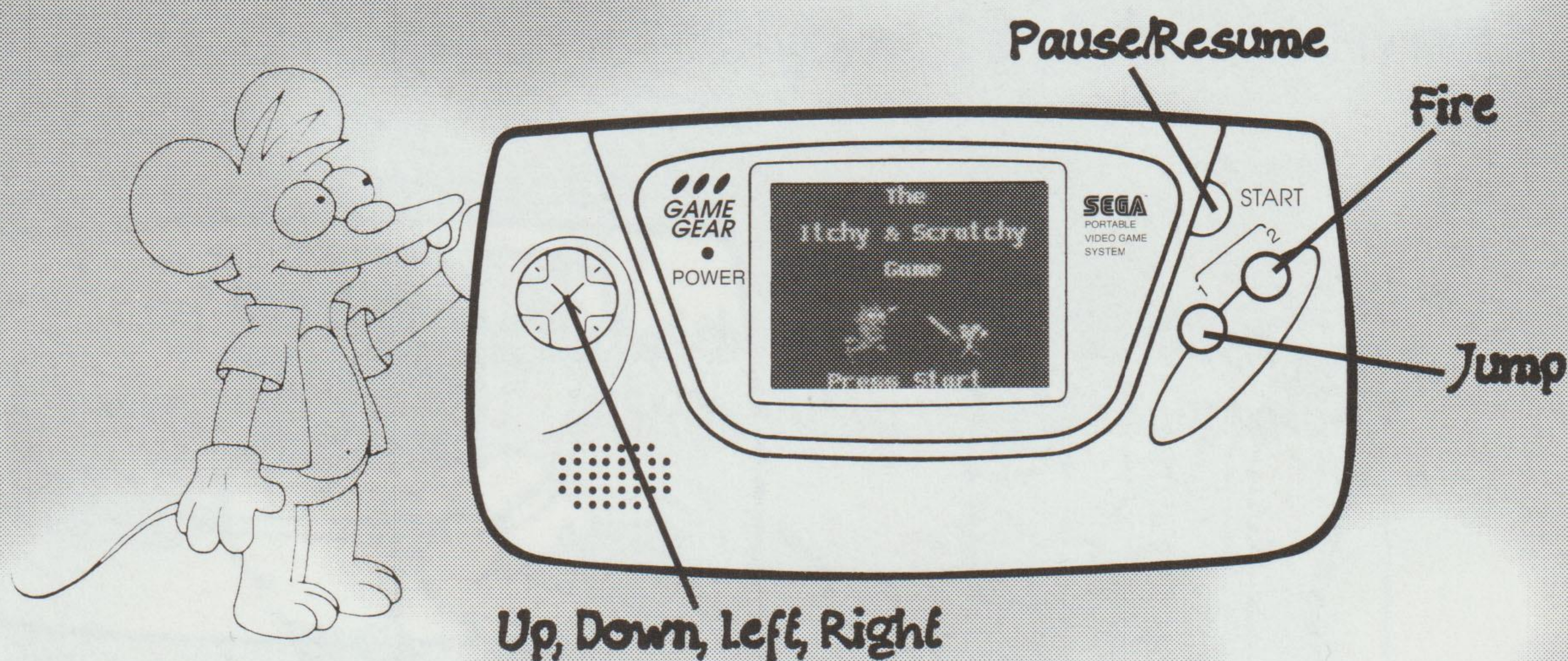


The Itchy & Scratchy Gameplay Instructions:



MATT GREENING

Ready for some high-caliber hijinks?!? Because Scratchy's loose again and the chase is on!! But this time, the mischievous cat means war. He's got nine lives, a mountain of munitions, and an army of "Scratchlings" all poised to help finish off Itchy once and for all! Itchy has only his wits and his speed. If he's lucky, it might just be enough to defend himself against his old nemesis. If he's really lucky, he might find a bazooka to help him along!!! Itchy's controls are as follows:



Survival is the key to the Itchy & Scratchy Game. Whoever survives each cartoon is the winner. Both Itchy and Scratchy begin each cartoon with a full energy bar. Itchy's appears at the top left of the screen, Scratchy's at the bottom right. Each time either Itchy or Scratchy get hit, their energy goes down a certain amount. When Itchy runs out of energy, Scratchy wins and the Itchy & Scratchy Game is over (although you may use one of your continues to extend it). When

Itchy's
Energy Meter



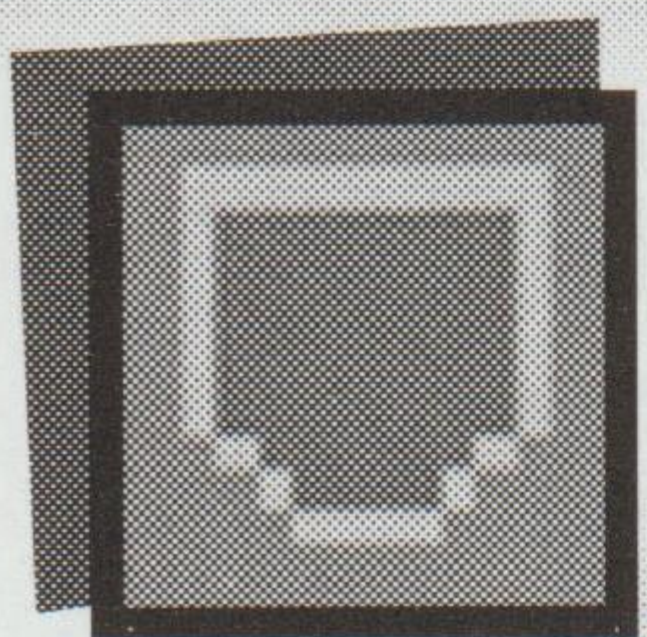
Tracker

Scratchy's
Energy Meter

Scratchy runs out of energy, he goes to the kitty nether world. There, he is granted one final opportunity to rest in peace instead of in pieces.

The PAWS option screen lets you view Itchy's Time Remaining and Lives Remaining meters. To pause the game, press the Start Button. To view Lives Remaining, press the 1 BUTTON. The number of lives are displayed in the upper left corner as Itchy icons, one for each life. Press the 1 BUTTON again to return to the Paws screen. To resume your game, press the START BUTTON. To view Time Remaining, press the 2 BUTTON from the Paws screen. A number of clocks will appear in the upper left corner corresponding to the amount of time left to complete the current level. Press the 2 BUTTON to return to the Paws screen, and start the START BUTTON to resume your game.

Each cartoon set is a complex maze full of ladders, platforms, tunnels and the occasional mousehole, all offering wonderful opportunities for both ambush and escape. To enter a mousehole, press the D-BUTTON UP when standing in front of it. When Scratchy is off screen, a Tracking Arrow appears to help Itchy keep track of Scratchy's whereabouts.



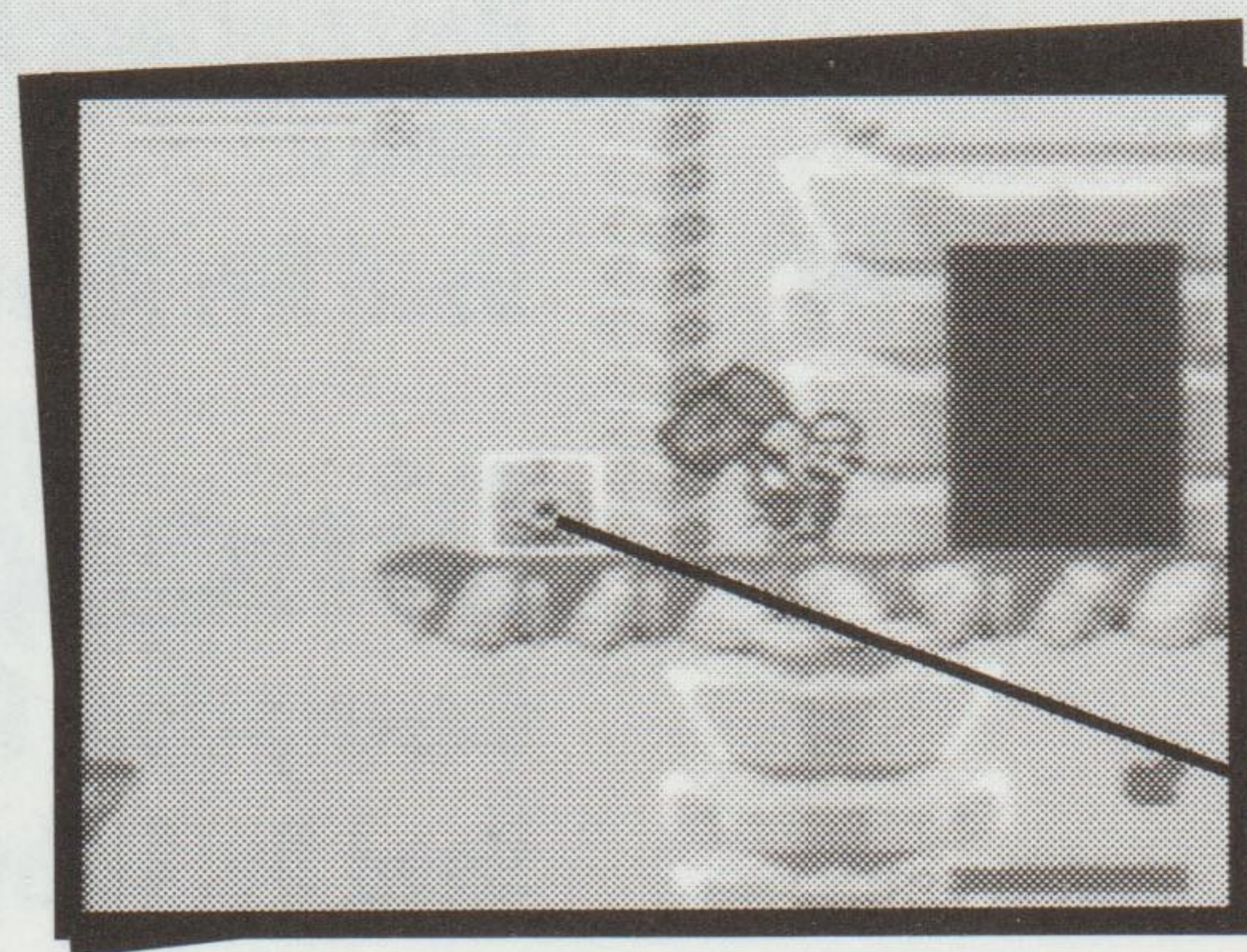
Shield Icon



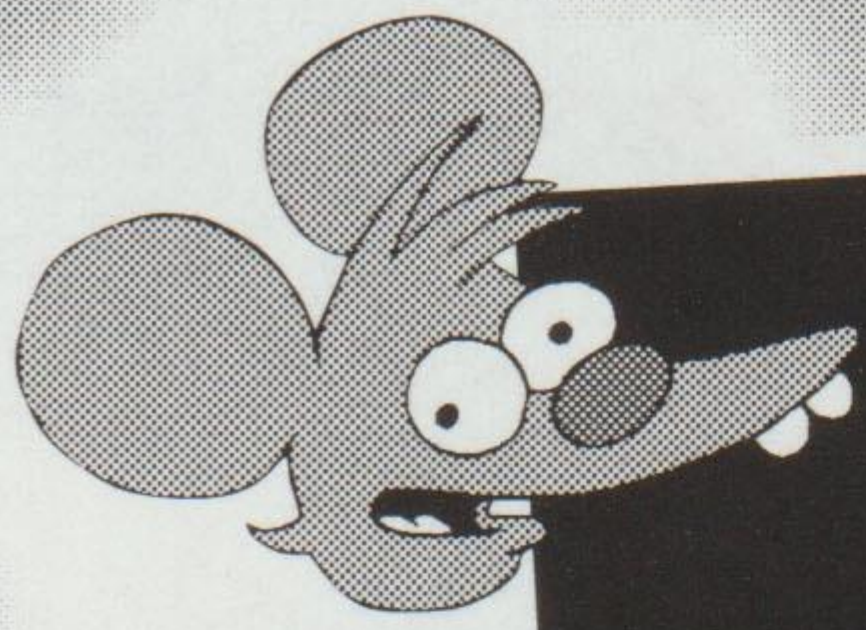
Cheese Icon

Also in each cartoon setting, there are many things for Itchy to pick up. To collect them, hit them (use the 2 BUTTON). Each piece of cheese Itchy collects will enable him to zoom for a few moments, allowing him to escape the clutches of his nemesis, or to bear down on and attack him. Hitting a shield icon will give Itchy temporary invincibility. To collect it, hit it by pressing the 2 BUTTON.

Another type of pick-up which Itchy may encounter is the weapon pick-up, described more fully in the next section.



Cheeses



The Itchy & Scratchy Arsenal



MATT GIBSON

Both Itchy and Scratchy begin each level with a mallet. But within each cartoon, are dozens of different weapons which can be collected and used, some by Itchy, some by Scratchy, and some by whoever reaches them first. Unfortunately, Itchy can only carry one weapon (in addition to his mallet) at a time. To pick a weapon up, hit it with the mallet. To fire weapon, press the 2 BUTTON.
NOTE: Until Itchy picks them up, weapon pick ups appear as mallets.

The Arsenal is as follows:

Axe

Description: Chops

Used By: Itchy & Scratchy

Bazooka

Description: Your standard blow-up-the-mill bazooka

Used By: Itchy

Boomerang

Description: The weapon that keeps coming back for more!

Used By: Itchy

Cannon

Description: Hello Mudder, Hello fodder

Used By: Itchy & Scratchy

Cannon Ball

Description: Explosive throwing weapon

Used By: Itchy & Scratchy

Chainsaw

Description: Play "This Old Mouse"

Used By: Itchy

Cherry Ball

Description: Throwing explosives

Used By: Itchy & Scratchy

Cutlass

Description: This ain't your father's sword!

Used By: Itchy & Scratchy

Dinosaur Bone

Description: Fossilitates a quick victory

Used By: Itchy & Scratchy

Dynamite

Description: Chuck 'n' duck

Used By: Itchy & Scratchy

Flame Thrower

Description: Propose a toast!

Used By: Itchy

Flaming Bow and Arrows

Description: Make Scratchy (a) quiver

Used By: Itchy

Frying Pan

Description: The non-stick variety

Used By: Itchy

Gas Pellet

Description: Causes an inflated sense of self!

Used By: Itchy

Gatling Gun

Description: Rat-a-tat-a-ttack

Used By: Itchy

Hammer

Description: No pain, no gain

Used By: Itchy & Scratchy

Harpoon Gun

Description: Save the whales, get Scratchy instead

Used By: Itchy & Scratchy

Hot Rivet Gun

Description: Absolutely riveting

Used By: Itchy

Mace

Description: The old fashioned kind, not the spray

Used By: Itchy & Scratchy

Mallet

Description: The default weapon

Used By: Itchy & Scratchy

Rocks

Description: Nature's cannonballs

Used By: Itchy & Scratchy

Sheriff Stars

Description: They shur(iken) seem to fly nicely when thrown!

Used By: Itchy & Scratchy

Shovel

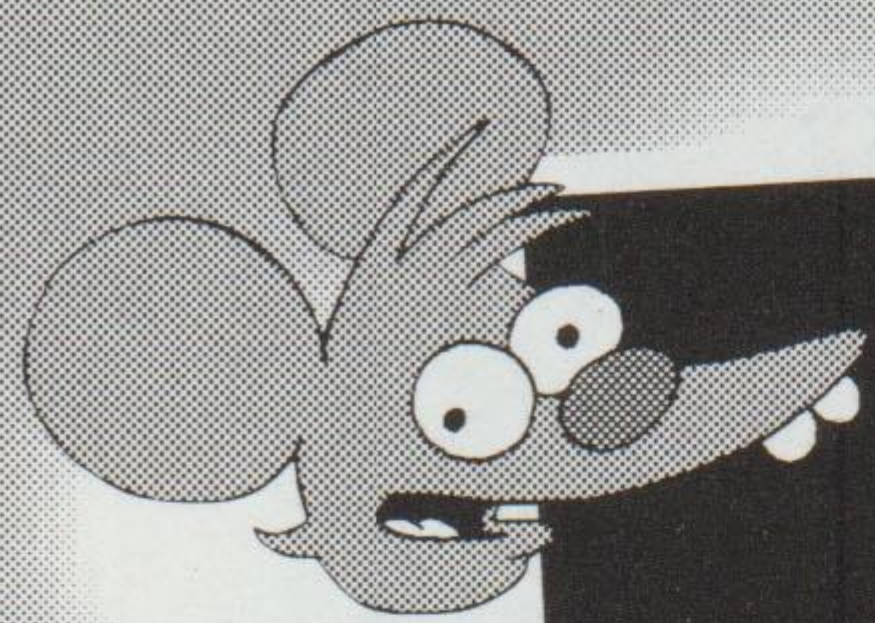
Description: Dig it, man

Used By: Itchy

Super Gun

Description: Don't try this at home

Used By: Itchy



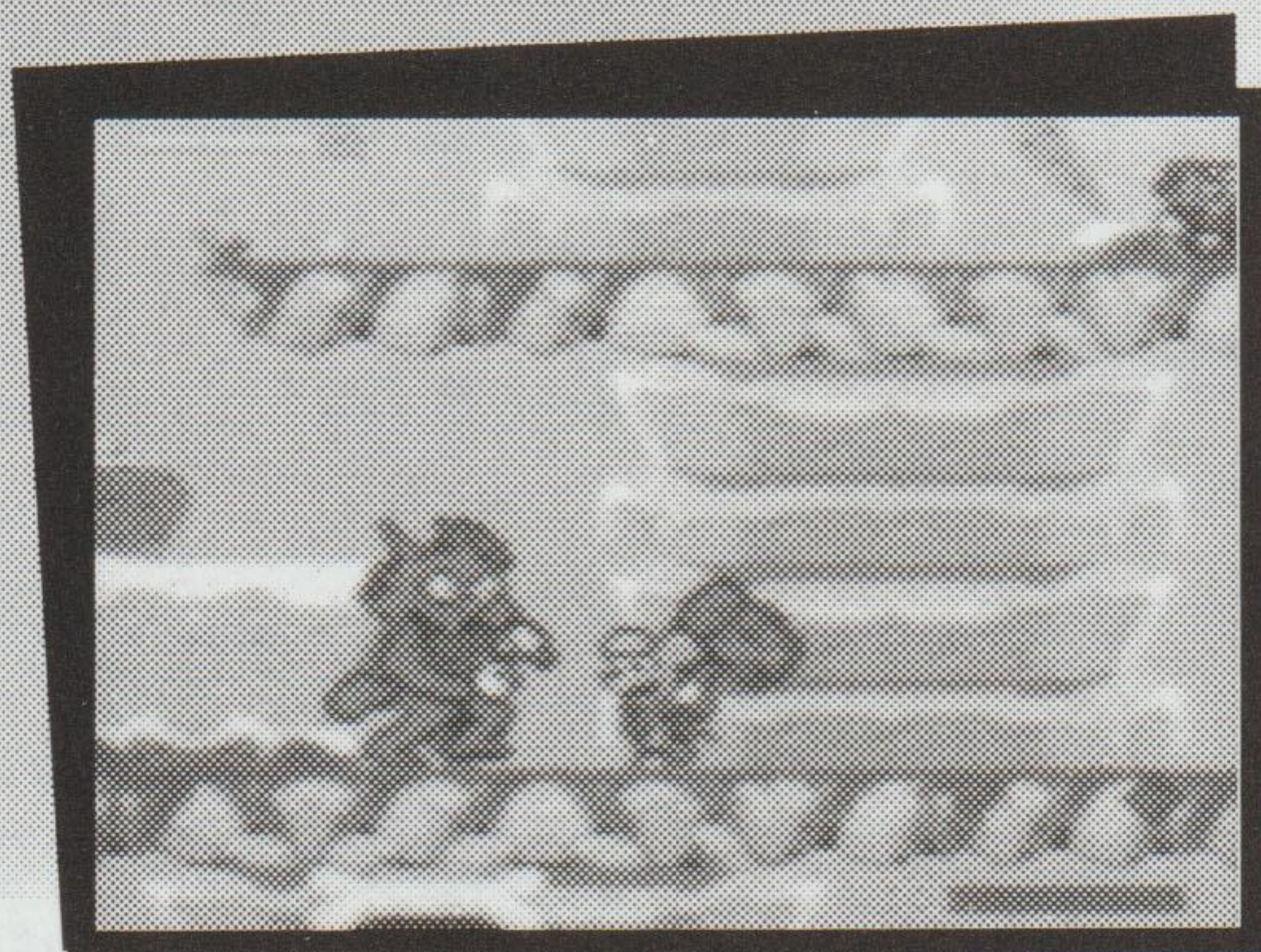
The Itchy & Scratchy Cartoons



MATT GREENING

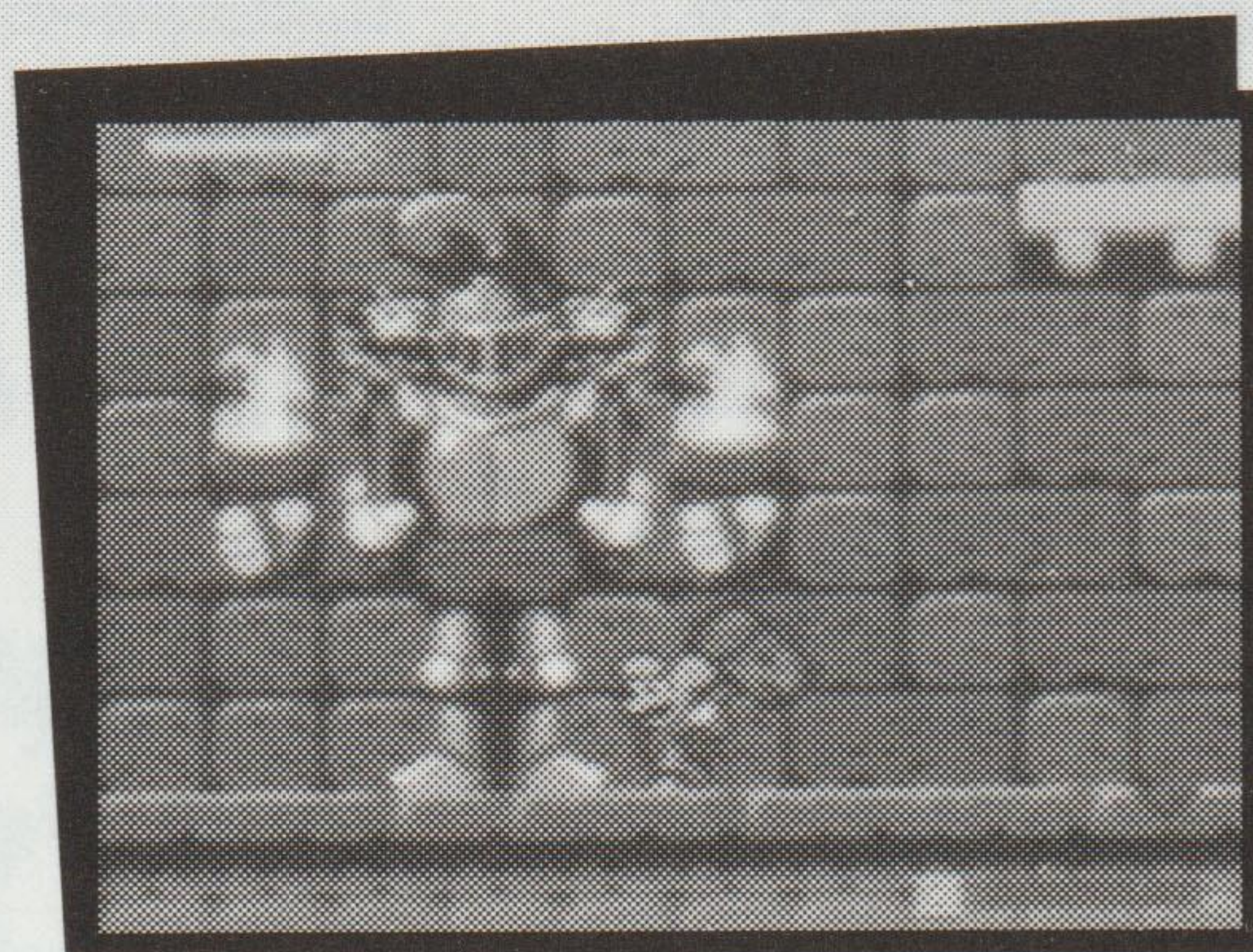
Cartoon 1: Jurracid Bath

It's prehistoric pandemonium as Itchy and Scratchy try to make one another extinct in this Jurassic-era setting. But Itchy and Scratchy are not alone. There's dinosaurs, volcanoes and lava pits in them thar hills, which could bring the cartoon duo's health to rock bottom if they're not careful. And Scratchy's hired a motley crew of saber-toothed cave cats to help him put Itchy in a museum.



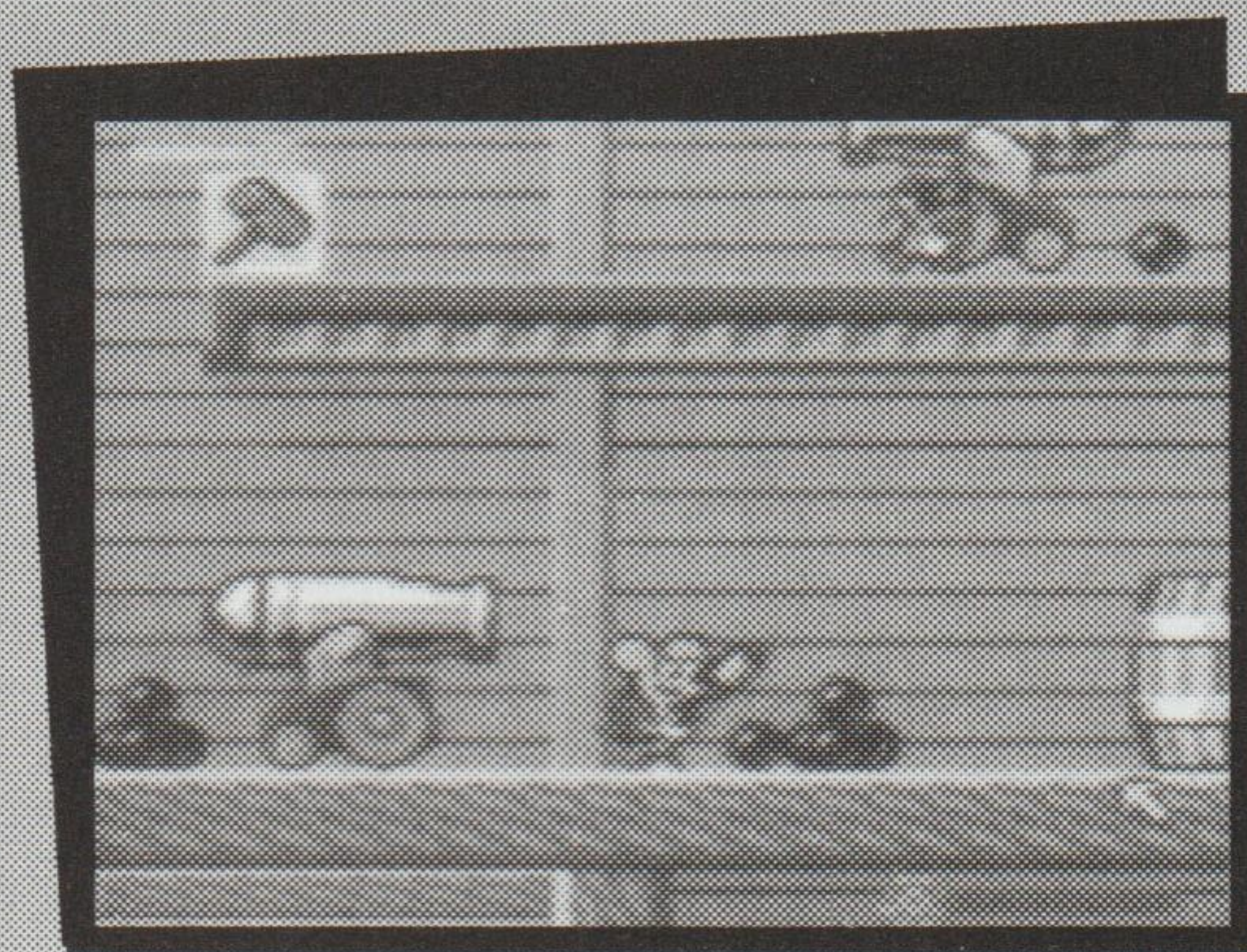
Cartoon 2: The Medieval Dead

Although a man's home may be his castle, when Itchy and Scratchy arrive, it's every man for himself! From the drawbridge to the ramparts, Itchy and Scratchy plan to duke it out in a knight to remember. But the castle's haunted, and ghosts don't like intruders. So watch out for the cat-combusting gargoyles and mouse-macing suits of armor. Not to mention the mercenary menace of Scratchy's weapon-wielding army of Scratchlings.



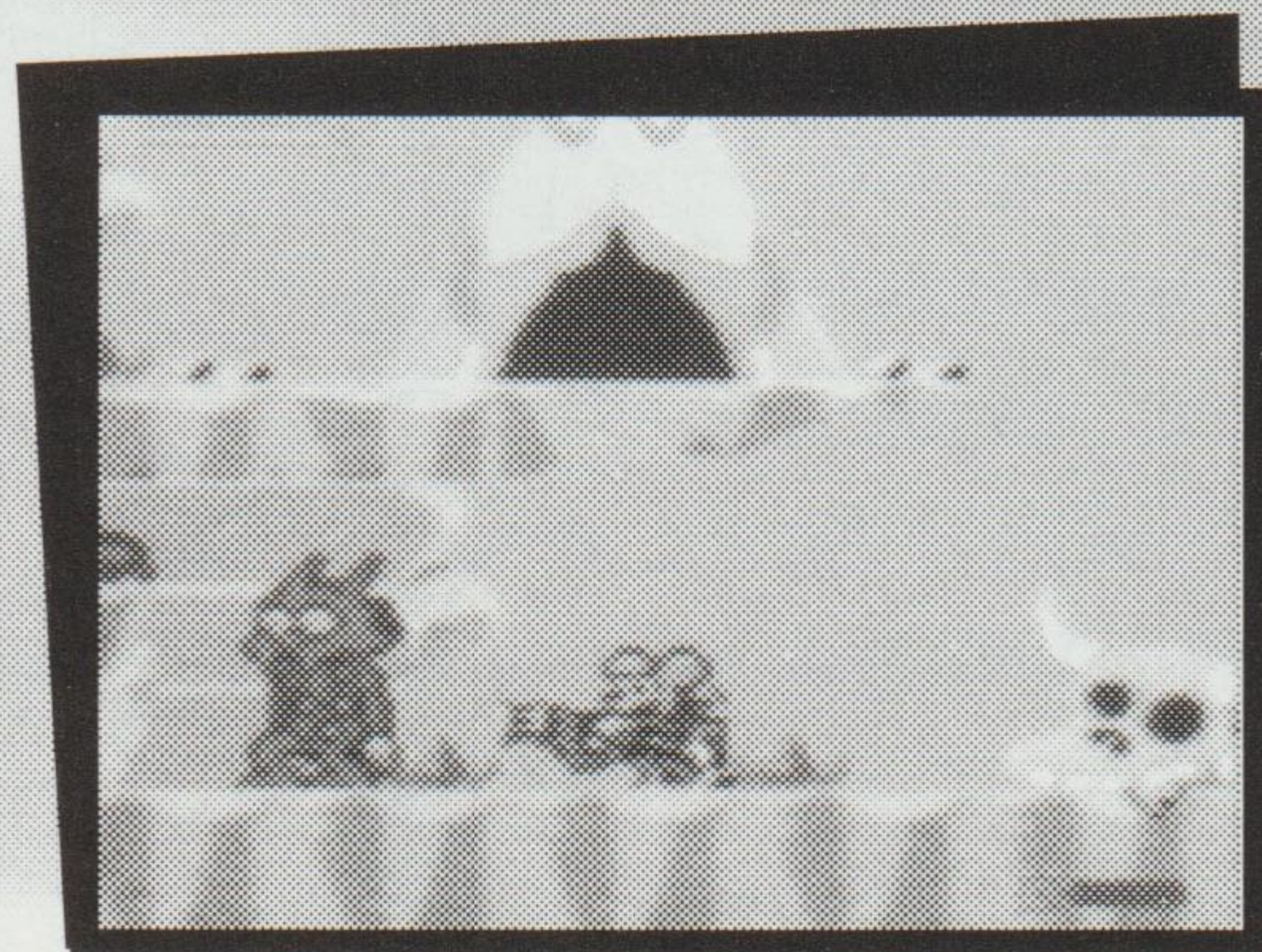
Cartoon 3: Mutilation on the Bounty

Scratchy's out to give Itchy a peg-leg, a peg-arm, and even a peg-head if he gets his way. And he's got a crew of scurvy cats out to help make the marauding mouse walk the plank! But the flag's not flying at half mast yet. Itchy's got a few tricks available which certainly won't prove very jolly for Scratchy !!!



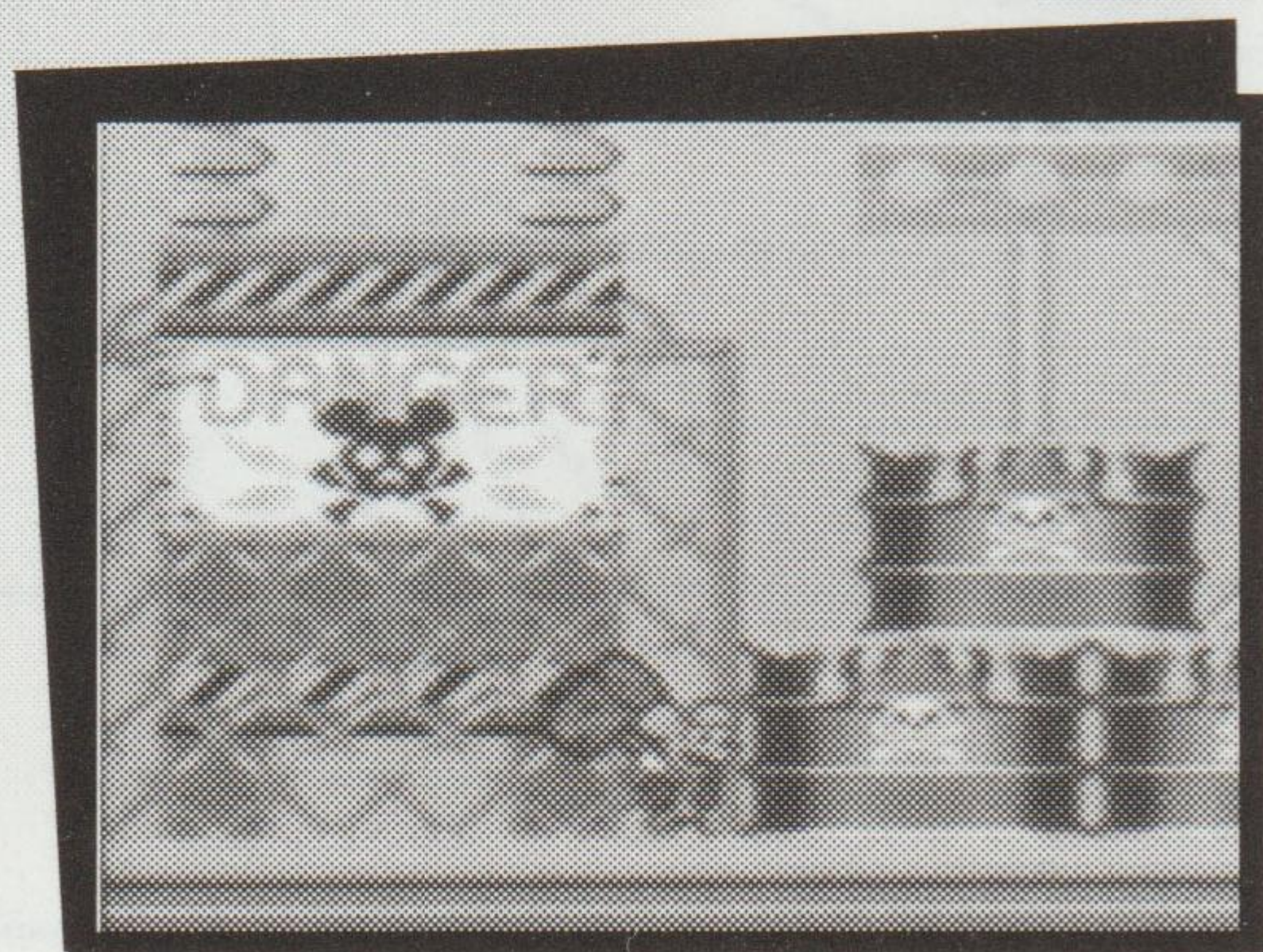
Cartoon 4: The Magnificent Severed

It's a whole mesa trouble out in the old west! Scratchy's determined to wrangle some rodents and is looking for a showdown, whether it's high noon or 5 o'clock. So if Itchy finds himself in trouble, he should gopher the nearest exit! Get along little kitty.



Cartoon 5: A Site For Sawed Eyes

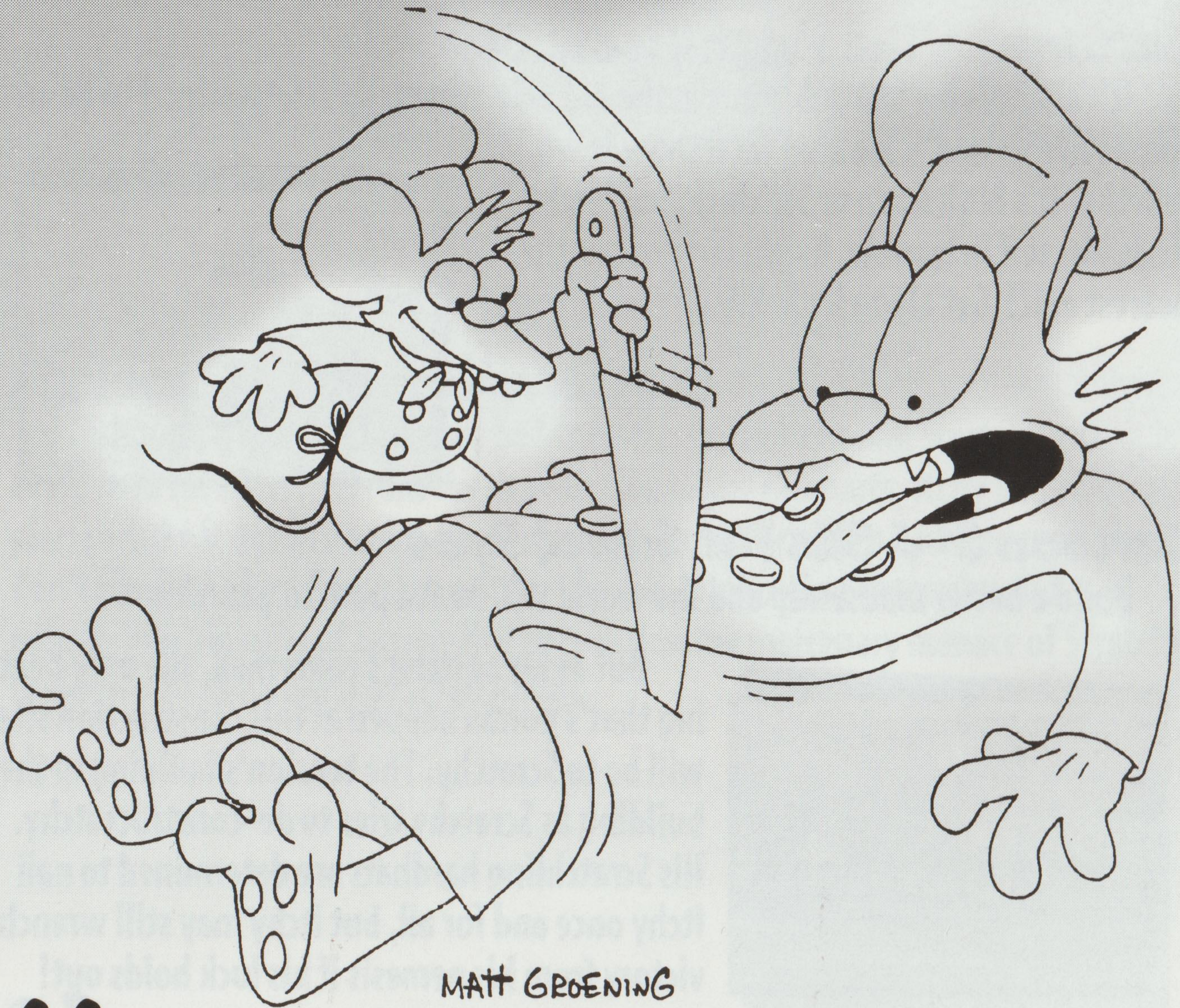
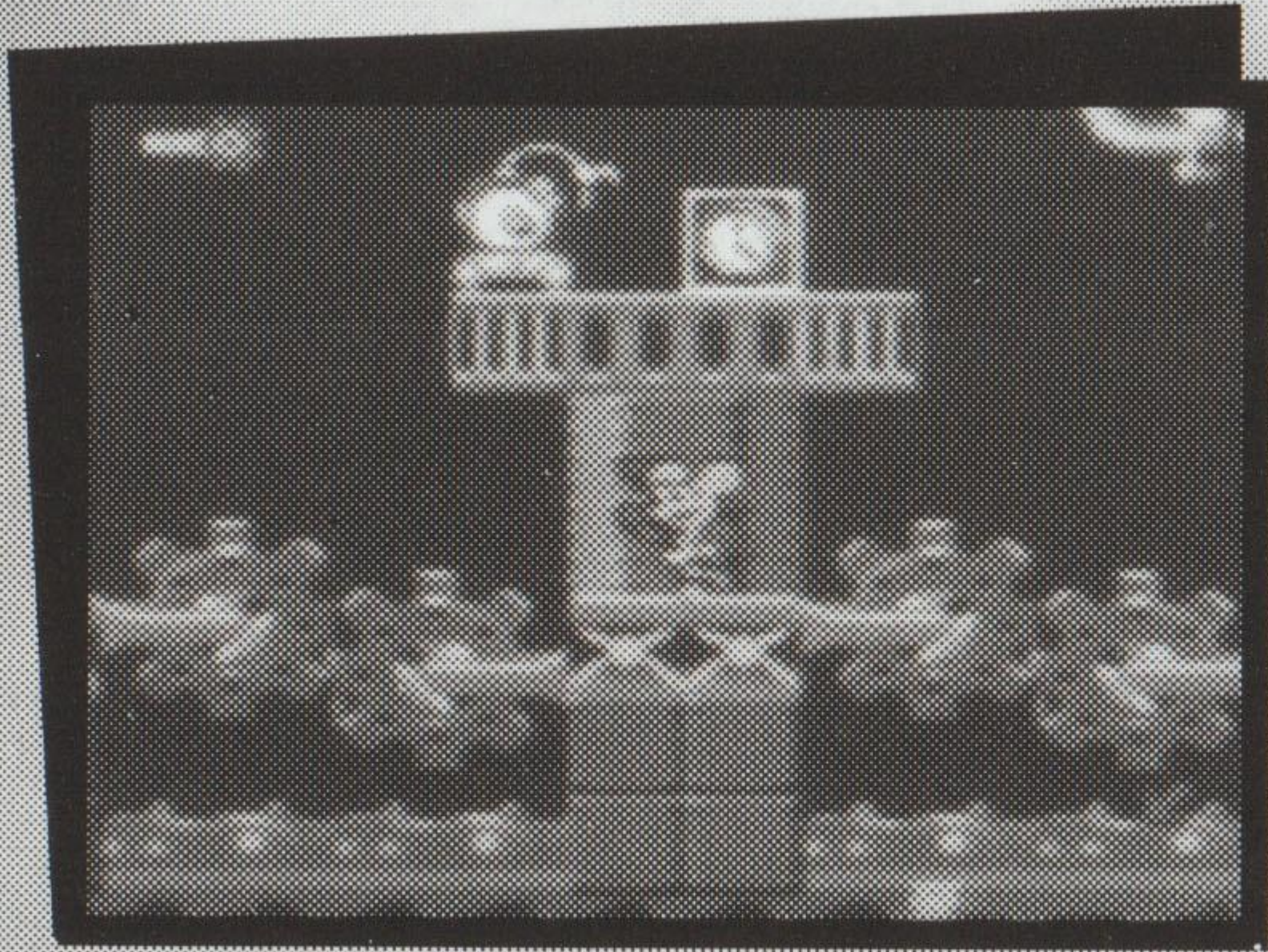
Build a better mousetrap and the world will beat a path to your door!



But as far as Itchy's concerned, the only beating that's gonna happen at this construction site will be to Scratchy. The tension's building in the building as Scratchy tries to de-construct Itchy. His Scratchling hardhats are determined to nail Itchy once and for all, but Itchy may still wrench victory from his nemesis if his luck holds out!

Cartoon 6: The Disassembly Line

Itchy and Scratchy are having industrial-size fun as they try to manufacture each others' demise in this factory!! Hi-tech hijinks abound as Itchy must contend with all manner of machinery, plus some Scratchy-installed security! But if you throw enough wrenches into the works, Scratchy's blueprint for success may have to go back to the drawing board.



MATT GROENING

NOTES

NOTES

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Acclaim Hotline/Consumer Service Dept. (516) 624-9300

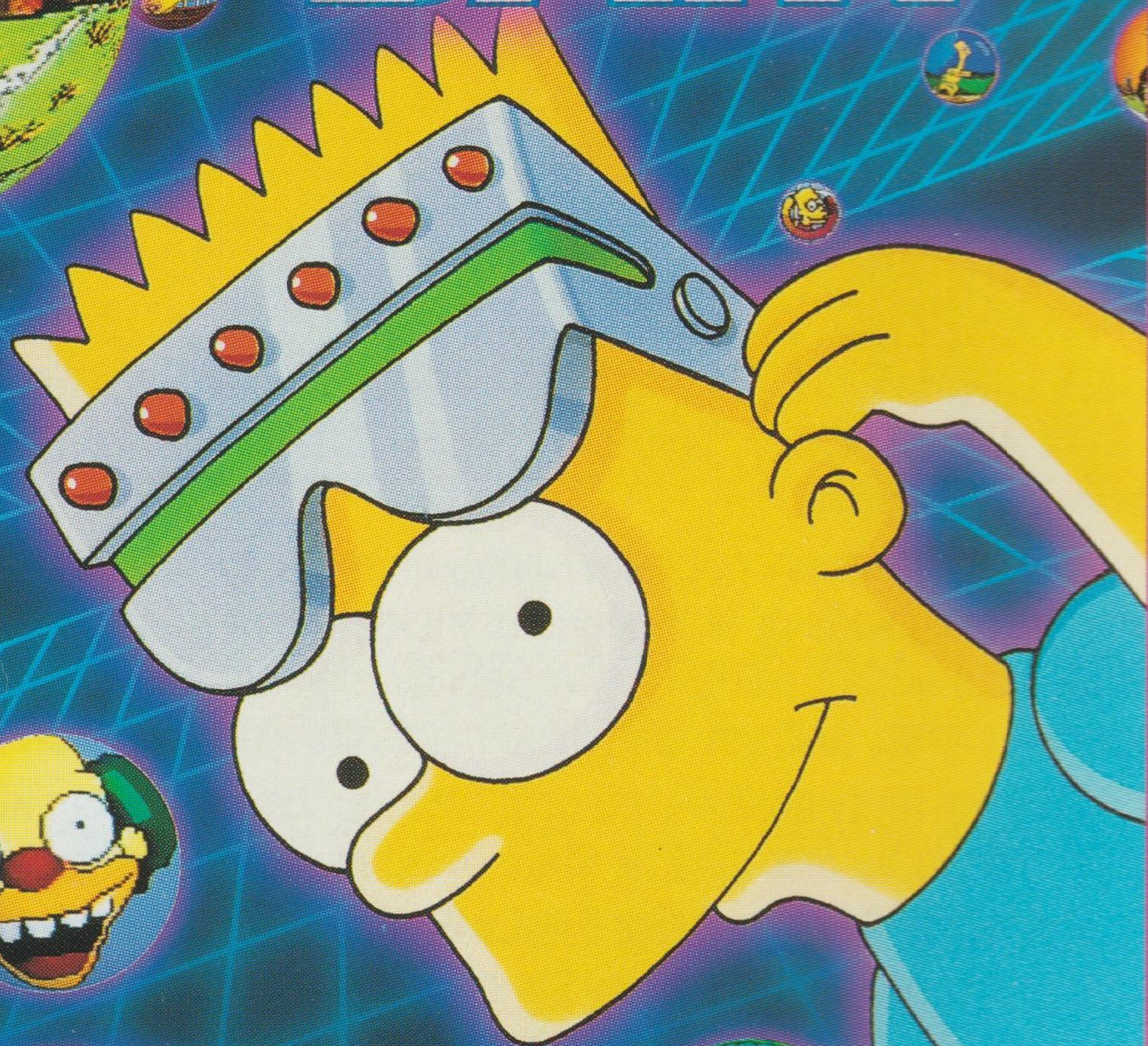
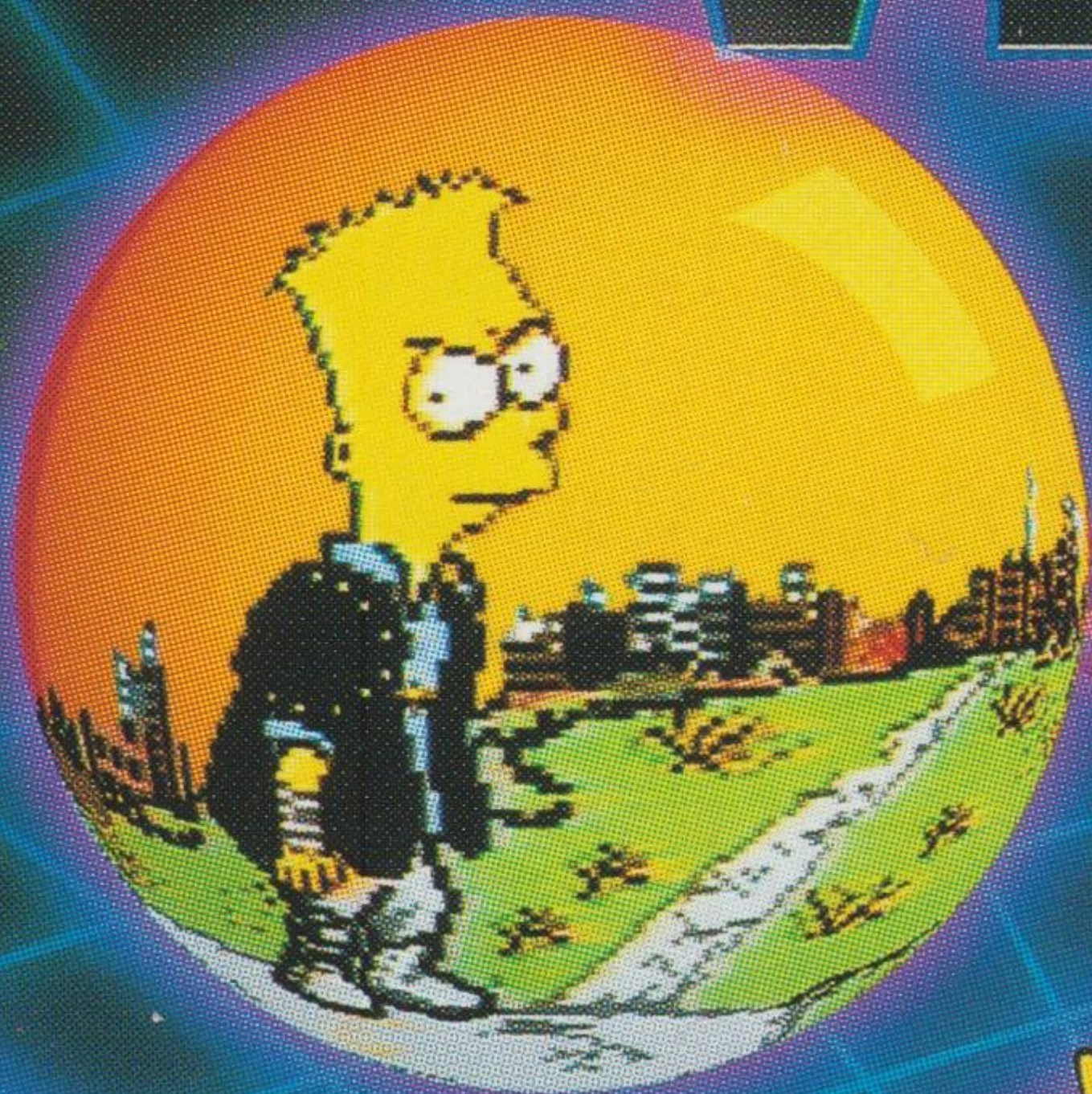
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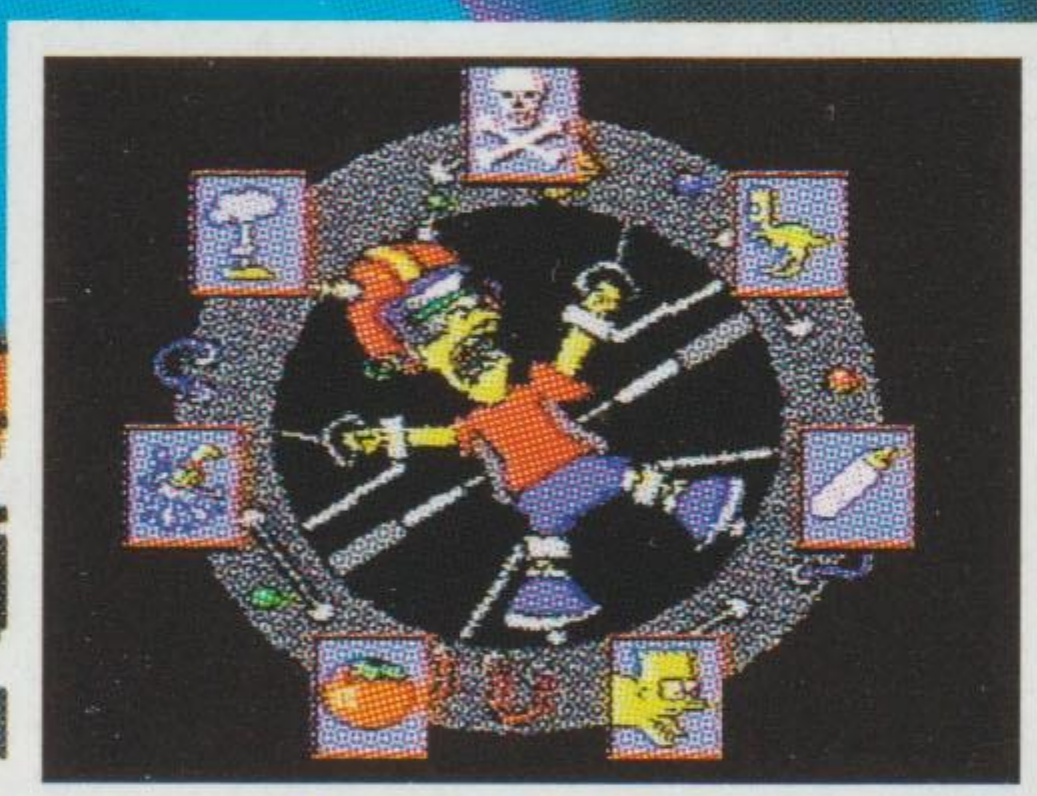
Patents: U.S. Nos 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155.

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VIRTUAL BART



MATT GROENING



GENESIS



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