

TOM & JERRY 2



MANUAL _____



MAGIC BYTES



TOM & JERRY 2

IMPRESSUM

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JERRY

I love cheese - give me more
More to fill my tummy
Stinky cheese, runny cheese
Yummy, yummy, yummy!

That sweet smell drives me mad
Makes me look for more
I eat the bits around the holes
the holes are just a bore!

I love cheese - cheese is my life
I dream of cheese at night.
My whole world is made of cheese
Now I need a bite!



TOM

That fat little mouse is my delight
I'm after him day and night.

I will catch him, come what may,
If I'm not hit by bullets stray.

And when I do, then do not grieve.
Congratulate me as you leave!



And off you go - after the cheese. It's your job to quell Jerry's appetite for cheese. But watch out! Tom is on your heels and will try to catch you. He won't hurt you, but he will try to waste your time, if he can. But you are not completely at his mercy. By knocking him lightly on the back of the head you can put him out of action for a few seconds..... which doesn't exactly improve his thinking capacity! You get the picture? Use his blackout time to continue your search - all that glitters is not gold, but all the yellow triangles with holes are cheese.... so make a meal of what's around those holes!



But "how does Jerry do what I want him to do?" By moving the joystick you can, of course, determine the direction in which he runs and in combination with the firing button you can make him jump. Jumping around on sofas, etc. is especially good fun - then you can jump really high. That means you can escape up onto high shelves when that old tomcat comes creeping around.



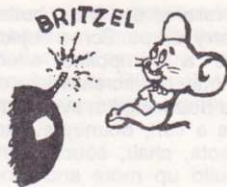
But although Jerry is on the run from his "old friend", he never forgets his hunger for cheese - don't waste one little bit, eat every piece up that you pass. Eat as much as possible, bombarding Tom with various objects on the way by positioning yourself over the object and moving the joystick towards you. Then off you go into the next room (level) and scramble into your mousehole.



But Tom never gives up. "Let's fetz"he says and throws bombs, sticks of dynamite and other explosive gifts. So you really have to be on your toes all the time and react quickly. Then all his efforts are in vain. And when you have raced through all four levels, then it's back to level 1 to the cheese store, unless you didn't manage to collect all the cheese wedges on your way. If that's the case, then you have to go through all 4 levels again until you've found every last morsel. But watch out - Tom hasn't given up yet. He's still after you and to crown it all he places a bomb in front of the cheese store. He'll stop at nothing to get you. Pour water over the bomb from the bucket provided, otherwise it will have all been for nothing.

INSTRUCTIONS:

You steer Jerry with the joystick to consume all cheese wedges on touch. You have won the game when you have eaten up all the cheese in the given time and extinguished the bomb, which is lying under the bucket of water in the first level - guess why! Tom is always trying to throw you to the ground and catch you. It is advisable to stay on higher shelves and pictures to keep out of his way.



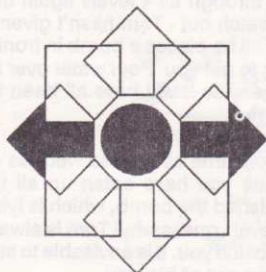
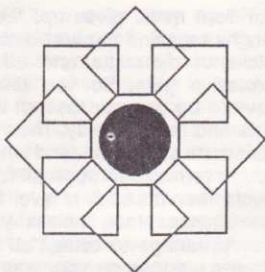
OBSTRUCTIONS:

Some articles of furniture provide an obstacle for Jerry but not for Tom. If Jerry is caught at a furniture obstacle (especially large ones) it can happen that Jerry may be pinned to the ground with no chance of escape.



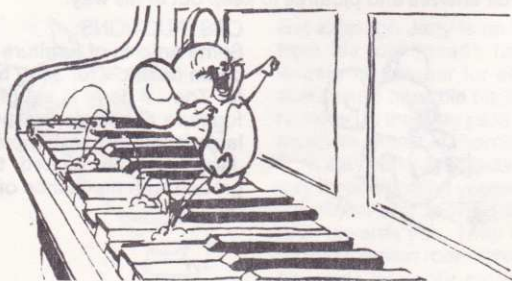
JUMPING

One press of the firing button and Jerry jumps. Some objects provide a trampoline effect, which may be increased by repeated bouncing, i.e. every time he hits a soft, bouncy surface (e.g. sofa, chair, couch) Jerry can build up more and more momentum until he has reached the height he wants to jump to.



DETERMINING THE DIRECTION OF JUMPS:

Joystick left and right. The direction of Jerry's jumps can easily be changed in mid-flight. If you press the firing button just before he lands and at the same time move the joystick to the left or right, Jerry will make an extra jump in the required direction.



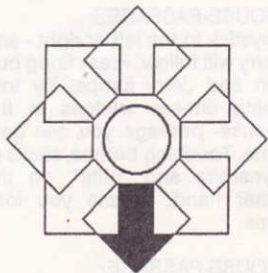


THROWING OBJECTS:

If Jerry touches an object or lands on one, move the joystick towards you and the object falls. You throw objects at Tom with the aim of putting him out of action for a while. Objects you can throw are: small pictures, busts of Beethoven, vases, books, cans. The bucket in level one can also be knocked down, but is really meant for extinguishing the bomb ... so watch out!

SLIPPING UP:

When Jerry touches the roller-skate, move the joystick towards you and the roller-skate falls. After that Jerry can run off and the roller-skate is lying there ready for when Tom comes along. When Tom steps on it he loses control and slips up, thereby allowing Jerry more time to pursue his culinary delights.



OBJECTS FOR DISTRACTING:

As soon as Jerry touches one of these objects you must move the joystick towards you and the distracting manoeuvre begins, i.e. the object is activated and Tom comes under its spell. This in turn gives Jerry a valuable breather. He can even touch Tom when he is spellbound in this way. The objects are: a piano, a cello, drums, a spider in a plant, an exploding bomb, a kennel with a raving dog in it which is being summoned with a whistle, a faulty socket which gives Tom an electric shock, an inkwell with invisible ink: when Jerry lands on this inkwell and you move the joystick towards you, he becomes invisible for a few seconds - above all to Tom. You can still see a faint outline.



RADIO:

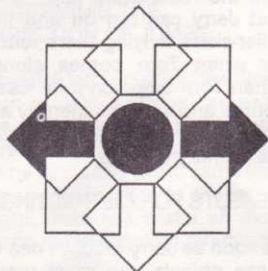
When Jerry touches the radio and you move the joystick towards you, music is played or the music programme is changed.

MOUSEHOLE:

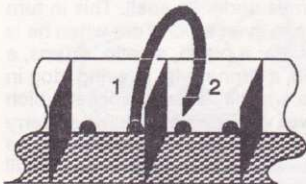
When Jerry is in front of the mousehole, move the joystick forwards and Jerry disappears into it. Here he finds a mouse-passage leading to the next level. It's advisable to collect the cheese as you go, otherwise you'll have to go back through the mouse-passages, which would mean losing a lot of valuable time, of course.

MOUSE-PASSAGES:

Joystick to the left or right - and Jerry will follow. Press firing button and Jerry jumps. By touching cheese wedges in the mouse-passage you can gain time. Touching bombs, sticks of dynamite and "gifts", on the other hand, means you lose time.



MOUSE-PASSAGE



CONNECTIONS:

The diagram shows how the mouse-passages lead from room to room. The left half of room 2 is only accessible from the right half of the room 1. The left half of room 3 is only accessible from the right half of room 2, etc. When you have passed through all 4 levels you have to go the whole way back to get to the cheese store, which is on level 1.

