

<http://www.emulation64.fr>

INSTRUCTION BOOKLET

# TOM and JERRY<sup>TM</sup> IN FISTS OF FURRY



NINTENDO<sup>64</sup>



Emulation64.fr



**Table of Contents**

Getting Started	2
Using the N64 Control Stick	2
Control Stick Function	3
What's the Story, Jerry?	4
Control Pad Layout	4
Controls Glossary	5
Move	5
Jump	5
Attack	5
Pick Up/Catch	5
Duck	5
Game Object (or How About A Little T&J?)	6
Game Modes	6
Game Options	7
The Cast	8
Weapons and Props	8
Game Interface	9
Health Pick Ups	9
Special Power Ups	10
Game Levels	11
Credits	12



## GETTING STARTED

Many of you already have a Nintendo® 64 system in your home. For those who are new to the Nintendo 64, set up the game system according to the instructions in the Instructional Manual. The Nintendo 64 should be OFF before inserting or removing Tom and Jerry™ in Fists of Furry. Simply insert the Game Pak gently with your hand, plug in the controller and turn the Nintendo 64 ON.

Once the POWER BUTTON is on, the game automatically begins.

### Using the N64 Control Stick

#### USING THE N64 ANALOG CONTROL STICK

Your Nintendo 64 controller comes equipped with an analog joystick that may be used to control Tom and Jerry. This Control Stick is more sensitive than the traditional control pad and offers finer control of the characters through the game environments. In this manual, all references to controlling characters uses the + Control Pad scheme. At any time, however, the Control Stick may also be used to navigate any of the characters around the game environments. NOTE: Younger children may have trouble operating the Control Stick, so it is recommended for advanced users only. Alternately, parents may instruct the child in the use of the Control Stick.

When playing the game using the Control Stick, it is recommended the player use the hand positions shown on the right. By holding the controller like this, you can operate the Control Stick freely with the left thumb.

Movement using the Control Stick varies at a rate that depends on how far off center the Control Stick is moved. Holding the Control Stick a little bit off center will move the character slowly in that direction, while pressing the Control Stick all the way in one direction will move at the fastest rate possible.



## CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

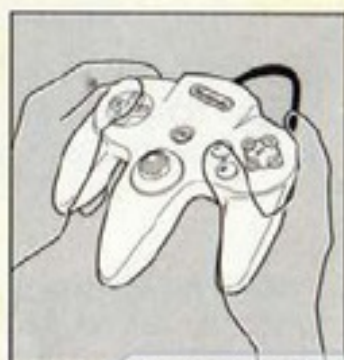
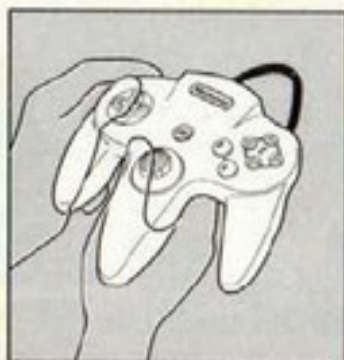
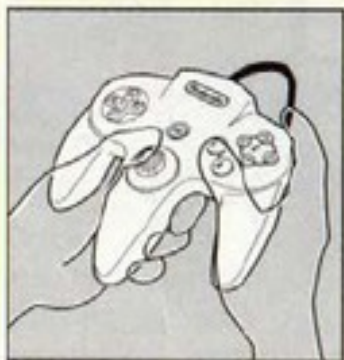


If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

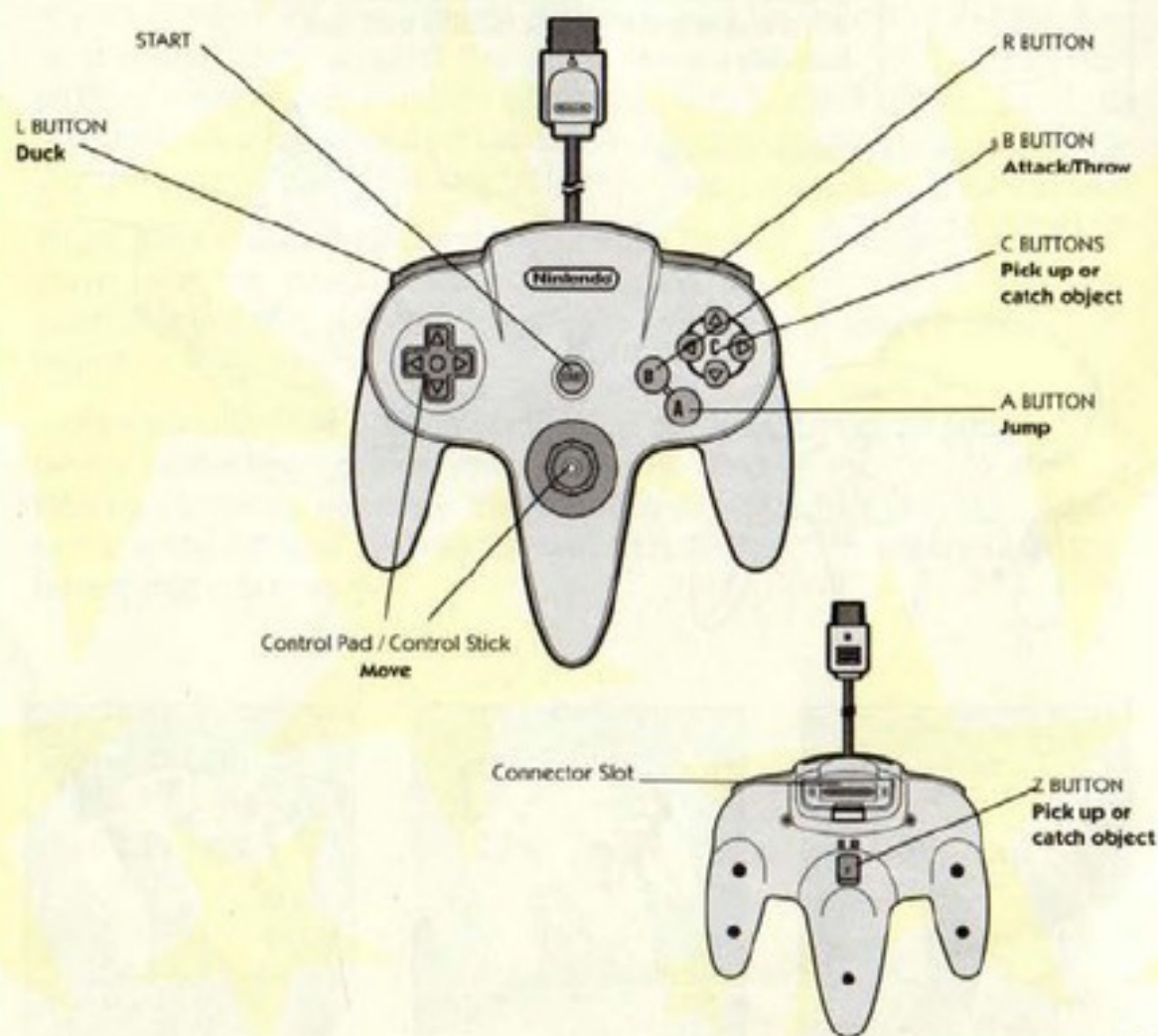
The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.



## WHAT'S THE STORY, JERRY?

Tom and Jerry in Fists of Furry is the first game designed specifically for the N64 Console System to pit the classic cat and mouse duo against each other in madcap combat (or should that be "madcat Tombat"?). "Fists of Furry" draws upon the classic MGM Tom and Jerry series originally produced in the 1940's - 1950's. We have recreated many of the environments, situations, props and gags to create an action packed, light-hearted fighting game that kids of all ages can play and enjoy. The entire classic cast is here for the first time in full 3D – Tom, Jerry, Spike, Tyke and Duckling and more are all here, ready to annihilate each other with a huge variety of props. Chairs, frying pans, sticks of dynamite, watermelon, and more will be lying around ready to be used against an opponent. Put your paws up and get ready for a massive concussion of cartoon chaos!

## CONTROL PAD LAYOUT



Back of Control Pad Emulation64.fr



**Move**

Pretty basic. Moving the Analogue Stick/Digital Pad will move your character around the environment.

**Jump**

Press the **A BUTTON** once and you'll leap skywards a short distance. In the hands of a pro, you can hit this again in mid-air to "double jump" your way even higher!

**Attack**

The **B BUTTON** is your main offensive button – barehanded it can be used to give your opponent a good old knuckle sandwich. Hit the **B BUTTON** quickly three times to see something special! This isn't the Tom and Jerry way of doing things though, so punches and kicks will only do a wimpy amount of damage compared to using weapons and props.



If you have a weapon or prop, you can press the **B BUTTON** to use it. Holding down the **B BUTTON** will allow you to charge the weapon. After about a second, you'll see yellow stars pop out of the weapon and voila! It's charged – meaning you do more damage when you smite your enemy with it.



But wait! There's more! Hold the **B BUTTON** even longer and you'll see stars appear again – this time they're red -- meaning the weapon is super-charged – it will inflict the maximum amount of damage known to man and critter!

One last **Attack** move you can perform is that you can shove props along the ground towards your opponent. Just move over to the prop (a crate, a gift-wrapped Xmas gift, etc.) and press "Attack" while touching it and you'll push the prop, inflicting much pain if you hit your opponent.

**Pick Up/Catch**

See that nifty chair over there? You want it don't you? Well, stand near it and colored highlight will appear around it. Now you can press the **C BUTTON** to pick it up. Ooh, it feels good doesn't it? Now where's that cat?

Another ultra-cool trick with this button is you can catch stuff thrown at you if you press the Pick-Up/Catch button just as the object strikes you. Now toss it back at 'em to really make them angry!

**Duck**

No, not as in Duckling, but as in "Look out for that garbage can aimed straight at your head!!!" If you press **L BUTTON** under airborne projectiles coming towards you they'll fly over your head and you'll avoid a nasty bump or two.



## GAME OBJECT (OR HOW ABOUT A LITTLE T&J?)

Here's the deal. It's simple. Beat the @%&\*#! tar out of the other guy! You can select to play as either Tom, Jerry, or later on, one of the other characters in the Tom and Jerry universe. Playing against the computer or against another humanoid, it don't matter, you just need to flatten that other dude ASAP!

Of course since this is "Tom and Jerry", the best way to do this is not with your bare hands, but with the many weapons and props lying around the room all waiting to be picked up and used in ways that no one ever intended. Brain your opponent with a broom, squash him with a shovel, or waste 'em with a tossed washer/drier - it's all good clean fun!

## GAME MODES



**Single Player:** This mode will allow you to play vs. the computer. Pretty handy when you're all by your lonesome.



**Versus. Mode:** This game mode is quite handy when you have an actual living body to play against.





**Team Mode:** This mode will only become available after beating the game with every character. Team mode lets you and an opponent (either a living or silicon one) play a match with a team of up to four Tom and Jerry characters who take turns in the arena. The characters fight in the order you select them – once the first character is knocked flat, the second will take his place, etc. until one player has all his or her characters defeated.

**Power Level:** In Versus and Team Mode, each player can change the number of stars below their character to make it easier or harder for their opponent.

## GAME OPTIONS

The Options screen allows you to change minor features of the game match to suit your particular play style.

**Bout Length:** Set the length of each game round to 120, 150, 180 seconds, or give an unlimited amount of time for each bout.

**Bouts:** Set this to 1, 3 or 5 to determine how many rounds will make up a game.

**Difficulty:** Set to "Easy", "Medium" or "Hard" to make the computer opponent more or less difficult.

**Audio:** Allows you to change the music or effects volume.





## THE CAST



Jerry



Tom



Spike



Tuffy

You start by being able to play as either Tom or Jerry. More characters will be unlocked as the single player game is played through successfully. Master the single player game and you will be able to select from all seven characters!

## WEAPONS AND PROPS

## Hand-to-Hand Weapons



Fork



Newspaper



Shovel

## Thrown Weapons

Watermelon  
(kitchen)Tomato  
(kitchen)Milk Bottle  
(garden)Flower Pot  
(garden)

Some of these are heavy, so you won't be able to run or jump whilst carrying them!



## GAME INTERFACE



Left is a screen shot of your typical "Fists of Furry" game. At the top of the screen are displayed each character's **Health Bars**. Each Health Bar will start filled with yellow to indicate a healthy character. As the game round progresses, the Health Bar will go down as each character has the tar beat out of him until the first character reaches zero health. As you can probably guess, that guy loses the round.

The **Timer** sits between the health bars and is set at 120 seconds, although you can set it for greater amounts of time, or turn it off, via the options menu. When the timer counts down to zero, whatever character has the most health wins the game.

A **Ribbon** underneath a character's health bar indicates that character has won a bout.

The **Charges** dot indicates how many uses a weapon has before it disappears.

## HEALTH PICK UPS



Successful attacks will knock collectable health out of opponents. When a player is hit with a certain force, a number of first aid kits will fly out of them and land around the arena. These will sit for a few seconds before fading away, but either player can grab them to boost their health level slightly. Small attacks will not release health (but will damage the victim a little).



## SPECIAL POWER UPS



As you play "Fists of Furry", mystery power ups will appear at random, looking like revolving question marks. If you collect one of these question marks, it will give your character a special ability for a short time. These abilities are:



**Invisibility:** Turning invisible will make you harder to hit, as it turns off the games "auto-targeting" for thrown weapons and props. To hit an invisible opponent is harder, but not impossible – you'll have to face your character more precisely in the invisible opponent's direction when throwing stuff at them.



**Double Damage:** This red halo will turn your character into one fearsome critter, allowing him to do double damage with every strike.



**Invincibility:** This super tough gelatin mold will protect your character from all attacks until it goes away.



**Measles:** This noxious green cloud will drain your energy bar continuously but can be passed to your opponent by touching him. This will vanish on it's own after a time.



## GAME LEVELS



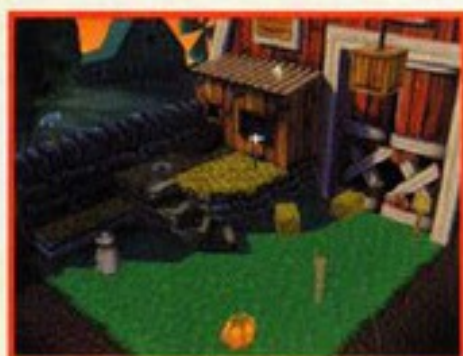
Catchin' In The Kitchen



Guard in the Garden



Alley Alley Action Free!



Duck Duck Loose

You start by being able to play in the Kitchen and the Garden. More levels will be unlocked as you successfully play through the single player game. Master the single player game and you will be able to select from all 10 levels!

