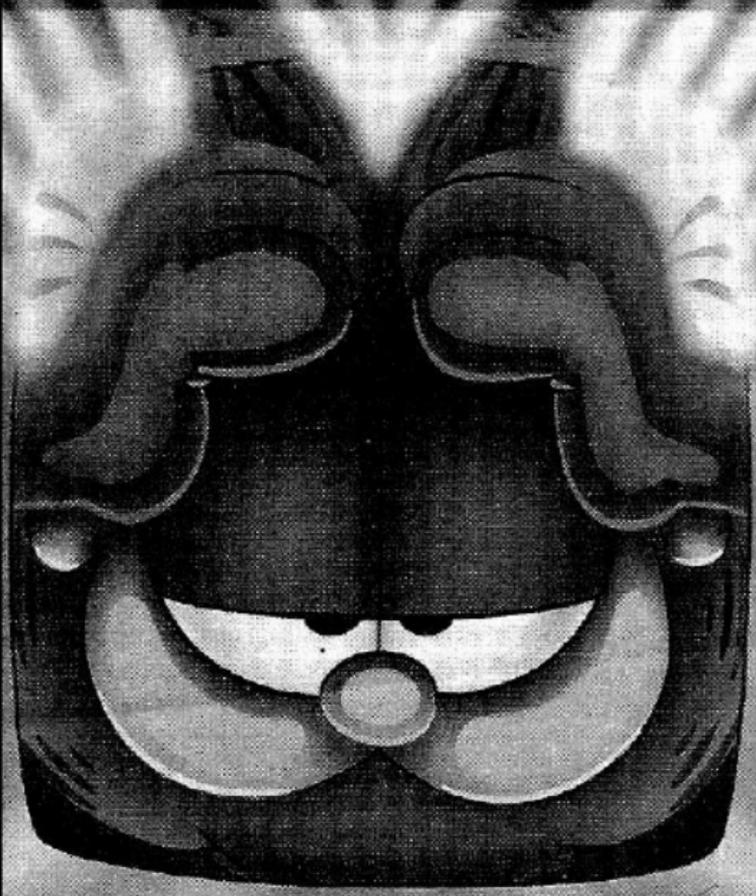


SEGA®

GENESIS™

INSTRUCTION MANUAL

GARFIELD
CAUGHT IN
THE ACT™



KIDS TO ADULTS
KA
AGES 6+

WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

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 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.**

WARNING TO OWNERS OF PROJECTION TVS

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.

HANDLING YOUR SEGA CARTRIDGE

- The Sega Genesis cartridge is intended for use exclusively on 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 break during extended play, to rest yourself and the Sega cartridge.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772

For More Information, Visit Sega's Internet Sites at:

web site: <http://www.segaoa.com>

ftp site: [ftp.segaoa.com](ftp://ftp.segaoa.com)

email: webmaster@segaoa.com

CompuServe: GO SEGA

1-900-200-SEGA



**Learn SEGA game secrets
from the masters. Call Now.**

U.S.: 1-900-200-SEGA \$3.85/min (recorded), \$1.05/min
(live) Must be 18 or have parental permission.

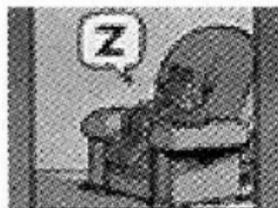
TDD Phone required. Sega of America

Canada: 1-900-451-5252 US \$1.25/min (recorded/live)

CONTENTS

Trapped in a Television Wasteland!	2
Starting up	3
Take control	4
Title Screen	5
Options Screen	6
Password Screen	7
Level Start Screen	7
Power-ups and other stuff	8
Lights...camera...action!	9
Screen Indicators	10
Pause Screen	11
Continues	11
Movie madness!	12
Tips for escaping the Television Wasteland	13
Commercial Break	14
Smash Your Way Through the Bonus Round!	14

TRAPPED IN A TELEVISION WASTELAND!



The world famous feline's done it again!

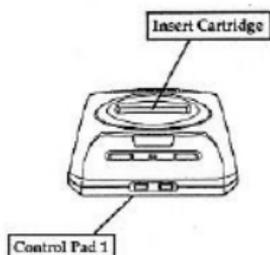
In a scuffle with Odie, GARFIELD smashed Jon's TV set to bits. Scrambling to put it back together, he's left out some key components. In the process, GARFIELD's created the evil "Glitch", who zaps GARFIELD into the wacky world of late night television. And it's no easy trick to escape!

Lob stinky fish bones at terrible pterodactyls in Cave Cat 3,000,000 BC. Claw your way past mummified mice in the chaotic catacombs of The Curse of Cleofatra. And leap across rickety rooftops on the shadowy streets of Catsablanca!

Visit six-packed levels, including Count Slobula's Castle and The Revenge of Orangebeard. To help GARFIELD escape from the Television Wasteland, you'll need to get through them all.

Stay tuned — this could be a long night!

STARTING UP

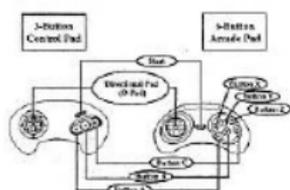


1. Set up the Genesis system and plug in Control Pad 1.
2. Make sure the power switch is OFF. Insert the *GARFIELD: Caught in the Act* cartridge into the console and press down firmly.
3. Turn the power switch ON. In a few moments the Sega screen will appear.
4. Press Start when the Title Screen appears.

Important: If you don't see the Sega screen, turn the power switch OFF. Make sure the Genesis system is set up correctly and the cartridge is firmly inserted in the console. If the system is connected to a TV, make sure it's turned to the correct channel (3 or 4). Then turn the power switch ON again.

Always make sure the power switch is OFF before inserting or removing the Genesis game cartridge.

TAKE CONTROL



D (Directional) -Pad

Before play:

- LEFT/RIGHT selects boxes on Password Screen.
- UP/DOWN scrolls through characters on Password Screen.

During play:

- UP makes GARFIELD look up.
- LEFT/RIGHT moves GARFIELD left or right.
- DOWN makes GARFIELD crouch.
- LEFT/RIGHT makes GARFIELD push objects into position.

Start

Before play:

- Advances from Title Screen and Intro Sequence.
- Advances from the Intro Screen into each level.

During play:

- Pauses and unpauses game.

A-Button

- Makes GARFIELD throw ammunition.

B-Button

- Makes GARFIELD attack with his weapon.

C-Button

- Makes GARFIELD jump.

GARFIELD: CAUGHT IN THE ACT TITLE SCREEN

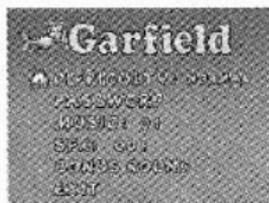


When you turn
on your

Genesis, you'll see the Sega and Sega Interactive logos. Press Start to begin a new game, and you'll see the story of how GARFIELD got himself into this mess. Then you'll arrive at the Level Start Screen. To skip the story, press Start twice at the Title Screen and go directly to the Level Start Screen.

To continue a game in progress, press RIGHT at the Title Screen, then press Start to advance to the Options Screen. Select "Password" and enter your password (*see Password Screen section*).

OPTIONS SCREEN



Press UP/DOWN on the D-Pad to scroll through these options:

Difficulty — Press LEFT/RIGHT on the D-Pad to choose between Normal and Kitty.

Password — Press the A-Button to advance to the Password Screen.

Music Test — Press the D-Pad LEFT/RIGHT to select music.

Sound Effects Test — Press the D-Pad LEFT/RIGHT to select sound effects. Then press any button to play them.

Bonus Round — Press any button to practice the Bonus Round.

Exit — Press any button to return to the Title Screen.

PASSWORD SCREEN



When you run out of lives and Continues, a password will be revealed to you. The password is a combination of three pictures of GARFIELD and his pals. Write it down.

When you want to restart a game, enter the Password Screen from the Options Screen. Press the D-Pad LEFT/RIGHT to select one of the three pictures. Press the D-Pad UP/DOWN to select characters. Press Start to enter your password. Your game will begin at the last level you reached in your previous game.

LEVEL START SCREEN



Guide GARFIELD through the Television Wasteland to find the warp door that leads to the next level.

POWER-UPS AND OTHER STUFF



Throughout the levels, GARFIELD finds **power-ups** and other cool stuff.

Health Bonus — Grab juicy hamburgers and pepperoni pizzas that restore GARFIELD's life.

Ammunitions — Find additional ammo to beat down attackers.

Extra Life — Snag the GARFIELD head to get an extra life.

Way marker — When you pass Pooky, you'll restart from that point.

Mallet Key — Find the Mallet Key and play the Bonus Round.

Invincibility — A jolt of java from GARFIELD's coffee mug makes you invincible for 15 seconds!

TV Remote — Grab the TV Remote and get zapped to the next sub-level or level.

LIGHTS...CAMERA...ACTION!



In each of GARFIELD's movie adventures, you'll make your way through scenes from a late night movie classic.

Here are the controls:

To move left or right:

Press LEFT/RIGHT on the D-Pad.

To crouch down:

Press DOWN on the D-Pad.

To look up:

Press Up on the D-Pad.

To lob ammo at attackers:

Press the A-Button.

To attack with your weapon:

Press the B-Button.

To jump:

Press the C-Button.

To push objects into position:

Press LEFT/RIGHT on the D-Pad.

SCREEN INDICATORS



Make your way through the levels by collecting ammo and fending off attackers. Along the way you'll find extra ammo and power-ups. You'll also have to think on your feet to get out of some slippery situations.

At the end of each level, you'll meet the boss. Defeat the boss to reserve a seat for your next movie adventure.

Keep an eye on these screen indicators:

Life bar : Watch the TV screen to keep track of life points. "10" means GARFIELD's in top form; "1" means he's running out of steam.

Number of lives: Unlike regular cats, GARFIELD starts with three lives, although he can collect some additional lives in the levels.

Ammo: You'll start each level with 10 pieces of ammo in Normal mode, 20 pieces in Kitty mode. But you'll have a chance to pick up more ammo along the way. Watch this indicator to see how much ammo you've got.

Note: In each adventure, GARFIELD uses different ammo. Check the ammo indicator in each round to know what to look for.

PAUSE SCREEN



If the fun gets too intense (or if you just want to take a little cat nap), you can always pause the game by pressing Start during play. Press Start again when you're ready to return to TV land.

CONTINUES



Three Continues extend your game-playing pleasure. Select Yes or No on the Continue Screen with the D-Pad, then press Start.

MOVIE MADNESS

Travel with GARFIELD through a dizzying collection of late-night movie classics.



Count Slobula's Castle

Defend yourself against spooky skeletons and ghastly ghosts. Count Slobula awaits you anxiously in his lair!



The Revenge of Orangebeard

Claw your way past poisonous piranhas and mischievous monkeys in this adventure on the high seas!



Cave Cat 3,000,000 B.C.

Leap into underground caves, ride on gushing geysers and crush clawing crabs!



Catsablanca

You're the ultimate alley cat on the streets of Catsablanca. Dodge belligerent bulldogs and nasty neighbors to avoid a real cat-astrophe!



The Curse of Cleofatra

Look out for razor-sharp spears and mummified mice as you probe the passages below the pyramids!

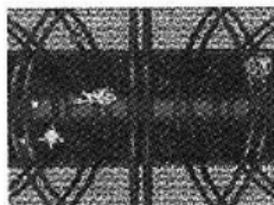
Television Wasteland

You've almost made it. But to escape the Television Wasteland, you'll have to defeat the evil Glitch!

TIPS FOR ESCAPING THE TELEVISION WASTELAND

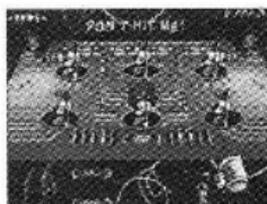
- Use GARFIELD's swing attack to find hidden ammo and power-ups, and to activate secret elevators passageways.
- Touch the Blue Orb during the Commercial Breaks and GARFIELD slows down.
- Go through doors and cave entrances to teleport and find secret rooms.
- Remember, vampires hate sunlight. It just kills them!

COMMERCIAL BREAK



When you defeat a boss, GARFIELD takes a well-deserved commercial break. Rocket through the Television Wasteland collecting Pookys for a chance to win an Extra Life or a Continue.

SMASH YOUR WAY THROUGH THE BONUS ROUND!



Collect the Mallet Key in each round to earn a chance at the Bonus Round. In the Bonus Round, use the mallet to clobber Jon, Odie, Pooky, Erma and Arlene. Bop everybody — except for the first character to appear — to earn a Continue.

SIDD Credits

Lead Programmer:

Michael Fernie

Lead Artists:

Mike Chung

Art Wong

Programmers:

Kevin Burley

Ala Diaz

John Lasalvia

Pravin Wagh

Artists:

Kathleen Bruno

Robert Barrett

Sandy Christensen

Maureen Kringen

Michael Tamura

Rob Titus

Petra Evers

Music Director:

Tristan Des Pres

Music:

Jeffrye Tveraas

Dwight Stone

Tristan Des Pres

Sound Effects:

Jeffrye Tveraas

Dave Delia

Audio Programmer:

Jim Dobson

Project Managers:

David Brooks

Frank Hsu

Special Thanks:

Jack Loh

Rachael Coleman

Ken Dullea

Rod Nakamoto

Nancy Nakamoto

Carmen Bayacal

Sega of America Credits

Original Design:

Waterman Designs

Sega Interactive

Additional Design:

Sega of America

PAWS, Inc.

Executive Producer:

Michael Latham

Producers:

Rhonda Van

Eric Quakenbush

Assistant Producers:

Bill Person

Erik Wahlberg

Product Manager:	Lisa Best Wilson
Marketing:	Clint Dyer, Eric Dunstan
Licensing:	Michaeline Cristini Risley
Lead Testers:	Richie Hideshima John Amirkhan
Assistant Lead Testers:	Mark Subotnick Sako Bezdjian Caroline Trujillo Neil Musser
Testers:	Joe Damon Heather Meigs Matt Ironside Mike Borg Nicole Tatem Raul Orozco Don Tica Eugene Valenzuela Yancey Gordon Scott Snyder Camille Morris Jeff Sanders Dana Waller Tai Huyah
Manual:	Mike Yoffie, James Cabral
Thanks:	Joyce Takakura
Special Thanks:	Jim Davis, Jill Hahn, Glenn Zimmerman, Mark Acey and all the folks at PAWS.

Stuck? Call the Sega Game Tip Hotline.

Handling your cartridge

- This cartridge is intended exclusively for the Sega Genesis™ System.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play.

LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at: 1-800-USA-SEGA.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: 1-800-872-7342.

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

For French instructions, please call:
Instructions en français, téléphoner au: 1-800-872-7342

VECTORMAN™

Coming to Genesis™

Fall '95

Sega is a registered trademark of SEGA. Genesis, Game Gear and Vectorman are trademarks of Sega. ©1995 Paws, Inc.
©1995 SEGA, P.O. Box 8097, Redwood City, CA 94063. All rights reserved.