



INSTRUCTION MANUAL

CHEESE
CAT-ASTROPHE
Starring
SPEEDY GONZALES

LOONEY
TUNES

MEGA DRIVE

SEGA

EPILEPSY WARNING

Please read before using this video game system or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen.
Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

SPEEDY GONZALES AND THE CHEESE CATASTROPHE

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!

STARTING UP

1. Make sure that the power switch is OFF.
2. Plug in Control Pad 1.
3. Carefully insert the 'Speedy Gonzales and the Cheese Cat-Astrophe' cartridge into the Mega Drive. When properly aligned, the game cartridge will slip easily into place. Be careful not to force the game cartridge, as it may result in it being damaged.
4. Turn the power switch ON. If nothing appears on the screen, check that the cartridge is inserted correctly and the Mega Drive is connected correctly to the power and TV. Refer to the Mega Drive operating manual.

IMPORTANT: Always make sure that the Mega Drive is turned OFF whenever inserting or removing your game cartridge.

- ① Sega Cartridge
- ② Control Pad



TAKE CONTROL !

① Directional Button (D-Button):

On the Language Select Screen, moves the highlight to your preferred language.

On the Title Screen, moves the arrow between Start Game, Options and Password Entry.

- 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 run in that direction.
- Press UP to enter a cave entrance/doorway.
- Press UP and Button A together to throw a lasso up to a hook above Speedy's head.
- Press DOWN to make Speedy look downwards.



START Button:

② Starts a game.

- Pauses a game, or resumes a paused game.
- Exits the Option Screen.

Button A, B or C:

⑤ Press Button A to activate Speed Dash.

⑤ Press Button A and UP to throw lasso up to a hook above Speedy's head.

④ Press Button B to jump.

③ Press Button C to throw Sombrero.



GETTING STARTED

Language Select Screen

When the language Select Screen appears, use the D-Pad to move the highlight to your preferred language and press START, to select. Once you have chosen a language, you cannot re-select. If you want to change your choice, you must turn the Mega Drive off and start again.

Title Screen

When the 'Cheese Cat-Astrophe' Title Screen appears, press START to display 'Start Game', 'Password' and 'Options'. Now, either press START once more to begin the game, or highlight 'Password' or 'Options' and press START to enter these selection screens.

Options Screen

Several Options will be displayed on screen. These are:

DIFFICULTY

MUSIC TEST

SOUND TEST

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 TEST' or 'SOUND TEST', press Button A, B or C to hear that tune or effect.

Once you have finished either press START or highlight 'EXIT' and press Button A, B or C to return to the title screen.

Password Entry

Selecting the Password Option takes you to the Password Entry screen. To select the desired icon for your password, move the highlight box to it and press START, Button A, Button B or Button C. When you have finished entering the Password, move the highlight box over the OK icon and press any button.

If you select an icon by mistake move the highlight box over the arrow icon and press any button.

If you enter the correct password, the game will start from the desired level.

THE HUNT FOR 'CHEESEFINGER'

Defeat enemies by jumping on top of them, using your Speed Dash or throwing Sombreros at them. Some enemies must be hit more than once.

In some levels Speedy must use a lasso which can be used to help Speedy climb. To do this, press UP and Button A together when you are standing below a hook on a platform. The lasso will grab onto the hook. To climb the rope, push UP on the D-Pad.

The Speed Dash

Speedy's incredible speed can come in very useful. It is used for defeating enemies by running through them. It is also used for opening weak crates (which highlight when stood upon), again by running into them. Finally, it can be used for gaining extra acceleration for those extra large leaps that are sometimes needed.

However, Speedy cannot keep the dash up for long without fuel. To re-fuel he must collect and eat all the large chillies he can find. There is an indicator at the top left of the screen informing you how much fuel is left in the form of a chilli that gets eaten more and more as your fuel runs down.

To activate the Speed Dash, press Button A.

Energy

Speedy's energy is represented by a large cheese in the top right hand corner of the screen. The more the cheese is eaten the less energy Speedy has left. When the Cheese is totally consumed Speedy will lose one attempt at the quest.

Carrots

On each level there will be carrots scattered around. Speedy must collect these and give them to Bugs Bunny at the end of the level. If he does this, Bugs Bunny will give Speedy a password. If used at the Password Entry screen on the title screen, the password will allow the player to start from the level just finished, the next time the game is played.

PICKUPS & POWERUPS

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

① 1 Up Icon

Collect this to earn an extra life

Cheese

- ② The round cheeses fully replenish Speedy's energy.
- ③ The slices partly replenish it.

①



②



③



① Poison Cheese

If Speedy picks up the poison cheese, he is unable to run or jump properly until the effects of the poison wear off.

② Sombrero

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

Chillies

There are two kinds of chillies in the game;

① small ones which just give bonus points and ④ large ones which are the fuel for Speedy's Speed Dash.

⑤ Cakes

When these are picked up they reveal a hidden bonus.



Dynamite & Plungers

On some of the levels Speedy will find some

① dynamite and elsewhere on the level will be a ② plunger. If Speedy jumps on the plunger, it will blow up the dynamite. This will have the following effect/s:

Open up a cave entrance, containing a mouse.

Turn off generators to stop sparks (on high Voltage levels).



THE GAME LEVELS

Many different hazards await you on each game level. As you near Dr. Cheesefinger's Factory, the enemies and obstacles will become progressively more difficult to overcome. On every level you must find three kidnapped villagers before you are able to exit that level and progress to the next.

THE SAND DUNES

An area of desert just outside of Speedy's Village.

- ① Scorpion
- ② Vulture
- ③ Bat (found in underground caves)
- ④ Ant (found in underground caves)
- ⑤ Rattlesnake

THE ROCKY MOUNTAINS

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

- ④ Falling Rocks



THE DRY LANDS

An arid plateau of sun baked clay, high in the mountains. From here, the infamous volcano, Mount Cheesemore, is visible. This area is full of hidden caves. Whenever you come across a small dipped area, try holding down Button A for a few seconds. If there is a hidden cave, the ground will break away and Speedy will fall in.

① Cacti

Speedy is unable to pass these by conventional methods without being caught by their long thorns. Therefore, he must use the underground cave system to get past them.



A WEEKEND IN HAWAII

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

① Crabs

These can not be defeated, only immobilised by hitting them with a sombrero. However, once immobilised, they can be used as a spring.

② Geyser



LAKE PIRANHA

Time for a swim!

- ① Clams
- ② Piranhas



SYLVESTER'S SCAFFOLDING

Cheesefinger is 'renovating' an old town for use in his next venture. Make your way along the scaffolding, avoiding enemies and obstacles.

① Sacks of Cement

These are dropped from above by Cheesefinger's cohorts and must be avoided at all costs.

② Robot Sylvesters

These continually throw dynamite at Speedy, so look out. They cannot be defeated, so don't waste your time!



MOUNT SYLVESTER

This is the last obstacle between Speedy and the town that houses the Cheesefinger Cheese Factory. The mice in this level are hidden by giant Sylvester faces. To move them out of the way, Speedy must jump on the nose of these faces.

HIGH VOLTAGE ZONE

The huge generator that powers the 'Cheesefinger Cheese Factory'. Negotiate the pylons and wires to reach the Cheese Factory itself. The plungers in this level turn off the wall of sparks in this level. If these walls are not turned off, Speedy will not be able to access all of the level.

① Goblins



THE WALL OF PERIL

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

① Bells

When you come across these, just touch them or throw a sombrero at them to make them ring. This will summon a platform vulture, who will carry you to another part of the level.

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!).

② Mechanical Mice

①



②



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

The locations of the kidnapped mice will be difficult to find. Don't be afraid to explore caves, holes and every doorway you come across.

When confronting the bosses, make sure you collect the supply of unlimited sombreros or things may get a little nasty! Some cave entrances and holes will take you to parts of levels that you are otherwise unable to reach.

Handling this cartridge

This cartridge is intended exclusively for the Sega Mega drive 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, benzine, etc.!
- When wet, dry completely before using.
 - When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
 - After use, put it in its case.
 - Be sure to take occasional recess during extended play.

WARNING: For owners of projection televisions.

Still pictures or images may cause permanent picture tube damage or mark phosphor of the crt. Avoid repeated or extended use of video games on large screen projection televisions.



①



②



③



④



⑤



⑥



⑦





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STUCK?

For all your hints, cheats & tips

RING SEGA HOTLINE

Calls charged at ITM 95¢ p/minute.

If Under 18 get parents to call.

1-902-555-444

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