

# Tom & Jerry FAQ/Walkthrough

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TOM AND JERRY (SNES)  
FAQ/Walkthrough v1.0  
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1 | INTRO  
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Hello, and welcome to my 42nd FAQ - a quickie, it seems - for the SNES platform action game Tom & Jerry, presumably created to tie in with the theatrical movie release at around the same time ('93?). It's a short platformer designed mainly for children, but in the interest of filling out another unturned stone in the vast GameFAQs catalog, I'm covering it.

You got a problem with that? E-mail me at [round the wheel at g mail dot com] - all one word, it's a no-spamming tactic, use the proper symbols, etc. Get in touch if you have anything to ask, request, complain about, suggest, or if you have something to add to the guide - although I SERIOUSLY doubt it, this game is as basic as games come - just get a hold of me there. And stuff.

That said, let's proceed!

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2 | BASICS  
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3.1 | Stage 1: At the Movies  
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Part 1: The Marquee

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Grab the green marbles in front of you. Each marble you collect gives you 10. As a special bonus, if you walk forward a short distance and return, you'll notice that the items regenerate, allowing you to stock up on marbles quickly. Here, instead of taking the ground route, jump across the lights of the marquee sign to collect cheese bits, which you can accrue to earn point bonuses at the end of levels. (Whee.)

Ride the floating purple brick at the far right up to the next tier. Your only aggressors in this stage are cockroaches and mosquitos. You don't need to waste marbles on them, you can jump over them or on them to get rid of them. The rest of the level is straightforward, with no pits and a bunch of easily avoided enemies.

Part 2: The Projectors

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Here we find Jerry walking along a celluloid road with sci-fi monsters as the enemy theme. The trip upward is an easy one, since there are no pits anywhere except at the ends of the path, and those are easy to avoid.

Heading downward toward the end of the stage (starting at the very upper right corner where you find a marble ration and two large health-restoring chunks of cheese), you have to be slightly more careful. Jerry is a fragile little mouse and will bite the dust if he falls too far, regardless of his health status. Use the presence of cheese bits and walking enemies to gauge when and where it's safe to take a dive. In the few cases where you are forced to make a blind fall, at least hug the edge of the platform you're falling off of - don't just leap out into the great beyond.

This is also a good stage to practice the tricky art of marble throwing. As you have noticed if you've tried them out, Jerry throws his marbles at a weird upward angle. That's good for some instances where you have to get rid of a foe guarding a higher ledge, but if you can jump on an enemy, just do that - it's way less of a hassle.

Part 3: Backstage Pass

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For the final portion of the movie theater world, you get to glide along on a ticket-stub-cum-surfboard. Watch out for the usual moving enemies, like dust bunnies and cockroaches, in addition to unmoving obstacles that deal damage, such as discarded gum and popcorn. This is a short section, and the only real difficulty lies in the inherent slippery physics of the board.

When you reach the mousehole, you'll enter an area full of crates wherein you face your feline nemesis Tom for the first time. His diabolical plan involves pulling a rope and dropping a sandbag on you. The sandbag falls in a random place every time, so stay on your toes. When his face pops up from behind the crates, jump and peg him between the eyes with a marble. Ten solid hits will do him in, allowing you to move on to the next world.

### Part 1: The Old Shoe

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Only a few new elements are introduced in this stage; otherwise it's as easy as anything you dealt with in the movie theater world. The main concern in this stage is the red ledges that fall just as soon as you set foot upon them. They fall VERY quickly and will take you down into a pit if you linger too long. In some instances, you'll have to ride one for just a bit to see where it takes you, so glance around at your surroundings and find safe places to get to in a hurry. Other new bits include the floating deflated tires, which inflate and carry you upward when you stand on them, and the random apple cores falling out of the sky; watch out for those. Take all this information into consideration and this level should be a breeze. (Well, it should be anyway, but just humor me, please.)

### Part 2: The Apple Core

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Be wary of the open-ended pipes that make up most of this stage's platforms. They drip green slime that can hurt you, so if you see a pipe end, don't stand directly under it.

The main attraction in this stage is a crane that when you stand on it, it moves left and right over and over. You can control its upward/downward movement with the proper buttons on the D-pad. Spend some time weaving up and down collecting cheese bits and swerving around the cockroaches and falling debris. The place to get off is in the lower right corner, which will set you just a couple of feet from the exit.

### Part 3: The Fishbone

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This level is one giant construction maze, but it has a couple of detours and dead-ends that yield some items, mainly toward the top, so try to stay up there finding trinkets if you feel so inclined. At the bottom of the maze, there are two inflating tires that will take you up and down through the various tiers of the maze in case you missed anything. The exit to the maze is once again in the lower right area.

One thing to majorly watch out for is the fact that falling ledges are now integrated with solid ones, meaning you'll have to stay on your toes and react very quickly if you land on a falling one. Keep your eyes open as well, because the falling ledges have a subtly different appearance than the sturdy ones (the sturdy ones look thicker).

The second area throws a few enemies at you before the fight with Tom. This time Tom attacks you from the safety of a magnetic crane. Stay to the left of the screen and wait for the crane to come by. When it passes over the arc-shaped piping, jump onto the pipe platform and chunk four or five marbles at him, then retreat back to the ground when the crane comes back your way. Kill the walking rivets that the crane dropped and then repeat this whole process until Tom is down for the count.

## Part 1: Wind-up Toys

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Here's the first stage to actually contain some challenging platforming elements. There are a lot more pits here, and you'll have to use the springs that show up to your advantage. Jump on any rolling robots or rockets you see, and stand on top of the bouncing red balls to get to some otherwise out-of-reach cheese bits.

To use the springs, tap B as soon as you come down on them to maximize the height of your jump. If executed properly, a good B-tap should send Jerry off the top of the screen for about half a second. Practice getting good jumps with some springs located on safe ground (like the first one), because you'll have to use the super-jump to clear a few pits in this stage.

Toward the end, when it seems like you can go no further, just wait. A green Lego will come floating horizontally toward. Jump to it as it comes toward you, since if you wait until it starts going right you won't make it to it. There are two of these floating Legos; wait on top of the yellow Lego with the marble ration and the big cheese chunk for the second one to come around. After those, this slightly challenging level is thankfully over.

## Part 2: Legos

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Stay on the high road as often as possible in this level. Most of the cheese bits and marble rations here are set up in inconvenient locations that aren't worth the risk. All of a sudden, the difficulty's been kind of ramped up, so keep an eye out for tricky platforming segments, usually involving those spring things. One area of note is the part with the clockwise-circling Lego platform that is located near a 1-up - an item usually gained from having to collect 100 cheese bits. To get it in its risky alcove, wait until the circling Lego moves below the alcove, then jump neatly up into it. Getting out is a different affair, and I'll leave you to handle that on your own, since while difficult, it is nevertheless pretty straightforward.

Basically, the level is just a lot of fancy footwork, more than what this game has acclimated you to thus far. Don't do anything stupid, and if you don't feel like it's worth it to go after an item, then don't.

## Part 3: Bouncy Balls

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The opening graphic for this level ought to give you an idea of the dominant feature - of course, a plethora of those big red balls. Stay on top of them when you can, since that's the easiest way to reach cheese bits and chunks. There's nothing overtly difficult about this section, and considering how uncharacteristically hard the last two stages were (which as far as this game goes is still not all that hard), this section is mercifully short.

Fighting Tom will take a little bit more reflex and rhythm this time. You can't reach him with your marbles, so just toss that idea out the window. What you'll see before you are three purple buttons. Each button makes a purple Lego appear above it, but you can only have one purple Lego up at a time. You'll also see an army of wind-up robots carrying bombs dropping from the upper right corner. So then, what you need to do is push the purple buttons as the robots move to the left, creating in essence a sort of bridge for them. If they make it all the way to the left, they will go up a pipe leading to Tom and blow their bombs up in his face. You need to do that ten times, since the bombs are apparently only as powerful as Jerry's marbles. The first priority, however, is always dealing with any enemies that drop down to your level. After they're taken care

of, you can freely commence with the bridge-making.

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3.4	Stage 4: Around the House

Part 1: The Kitchen

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If you thought Legoland was hard, wait until you get a load of this kitchen. Fire falls at nearly every possible point, the foodstuffs that walk around are small, skinny, and aggravating to jump on, and it tests your jumping ability to its very limits.

The most important thing to address is the jumping, since up until now you haven't been pressured to make the most of your normal jumping abilities. Some platforms and shelves are just out of your reach, and the way to get to them is with a sort of super-jump, achieved by jumping again as soon as you touch the ground from the first jump (and it also helps to be walking as you do it). When you land from the first jump, just lightly tap B to jump once more, but with a little extra height. This will allow you to just barely get to some ledges. You will also have to use the buttons on the ends of the toasters as springboards; always make sure you get the maximum height from the spring and hold hard to the right when you jump from the toasters, since this level has some rather large pits.

The one other thing to watch out for, other than enemies and the constantly falling fire, is the kitchen sink, which you will notice is overflowing with water. DON'T TOUCH THE WATER! IT WILL KILL YOU INSTANTLY! And yet the fire from the stove near the end of the stage will not. Weird.

Part 2: The Living Room

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No pits or randomly falling debris here, making this a substantially easier stage than the last. Get the maximum height from the couch springs to get stuff hidden way up in the air. All the good stuff here is up there, so take the high road as often as possible.

Stay along the shelf path until you reach an aquarium, then fall in. Use your marbles to get rid of the bigger fish, and stay away from the teeny-tiny ones as well, since they can also hurt you. Stay along the bottom to find a 1-up, then swim to the right and then up when the sign points you out. You'll come out at the far right edge of the aquarium. Fall down and proceed to complete the level as normal.

Part 3: The Mousehole

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The last stage in the game is not particularly a hard one provided you don't take any super-long falls to your death. The level is centered around the construction of a rocket which will send Tom to the moon for the finale. As you proceed upward, you will periodically face Tom, who will be hidden in the walls swiping his claws at you and poking his face out for you occasionally. Stay below the claw and go up to peg him in the face when he comes out. His claw moves at a different tempo than his head, so you can't just operate in a set pattern. Wait for the claw before launching any attacks on the head.

You will fight Tom three times, each requiring ten hits to do him in. Each time you defeat him, he will leave behind a key, and not too far from that key you

will find a piece of the rocket. Unlock the piece of rocket with the proper key, then push it off the ledge to the left. It will all come together, don't worry about it disappearing or anything.

Once you have pushed the three pieces of rocket off their respective ledges, you have to make the long trip back down to the bottom of the stage. Generally here it is safest to hug the wall to the right as you fall, since there is always a safe ledge to land on, ensuring that you don't fall too far. Once you reach the bottom, you'll find the fully assembled rocket and Tom's hand blindly grabbing for you. Push the finished rocket into his waiting hand and watch the grand finale.

Congratulations on beating this ridiculously easy game!

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4 | CREDITS 'N' STUFF  
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Well, here we are at the end already. A short guide, yes, but it is befitting of such a short game, I suppose. Thanks go out to:

>> Brian Sulpher, my never-ending fountain of writing inspiration

>> Hi Tech Expressions, creators of this game, for crankin' out the hits =P

>> Any food consumed while writing this guide

>> My parents, who laid a solid foundation for the writing I do today with that magnetic chalkboard from all the way back in Apt. 181 in Denton, Texas in 1987

This version of this guide (1.0) is ♪ March 10, 2005 by Snow Dragon (J. Eubanks), all rights reserved. Currently, the only place I plan on posting this guide is on GameFAQs, but e-mail me (my address can be found at the top of the document) if you wish to use it on your own site. Don't plagiarize or sell for profit. If you do get my permission to use it, keep all the text intact as it stands, although you can give it cosmetic changes like a new font or supplemental screenshots or whatever. That's basically it; I'm not as big on these super-huge legal disclaimers as I used to be.

Have a good day, and have fun playing Tom & Jerry!

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Fin.