

Nintendo

GAME BOY[®] color

TOM and JERRYTM

MOUSE HUNT

CGB-BTJE-USA



INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
color

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

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NOTE:

- Always switch off the Game Boy® Color before inserting or removing the Game Pak.
- Do not bend, knock or take the Game Pak apart. Do not bring the Game Pak into contact with moisture.
- Store the Game Pak in its case at room temperature and do not expose it to extreme heat or cold.
- The link ports must be kept clean and dry.
- If you play for long periods, you should take regular breaks and move around a bit.



Welcome

Thank you for purchasing the "Tom and Jerry"™ Nintendo Game Boy® Color Game Pak.

We sincerely hope that you will enjoy playing this game as much as we enjoyed making it.

Before playing the game, please take some time to read the instruction booklet thoroughly. Please take good care of it, because it contains all sorts of useful hints that could help you to master the game. It would certainly be a shame if you ended up a defeated cat or mouse in the beginning, instead of a clever champion.



Getting Started

Starting the Game

1. Make sure that your Nintendo Game Boy® Color is switched off. Your Game Pak might get damaged if you insert it while it is switched on. Once you have switched your Nintendo Game Boy® Color off, insert the Tom and Jerry Game Pak into the slot.
2. Now switch your Nintendo Game Boy® Color on. After a few moments the Tom and Jerry opening menu should appear. If you experience any problems, try repeating steps 1 and 2.
3. When you see the opening menu, press START to begin a new game. You can press START at any point during the introduction sequence to move to the main menu. Here you can choose to play either a Single-Player or Multiplayer Game.



The Controls

1 Game Select/Start Game

2 UP: Move up.

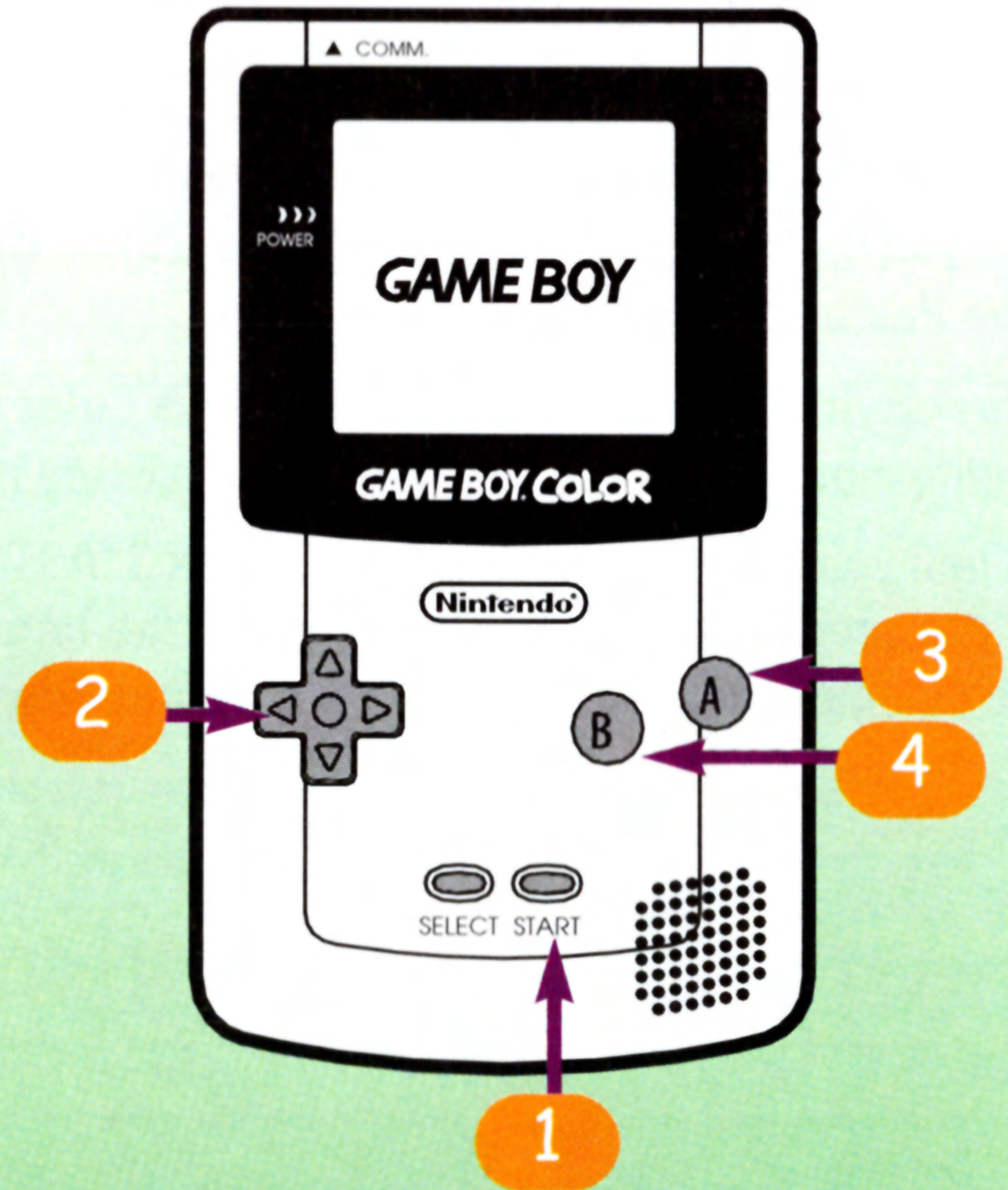
DOWN: Move down.

RIGHT & LEFT:

Move side to side.

3 A Button

4 B Button



Use the Control Pad to move Tom or Jerry in any direction – UP, DOWN, LEFT or RIGHT.

**Press the A Button (if you aren't carrying anything) to pick something up.
Press the B Button when you are carrying a mouse, weapon or bomb to drop it or put it in your basket.**

Press the A Button when you are carrying a mouse, weapon or bomb to throw the object or to use it to attack your opponent.

If you want to attack or throw in a particular direction, press both the A Button and the B Button on your Control Pad which points in the appropriate direction.

To interrupt the game at any time press START. If you want to continue, press START again.





Press **SELECT**, **START** or the **A** and **B** Buttons at the same time to return to the main menu at any point during the game.

This is all you need to know about the controls for the game. The controls for the game are actually very easy to operate. Give it a try and you will see just how much fun it can be.



The Story

Jerry has plans for the evening. He has called up all his friends and invited them to a party. He has prepared some cheese and other tasty snacks and music to dance to. It could be a great party... if it wasn't for Tom.

The cat is really sulking because he didn't get an invitation. All of a sudden he has an idea – Tom is going to have a dinner party of his own and let Jerry and his friends come... whether they want to or not.

They will be the guests of honor... or, rather, they will be the buffet!



Playing The Game



Tom Wins!

Play as Tom to collect as many mice as you can in your basket to make a supper fit for a King. Use objects like cheese to lure the mice into your clutches.

Play as Jerry to rescue as many of your cousins from Tom and place them into your mouse hole. Call on Spike with the Dog Whistle to keep Tom occupied for a while.

Tom has a basket and Jerry has his mouse hole to put the mice into. As soon as you see a mouse you can put it in your basket by pressing the appropriate Button on your Nintendo Game Boy® Color (see also "Controls"). Pick up the mouse, carry it to your basket and drop it in. Then go and get the next one. The one who collects the most mice wins the game.



Try to beat your opponent by catching as many mice as you can before the time runs out. The time limit changes on each level, which means that you can never be sure when the time will be up. So you'd better hurry. This is a game of skill and quick reactions.

Remember your opponent is very good at this too. On your way through a level you might come across some characters that your opponent has brought along to hold you up, so be careful!

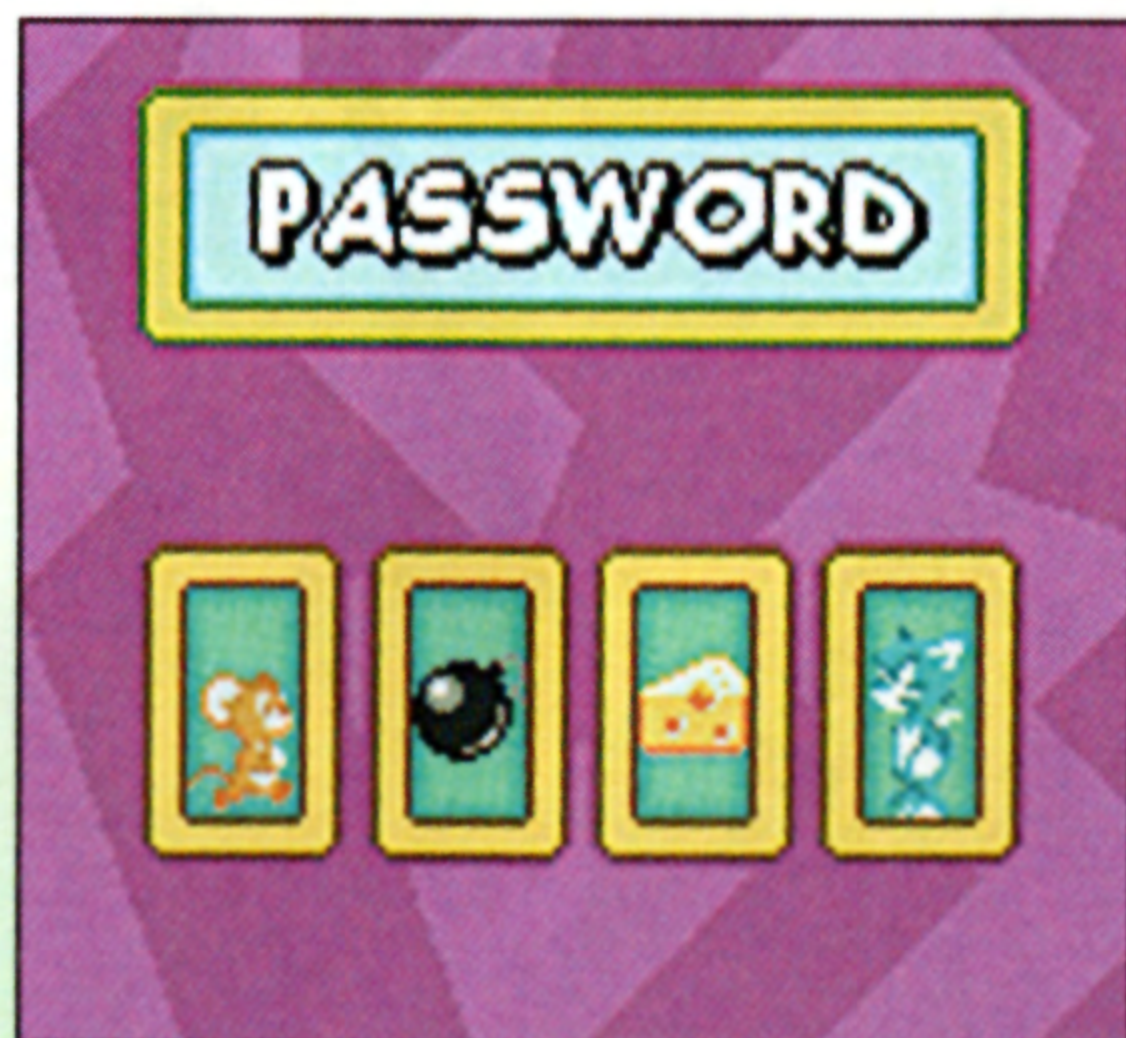




**Continue
Yes / No**

The one who catches the most mice in a game wins. At the end of every game, you are given the option to either replay the level or exit the game. You can repeat any game three times; however, if you don't win after the third attempt, the game is over and you will have to start again from the beginning. If you win five times in a row you will get a bonus game.

Passwords



When you finish levels 5, 10, 15 and 20 successfully, you will receive a password for the next five levels and a new world. It is a good idea to write these passwords down so you will be able to continue from where you left off the next time you play. Otherwise you will have to start at the beginning every time, no matter how far you got previously.

To play previously saved games: Enter a password and choose one of the two game options. Remember – your password must contain five characters. If you enter more or less than five characters, your password will not work.

The Levels

"Tom & Jerry" consists of 25 different exciting levels divided into 5 giant worlds.

- **TOM'S HOUSE** (tidy it up and make it comfortable)
- **CITY SKYSCRAPER** (not for those suffering from vertigo!)
- **CRUISE SHIP** (the Navy can be fun... but not for everyone.)
- **DOWN ON THE FARM** (enough squeaking and grunting to drive you up the wall)
- **CITY STREET** (start a new trend: cat or mouse fur coat with an attractive tire pattern)

The aim of this game is to complete all the levels successfully so that you can move on to the next world. If you complete all the levels in one world, you will be given the password for the next one and a Bonus Game.

If you complete a **BONUS GAME** in "Tom and Jerry" you advance to the next level and are awarded a surprise weapon and maybe even an extra point!



Status Bar



At the top of the screen you will find the Status Bar. This is where you can check how you and your opponent are doing while the game is in progress. You can see who is in the lead and find out if you need to put in a bit more effort to win the game.

The Status Report shows the following statistics:

1. Number of mice collected by Tom.
2. Number of mice collected by Jerry.
3. Time remaining. Find out how many seconds are left before the end of the game.

Objects

General Overview

Mice



Collect as many of these as you can, whether you want to fry them or rescue them. The only way to win a game is to get your hands (or paws) on as many mice as you can. To pick up a mouse, move Tom or Jerry next to it and press the A Button. As soon as a mouse has been picked up, it will appear above either Tom's or Jerry's head. Run to your basket (or hole) as fast as you can and drop the mouse by pressing the B Button.

This only works if the character you play is standing still. To throw the mouse in any direction while you are running, press the A Button. The mouse will then be thrown in the direction in which you are running.

Weapons



Club



Spanner



Mallet



Bomb



Frying Pan



Plank

These weapons appear on every level and assist you in competing against your opponent. The symbols will flash when they appear (randomly). To pick up a weapon press the A Button. To use it, press the A Button again. If you wish to use another weapon, you must drop the first one by pressing the B Button.

Note: You can only hold one item in your hands at a time (i.e. mouse, weapon). All weapons only work for a limited time and eventually disappear, so you should make as much use of it as you can. Once a weapon disappears, you will have to search the level for another one.

Bonus Objects

These **BONUS OBJECTS** appear at random throughout the five worlds. Like all other bonus objects, they are very useful and have various effects on your game.

Stinky Cheese



A real prize for either player. Stinky Cheese lures baby mice. These are extremely hungry little creatures that cannot resist the Stinky Cheese. You can pick it up and move it all over the level or throw it in any direction you want to. You can carry it around and all the baby mice will follow you as if you were the Pied Piper. As soon as you decide to drop the cheese, the baby mice will run towards it and immediately start devouring it. Once the cheese is all gone, all the little mice will start wandering around aimlessly again.



Duck Egg



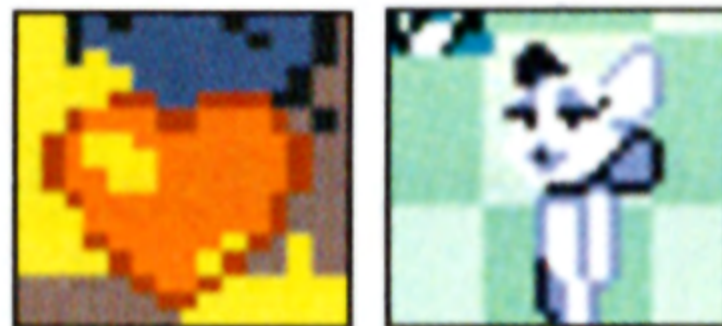
Duck Eggs bring on Ducky, the baby duck. Ducky is very cute although he can get on your nerves sometimes. This little bird thinks that everyone is his mummy. He waddles across the screen and will follow anyone who picks up his egg. If you take pity on this poor, confused little bundle of fluff and take him to your mouse hole or basket, you will be rewarded 2 extra points. Unfortunately your opponent can grab Ducky from you if he too picks up an egg. Remember that Ducky will always follow the last player who picked up his egg because he thinks that player is his mother.

Dog Whistle



You can use the Dog Whistle to summon Spike to your aid. As soon as you have picked up the Dog Whistle, Spike will appear on the screen to chase your opponent all over the level. This will stop him collecting mice for a while. But of course your opponent can also find a whistle, in which case he can send Spike to you! As you don't have any sausages or dog food with you, you will have to keep pressing the Control Pad to get rid of him.

Love Heart



This is one of the funniest bits of the whole game. Use it to paralyze your opponent. Once you pick up a Love Heart, either Tiddles or Toodles will appear on the screen and make Tom or Jerry forget about everything. While Tom or Jerry are "lost in love," they will not be capable of picking up a single mouse. After a few seconds the spell will be broken (when Tiddles or Toodles leave the screen) and Tom or Jerry can continue collecting mice as if nothing had happened.

Bonus Games

There are two bonus games in "Tom and Jerry: Mouse Hunt."



Game One: Whack Attack

Use the directional pad to whack Jerry and his nephew as they pop out of the holes, but watch out for Tiddles and Spike. If you whack Tiddles you will loose a point, and if you whack Spike the game will end!



Game Two: Plate Panic

Guide Tom left and right in an attempt to catch as many plates thrown by Jerry as possible before they hit the ground and break. Let too many plates break and the game ends.

Credits

PROJECT LEADER

LEAD PROGRAMMER

LEAD GRAPHICS

PROGRAMMERS

ARTISTS

MANUAL

GAME DESIGN

PRODUCER

EXECUTIVE PRODUCER

LOCALISATION

LEAD QA

QA

ART

COVER ILLUSTRATION

PACKAGE & MANUAL DESIGN

Paul Adams

Ben Wilcock

Pete Ransom

Gery Brooks

Jamie Byrne, Jamie Bamborough, Tony Chen,

Will Morrison, John McCartney

Paul Adams, Andreas Hermanspann

Pete Ransom

Marc Braun, Dan Jevons

Thomas Brockhage

Norbert Wellmeyer

Oliver Saam

Alexander Baumann, Sascha Bandurski,

Benjamin "Franke" Riege, Sebastian Völz,

Thomas Kopp, Jens "Otto" Hasselberg,

Marcel Stelzmann, Daniel Stelzmann

Marcus Brammertz

Duendes del Sur

Richard Germinaro



Warner Bros. Interactive Entertainment

Ames Kirshen, Producer

Brett Skogen, Executive Producer

Scott Johnson, Manager

Jim Molinaro, Marketing Coordinator

Special thanks:

Michael Harkavy

Rob Sebastian

Charles Carney

Allen Helbig

Peter Tumminello

Heidi Behrendt

Zachary Monge

Stephanie Green

Michael Diaz



Notes



Notes



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Santa Monica, CA 90401

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