

SEGA[®]

All
characters
and
graphics
were
created by
Jim Davis.

14 levels +
12 bonus
stages



A large, stylized illustration of Garfield's face, showing his characteristic orange fur, yellow eyes, and a wide, toothy grin. Below his face, a row of purple car headlights is visible, suggesting he is driving. The background is a simple landscape with a green horizon line and a brown ground area.

GARFIELD

Garfield in TV land!



85023



Epilepsy Warning

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 monitors or television screens or while playing games on a computer 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 CD-ROM 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.

ESRB Rating

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.

Visit Sega's Internet Sites At:

Web site: <http://www.sega.com>

Email: webmaster@sega.com

CompuServe: GO SEGA

Hints & Tips

1-900-200-SEGA 	Learn SEGA game secrets from the masters. Call Now. U.S.: 1-900-200-SEGA \$.95/min (recorded), \$1.50/min (live) Must be 18 or have parental permission. TDD Phone required. Sega of America Canada: 1-900-451-5252 US \$1.50/min (recorded/live)
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Handling Your Compact Disc

- The PC compact disc is intended for use exclusively on IBM compatible systems with the minimum configurations as specified on the system requirements of the game purchased. Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

Technical & Customer Service

Need help with set-up or installation? Call (510) 371-3131, 9:00AM - 9:00PM (Pacific Standard Time) Monday through Friday, and 9:00AM - 5:00PM weekends and holidays.

To purchase products directly from Sega, call 1-888-SEGA SALES, or visit SEGA DIRECT at www.sega.com.

TRAPPED IN A TELEVISION WASTELAND!



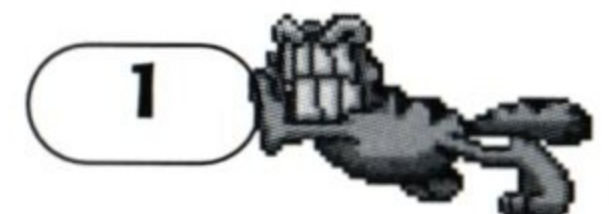
The world-famous feline's done it again!

In a scuffle with Odie, **GARFIELD** smashed Jon's TV set to bits. Scrambling to put it back together, he's left out some key components. In the process, **GARFIELD**'s created the evil Glitch, who zaps **GARFIELD** into a wacky world of late-night television. And it's no easy trick to escape!

Lob stinky fish bones at terrible pterodactyls in Cave Cat 3,000,000 BC. Claw your way past mummified mice in the chaotic catacombs of The Curse of Cleofatra. And leap across rickety rooftops on the shadowy streets of Catsablanca!

Visit seven action-packed levels, including Count Slobula's Castle and The Revenge of Orangebeard. To help **GARFIELD** escape from the Television Wasteland, you'll need to get through them all.

Stay tuned – this could be a long night!



INSTALLATION

SYSTEM REQUIREMENTS

Operating:	Windows 3.1 or Windows 95
Min. CPU Type & Speed:	486 DX2 66 MHz
Memory:	8 MB
Graphics:	SVGA, 256 colors
CD-ROM Speed:	1X (2X recommended)
Minimum Install:	2 MB
Sound Card:	SoundBlaster™ 16 or compatible
Other:	Keyboard, gamepad or joystick

HANDLING YOUR COMPACT DISC

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- Do not touch, smudge or scratch its surface. Do not leave the compact disc in direct sunlight or near a radiator or other source of heat.
- Always store the compact disc in its protective case for safekeeping.

GETTING STARTED

This CD will run under Windows 3.1 or Windows 95. The installation instructions differ slightly, depending on which version of Windows you are using.

WINDOWS 3.1

To play **GARFIELD** under Windows 3.1, follow these steps:

1. Place the **GARFIELD** CD in the CD-ROM drive, label side up. Close the tray.
2. From the FILE menu of the Program Manager, select RUN.
3. In the dialog box that appears, type the drive designation for your CD-ROM drive (usually D), followed by a colon (:), followed by the word "setup" as shown: D:SETUP.



4. Press Enter or click on the OK button. An automatic installation process will begin. **GARFIELD** CD will create a new program group called SEGA PC, and place the **GARFIELD** program icon in that group. If you have previously installed a Sega PC game on your system, you will already have a SEGA PC program group. In that case, the installation procedure will simply place the **GARFIELD** icon in the existing SEGA PC program group.
5. To start playing, double-click on the **GARFIELD** icon. In a few moments, the **GARFIELD** Title screen will appear.

WINDOWS 95

To play **GARFIELD** under Windows 95, follow these steps:

1. Place **GARFIELD** in the CD-ROM drive, label side up. Close the tray.
2. After a few moments, a dialog box will appear, giving you a choice of options.
3. The first time you insert the CD-ROM, the dialog box will give you the option of installing the game. Select INSTALL to begin the installation process. Select EXIT if you don't want to install the game at this time.

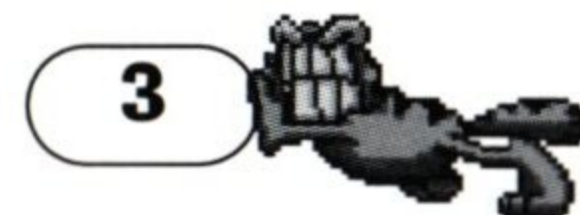
Under Windows 95, the game's installation procedure analyzes your specific system configuration and loads the appropriate drivers for your sound card and video display card. In addition, the **GARFIELD** program group will be created. A **GARFIELD** icon will be placed in that group.

4. Once **GARFIELD** is installed, whenever you insert the CD-ROM in the drive, you will have the option to PLAY, UNINSTALL or EXIT.

Some Windows 95 systems do not have Autoplay. In this case, follow these directions:

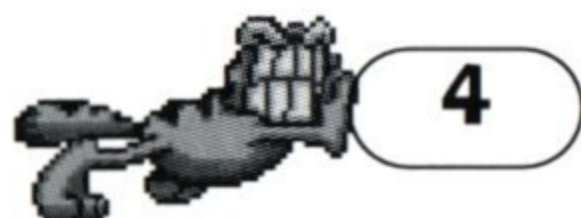
1. Highlight the **GARFIELD** D: icon in the MY COMPUTER group.
2. Click the right mouse button. A menu appears.
3. Highlight OPEN. Click the left mouse button. The program group **GARFIELD**(D:) appears.
4. Double-click on the icon SETUP.EXE. A dialog box appears. Follow directions as described above to INSTALL or EXIT.

Click on the **Help** icon to get more details on how to play the game.



CONTROLS

ACTION	KEYBOARD	GAMEPAD/JOYSTICK
Pause/resume	Pause	Button 4
Change window size	Esc	Esc (keyboard)
Access top menu	Alt	Alt (keyboard)
Advance from Title screen	Enter	Enter (keyboard)
Move GARFIELD: Left Right Up/enter caves Down/crouch	Left Arrow Right Arrow Up Arrow Down Arrow	Left Button Right Button Up Button Down Button
Throw Attack Jump	S D A	Button 1 Button 2 Button 3
Whack bonus: Bottom left Bottom middle Bottom right Top left Top middle Top right	NumPad 4 NumPad 5 NumPad 6 NumPad 7 NumPad 8 NumPad 9	NumPad 4 (keyboard) NumPad 5 (keyboard) NumPad 6 (keyboard) NumPad 7 (keyboard) NumPad 8 (keyboard) NumPad 9 (keyboard)





OPTIONS SCREEN

Press the Up or Down Arrow to scroll through these options:

Difficulty – Press Left or Right to choose between Normal and Kitty.

Password – Press Enter to advance to the Password screen.

Music Test – Press Left or Right to select music.

Sound Effects Test – Press Left or Right to select sound effects. Then press Enter to play them.

Bonus Round – Press Enter to practice the Bonus Round.

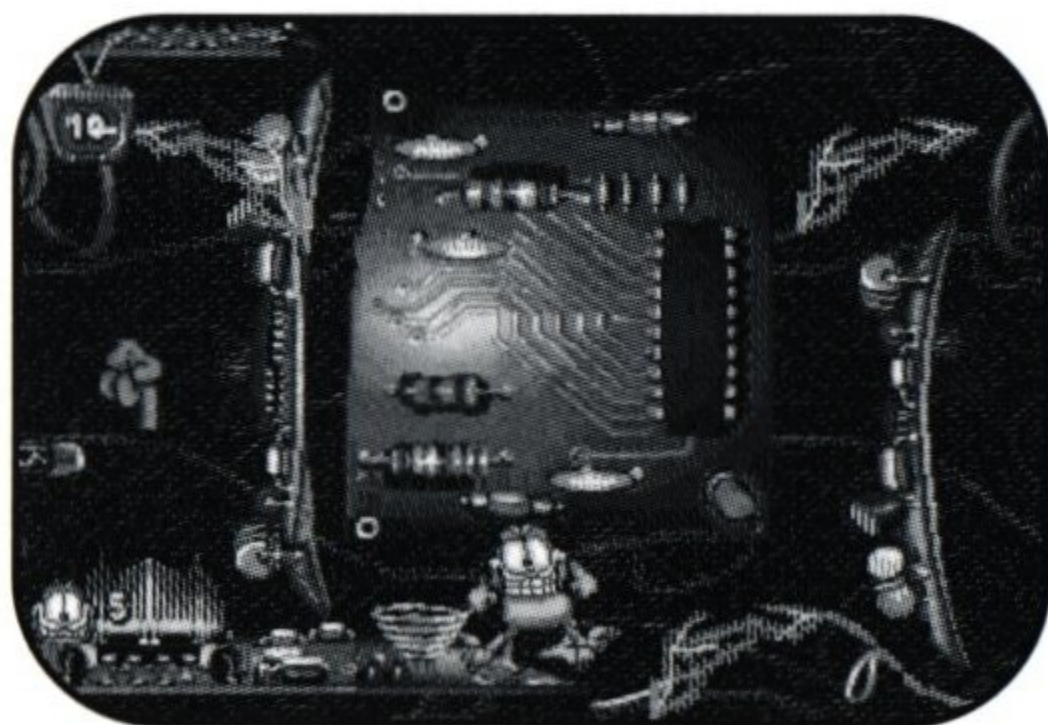
Exit – Press any button to return to the Title screen.

PASSWORD SCREEN

When you run out of Lives and Continues, a password will be revealed. The password is a combination of three pictures of **GARFIELD** and his pals. Write it down.

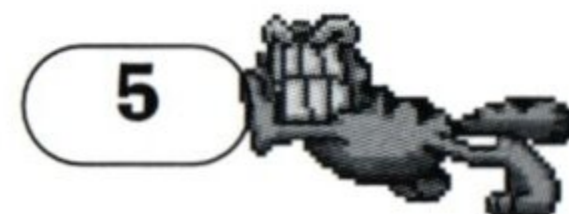
When you restart a game, enter the Password screen from the Options screen. Then press the Left or Right Arrow to select one of the three pictures. Press Up or Down to select

a character. When you're ready, press Enter to enter the password. The game will begin at the level indicated for that password.



LEVEL START SCREEN

Guide **GARFIELD** through the Television Wasteland to find the warp door that leads to the next level.



POWER-UPS & OTHER STUFF

Throughout the levels, **GARFIELD** finds power-ups and other cool stuff:

Health Bonus – Grab juicy hamburgers and pepperoni pizzas that restore **GARFIELD**'s Life.

Ammunition – Find additional ammo to beat down attackers.

Extra Life – Snag the **GARFIELD** head to get an Extra Life.

Way Marker – When you pass Pooky, you'll restart the level from that point whenever **GARFIELD** loses a Life.

Mallet Key – Find the Mallet Key and play the Bonus Round.

Invincibility – A jolt of java from **GARFIELD**'s coffee mug makes him invincible for 15 seconds!

TV Remote – Grab the TV Remote and get zapped to the next sub-level or level!

SCREEN INDICATORS

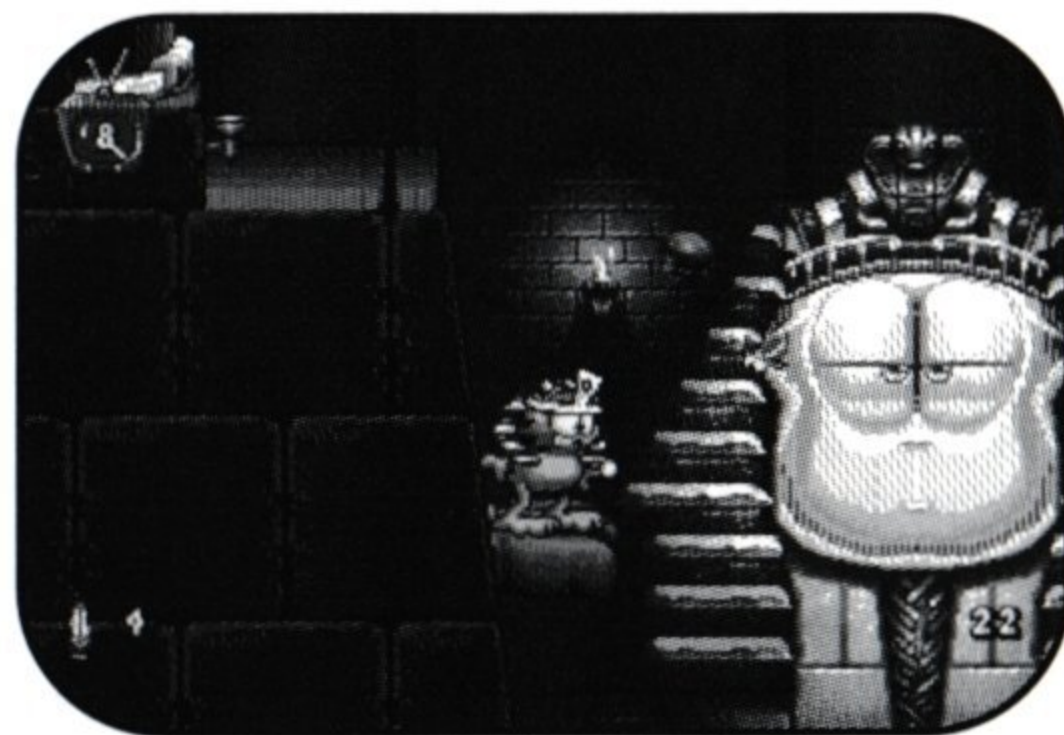
Make your way through the levels by collecting ammo and fending off attackers. Along the way, you'll find extra ammo and power-ups. You'll also have to think on your feet to get out of some slippery situations. At the end of each level, you'll meet the boss. Defeat the boss to reserve a seat for your next movie adventure.

Keep an eye on these screen indicators:

Life Bar – Watch the TV screen to keep track of Life points. "10" means **GARFIELD** is in top form. "1" means he's running out of steam.

Number of Lives – Unlike regular cats, **GARFIELD** starts with 3 Lives, although he can collect additional Lives in the levels.

Ammo – You start each level with 10 pieces of ammo in Normal mode, or 20 pieces in Kitty mode. You'll have the chance to pick up more ammo along the way. Watch this indicator to see how much ammo you've got. (In each adventure, **GARFIELD** uses different ammo. Check the ammo indicator in each round to know what to look for.)



6

MORE USEFUL INFO

PAUSE SCREEN

If the fun gets too intense (or if you just want to take a little cat nap), you can pause the game by pressing the Pause key or Joystick Button 4 during play. Press again when you're ready to return to the Television Wasteland.

CONTINUES

Three Continues extend your game-playing pleasure. Select YES or NO on the Continue screen by pressing the Left or Right Arrow, and then press Enter.

COMMERCIAL BREAK

When you defeat a boss, **GARFIELD** takes a well-deserved commercial break. Rocket through the Television Wasteland collecting Pookys for a chance to win an Extra Life or Continue.

SMASH THROUGH THE BONUS ROUND

Collect the Mallet Key in each round to earn a chance at the Bonus Round. In the Bonus Round, use the mallet to clobber Jon, Odie, Pooky, Erma and Arlene. Bop everybody – except the first character who appears – to earn a Continue.

HINTS

- Use **GARFIELD**'s swing attack to find hidden ammo and power-ups, and to activate secret elevators and passageways.
- Touch a Blue Orb during a Commercial Break and **GARFIELD** slows down.
- Go through doors and cave entrances to teleport and find secret rooms.
- Remember, vampires hate sunlight. It just kills them!
- Use the boulders to hurt caveman Odie.
- The boulders' shadows show where to avoid getting hit.



CREDITS

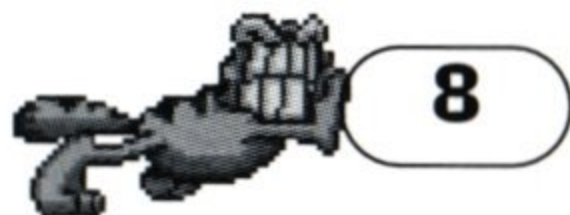
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Producer: Mark Nausha



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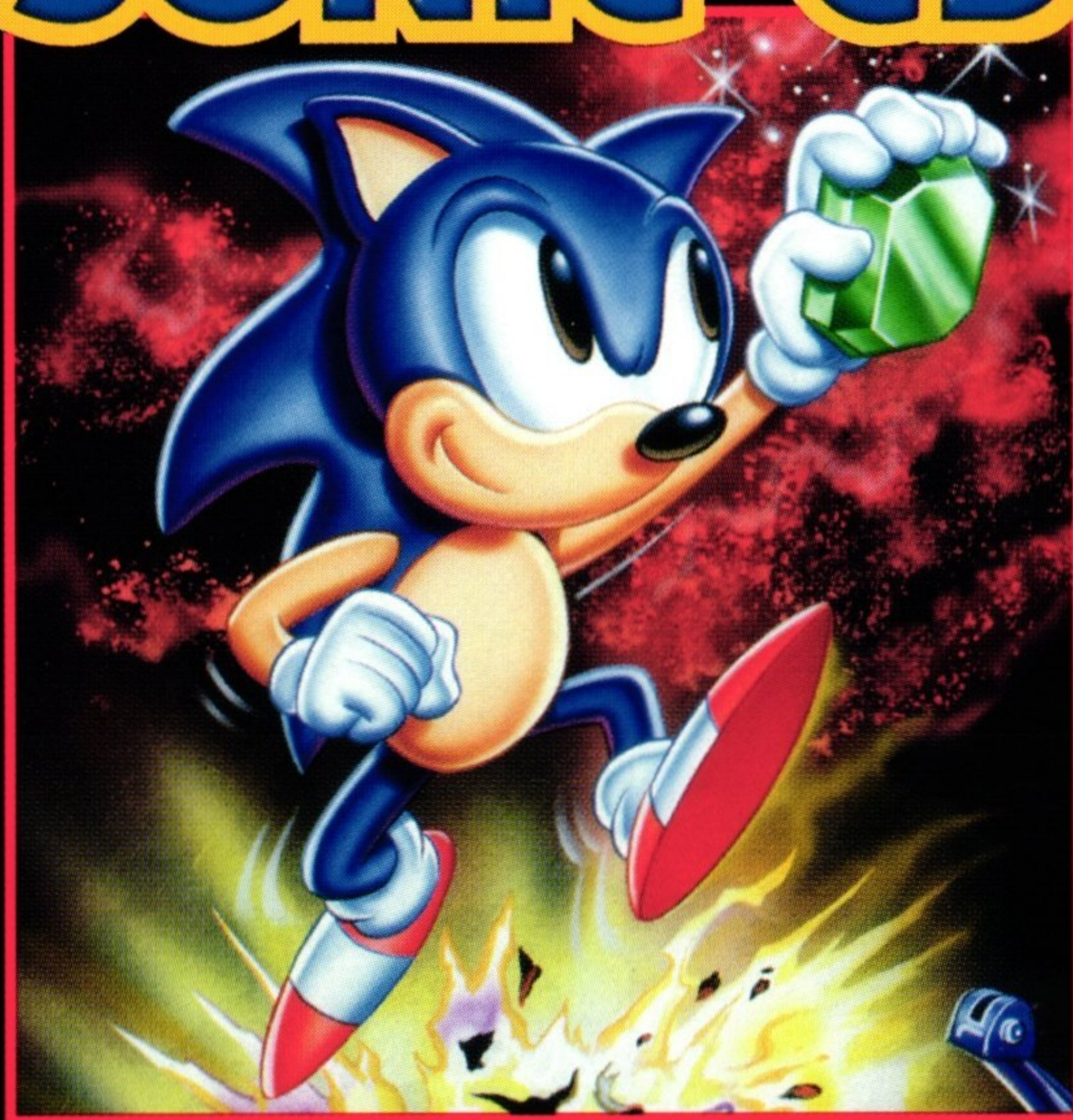
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**ALSO AVAILABLE
FOR YOUR PC**

SONIC CD™



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