

SEGA™

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GENESIS

Sylvester and Tweety



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GA

appropriate for
all audiences.
General Audiences

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 undetected epileptic symptoms even in persons who have no prior history of 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.**

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.



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.



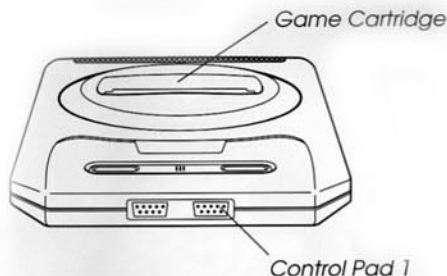
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CONTENTS

Setting Up	4
That Bird's Had It!	5
Getting Started	5
Button Controls	6
Choosing Options	8
Sylvester's Status	9
Stalking the Wild Tweety	10
Cat Stalkers	13
Power-Ups	14
Sylvester's Stage Props	15
Cagey Capers	17
Continues	19
Scoring	19
Hints & Tips and Notes	21
Credits	22
Limited Warranty	23

SETTING UP



- 1 Set up the Sega Genesis Game System and make sure the **Power** switch is turned OFF.
- 2 Plug in one control pad.
- 3 Insert the game cartridge into the console and press it down firmly.
- 4 Turn on your TV or monitor and turn the Genesis **Power** switch ON. It's LOONEY TUNES™ time!

Important

- Always make sure the **Power** switch is turned OFF before inserting or removing the game cartridge.
- If nothing appears on screen when you turn on the Genesis, turn the **Power** switch OFF. Make sure your Genesis system is set up correctly and the cartridge is **firmly** plugged into the console. Check that the channel switch setting (3 or 4) on the back of the Genesis is the same as the TV channel being used. Then turn the **Power** switch ON again.

THAT BIRD'S HAD IT!

You've had it, Tweety! You're about to be the bird in the paw . . . the winged snackola . . . the flying appetizer . . . health food ala Sylvester . . . the main course . . . Tweety pie . . . flutter food . . . birdie brunch. Get back here! Aren't you listening?

Tweety has different ideas and one of them is to drive Sylvester completely crazy! This fearless fowl is no bird brain, and he has help from Granny, Spike and the Red Cat to keep Sylvester in line. So get ready for a chase, 'cuz this bird is a flying ace. To Tweety, Sylvester is nothing but a "puddy tat."

GETTING STARTED

Turn on the game and watch Sylvester chasing down Tweety in the yard and bouncing around Granny's house. Get the idea?

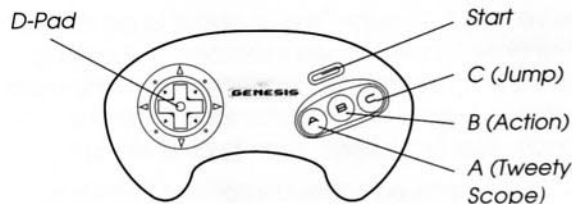
Follow these steps when you're ready to play:

- 1 Press the **Start** button to bring up the Title screen.
- 2 Press **Start** again to see the Main Menu.
- 3 Press **Start** to begin the chase.

OR

Press the Directional Pad (**D-Pad**) right to choose "Options", and press **Start**. You'll go on to the Options screen.

BUTTON CONTROLS



TO DO THIS:

Walk.

Run.

Jump.

Bounding jump.

Climb stairs.

Look up.

Look down.

Sneak.

Use Tweety Scope.

Scratch attack;
use a stage prop;
turn switches on/off.

Unstack objects

PRESS THIS:

D-Pad right/left.

D-Pad twice quickly in
the direction headed.

Default **Button C**

Jump + Run

D-Pad diagonally upper
right or upper left.

D-Pad up.

D-Pad down.

D-Pad diagonally lower
right or lower left. This
lets Sylvester sneak by
an object without
picking it up.

Default **Button A**

Default **Button B**
(Action button)

Stand close to the pile
and press Default
Button B (Action button)

Remember, when using **Button B**, if Sylvester is:

- not using an item, he will scratch.
- holding a stage prop, he will use it or throw it.
- in front of a stack of boxes, he will knock them down.
- in front of a switch, he can turn it on/off.

TO DO THIS:

Pick up, push or
carry an object.

Release and/or stack

Escape Tweety Monster

Enter hiding places,
such as a cat bed,
lamp or trash can.

Bring up Selection
screen.

Select an item from
the Selection screen.

Pause/resume game.

PRESS THIS:

Happens automatically
as Sylvester passes the
object, unless he is
sneaking. (He can only
carry one object at
a time).

Release the **D-Pad**,
press the **Jump** button
or scratch.

If swallowed, press
Default **Button B**
(Action button)

D-Pad up while behind
each hiding place.

Start.

D-Pad right/left until
Sylvester has the proper
item. After exiting the
screen, Sylvester can
use the item once
(Action button).

Start. (music pauses
while game is paused,
resumes when game is
resumed).

CHOOSING OPTIONS

Use the Options screen to change the game settings.

- To select an option, press the **D-Pad** up/down to move Tweety to a selection.
- To change a setting, press **Button A** or **B** or press the **D-Pad** left/right.
- Press the **Start** button at any time to return to the Main Menu.

CONTROLS

You can choose from six different button combinations on your control pad. The default settings are:

- **Button A – Tweety Scope** lets Sylvester spot Tweety wherever he is.
- **Button B – Action** lets Sylvester scratch with his claws, or use an item he's picked up, unstack objects and turn switches on/off.
- **Button C – Jump** lets Sylvester do a short jump from a standstill, or a bounding jump from a running start.

DIFFICULTY

Adjust the game difficulty to any setting from 1% to 100%. Try the lower, easier settings until you learn the game basics. When the setting is very low, you won't be able to play all the levels and you will see a preview of the next level.

MUSIC & SFX

Turn the game tunes and sound effects ON or OFF.

HIGH SCORE

Displays the high score. Press the **D-Pad** right or left to reset the score to 0.

SYLVESTER'S STATUS



HEALTH PICTURE

Sylvester starts out in perfect health. As he takes his lumps, his health picture shows it. The picture turns red when he's down to his last hit.

LIVES

Like all self respecting cats, Sylvester starts out with nine lives. When he loses one, it flies off to heaven as a Sylvester Angel. Sufferin' Succotash!

CLOCK

The clock is ticking! The more time it takes to finish a level, the smaller time bonus a player gets. Each bonus clock subtracts two minutes from the current time total. Pick up little clocks scattered throughout the scenes for a bigger time bonus.

SCORE

Rack up points snagging balls of yarn, mice and catnip. Knock things off shelves and gain a few more points. (See page 19).

STALKING THE WILD TWEETY

Sylvester wants to catch Tweety, but the tough part is just catching up. Here are some hints:

- To find Tweety, activate the Tweety Scope (**Default Button A**) for a visual update.
- If you get a lot of points, Sylvester gets extra lives.
- Any time you get within scratching distance, go for it! If Sylvester scratches Tweety, a few of his tail feathers fly off to show that you've earned points.
- Don't give up the chase! If Sylvester leaves Tweety behind, you won't be able to finish the level.

JUMPING

Sylvester can jump from beds and springs. Hold down the **Jump** button for higher bounces on springy surfaces. This sly cat can jump up on picture frames, mantels and ledges, and perform super jumps with the Pogo Stick. But, beware! Some ledges are not so stable and you must move quickly or fall off.



STACKING AND UNSTACKING

Some levels have objects that Sylvester can move back and forth to stack. Use these objects wisely in order to complete the level.



Make Sylvester walk into an object to automatically pick it up and carry it, or push it. Release the **D-Pad**, make Sylvester jump or scratch to put the object down. Putting down one object close to, or on top of, another automatically stacks them.

Move and stack tables, crates, gifts, suitcases, chairs and barrels. Jump up on them to reach catnip, mice, Stage Props and Tweety. To unstack objects, just give them a scratch with the **Action Button (Default Button B)**.

SYLVESTER JR.

Not only does Sylvester Jr. look up to his father, he looks out for him as well! If Sylvester gets a good scratch at Tweety, Sylvester Jr. jumps for joy. He also points out Tweety to his sometimes befuddled dad. Look to Sylvester Jr. for a clue as to Tweety's whereabouts. Somebody has to keep track of that bird! Also, keep an eye out for falling feathers.

HIPPETY HOPPER

Although Hippety seems like he's on Tweety's side, he can show up just when Sylvester needs a swift kick in the right direction. The landings may be rough, but it's a fast way to travel.



AIR DUCTS

Sylvester will take a surprise trip when he walks into an air duct and transports to another part of the scene. Figure out which ones help Sylvester finish a level and which ones just slow him down.

FINALLY NABBING THAT BIRD!

When Tweety is finally cornered and ready to be snatched, arrows appear around him. Hello, breakfast!



CAT STALKERS

When one of these characters shows up, Sylvester's in deep trouble. He can fight 'em, distract 'em or hide.

Granny:

She has a wicked broom swing, but Sylvester could never hit a little old lady. Run or hide!

Spike:

This bulldog enjoys punching Sylvester senseless. Fight him, throw him a bone or hide!

Robot Dog:

It's man's best fiend! Whack him with the mallet or toss him a bone.

The Red Cat:

What a traitor! This alley cat shows no mercy to fellow felines. Try a mallet on this guy, throw him a fish or jump into a trash can.

Tweety Monster:

In the lab levels, Tweety gets into the Hyde Potion and morphs into a giant cat-eating bird! The only way to escape this scientific spectacle is by scratching your way out or tossing a Shrink Potion at him. (See page 21).

Besides these feisty foes, watch out for fire, cacti, sparks, steam and fans.

POWER-UPS



- **1 UP:** Worth one extra life. (You also get an extra life when you earn 100,000 points.)



- **Tuna Can:** Improves Sylvester's health picture.



- **Clock:** Sets back the clock two minutes.



- **Superhero Suit:** Makes Sylvester invulnerable for a short time.



- **Hiding Places:** Throughout the game, Sylvester can find some safe places to hide. Push up on the **D-Pad** to hide inside trash cans, cat beds and lamps so the enemy will leave the area. Although he thinks he's safe for a while, Sylvester will automatically get kicked out after a few moments.

SYLVESTER'S STAGE PROPS

It's gonna take more than a sharp set of claws to catch Tweety. Press **Start** to access the Stage Props at any time to help Sylvester squeeze, fly or fight his way out of tough spots. When picked up, A Stage Prop will appear in the item select screen until used or until the level ends. To use:



- 1 Press **Start** to bring up the Selection screen.
- 2 Press the **D-Pad** right/left to get the right prop.
- 3 Press **Start** again to return to the chase with the prop Sylvester is holding. If you don't press a button, the game will pause.
- 4 To use some props, such as throwing the bone, press the **Action** button.
- 5 Press **Start** if you want Sylvester to stop using a prop. (After ten seconds a prop disappears)

Umbrella:	Soft landings ahead!
Boxing Gloves:	Punch out Spike and the Red Cat.
Mallet:	Give enemies a healthy whack!
Bone:	Distract Spike and Robot Dog.
Fish:	Distract the Red Cat.
Pogo Stick:	Reach those high spots!
Shrink Potion:	Turn Tweety Monster back into little Tweety.

CAGEY CAPERS

DOMESTIC DEVILS

Chase Tweety through Granny's house. Learn the fine art of maneuvering from picture frames and lamps. Duke it out with Spike, then jump on the balloons to reach the attic and bag the birdie. Start out at an easy setting (1% to 30%) to learn the moves. Increase the difficulty setting to advance to higher levels.

Note: *Sylvester must chase Tweety to the end of a level in order to clear it. Don't leave him behind, or the arrows won't appear around Tweety and you won't be able to exit the level.*

DOMESTIC DEVILS 2

This time the chase rages in the back yard. Powerline travel can be a shocking experience! Hop hot sparks and use that umbrella. The trash can could keep you out of trouble!

When Sylvester isn't watching, Spike can knock down his stacked items.

MAYHEM EXPRESS

Try to run Tweety down in a race inside and outside a speeding train. Stack suitcases and get a boost from Hippety Hopper as the chase rages on from baggage cars to dining cars.



BACK ALLEY BLUES

An alley cat named Red could use a whack with a mallet. Keep Sylvester's tail out of the barbecues and an eye out for the Superhero Suit. Sylvester gets a lot of bounce out of the flagpoles!

HYDE AND SHRIEK

A science lab gone to the birds turns tiny Tweety into Tweety Monster. Now, Sylvester could be the main dish! Use the **Action** button or Shrink Potion to keep Sylvester from being gobbled!



HYDE AND SHRIEK 2

Sylvester the shrunken cat stalks a gigantic Tweety Monster as things get even weirder! Keep a supply of Shrink Potion on hand. Beaker bubbles make great stepping stones.

OCEANS OF TROUBLE

The chase goes to the high seas in the final swash-buckling challenge. Jump from porthole to porthole to make headway. Jump down the smoke stack and you've got a great bird snack!

CONTINUES

If Sylvester takes too many falls, punches and Granny whacks, he'll eventually run out of lives. Then "That's all, folks!" Press **Start** before the timer reaches zero to continue the game. The number of Continues you have left appears on this screen.

SCORING

Point Items



Scratching Tweety 20,000 pts.



Mice 10,000 pts.



Yarn Ball 5,000 pts.



Catnip 1,000 pts.

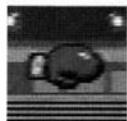


Knocking items off shelf 100 pts.

Stage Props



Bone 500 pts.



Boxing Gloves 500 pts.



Fish 500 pts.



Mallet 500 pts.



Pogo Stick 500 pts.



Shrink Potion 500 pts.



Umbrella 500 pts.

You get an extra life at every 100,000 pts.

HINTS AND TIPS

Level 4 Password - while in the game, on any level, press the Start button to pause the game, then press "A AA BB CC". This will start you at Level 4 - 100% difficulty and nine lives.

In Hyde and Shriek, save all the shrink potion icons you've collected until it's necessary to escape, or until you've collected them all. This allows you to move Tweety along at a faster pace, and keeps you from getting caught without a weapon.

Weapons that you've collected will re-appear at their home after they've been used. It's possible to get something, use it, and then go back for another. Remember, these are bonus points at the end of each level.

NOTES

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PROBLEMS OR QUESTIONS?

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