Ready...Set...Fight!

- JERRY
- TUFFY
- ROBOT CAT
- NUTCH
- EAGLE
- MONSTER JERRY
- TYKE
- TOM
- NIBBLES
- LION
- SPIKE

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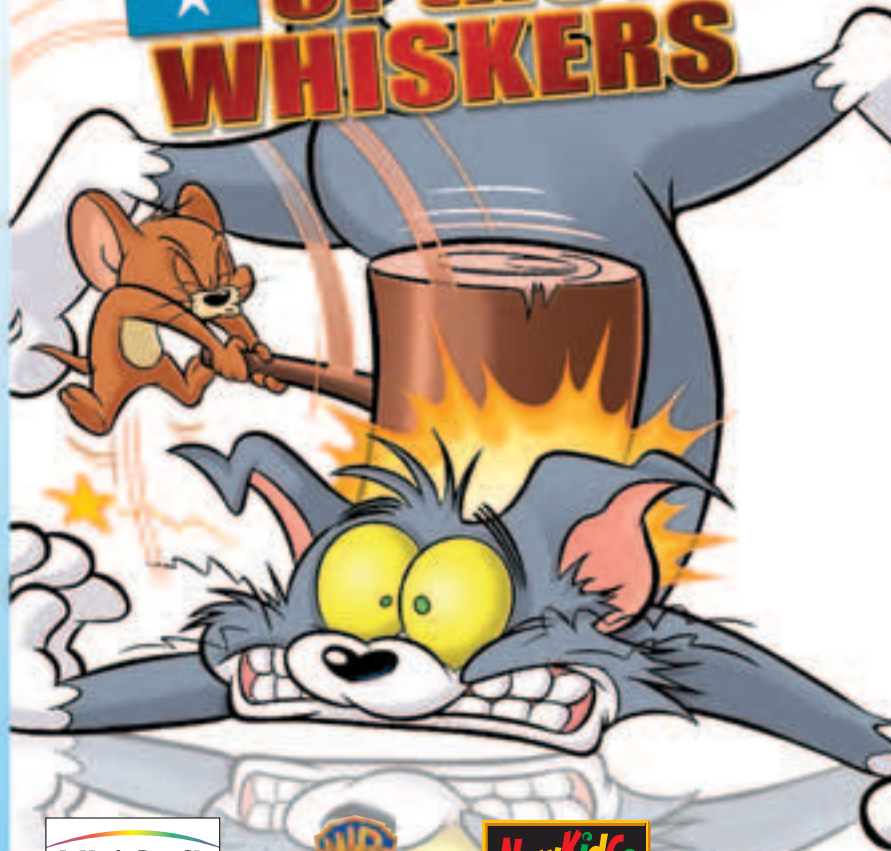
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SLES-51053

3307210123596

TOM and JERRY
WAR of the WHISKERS

Ubi Soft ENTERTAINMENT

NewKidCo ™

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

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For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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SLES-51053

1 or 2 Player • Memory Card (8MB) (for PlayStation®2) : 73KB minimum • Analog Control Compatible : analog sticks only • Vibration Function Compatible

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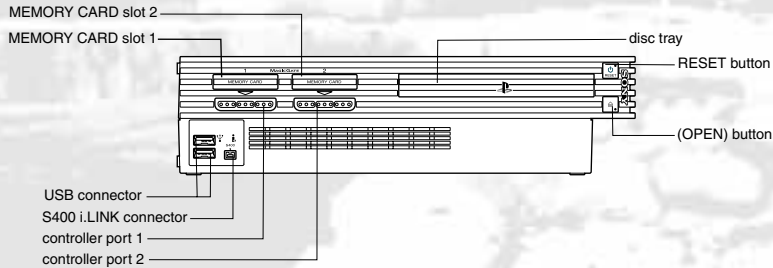
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CONTENTS

GETTING STARTED

STARTING UP

MEMORY CARD slot 2
MEMORY CARD slot 1

disc tray
RESET button

(OPEN) button
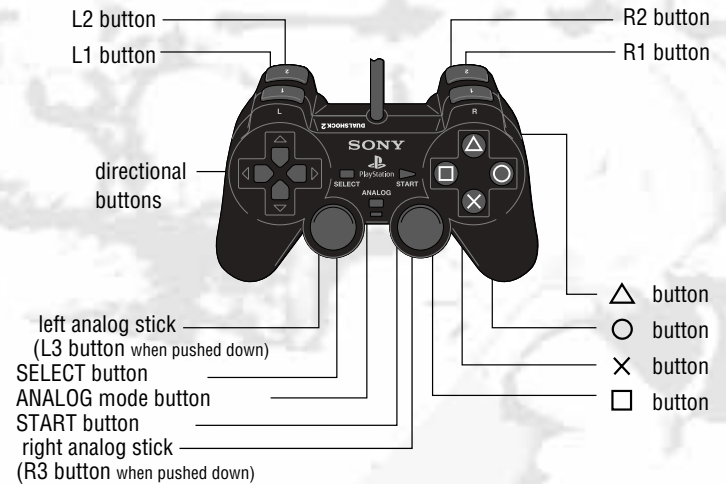
USB connector
S400 i.LINK connector
controller port 1
controller port 2

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Tom & Jerry™: The War of the Whiskers disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button

R2 button
R1 button

directional buttons

left analog stick
 (L3 button when pushed down)
SELECT button
ANALOG mode button
START button
 right analog stick
(R3 button when pushed down)

△ button
○ button
✕ button
□ button

Menu Navigation
Use the left analog stick or directional buttons to navigate menu selections.
Use the ✕ button to make menu selections.
Use the △ button to cancel a selection and go back to the previous menu.

In Game Controls
Left analog stick/Directional buttons – move your character
✕ button – jump
■ button - kick
▲ button - punch
◉ button – pick up/drop weapon, prop, or opponent
L1 – tag swap, in tag battles only
R1 - block
L2 + R2 – taunt your opponent to increase Berserk bar or activate
          Berserk state when bar is topped.

Tom and Jerry are ready for the final smackdown and have rounded up friend and foe alike to participate! Spike, Tyke, Nibbles, Butch, Duckling and others all represent in this war on land, sea, and skyscraper to determine who will be the Top Whiska'!

"Tom and Jerry in War of the Whiskers" is the first all-ages brawler for the PlayStation® 2 computer entertainment system that is designed to be "pick-up and punch". Kids, parents, and punks alike can all quickly learn controls and battle away across many dynamic environments without having to learn complex and brain-bleeding button combos and moves.

MEMORY CARDS

This game uses 73 kb of space on a Memory Card (8MB)(for PlayStation®2). The first time you play, you can create a save game for "Tom and Jerry in War of the Whiskers" on the Memory Card (8MB) (for PlayStation®2). Each Memory Card (8MB)(for PlayStation®2) can hold one Tom and Jerry save game which will keep track of unlocked characters, environments and other secrets buried in the game. The game will save to the Memory Card (8MB)(for PlayStation®2) automatically after the player has unlocked something new.

Challenge
Challenge is the single player only battle in "War of the Whiskers". Initially, only Tom or Jerry is available to play in Challenge Mode. Play as either character and then progress through five episodes making mincemeat of five furry foes. After defeating a special final villain you will unlock a new character to play, either in Challenge Mode or in multiplayer. Play as the newly unlocked character and win their progression to reveal more and more new opponents.

Versus
Play a one-on-one battle against a friend. You will be able to select to play any characters you have unlocked in the Challenge mode game.

Tag Versus
Select two characters to play on the same "team", who may then "tag" off in the midst of battle by pressing the L1 button. Each character has their own health bar and they will slowly recover lost health if they are tagged "out" and are waiting on the sidelines. Tagging in briefly leaves you open to attack, so be careful when you use it!

Tag Team
Similar to "Tag Versus", "Tag Team" will allow two players to play as a team versus the CPU. Player One begins play on controller one and then control passes to Player Two once the second character is tagged in.

Options
The Options menu reveals a sub-menu of game options as detailed below.

Fight Settings: Here you can adjust the number of rounds in a match, the length of each round, the game difficulty and turn the DUALSHOCK®2 analog controller vibration function ON or OFF.

Save Game: Save your game progress by selecting "save game". This will ensure that all the characters and levels you have unlocked will remain until the next time you play your "Tom and Jerry in War of the Whiskers" game. Note that the game will automatically save unlocked items after the battle in which that item is unlocked.

Video: If you have a widescreen monitor, you can enable this special widescreen resolution here.

Audio: This menu will allow you to adjust the volume of the sound effects and music tracks individually, or turn them off altogether.

Credits: Views the game credits.

Cheats Menu: This will bring up a special menu where you can enter special game cheats that will unlock characters or environments prematurely.

To return to the Main Menu during gameplay, press the START button to Pause the game, and select the Quit option.

GAME SCREEN

HEALTH BAR
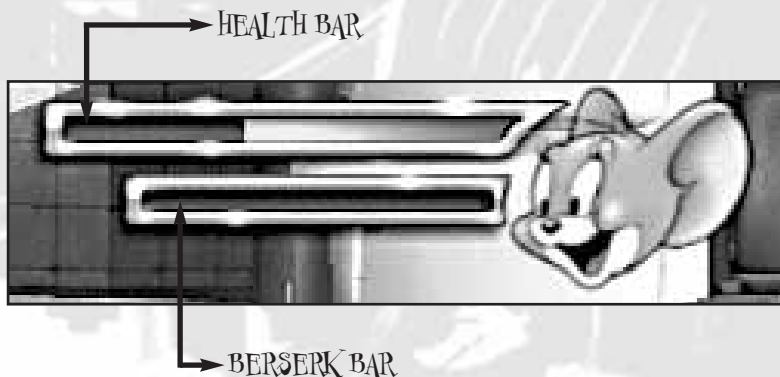
BERSERK BAR

Each character has their own Health and Berserk Bars as pictured above.

The top bar is the **Health Bar**, and is depleted as that character takes damage from an opponent's punches, kicks, or hurled sandwiches of death. If it empties completely, you lose the round.

The **Berserk Bar** is underneath the health metre and starts empty, gradually filling up as you deal damage to your opponent. It will also fill up if you taunt your opponent by pressing the L2 and R2 buttons at the same time (taunting leaves you open to attack, so only do it if you are sure you will be safe for a short time).

If this bar fills completely you will hear "Berserk Ready", at which point pressing the L2/R2 buttons will activate your Berserk state. The steam whistle will blow, your character will turn red and the bar will start to drain. As long as it takes for the bar to drain, you will do double damage to your opponent and weapons will charge almost immediately.

A **Ribbon** will appear under the player's health bar when that player has won a bout.

Between the two characters health bars, there is a **Timer** that will count down the seconds until the end of the round. If the Timer completely counts down before a character is knocked out, the player with the greater amount of health left will win.

CHARACTER MOVES

Each character in Tom and Jerry in War of the Whiskers has a repertoire of moves with which to make an opponent very, very, sorry:

Punch ▲ : If no weapon or object is being held, then the player will attack with a simple punch that doesn't do much damage. Hitting the button three times quickly will deliver a combo attack. A successful combo attack will force an opponent to drop any weapon they may be holding.

This move will also allow you to 'shove' objects along the ground into your opponent. Stand near a selected object and press the punch button. The selected object will be pushed along the ground.

If you have a projectile weapon in your hands, the punch button launches the weapon or object towards the opponent (even if you're running in the opposite direction). If you're carrying a hammer, or any other hand-to-hand weapon, then pressing PUNCH will use that weapon.

The player can increase the severity and speed of both hand-to-hand and projectile attacks by holding down the attack button for longer periods of time. A floating metre will appear and fill. When the yellow portion of the metre fills, the damage level of the weapon increases and when the orange portion of the metre is topped, the weapon will inflict MAXIMUM pain.

PUNCH

Kick ■ : Kick can be used to interrupt an opponent's attack and make him drop his weapon. Quickly hitting the button three times will deliver a combo attack.

This move will also allow the player to 'shove' objects along the ground into their opponent.

Stand near a selected object and press the kick button. The selected object will be pushed along the ground.

When holding objects, this button has the same function as the PUNCH button.

KICK

Jump ✕ : To perform a "double jump", press this button while in the air. You may punch and kick in the air to perform "flying" attacks that swoop in on your opponent to do more damage.

Pick Up/Grab ⬤ : You will need to pick up weapons and props in the environment that can then be used against an opponent with the punch or kick button. With the right timing of the grab button the player will be able to catch an incoming projectile, which can then be thrown back. Pushing this button with a weapon in hand will drop whatever the character is carrying.

You can also pick up an opponent who is stunned or in blocking position by pressing the ⬤ button. The poor fool can then be tossed high with the PUNCH button or along the ground with the KICK button.

Block (R1 button): Limits damage received. Also opens you to being grabbed and thrown. Blocking does not work on powered up or berserk attacks.

Taunt & Berserk (L2 + R2 buttons): Taunt the enemy to boost your Berserk Bar. Beware! You are vulnerable when you taunt, so use it carefully. Once the Berserk Bar is full, use this to trigger Berserk mode — you will become extra powerful! See Page 8 for a more complete explanation.

Props: These are pieces of the environment that can be picked up and thrown at an opponent or kicked along the ground as well. Chairs, crates, and vases can all be picked up by any character, no matter how small, and tossed at a foe for a fur-flattening effect.

Weapons: Weapons may be either projectiles or hand-to-hand weapons and generally do more damage than props. Most projectiles are just one use, but some, like the eggs or books have more than one shot.

There are a few explosive projectiles as well that will blow up after they are picked up — a timer will appear once the weapon is grabbed and once it times down, the weapon will blow up whether it has been thrown — or not!
Hand-to-hand weapons usually last until a player has pulled off a successful combo hit or has used the weapon in its fully charged state.

Health Pick Ups: These will appear when you've dealt damage to your opponent. The more damage you do, the more of these health-ups will appear. Either player may then collect these for a small boost to their health bar.

Power Ups
Periodically, question marks will appear that can then be collected. These mystery power-ups will contain either:

FORCE FIELD

Forcefield: The Forcefield is a transparent shield that temporarily prevents all damage.

OR

POISON GAS

Poison Gas: A green smoke cloud envelopes the player, slowly draining his Health Bar. This gas cloud may be passed to an opponent by hitting him successfully.
Both of these effects will last just a short time before they expire. Note that the "bad" poison gas is somewhat less common than the force field.

Hazards: Some areas of each environment will cause damage to a player if they are interacted with — these areas may be intermittently active or triggered when the environment is damaged. In all cases, these areas will be apparent as such, so a player should use common sense to avoid them (for example, it's generally not a good idea to walk into a roaring fireplace...)

All game environments have areas that will gradually be destroyed as the "War of the Whiskers" continues... destroying certain areas or all areas of an environment will sometimes unlock special weapons or costumes for some of the characters — so keep your eyes open!

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