SEGA™

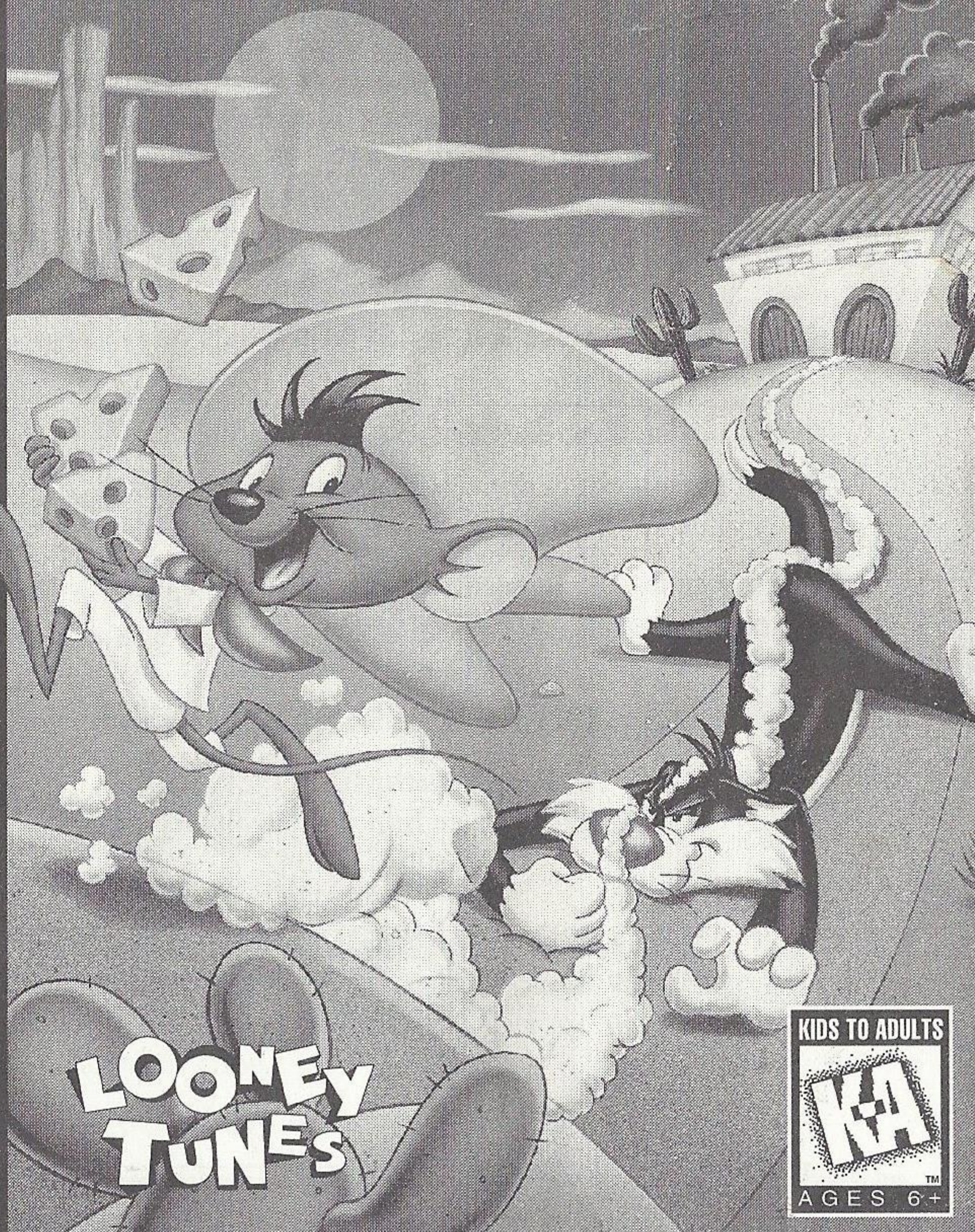
SEGA™ GAME GEAR™

INSTRUCTION MANUAL

OFFICIAL SEGA SEAL OF QUALITY

CHEESE Cat-AstropHe

Starring SPEEDY GONZALES



LOONEY TUNES

KIDS TO ADULTS

K-A™

AGES 6+

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 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.**

HANDLING YOUR CARTRIDGE

- The Sega cartridge is intended for use only on the Sega Game Gear.
- Do not bend the cartridge, crush it or get it wet.
- 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 cartridge.

FRENCH INSTRUCTIONS

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

SEGA'S GAMEPLAY HOTLINE

1-415-591-PLAY

Starting up

1. Set up your Sega Game Gear System as described in its instruction manual.
2. Make sure the power switch is **OFF**. Then insert this cartridge into the Game Gear unit.
3. Turn the power switch **ON**. In a few moments the Title screen appears.
4. If the Title screen does not appear, turn the power switch **OFF**. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch **ON** again.

IMPORTANT: Always make sure the power switch is turned **OFF** before inserting or removing the Sega game cartridge.

NOTE: This game is for one player only.

HANDLING THIS CARTRIDGE

This cartridge is intended exclusively for the Sega Game Gear System.

FOR PROPER USAGE

1.Do not immerse in water!
2.Do not bend!
3.Do not subject to any violent impact!
4.Do not expose to direct sunlight!
5.Do not damage or disfigure!
6.Do not place near any high temperature source!
7.Do not expose to thinner, benzene, etc.!

- When wet, dry completely before using.
- When it becomes dirty, carefully wipe it with a softcloth dipped in soapy water.
- After use, put it in its' case.

Be sure to take an occasional recess during extended play.

Cheese Cat-Astrophe
starring Speedy Gonzales



It has been several years since Speedy's village was last bothered by the troublesome cat, Sylvester. Speedy, his fiancée Carmel and the other residents had almost forgotten about the fiendish feline, until a few months ago, when the region developed a sudden and complete shortage of cheese! A large factory had appeared almost overnight in one of the valleys nearby and strange leaflets started appearing, advertising a new cheese substitute called "Cheese-oid" developed by the "Cheesefinger Corporation." The villagers, faced with starvation, had no option but to buy the synthetic cheese from the mysterious "Dr. Cheesefinger", who is Sylvester.

Speedy, smelling a rat (or in this case a cat), suspects that his old rival, Sylvester, is masterminding the operation and decides to confront him. However, Sylvester has prepared for this event and has been watching the village closely for the past week, waiting for a chance to put "Plan C" into operation. (No one knows what happened to "Plan B"). When Speedy returns to the village one evening, he discovers that some of the villagers have been taken hostage by the evil Cheesefinger (Sylvester). Before he can say goodbye to Carmel, she too is swept from under his nose in a second daring raid!

Speedy must save Carmel and his friends before they come to a very sticky end in the bubbling vats of Cheesefinger's factory!

Take Control !

Directional-Button (D-Button) :

- On the Language Select Screen, moves the highlight to your preferred language.
- On the Title Screen, moves the highlight between Start Game and Options.
- On the Options Screen, press **UP** or **DOWN** to select an Option. Press **LEFT** or **RIGHT** to change the Option.
- During the game, press **LEFT** or **RIGHT** to make Speedy Gonzales run in that direction. Press **DOWN** to make him crouch.

Start Button:

- On the Language Select Screen, selects your preferred language.
- On the Title Screen, starts the game.
- On the Options Screen, returns you to the Title Screen.
- Pauses the game, or resumes a paused game.

Button 1 or Button 2:

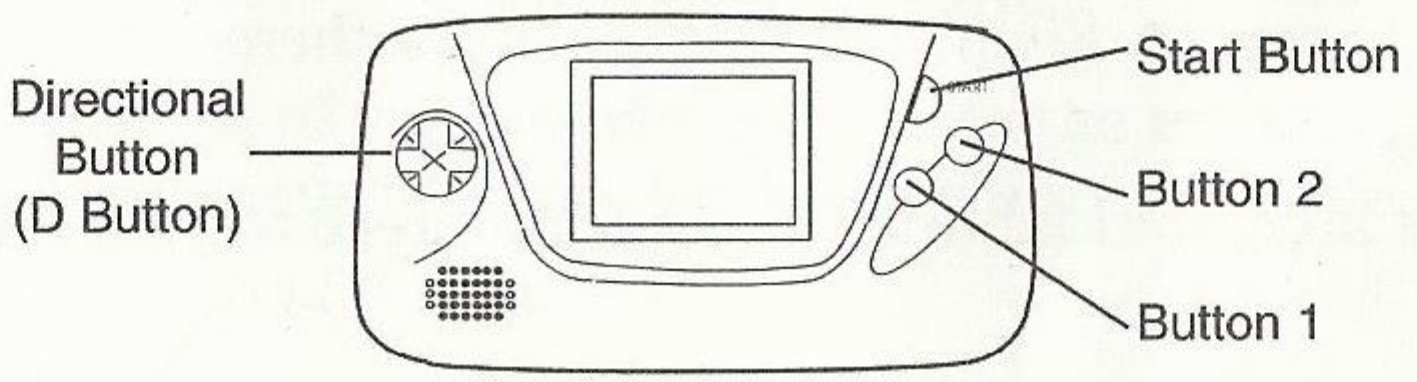
- On the Language Select Screen, selects your preferred language.
- On the Title Screen, selects Start Game or Options.
- On the Options Screen, plays a tune or sound effect (if highlighted) or returns to the Title Screen if EXIT is highlighted.

Button 1 only:

- During the game, makes Speedy Gonzales jump.
- Press to exit the Score/Lives Remaining screen, after completing a level.

Button 2 only:

- During the game, makes Speedy Gonzales throw a sombrero.



Getting Started

Language Select Screen

- When the Language Select Screen appears, use the D-Button to highlight to your preferred language and press any button (1,2 or Start) to select. Once you have chosen a language, you cannot re-elect. If you want to change your choice, you must turn the Game Gear off and start again.

Title Screen

- When the "Cheese Cat-Astrophe" Title Screen appears, press Start to display "Start Game" and "Options". Then, either press Start once more to begin the game, or highlight "Options" and press Button 1 or 2 to move to the Options Screen.

Options Screen

- Several Options will be displayed on the screen. These are:

DIFFICULTY SOUND EFFECT
MUSIC EXIT

Move the highlight to the Option you wish to change (using **UP** and **DOWN**) and then press **LEFT** or **RIGHT** to change that Option. If you have selected '**MUSIC**' or '**SOUND EFFECT**', press Button 1 or 2 to hear that tune or effect.

Once you have finished, either press Start or highlight '**EXIT**' and press Button 1 or 2 to return to the Title Screen.

The Hunt for "Cheesefinger"

Power-ups

During the course of the game, you will encounter many useful items which will help you in your quest.

1-UP Icon

- Collect Speedy icons for extra lives.

Energy Icons

- Each Energy icon collected replenishes Speedy's energy bar by a different amount. Keep your eyes open for them

Sombrero

- Speedy's ammunition! Adds 1 extra sombrero to your supply.

Chili

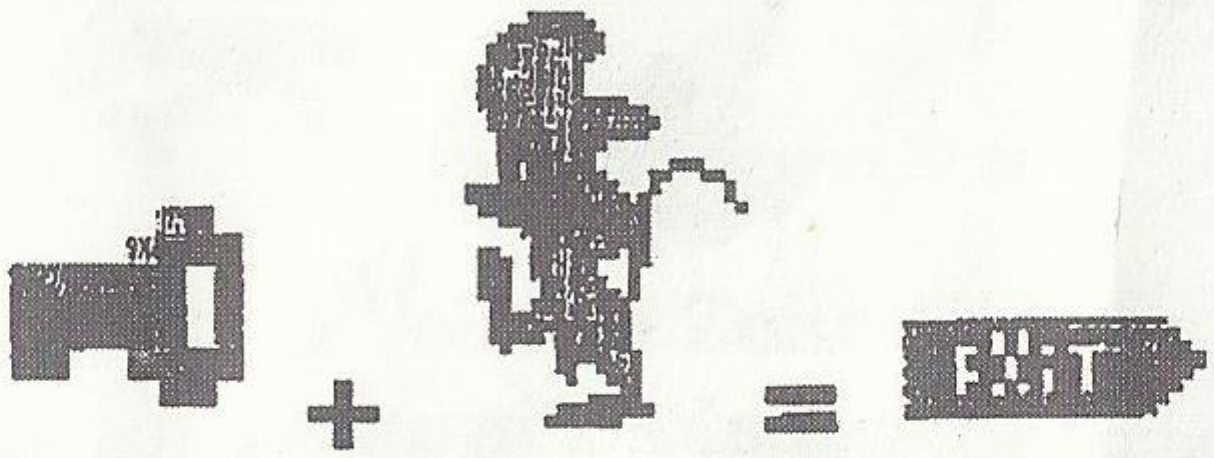
- Collect chili icons for bonus points.

Lasso

- The lasso special icon only appears in later levels. Once Speedy collects the lasso, he may use it to reach platforms that are too high for him to jump onto.

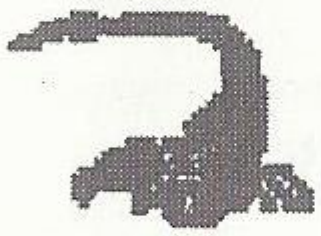
The Game Levels

Many different hazards await you on each game level. As you near Cheesefinger's factory, the enemies and obstacles will become progressively difficult to overcome. You must find a key to rescue a captured villager before you can move to the next level.

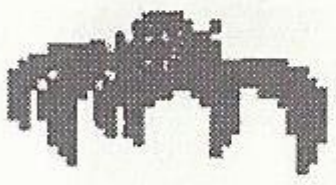


The Sand Dunes

- An area of desert just outside Speedy's village.



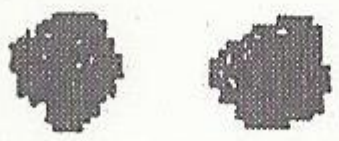
Scorpion



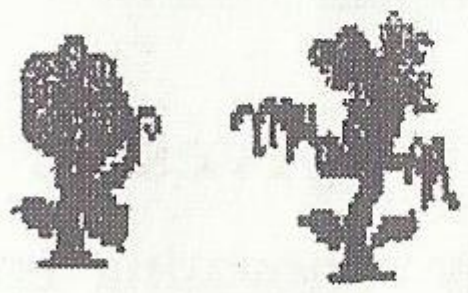
Spider

Rocky Mountains

- The mountains separating Speedy's village from the next valley.



Falling rocks



"Wild" Flower

The Dry Lands

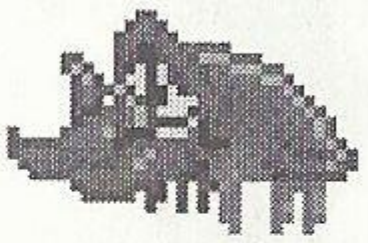
- An arid plateau of sun-baked clay, high in the mountains. From here, the infamous volcano, Mt. Cheesemore is visible.



Rattlesnake

A Weekend in Hawaii

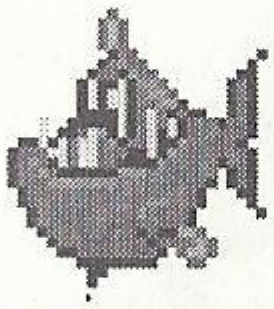
- Well, not exactly! But it's hot enough to be Hawaii, with Mt. Cheesemore spewing out hot cheesedrops. Fortunately, Lake Piranha is just ahead so you'll soon have a chance to cool off.



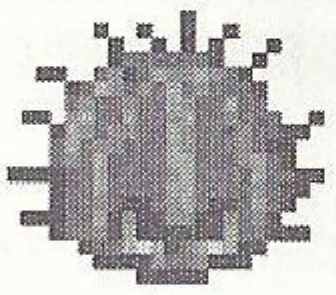
Crab

Lake Piranha

- Time for a swim!



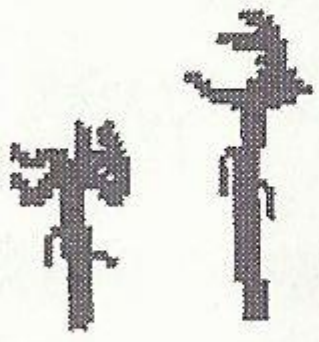
Piranha



Urchin



Octopus



Weed

Sylvester's Scaffolding

- Cheesefinger is 'renovating' an old town for use in his next venture: an automated art factory which will churn out hundreds of counterfeit paintings every day. Make your way along the scaffolding, avoiding the enemies and obstacles.



Storm Cloud

The River of Paint

- A fast-flowing mixture of water and paint. Cheesefinger's next operation is well underway. Soon his production line will be saturating the art world with fake 'masterpieces'. You must make your way through the liquid using one of your trusty sombreros as a raft.

Mount Sylvester

- The last obstacle between Speedy and the town that houses the Cheesefinger production plant. Watch out for bizarre obstacles!



Walking Mouse Trap

High Voltage Zone

- The huge generator that powers the "Cheesefinger Corporation" factory. Negotiate the pylons and wires to reach the Cheese Factory itself.

The Wall of Peril

- Almost there! Make your way around the booby-trapped exterior of the factory to the main entrance.

The Cheese Factory

- At last! You've made it to Cheesefinger's synthetic dairy-produce command centre. There is nowhere for him to retreat to now, it is just you and him (oh, and a few of his weird creations!).



Mechanical Mouse

Game Over

Speedy's quest ends when you have rescued all of his friends and defeated Dr. Cheesefinger. The game will also end if you lose all of your lives.

Speedy's Hints

Defeat enemies by jumping on top of them or throwing your sombrero at them. Some enemies must be hit more than once.

- In some levels you will find a lasso which can be used to help Speedy climb. Once you have collected the lasso, press UP and Button 1 to throw the lasso up to a platform above you. Providing the platform is not too high, Speedy will climb up automatically.
- The keys needed to release the captive mice will be difficult to find. Don't be afraid to explore caves and holes.
- To defeat the first boss, press DOWN to pick up the dynamite dropped by Cheesefinger (Sylvester); then press Button 2 to throw it back up into the air. Time this move carefully - too soon and the dynamite will drop back to the ground, too late and it may explode while you're holding it!
- It is up to you to work out how to defeat the other bosses!

SEGA of AMERICA CREDITS

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Manual	Paul Chamberlain, Sega of Europe
Special Thanks:	Catherine Sollecito, John Crumlish @ Warner Bros.

Programming, Graphics, Sound & Music by Cryo Interactive Entertainment. Project co-ordination by Sega Europe Ltd.

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

DO NOT RETURN YOUR SEGA GAME GEAR CARTRIDGE TO YOUR RETAIL SELLER. Return the Cartridge to Sega Consumer Service only. 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.

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ALSO AVAILABLE ON GAME GEAR

TAZ IN ESCAPE FROM MARS



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