SEGA®

# GAME GEAR™

INSTRUCTION MANUAL

# GARFIELD™ CAUGHT IN THE ACT™



KIDS TO ADULTS

K-A

AGES 6+

SEGA

# 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.

## 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**
**email: webmaster@segaoa.com**
**Compuserve: GO SEGA**





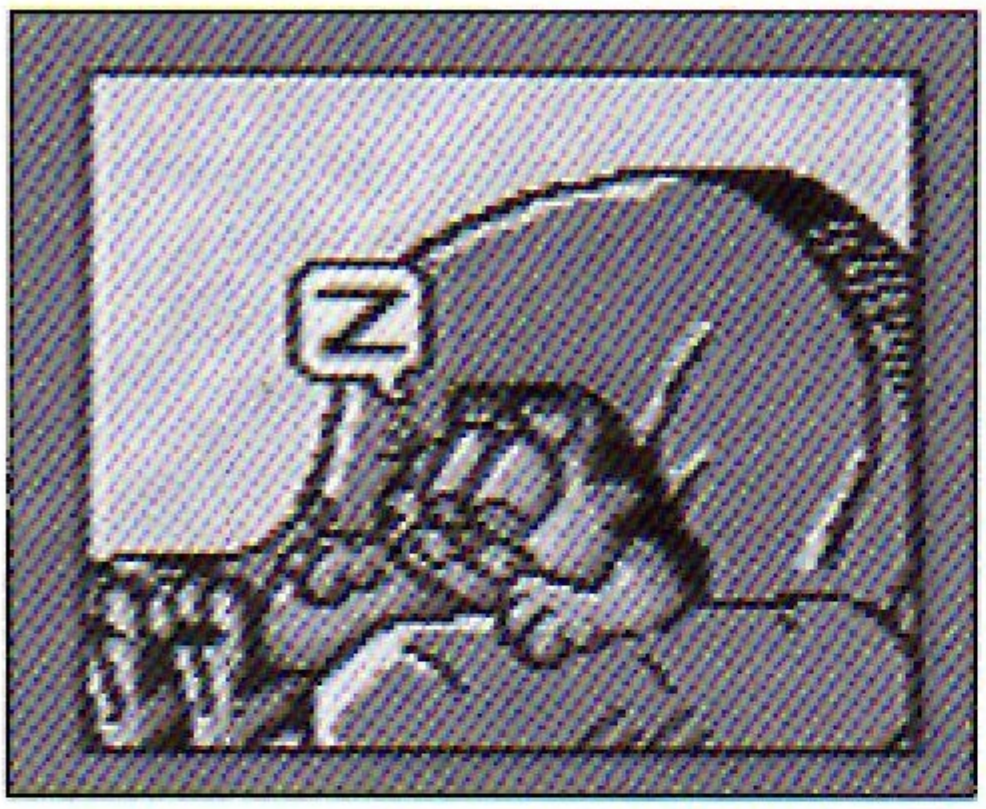
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# TRAPPED IN A TELEVISION WASTELAND!



The world famous feline's done it again!

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

Lob coconuts at crazed cavemen and terrible pterodactyls in *Cave Cat 3,000,000 B.C.* Claw your way past musty mummies and scurrying spiders in the chaotic catacombs of *The Curse of Cleofatra.* And leap across the tops of cars in a high-speed chase through the streets of *Catsablanca!*

Visit eight action-packed levels, including *Count Slobula's Castle, Bonehead the Barbarian, Slobbin Hood* 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 your Sega Game Gear System as described in its instruction manual.

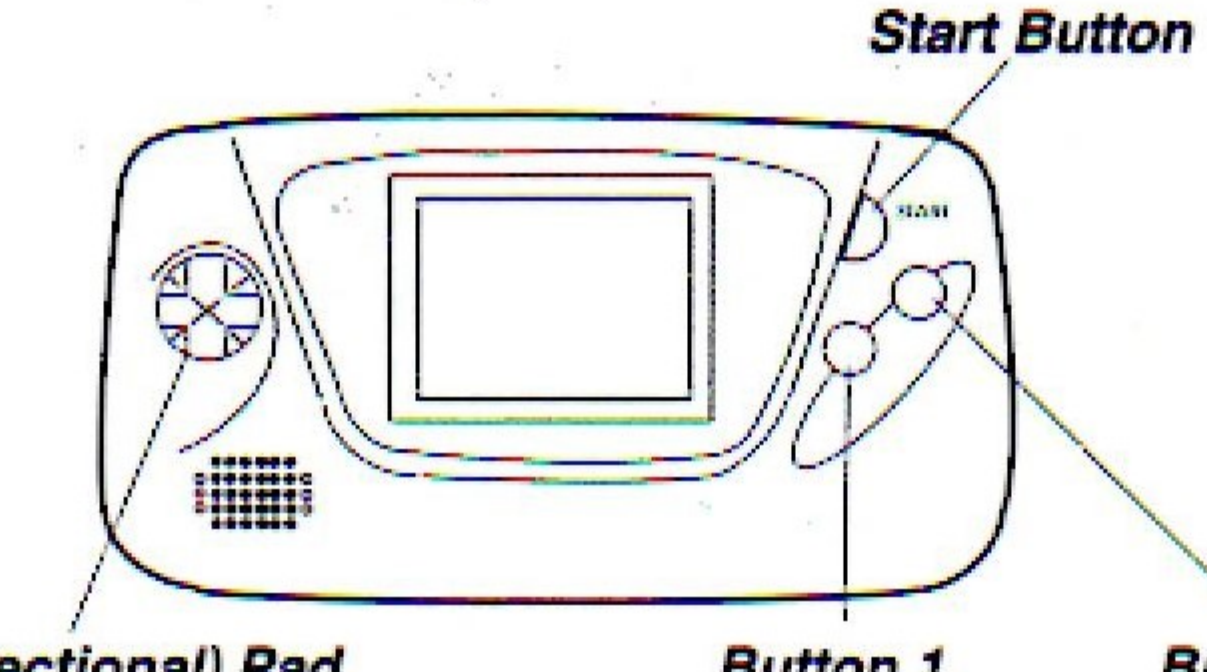
2. Make sure the power switch is OFF. Then insert the *GARFIELD: Caught in the Act* cartridge into the Game Gear unit.

3. Turn the power switch ON. In a moment, the *GARFIELD: Caught in the Act* Title Screen will appear.

4. If the Title Screen doesn't 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 cartridge.

# TAKE CONTROL




## D (Directional) -Pad

*Before play:*

- LEFT/RIGHT directs GARFIELD into Password or Start Game Screen.
- 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 slide 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.

**Button 1**

- Makes GARFIELD jump.

**Button 2**

- Makes GARFIELD throw ammo, when he is away from an enemy.
- Makes GARFIELD claw an enemy, when he is close to an enemy.

# *GARFIELD: CAUGHT IN THE ACT*
# TITLE SCREEN




When you turn on your Game Gear, you'll see the Sega logo. Next you'll see the *GARFIELD: Caught in the Act* Title Screen. Press Start to see how Garfield got himself into this mess. To enter the Options Screen, press Down on the D-Pad to select "Options", then press Start.

# OPTIONS SCREEN




*Press UP/DOWN to scroll through these options:*

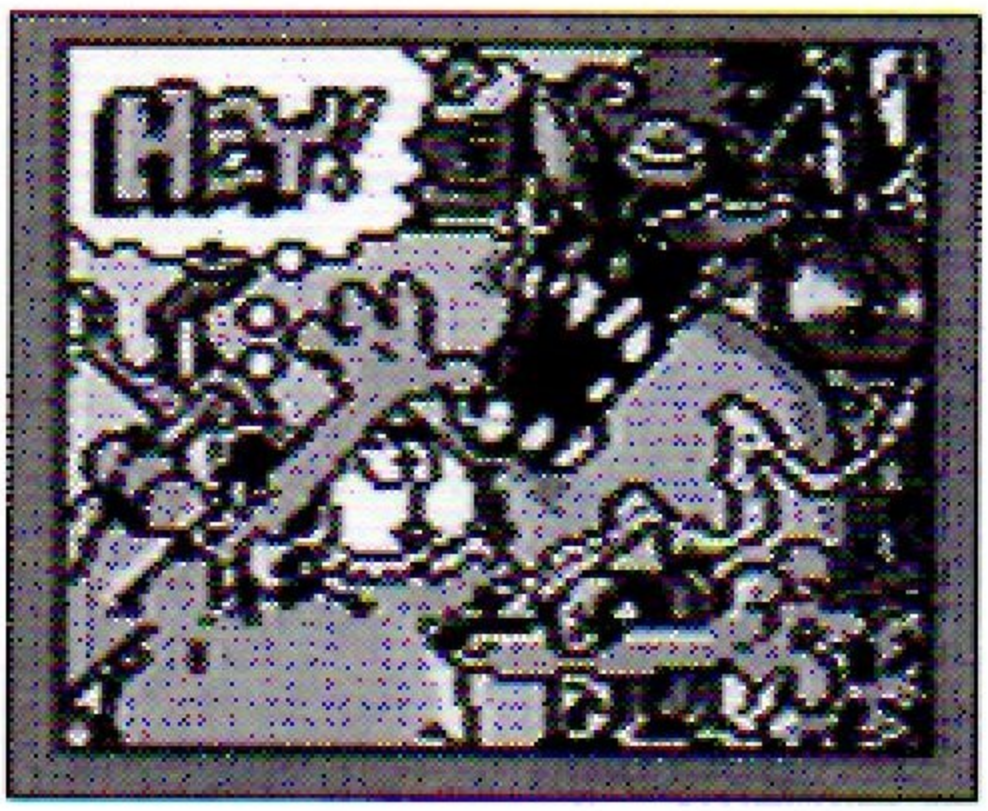
**Control Settings:** Press the D-Pad LEFT/RIGHT to reassign button controls.

**Music:** Press the D-Pad LEFT/RIGHT to turn music ON and OFF.

**Music Test:** Press the D-Pad LEFT/RIGHT to preview music.

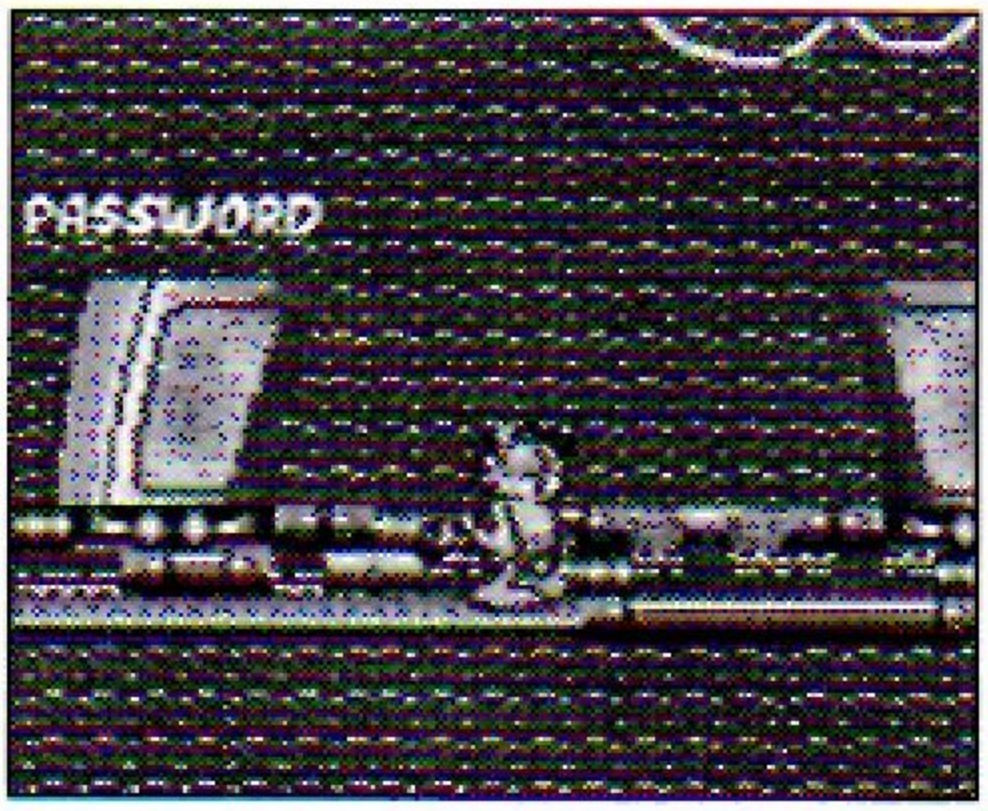
**Sound Effects Test:** Press the D-Pad LEFT/RIGHT to preview sound effects.

# GARFIELD LOSES HIS COOL!




See how GARFIELD got trapped inside his television. Then arrive at the Level Entrance Screen. Press Start at any time during the story to go immediately to the Level Entrance Screen.

# LEVEL ENTRANCE SCREEN




*At the beginning of the game:*

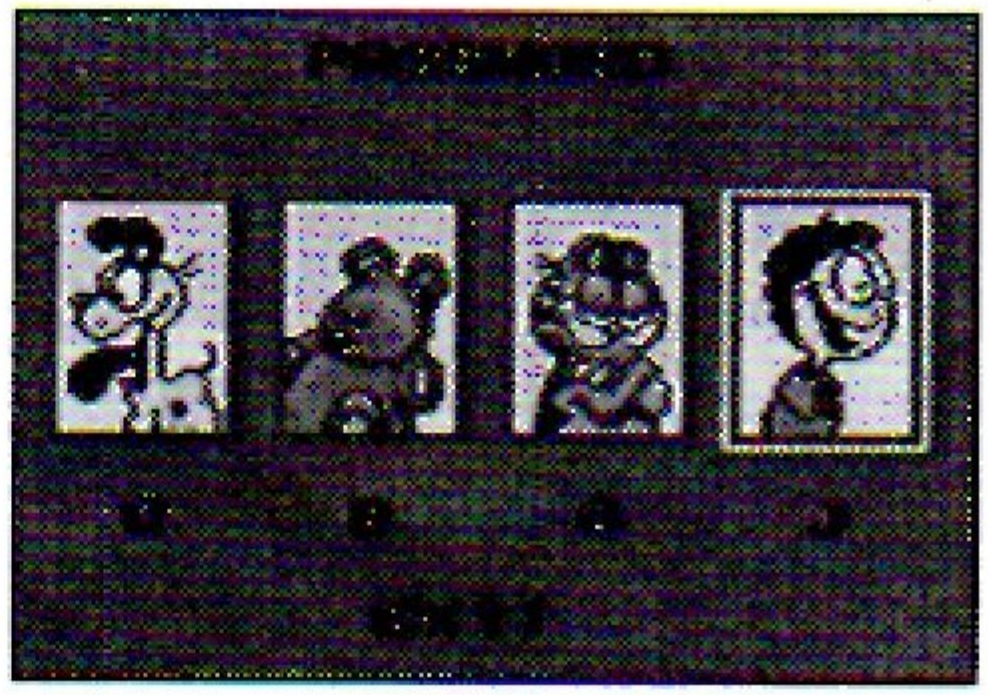
Press LEFT on the D-Pad to enter the Password Screen. Press RIGHT to start a new game.

*Between levels:*

Guide GARFIELD through the Television Wasteland to find the TV screen that leads to the next level.

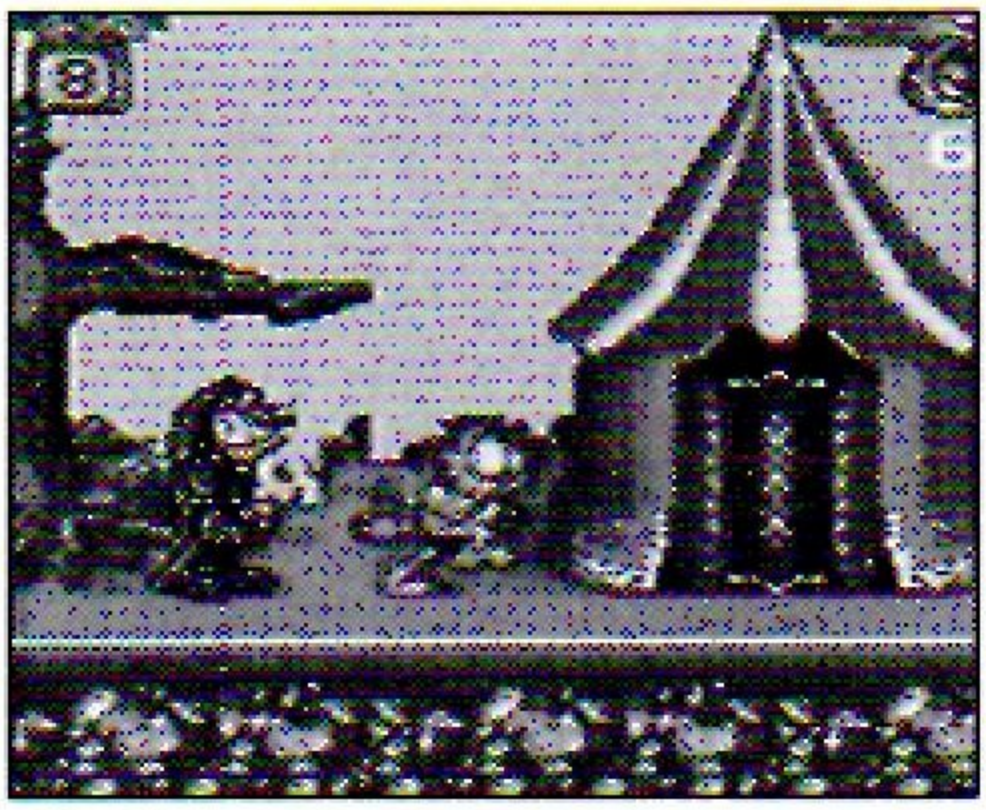
# PASSWORD SCREEN

When you begin a new level, a password will be revealed to you. The password is a combination of four pictures of GARFIELD and his pals. Write it down.



When you want to restart the game, enter the Password Screen. Press the D-Pad LEFT/RIGHT to select one of the four pictures. Press the D-Pad UP/DOWN to select characters. Press Start to enter your password.

# 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 jump up or climb onto objects:*
Press Button 1.

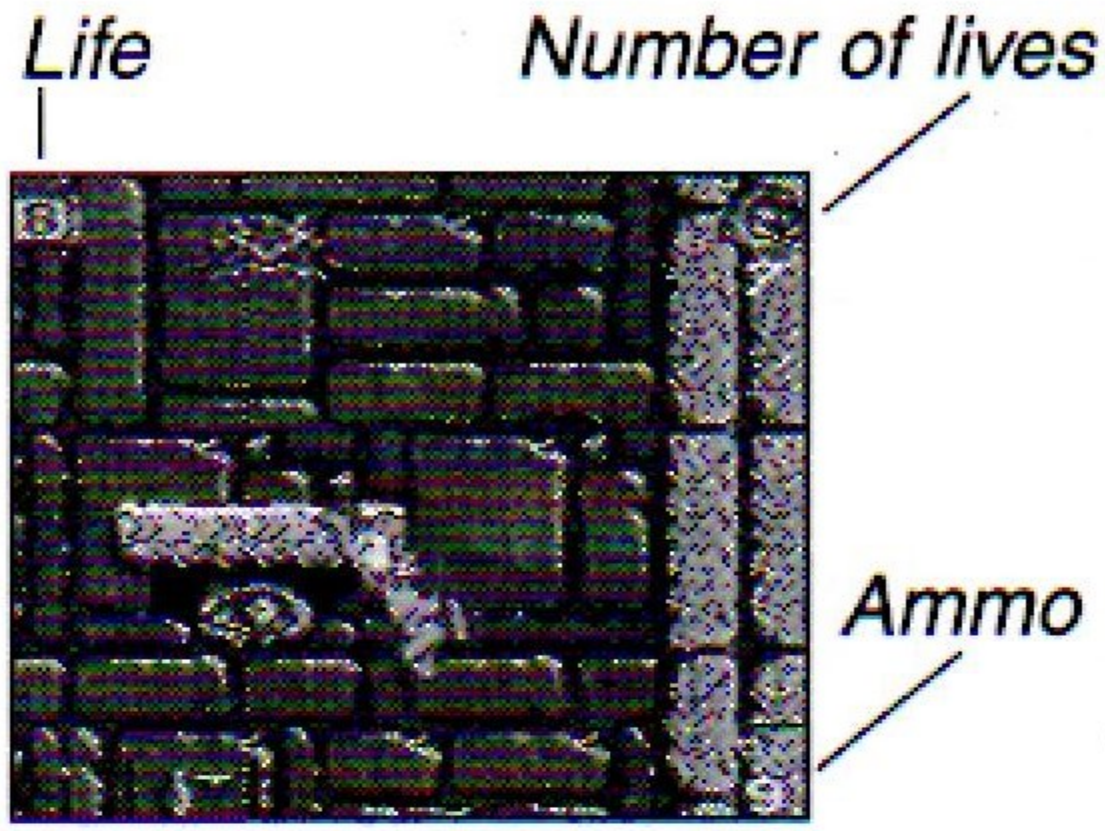
*To lob ammo at attackers from a distance:*
Press Button 2.

*To claw at enemies from close range:*
Press Button 2.

*To run:*
Tap once, then hold the D-Pad LEFT/RIGHT.

# 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:** 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 only has three lives. Use them wisely!

**Ammo:** You'll start each level with 10 pieces of ammo, 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.*

# POWER-UPS AND OTHER STUFF



In addition to ammo, GARFIELD finds tasty **power-ups** throughout each level that restore his life.



These power-ups look like GARFIELD's favorite foods — juicy hamburgers and pepperoni pizzas.



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



**Remote control** — After you beat a boss, reach for the remote control. Then get ready to zap to the next level.



**One-Up** — Get an extra life.

**Bonus Round** — Collect the Arlene head to get to the bonus round at the end of each level.

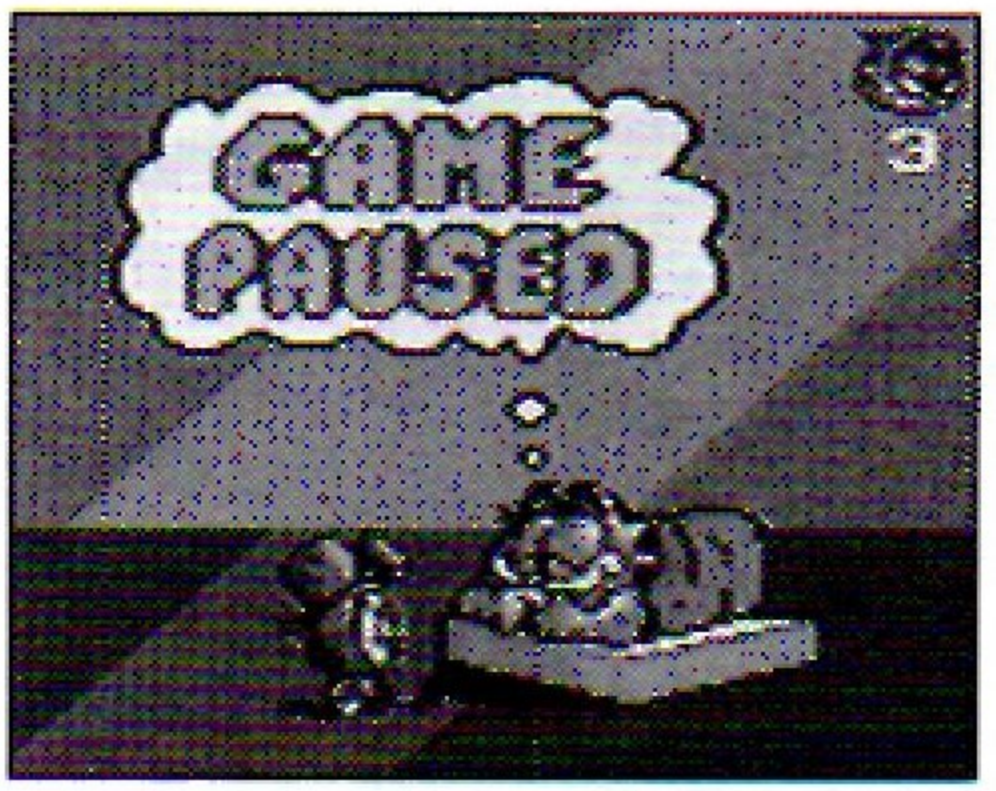


**Batteries** — Make sure you find the battery in each sub-level or you won't be able to operate the remote control at the end of each level.

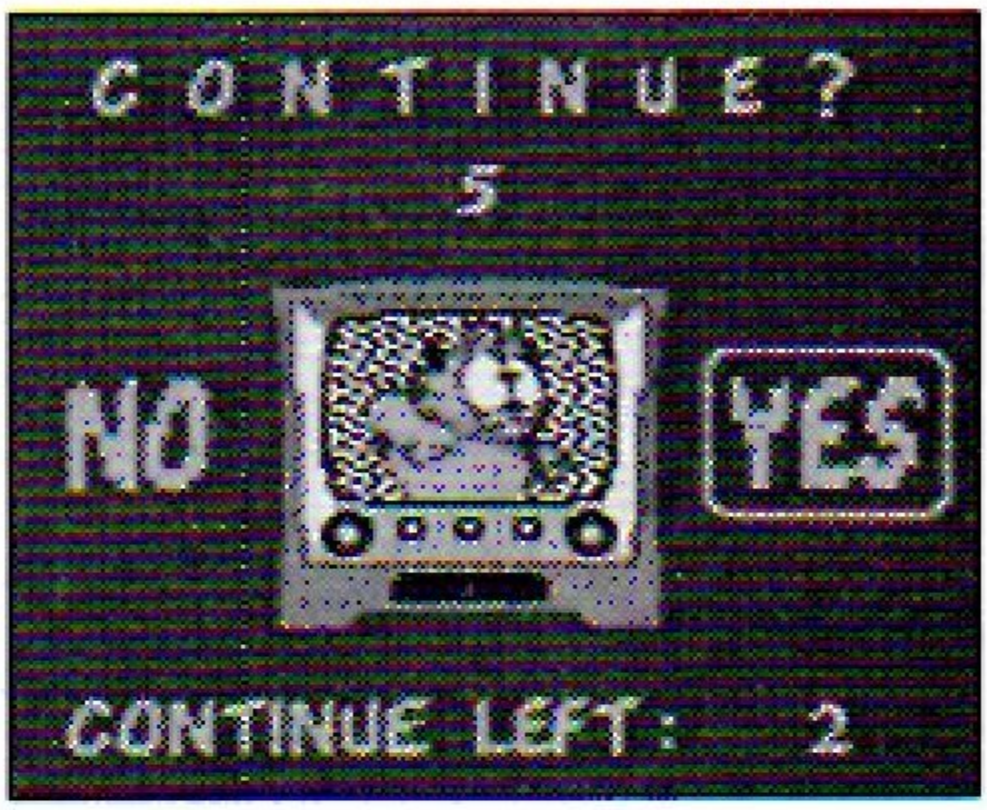


# PAUSE SCREEN

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



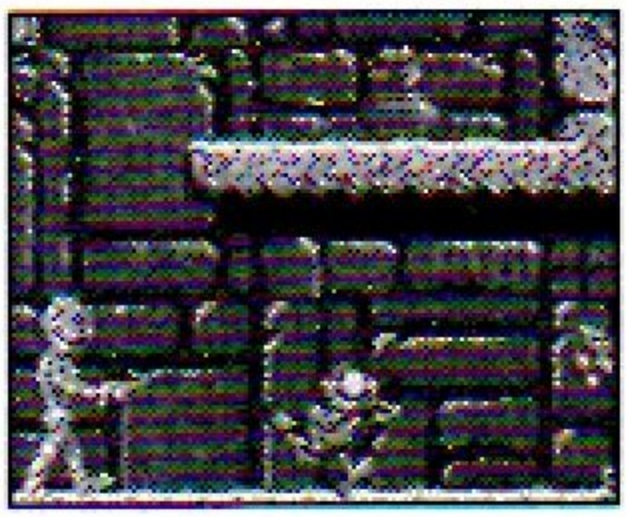

Three Continues extend your game-playing pleasure. Select Yes or No on the Continue Screen with the D-Pad, then press Start.

# MOVIE MADNESS!

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



**Cave Cat 3,000,000 B.C.**
Leap into underground caves, ride on gushing geysers and squash slithering snakes!



**The Curse of Cleofatra**
Look out for stinging scorpions and mummified mice as you probe the passages below the pyramids!

## Count Slobula's Castle

Defend yourself against venomous vampire bats and ghastly ghosts. Count Slobula awaits you anxiously in his lair!



## Bonehead the Barbarian

You're under attack by parachuting penguins! Vault onto towering totem poles to save your skin!



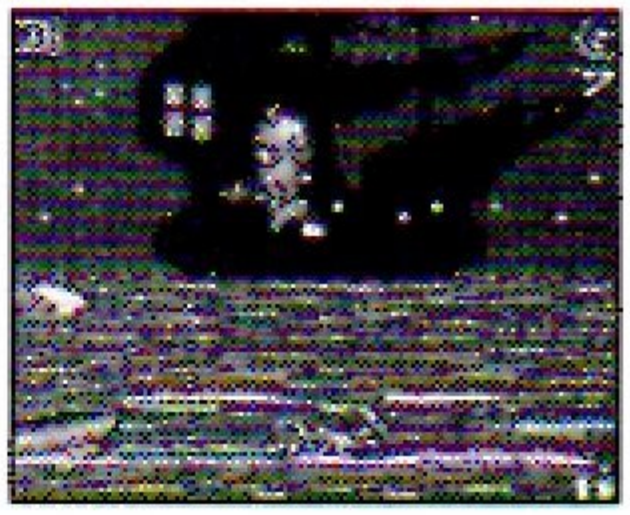
## Slobbin Hood

Climb through the treetops and duel with nasty knights. The forest is filled with danger!



## The Revenge of Orangebeard

Claw your way past angry alligators and mischievous monkeys in this adventure on the high seas!





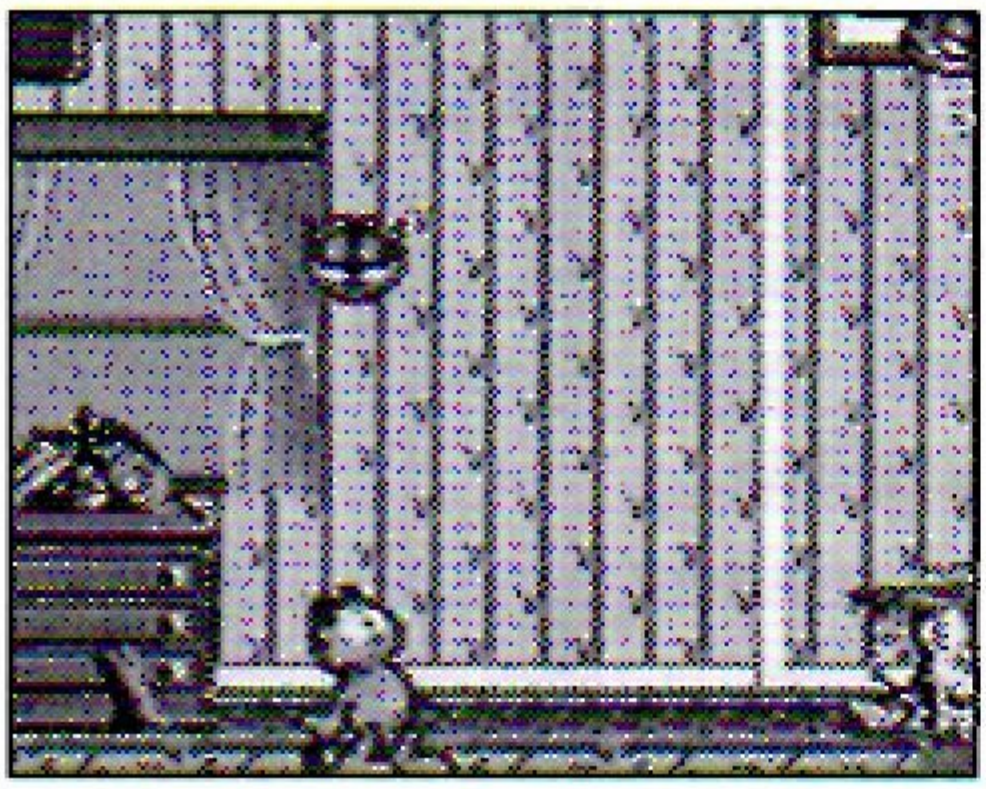
## Catsablanca

You're the ultimate alley cat on the streets of Catsablanca. If you're lucky, you'll land on your feet — not under the wheels of a speeding truck!

## Television Wasteland

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

# SMASH YOUR WAY THOUGH THE BONUS ROUND!



Collect the Arlene head and beat the boss to make it into the Bonus Round at the end of each level. In the Bonus Round, smash Jon's favorite household items to earn a One-Up.

# TIPS FOR ESCAPING THE TELEVISION WASTELAND

- Don't forget to find the Arlene head in each level.
- To find Count Slobula, you'll need to search the castle for the keys to his lair.
- To defeat Count Slobula, shed a little light on the situation.
- To complete some levels, you may need to rescue a friend.
- If you get stuck in Catsablanca, you may need to chase a rat down a hole.

***Novotrade Credits***

| | |
|---|---|
| Developer: | Novotrade International |
| Director: | Laszlo Mero |
| Project Director: | Don Walters |
| Software Director: | Attila Bus |
| Art Director: | Eszter Paris |
| Lead Programmer: | Laszlo Megyeri |
| Programmers: | Sandor Michaletzky |
| | Balazs Papai |
| Lead Artist: | Bori Paris |
| Artists: | Tibor Botka |
| | Edit Matis |
| Music, SFX: | Laszlo Fazekas |
| | Csaba Gigor |
| | Gabor Foltan |

| | |
|---|---|
| Programming Aid: | Adam Jedovszky |
| | Gyongyi Mezei |
| Level Layout: | Laszlo Mero |
| | Eszter Paris |
| | Bori Paris |
| | Tibor Botka |
| Developer Tester: | Tamas Panczel |
| Special Thanks: | Andrea Eszterhai |
| | Aniko Bodi |

***Sega of America Credits***

| | |
|---|---|
| Original Design: | Waterman Design |
| | Sega Interactive |
| Additional Design: | Sega of America |
| | PAWS, Inc. |
| Executive Producer: | Michael Latham |
| Producers: | Rhonda Van |
| | Eric Quackenbush |
| Assistant Producers: | Bill Person |
| | Erik Wahlberg |
| Product Manager: | Lisa Best Wilson |
| Marketing: | Clint Dyer |
| | Eric Dunstan |
| Licensing: | Michealene Cristini Risley |
| Lead Tester: | Arnold Feener |

| | |
|---|---|
| Assistant Lead Testers: | Louis Dribin |
| | Heather Meigs |
| | Nicole Tatem |
| | Jeff Sanders |
| Testers: | Morgan Weiss |
| | John Jansen |
| | Camille Morris |
| | Mark Subotnick |
| | Joel Breton |
| | Jason Foster |
| | Scott Crisostomo |
| | Brian Murphy |
| | Deserea Blevins |
| | Jessie Light |
| | Shari Shanklin |
| | Scott Snyder |
| | Janis Gragasin |
| | Fernando Valderrama |
| Manual: | Mike Yoffie, James Cabral |
| Special Thanks: | Joyce Takakura, Jim Davis, Jill Hahn, Glenn Zimmerman, Mark Acey and all the folks at PAWS. |

# PASSWORD NOTES

# LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that this Sega Game Gear 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 United States 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 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.

## Repairs after Expiration of Warranty

If your Sega Game Gear Cartridge requires repairs after expiration 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

# GARFIELD
# CAUGHT IN THE ACT™



## Catch Garfield on Sega Genesis™ in November 1995!

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