

SEGA®

TOM and JERRY™

Frantic Antics!

GENESIS®



INSTRUCTION MANUAL

LICENSED BY SEGA ENTERPRISES, LTD.  
FOR PLAY ON THE SEGA® GENESIS® SYSTEM

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244 Fernwood Avenue  
Edison, NJ 08837 800-826-0015

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# EPILEPSY 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 discontinue use and consult your physician before resuming play.



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™ GENESIS™ SYSTEM.

# TOM and JERRY™

## Frantic Antics!

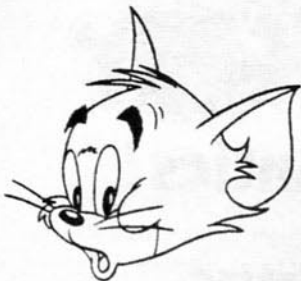
### TABLE OF CONTENTS

Thank you for buying *Tom and Jerry: Frantic Antics*. Please read this entire booklet for an explanation of the game and helpful playing tips.

<b>The Chase is On!</b> .....	<b>4</b>
<b>Quick Start</b> .....	<b>5</b>
<b>Options</b> .....	<b>5</b>
<b>Controls</b> .....	<b>6</b>
<b>Status Area</b> .....	<b>7</b>
<b>Pick-Ups</b> .....	<b>8</b>
<b>Levels &amp; Locations</b> .....	<b>10</b>
<b>Family Reunion</b> .....	<b>12</b>

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## THE CHASE IS ON!



What began as a typical day for everybody's favorite cat and mouse team has turned into an incredible, action-packed adventure! It all started when Tom returned home — only to find his house

being demolished! Yikes! Jerry was still inside! If anything happened to him, who would Tom chase?

Dashing back into the house, Tom rescues Jerry and the two agree to work together to get to the bottom of this mystery — as well as get some food. Along the way, they make a new friend — Robyn Starling — and team up to find her missing father. But not if evil Aunt Figg gets to them first!

Help Tom and Jerry make it past all the dangerous obstacles Aunt Figg and her sinister henchmen send their way. Keep your eyes open for hidden surprises and special bonuses that can boost your strength and protect you from harm. If you're fast, smart and lucky, you'll escape from the burning cabin in the woods and reunite Robyn with her father.

And remember, you're here to beat the bad guys — not each other!



## QUICK START



1. Make sure your Sega Genesis power switch is OFF.
2. Insert the **Tom and Jerry: Frantic Antics** game cartridge as described in your Sega Genesis manual.
3. Turn the power switch ON. The title screen will appear. To select game options, press the C Button. To begin the game, select one or two players, then press start.

## OPTIONS

Move the **D-Pad** up or down to select any of the following options:

- **Difficulty Level:** Move the **D-Pad** left or right to select easy, normal or hard mode.



- **Control:** Move the **D-Pad** left or right to change the control button settings, if desired.
- **Music:** Move the **D-Pad** left or right to turn the music on or off.
- **Sound Test:** Move the **D-Pad** left or right to select music samples.
- **Exit:** Press any button to exit the options menu.

## CONTROLS



- Use the **D-Pad** to move Tom or Jerry left or right.
- Pressing down on the **D-Pad** will make Tom or Jerry duck down. Pressing up will make them climb ladders.

- Press and hold down the **A Button** to make Tom or Jerry run faster.
- Press the **B Button** to make Tom or Jerry jump.
- Press the **C Button** to make Tom or Jerry throw a weapon at an obstacle or enemy.
- To perform an extra long jump, press the **B Button** while running fast.
- To roll over an enemy, press the **D-Pad** down while running.
- To pause the game at any time, press **Start**. To resume the game, press **Start** again.

## STATUS AREA

The **Status Area** at the bottom of your screen always displays:

- **Strength:** The yellow strength bar shows you how much energy Tom or Jerry have left. Don't get hit by obstacles too often or you'll lose a life.





- **Lives Left:** One heart equals one life. You start out with two hearts. If you pick up more hearts they will be displayed in your inventory.
- **Time Left:** This shows you how much time you have left to complete the current level.

## PICK-UPS

**Pick-Ups** earn you added strength, lives and points. To pick up a Pick-Up, simply move Tom or Jerry until they touch it.



**Fish and Cheese:** Tom picks up fish and Jerry picks up cheese. Extra large fish and slices of cheese will restore the strength bar to full intensity. Collect a total of 100 fish or cheese and earn an extra life.



**Cookies:** Cookie pieces are scattered throughout each game level. Collect four of these pick-ups to earn an extra life and completely restore your health.



**Weapons:** Weapons like ink, water, footballs and other items are also scattered throughout each level. Collect these pick-ups to throw at oncoming obstacles or enemies.



## DOUBLE TROUBLE: 2-PLAYER VERSION

The two-player version of **Tom and Jerry: Frantic Antics** will challenge your speed, skill and your ability to work as part of a team. Both Tom and Jerry will be on the screen at the same time and you will need to work together to make sure you stay that way. If your partner's character falls off screen, you will have to retrieve your fallen friend before venturing on. An arrow will direct you to your missing friend.

Finally, there is only one Lives Left indicator in the Status Area. This is the total number of lives left for both characters starting at five in the two-player version. In other words, if one character dies, it affects both players. If one player runs out of lives, the remaining player will be left to try to get more lives/hearts. When the remaining player dies, the game is over.

# LEVELS & LOCATIONS

There are 8 different levels in **Tom and Jerry: Frantic Antics**, each one more challenging than the last. Each level takes place in a specific location and is filled with obstacles and hazards. If one of these should happen to touch or catch you, you'll lose some energy. Lose too much energy and you'll lose a life. Your goal in each level is to make it past your enemy, or to your friend waiting at the end of the level. Some levels require you to complete a task before you can advance to the next scene.

*Let the adventure begin!*

Characters listed below refer to one-player games.

## Level 1: The Street **Character: Tom**

Help Tom find his way to the doghouse. Watch out for rats in cars, rats on bikes, rats with guns — watch out for the rat pack in general. Also, try to avoid the old lady and the squirting fire hydrants.

## Level 2: The Living Room **Character: Tom**

The house is being demolished. Get Tom out of the house as fast as you can! But don't forget the fish! Avoid the swinging wrecking ball, wacky birds and falling vases.



## Level 3: The Alley **Character: Jerry**

Without a refrigerator to raid, Jerry searches the alley for as much cheese as he can get his paws on. Avoid the flying trash can lids, deadly seaweed, mouse-eating fish and the octopus. Get to the end and make a new friend, Robyn Starling.

## Level 4: The Library **Character: Jerry**

Where's the missing telegram? Jerry has to search throughout the library, leaping from shelf to shelf, avoiding falling chandeliers and the rotten rat pack. Be sure to pick up the ink to fend off enemies.

## Level 5: The Basement **Character: Tom**

Evil Dr. Applecheek's basement is filled with cat-hating dogs! Carefully avoid its many obstacles and find the Control Panel that will set them free. Watch out for the electrical outlets and the canines in the kennels.

## Level 6: The Attic **Character: Jerry**

Robyn needs her backpack! Crawl up and down the attic's many ladders and try to find it. Watch out for the rat pack again, as well as the wide variety of dangerous surprises lurking up there. Use the train to cross the electric tracks.



## Level 7: The Carnival

Character: Jerry

*Before you can get your mitts on Captain Kiddie, you'll have to steer clear of the ping pong ball-spitting clowns, the monkeys throwing pinwheels and the ever-present rat pack. If you go underwater, look out for octopuses, piranha and other aquatic nasties. You can use balloons to get around, too, but be careful of the bumper car.*

## Level 8: The Cabin

Character: Tom

*Now you've got to reach Auntie Figg! But, first, you'll have to drink lots of water to put out the deadly fires. Of course, the more water you drink, the heavier you get — so running and jumping is out until you spit. Watch out for burning logs and falling lanterns. And remember to capture those fish!*

## FAMILY REUNION

If you successfully help Tom and Jerry make it through all the levels, you'll join them as Robyn is reunited with her long lost father. Cool!



## HANDLING YOUR CARTRIDGE

- The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ 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.

## WARNING TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

### PATENTS

U.S.#'s 4,442,486/4,454,594/4,462,076/4,026,555; Europe # 80244; Canada #'s 1,183,276/1,082,351; Hong Kong # 88-4302; Germany # 2,609,826; Singapore # 88-155; U.K. # 1,535,999; France # 1,607,029; Japan #'s 1,632,396/82-205605 (Pending).

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