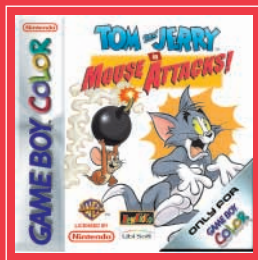


TOM and JERRY™ IN FISTS OF FURRY

ALSO AVAILABLE IN THE T&J RANGE



newkidco.com



<http://www.ubisoft.co.uk/tandj>



INSTRUCTION BOOKLET

TOM and JERRY™ IN FISTS OF FURRY



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Please ensure that this game is compatible with your system.

This game is compatible with Windows 95, Windows 98, Windows 2000, Windows XP and Windows ME and requires a minimum of a P2 233 processor, 2X CD Rom Drive, 128Mb Ram, at least 160Mb of free space on hard disk, a DirectX 8 compliant 3D accelerated video card with at least 4MB of memory.

Installing the game

Shut down all applications before installing Tom and Jerry: Fists of Furry.

Insert the installation CD for Tom and Jerry: Fists of Furry in the CD-ROM drive. If the automatic execution function is turned on, the installation menu for Tom and Jerry: Fists of Furry appears automatically.

If the automatic execution function is not turned on, double-click the "My Computer" icon, double click the icon representing the CD-ROM drive, double click the "Setup.exe" icon and then follow the instructions below. Select "Install Tom and Jerry: Fists of Furry " to start the installation procedure, then follow the instructions that appear on the screen.

The installation program automatically proposes the installation corresponding to your PC. The options you choose (minimum or maximum installation) have a direct influence on the quality of the game. The maximum installation takes up more space on your hard disk, but the game will then be more seamless and loading times will be shorter.

Tom and Jerry: Fists of Furry is installed by default in C:\Program Files\Ubi Soft\Vis Entertainment\Tom and Jerry in Fists of Furry. When the installation is complete, a shortcut to Tom and Jerry: Fists of Furry is added to the Start menu.

Once the installation is finished, click "Play." to go on and play the game or Click "Quit" if you wish to leave the menu.

To start the game, double click the Tom and Jerry: Fists of Furry icon on your desktop or use the shortcut to Tom and Jerry: Fists of Furry in the "Start" menu found in C:\WINDOWS\Start Menu\Programs\Ubi Soft\Tom and Jerry in Fists of Furry.

Uninstalling

In Windows, choose the "Uninstall" option in Start Menu\Programs\Ubi Soft\Tom and Jerry in Fists of Furry. Insert the installation CD-ROM for Tom and Jerry: Fists of Furry and click the "Uninstall" button in the menu. You will thus erase all the game data.

Installing DirectX

Make sure the installation CD-ROM for Tom and Jerry: Fists of Furry is in the CD-ROM drive.

As soon as you start the installation procedure the program automatically checks to see if DirectX needs to be installed or upgraded. If so, it offers to do so. If you have problems with Tom and Jerry: Fists of Furry, refer to the Troubleshooting section below before calling technical support.

Once the installation is complete, you must restart your PC to enable the new drivers to function.

Troubleshooting:

You must have a 3D-compatible accelerator card with at least 4 MB of video RAM. DirectX 8 must be installed on your computer. DirectX 8 is provided on the installation CD for Tom and Jerry: Fists of Furry and can be installed directly by selecting "Install DirectX8" from the list of installation options.

Most of the problems encountered in DirectX games are related to obsolete versions of the sound card and/or video card drivers. If you have problems with Tom and Jerry: Fists of Furry, take the time to read readme.txt. In it you will find the URLs of websites for the manufacturers of common sound cards and video cards.

First contact the manufacturers of your graphic and sound cards (on their Internet sites or by telephone) in order to obtain the latest version of the drivers.

If you have several accelerator cards, choose the ones that are capable of 3D acceleration.

To Play

To play, simply double click on the Tom and Jerry: Fists of Furry icon on your desktop or go to the Start Menu and select C:\WINDOWS\Start Menu\Programs\Ubi Soft\Tom and Jerry in Fists of Furry.

WHAT'S THE STORY, JERRY?

Tom & Jerry: Fists of Furry is the first game designed specifically to pit that 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 & Jerry series originally aired in the 30s and 40s, recreating 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 recreated here for the first time in full 3D – Tom, Jerry, Spike, Tyke, Duckling and more are all here ready to annihilate each other with a huge variety of implements. Chairs, frying pans, sticks of dynamite, watermelon, and more will be lying around ready to use against your opponent. Put your paws up and get ready for a massive concussion of cartoon chaos!

MENU CONTROLS

Cursor Keys

The Cursor keys are used to navigate the menu options.

The Enter Key

The Enter key is used to select the highlighted option or to switch between the various options.

The Escape Key

The escape key is used to go back to the previous menu screen.

The game controls are set-up in the controls menu. To change a selected item press the enter key and then press the key that you wish to use for this action.

GAME CONTROLS

Move Left/Right/Up/Down

Pretty basic, these controls will move your character around the environment.

Jump

The default Button for **Jump** is **SPACE BAR** this can be changed from the options menu. Press this 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 default Button for **Attack** is **CTRL** this can be changed from the options menu. This is your main offensive button – bare-handed it can be used to give your opponent a good old knuckle sandwich. Hit this button quickly three times to see something special! This isn't the Tom & 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 **Attack** button to use it. Holding down the **Attack** 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 **Attack** 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 a coloured highlight will appear around it. Now you can press the **Pick Up/Catch** 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.

Duck

The default button for Duck is **A** this can be changed from the options menu. No, not as in Duckling, but as in "Look out for that garbage can aimed straight at your head!!!" If you press **Duck** 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 @%&*#! out of the other guy! You can select to play as either Tom, Jerry, or, later on, one of the other characters in the T&J 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 & 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 defeated all his or her characters.

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

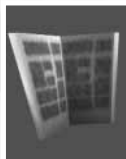
You start by being able to play as either Tom or Jerry. More characters will be unlocked as the single player game is played through successfully. Master the single player game and you will be able to select from all seven characters!

WEAPONS AND PROPS

Hand-to-Hand Weapons



Fork

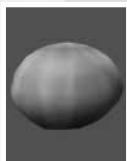


Newspaper



Shovel

Thrown Weapons



Water melon
(kitchen)



Tomato
(kitchen)



Milk Bottle
(garden)



Flower Pot
(garden)

Some of these are heavy, so you wont be able to run or jump whilst carrying them!

GAME INTERFACE



Above is a screen shot of your typical "Fists of Furry" game. At the top of the screen are displayed each characters **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, through 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 Jell-o 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 its 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!

On-line Support Options

Ubi Soft offers on-line support options for software products. One of these is our website at: <http://www.ubisoft.co.uk/support/>

If you have a specific problem that is not addressed on our site, you can send your question to us via e-mail at:

techsupport@ubisoft.co.uk.

Please be as specific as you can be about the problem you are experiencing and have the below details available:

- The name of the manufacturer of your computer system
- The brand and speed of the processor
- How much RAM you have
- The version number of windows you are using (if you aren't sure, right-click on the my computer icon on your desktop and select 'properties')
- The manufacturer name and model number of your video card, modem, and sound card.

Other Support Options

You can also contact Ubi Soft Technical Support by phone and fax. When you call, please have all of the above mentioned information ready.

Ubi Soft Technical Support:	0870 739 7670
Hours:	Monday To Friday 8.00am – 11.00pm GMT
Ubi Soft Hotline:	0906 906 0200
Mailing Address:	Ubi Soft Entertainment Ltd, Chantrey Court, Minorca Road, Weybridge, SURREY. KT13 8DU.

Warranty

Ubi Soft guarantees to the original buyer of the product that the compact disc (CD) supplied with this product shall not show any fault during a normal-use period of ninety (90) days from the invoiced date of purchase.

Please return any defective product to; Ubi Soft Entertainment Ltd, Chantrey Court, Minorca Road, Weybridge, SURREY. KT13 8DU. together with this manual and your registration card if you have not already sent it to us. Please state your full name and address (including postcode), as well as the date and location of purchase. You may also exchange the product at the place of purchase.

If a disc is returned without proof of purchase or after the warranty period has expired, Ubi Soft will choose either to repair or to replace it at customer expense. This warranty is invalid if the disc has been damaged through negligence, accident or misuse, or if it has been modified after acquisition.

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