

HI TECH



EXPRESSIONS

584 Broadway
New York, NY 10012

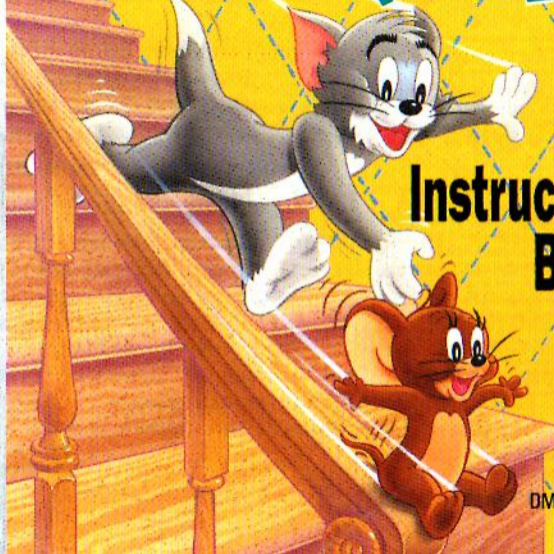
Printed in Japan

EmuMovies

Nintendo

GAME BOY

TOM & JERRY



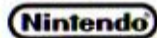
Instruction
Book

DMG-JY-USA



This official seal is your assurance that Nintendo® has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your GAME BOY® System. All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.

LICENSED BY



NINTENDO GAME BOY AND
THE OFFICIAL SEALS ARE
TRADEMARKS OF NINTENDO
OF AMERICA INC.

PRECAUTIONS

- The Game Pak is a precision device. Keep it away from electrical shock and do not use under extreme temperature conditions.
- Do not touch the terminals.
- Avoid exposure to water.
- Do not clean with thinner, benzene, alcohol or cleaning fluids.

© 1992 Turner Entertainment Co.
All Rights Reserved.

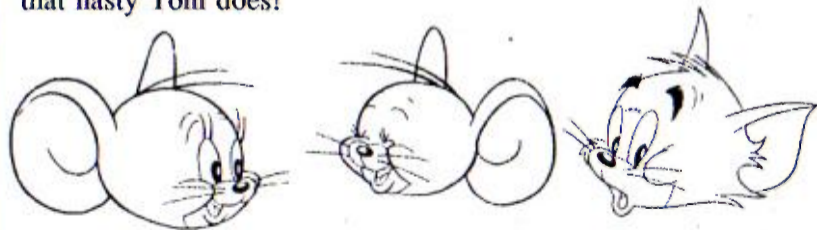
ADVISORY

READ BEFORE USING YOUR GAME BOY SYSTEM

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Game Boy Compact Video Game System. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have any epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

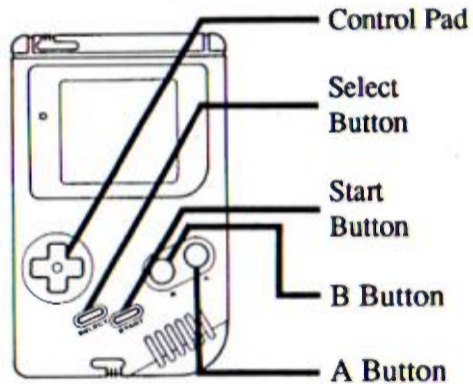
INTRODUCTION.....	5
STARTING THE GAME.....	6
PLAYING THE GAME.....	7
CONTROLLER DIAGRAM.....	8
CONTROLLER FUNCTIONS.....	9
DEFENSIVE ITEMS.....	10
STATUS AREA.....	11
PICKING UP ITEMS.....	12
TOM.....	14
BONUS SCORE SCREEN.....	15
CONTINUE/END.....	16
THE LEVELS.....	16
WINNING THE GAME.....	22

Jerry is so excited because Tuffy, his favorite cousin, is coming to town. They always have so much fun together! But Jerry looks at his watch and realizes Tuffy should have been here an hour ago! What could have happened to him? Knowing how dangerous it can be out there, Jerry was sure to give Tuffy careful instructions on how to get to the house. Jerry knows something must be up. And Tom must be behind it. The search is on and it's up to you, as Jerry, to find your lost cousin before that nasty Tom does!



1. Make sure your Game Boy® power switch is OFF.
2. Insert the Tom & Jerry Game Pak as described in your NINTENDO GAME BOY manual.
3. Turn the power switch ON.
4. When you see the Tom & Jerry title screen, press START to begin the game.

At any point during the introduction sequence you can press start to advance to the options screen. Here you can choose a one or two player game, enter a password or turn the music on or off. If you choose Password you will have to enter a four symbol password. There are three passwords, one given every time you complete a world. These will allow you to start at the beginning of a particular world instead of having to play through worlds you have already completed. Write them down and use them if you have to interrupt a game and want to continue playing later.



- Use the Control Pad to move Jerry in any direction: up, down, left or right.
- Press the A button to make Jerry jump up.
- Press and hold the B button to initiate Jerry's speed run. If you find a marble, pick it up. You can fire the marbles by pressing and releasing the B button quickly.
- To pause the game at any time, press START. To resume the game, press START again.

- Press and hold SELECT while pressing the Control Pad to use the "scan horizon" feature. This will scroll the background and allow you to see things beyond the screen boundaries. Use this to look for hidden platforms as well as checking to see what dangers lie ahead.
- To perform an extra long jump press the A and B buttons together.
- Press SELECT, START, B and A simultaneously to return to the title screen at any time.

At the bottom of the play screen is a Status Area. Here you can keep track of the following:

- **Jerry's Strength:** The window in the lower left of the play screen shows how Jerry is feeling. He starts out with a big smile on his face but every time he gets clobbered his smile will slowly give way to a worried look. Five hits and you've had it!
- **Lives Left:** One heart equals one life. You start out with three hearts. If you earn more hearts they will be displayed but you will not see more than five hearts on the status screen at one time.

- **Time Left:** This represents how much time you have left to complete the current level.
- **Cheese Collected:** Cheese pieces make a good snack. They are also worth points, so collect all you can!
- **Sodas Collected:** Collect the four ice cream sodas hidden in each level and receive an extra life.

PICKING UP ITEMS

To pick up an item, simply move Jerry until he touches it. The object will then disappear from the playing area and be added to Jerry's inventory.

Pick-ups:



CHEESE: These are worth points, so grab them all!



CLOCKS: These add thirty seconds to the timer.



MARBLES: Pick up the big marble and get six marble shots.



HEARTS: One heart gives you an extra life. Don't pass that up!



STARS: If you have been hit, the star will restore your smile!



SODAS: There are four ice cream sodas hidden in every level. Collect them all and receive a free life!



Frequently, Tom will be hiding behind objects like chairs and couches, or in trash cans or boxes. Stay alert and move cautiously around these objects and you won't get bushwhacked!

You can clobber Tom with two marble hits.

When you complete a level your bonus score is tallied on this screen. You earn points for cheese and ice cream sodas collected, time remaining and how many times you clobbered Tom with the marbles.

CHEESE: 50 points

SODAS: 200 points

TIME: 10 points per second

TOM: 100 points

When you lose all of your lives, you have the option to end the game or use one of your three continues. When you have used up all of your continues the game is over and you will have to restart from the beginning. Remember, if you have a password you can use it to bypass previously completed worlds.

THE LEVELS

There are a total of ten levels divided into four worlds. Your goal is to make it to the EXIT in each level without getting turned into cat bait! Keep an eye out for the bonus sections in every level. Some of these are simply hidden platforms while others are completely secret rooms! Below is a description of each level and some things to look out for:

- **Level 1 - The Street:** Use the car to ride over the tacks. Be careful to jump out of the car before it drives into a hole. Watch out for flipping man hole covers and explore the whole level to find all the special pick-ups like sodas, stars and cheese. Also, don't forget to use the "scan horizon" feature to locate platforms that are out of sight.
- **Level 2 - The Park:** Watch out for falling acorns and M.E.P.'s, or mouse eating plants! Oh yeah, Tom shows up about now so stay frosty! Use the water fountains for a lift up to the higher platforms.

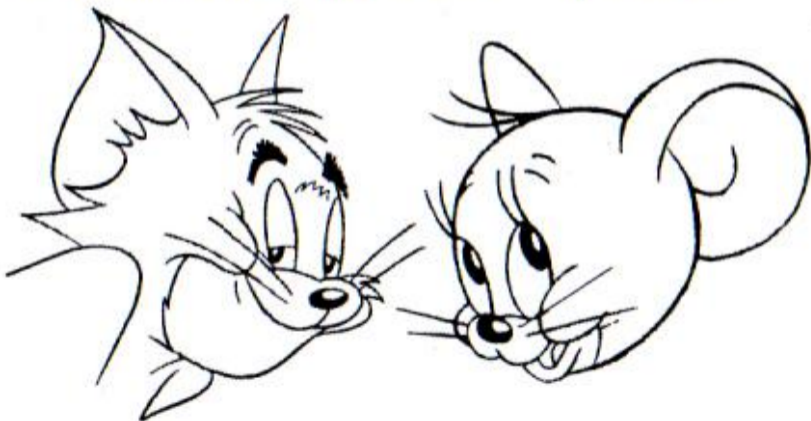
- **Level 3 - The Rooftops:** There is a platoon of toy soldiers on the march in this level. Also several nasty snapping mouse traps. Use the drain pipes to move from platform to platform. To enter a pipe simply face the entrance and walk in. Check it out, you can slide down the edge of the roofs! Hang ten dude!
– *You will receive the first password when you complete this level.*
- **Level 4 - The Lounge:** Watch out for falling pictures and more snapping mouse traps and mouse eating plants. Use the dumb waiters to move up through the level by jumping on the center of the dumb waiter platform. Use the chairs and couches to bounce up to the higher shelves. To bounce on a chair or couch, stand on it and keep the A button held down. You'll go higher with every bounce!

- **Level 5 - The Shower:** Watch out for blow-up sharks and spiky sea urchins. Also, don't get caught in the shower spray. Climb up the vine plants to get to the higher platforms and don't forget to use the "scan horizon" feature to see what's out of sight!
- **Level 6 - The Kitchen:** The furnaces in this level are starting to heat things up but keep your cool! You can slide down the bannisters just like the roofs in level 3. Watch out for Tom hiding in trash cans and steer clear of falling plates and dripping pipes.
– *You will receive the second password when you complete this level.*

- **Level 7 - The Garage:** Watch out for the gruesome guillotines, more dripping pipes and tacks. Ride the gushing car radiators to reach the higher platforms.
- **Level 8 - The Garden:** More mouse eating plants in this level plus watch out for stalactites and fiendish fish under water. Don't touch the spiky underwater surface -- it's sharp! Use the underwater pipes to get past the trees on land. To use the pipes enter them from the underwater side. Keep the A button held and you'll be launched extra high out of the pipe.

- **Level 9 - The Treetops:** There are plenty of toy soldiers in this arboreal nightmare and Tom is hiding around every corner. Keep on your toes and watch out for branches that break off and fall when you jump on them. Also, be careful on the power poles or you'll get a shock! Use the squirrel holes to move up and down the tree trunks. To use a squirrel hole, stand at the entrance and press up or down on the Control Pad.
 - *You will receive the final password when you complete this level*
- **Level 10 - The Bedroom:** This is it, the final level! There is a brigade of toy soldiers and lots of snapping mouse traps. Bounce on the beds to move up but be careful, some of those shelves aren't too sturdy. Watch out for Tom hiding behind couches and walls.

When you find the EXIT in the bedroom level you've won!



Hi Tech Expressions™ warrants to the original consumer purchaser that Game Pak ("Pak") including Game Pak (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase.

To receive this warranty:

1. Do NOT return your defective Game Pak to the retailer.
2. Notify the Hi Tech Expressions Customer Service Department of the problem requiring warranty service by calling 1-212-941-1224. Our Customer Service Department is in operation from 1:00 p.m. to 5:00 p.m. Eastern Time, Monday - Friday.
3. If the Hi Tech Expressions service representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside of the packaging of your defective PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase and a brief description of your problem within the 90-day warranty period to:

HI TECH EXPRESSIONS

Attn: Nintendo Customer Service Department
584 Broadway, New York, NY 10012

If our technician determines that the Game Pak is defective, we will replace it or refund your purchase price at our option.

WARRANTY LIMITATIONS

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 condition set forth herein. In no event shall Hi Tech Expressions be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.