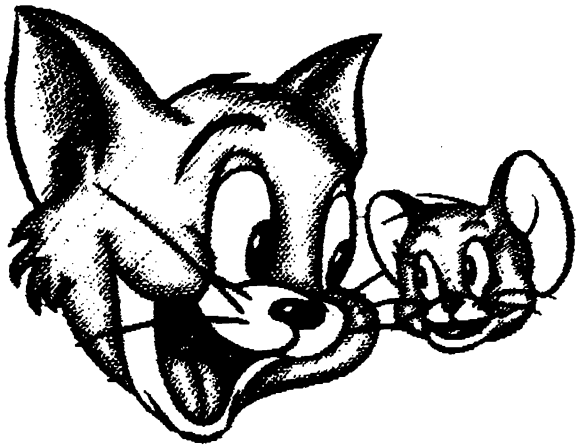
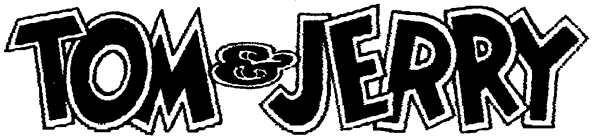
TOM & JERRY

Hunting High and Low



PLAYER MANUAL



Hunting High and Low

Programmed by
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Sound by
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Graphics by
Ralf Vogel

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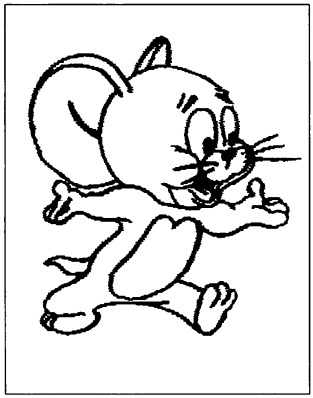
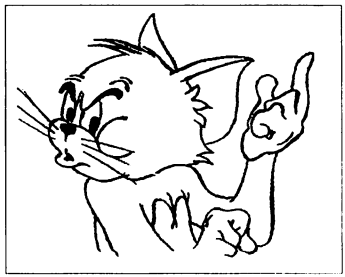
PLAYING INSTRUCTIONS



America's favorite cat and mouse team is at it again, ripping and racing through every room in the house. You control Jerry, that pint sized little cheese pirate, gobbling up every piece you can find. But watch out for Tom, because that wily cat is waiting at every turn! His "meow" may be worse than his bite, but he'll still keep you away from that scrumptious Swiss.

Scramble across shelves, bounce off cushions and leap onto chairs — you'll do anything to stay away from that darn cat. Drop a can of oil in Tom's path or distract him by turning on his favorite television show — just keep him away until you can collect the cheese in all five rooms. That's what it takes to win!

When you've cleaned out the cheese in the living room, zip through a mousehole and into the garage. But don't forget to dodge the surprises that Tom throws your way — they can blow up and cost you time. The only way to get your time back is by picking up all the cheese you see! The rooms are connected and each has two mouseholes. One leads to the previous room, the other to the next. Use the mouseholes wisely - they can save the day!



Good luck!

QUICKSTART

Amiga:

1) Insert the Tom & Jerry disk (label side up) in your disk drive and turn on your computer.

2) After the title screens are displayed, the game begins with only Jerry shown. A timer at the bottom of the screen shows 600 seconds. That's how long you have to eat all the cheese. You will lose thirty seconds every time Tom catches you.

3) Experiment with the joystick controls for a few seconds, and try to move Jerry high up on the shelves, out of Tom's reach. Don't take too long though, because Tom will soon discover your location.

Commodore 64/128

1) Turn off your computer and disk drive. Insert your Tom & Jerry disk, label side up, and turn on your computer and disk drive.

2) Type: **Load "*", 8, 1** and press Return/Enter.

3) The Tom and Jerry title screen will appear. Press the joystick button to begin the game.

STRATEGY & TACTICS

Obstructions

- Some items will block Jerry's path, but are easily negotiated by Tom. Be careful that you don't get stuck next to a large piece of furniture, with only one avenue of escape.
- As you move around the five rooms you will find many items (bowling balls, hammers, vases, toys, etc.) that can slow Tom down if you drop them in his path. The banana peel actually sends Tom sliding off the screen.

Distractions:

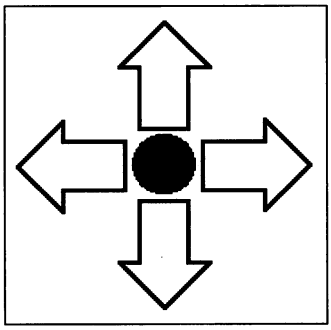
- If you can find the right object, you might be able to distract Tom while you run around and collect all the cheese. The television, refrigerator and Jack-in-the-Box are three such items, but there are plenty more if you keep your eyes open.
- You have to initiate a distraction (see Joystick Instructions), but once activated, Tom will just sit there completely oblivious to Jerry.

Mouseholes:

- Mouseholes are your path to new rooms. Once you've eaten all the cheese in a room, or if Tom is getting too close, you can escape into a mousehole. It's a good idea to gobble all the cheese that you find. That way, you don't have to return.
- Avoid the bombs, because they cost you time. The cheese wins playing time.

JOYSTICK INSTRUCTIONS

Jumping Up & Down

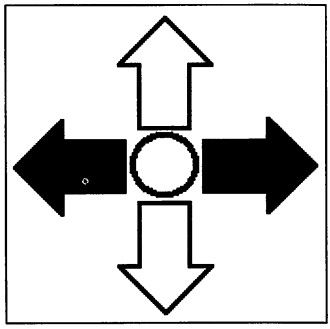


You won't get far in Tom & Jerry until you learn how high and far you can jump. ***Press the joystick button to jump.***

Some objects in the house provide a "trampoline" effect and allow you to jump very high. Try bouncing repeatedly, on sofas, chairs and tires to test your limits. You should find objects in every room that will help you jump to the highest shelves and picture frames.

Simply jumping up and down isn't enough to keep Tom away. You'll have to jump in a direction to keep that fast cat at bay.

Jumping Left & Right

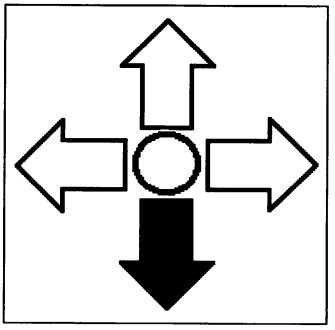


Jumping left and right is one of the keys to success in Tom & Jerry. ***Move the joystick left or right during a jump*** to send Jerry in the selected direction — you can even change direction in mid-flight. If you're running, just press the button and he will jump in the same direction.

If you press the fire button just before he lands, and at the same time move the joystick left or right, Jerry will make an additional jump in the required direction.

JOYSTICK INSTRUCTIONS

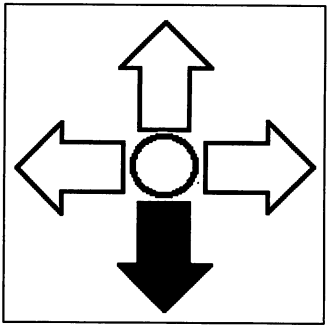
Dropping Objects



When Tom's getting close and you need to slow him down, you might be able to drop something in his path. Look for bowling balls, plates, vases, oil cans, and hammers. ***To drop an object, pull the joystick toward you while standing on the object.*** It will fall to the ground.

Timing is important when dropping objects. While liquids on the floor can make Tom slip, the best place for a bowling ball is on his head. Keep your eyes open, and try to drop everything you find in high places. You never know when it might be just what you need.

Slippin" & Slidin"

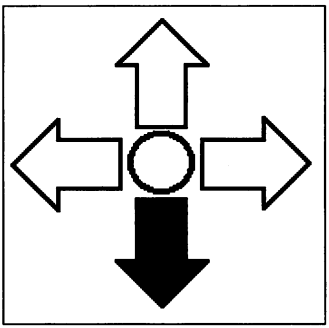


You can get a break from the chase and spend more time eating cheese if you can find the banana. ***To drop a banana, pull the joystick toward you while standing on the banana.***

When Tom steps on the banana, the fun really begins. He'll skitter and slide right off the screen, leaving you free for more important matters.

JOYSTICK INSTRUCTIONS

Distracting the Cat

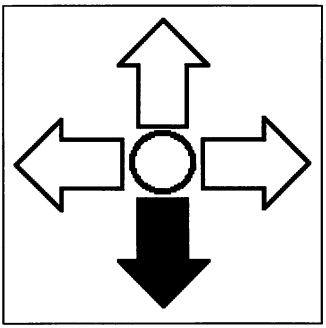


Tom's curiosity isn't an advantage in this game. He'll just sit if you can activate the objects that really grab his attention (refrigerators, televisions, statues to name just a few) ***To distract Tom, pull the joystick toward you while standing on the correct item.*** He won't bother you for awhile.

Every level contains at least one item that will distract the cat. On some items, you must stand in a specific location to activate them. For example, you must stand above the control switch to activate the television. Take advantage of these objects and you will be able to spend less time running away and more time eating.

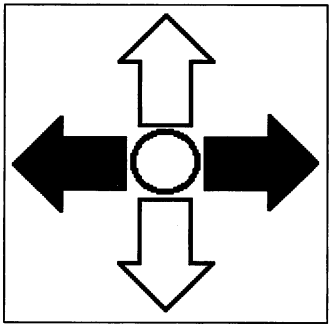
Radio Waves

You can change the music to keep Tom and Jerry happy. ***Pull the joystick toward you while standing on top of a radio to hear a new song.***



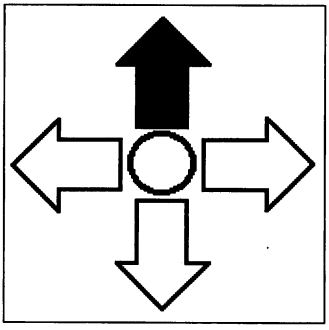
JOYSTICK INSTRUCTIONS

Mouse Passages



The action is fast and furious when you race through the passages between rooms. Tom is throwing little bombs and other objects into the hole and you have to jump over them or you lose valuable time. ***Press the fire button to jump over items in a passageway.***

You'll find cheese scattered throughout the passageways, and each piece you eat gives you more time to complete your gourmet mission. ***Move the joystick left or right to change direction in a passageway.***



Mouseholes

You can enter a mousehole if you're standing right in front of it. ***Push the joystick forward to enter a mousehole.***

The mouseholes are arranged to circle through the rooms in the house. Each room has two mouseholes, one leading to the next room, the other leading to the previous room.

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